

Michael Moorcock's

STORMBRINGER[®]

FANTASY ROLEPLAYING IN THE WORLD OF ELRIC



**GAMES
WORKSHOP**



BY KEN ST ANDRE
AND STEVE PERRIN

Michael Moorcock's **STORMBRINGER**®

FANTASY ROLEPLAYING IN THE WORLD OF ELRIC

As created in the novels of
MICHAEL MOORCOCK

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A Chaosium Game

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The lands of the Young Kingdoms, home to Elric Kinslayer and the demon sword Stormbringer is a world where the forces of Law and Chaos struggle continually for dominance. It is a world of sorcery and adventure, a place where demons and mighty elementals can be pressed into the service of powerful sorcerers.

And now you too can adventure in the Young Kingdoms. In this hardback edition of the game, you will find everything you need to begin your quest for glory. You can carve out a career of adventure for your own character, or re-create the adventures of the greatest hero of them all.



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The following books by Michael Moorcock were in print in the UK at the time of going to press:

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Bull and the Spear (1979) Mayflower
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see also Michael Moorcock and the 'New Wave' in Science Fiction: "Entropy Exhibition" by C Greenland (1983) Routledge and Kegan Paul

Welcome To The Young Kingdoms

[1.1] WHAT IS FANTASY ROLE-PLAYING?

Stormbringer is a fantasy role-playing game (or an FRP game as we call it in the hobby). In these games the action takes place more in the imagination of the players than on some gameboard in front of them. By using a set of rules, players construct game characters to act as alter-egos living adventurously in a fantastic world of imagination. Characters do not have to be the same as their players — indeed their difference is the fun of the play, for how often in this world do you get a chance to be a swordsman, a wizard-prince, a mercenary adventurer, or a demon creature from some crimson hell? By role-playing such diverse characters, the player can vicariously live dozens of lives.

There are two types of participants in an FRP game. Regular players operate their own characters, usually trying to keep those characters alive in a hostile environment while winning wealth and glory for them. The other type of participant is called the referee or Game Master (GM). This person has the awesome responsibility both of constructing the game world and of operating it for the benefit of all the other players. At different times a person can be both player and GM.

An FRP game is an exchange, usually verbal, between players and a GM according to a set of rules. Most of the play is just talk, with some dice rolling thrown in to vary the mechanics and outcomes of such things as combat, exploration, or random events. The game rules establish the possible range of behavior both for characters and GM.

The FRP game's use of dice makes them partially a game of chance, unlike chess or other mathematically-based games that are purely games of skill. However, skill is definitely involved in the play of an FRP. Players need to develop skills in problem-solving, communication with others, and the ability to make rapid decisions, and when those skills are combined with luck and vicarious adventure, FRP games become far more interesting than any amusement based on only one of these factors.



[1.1.1] ROLE-PLAYING IN THE YOUNG KINGDOMS

The inspiration for role-playing games come from many sources: history, mythology, science fiction, fantastic fiction, military science, etc. Heroic fantasy stories have been instrumental in the development of the genre. After finishing a tale about Conan the Cimmerian, the Grey Mouser, nine-fingered

Frodo, etc., a reader often feels an urge to somehow recreate that wonderful world and those wonderful adventures. Gaming is a good way to do it.

The Young Kingdoms are a pseudo-medieval world of heroic fantasy created by Michael Moorcock. It is one of half a dozen such worlds (along with Tolkien's Middle Earth, Howard's Hyborean Age, and Leiber's Nehwon) that is so well done and so important to the genre of heroic fantasy that it has become a classic in its own time. Moorcock's stories of Elric, the doomed albino sorcerer-emperor of Melniboné, make the Young Kingdoms such an interesting place that the temptation to use that world for a game-setting is irresistible. If you have never encountered Moorcock's *Elric* stories, it is our hope that this game will cause you to seek them out and read them. The *Elric* stories are too good to miss if you like fantasy. For a partial list of those stories and novels see the bibliography.



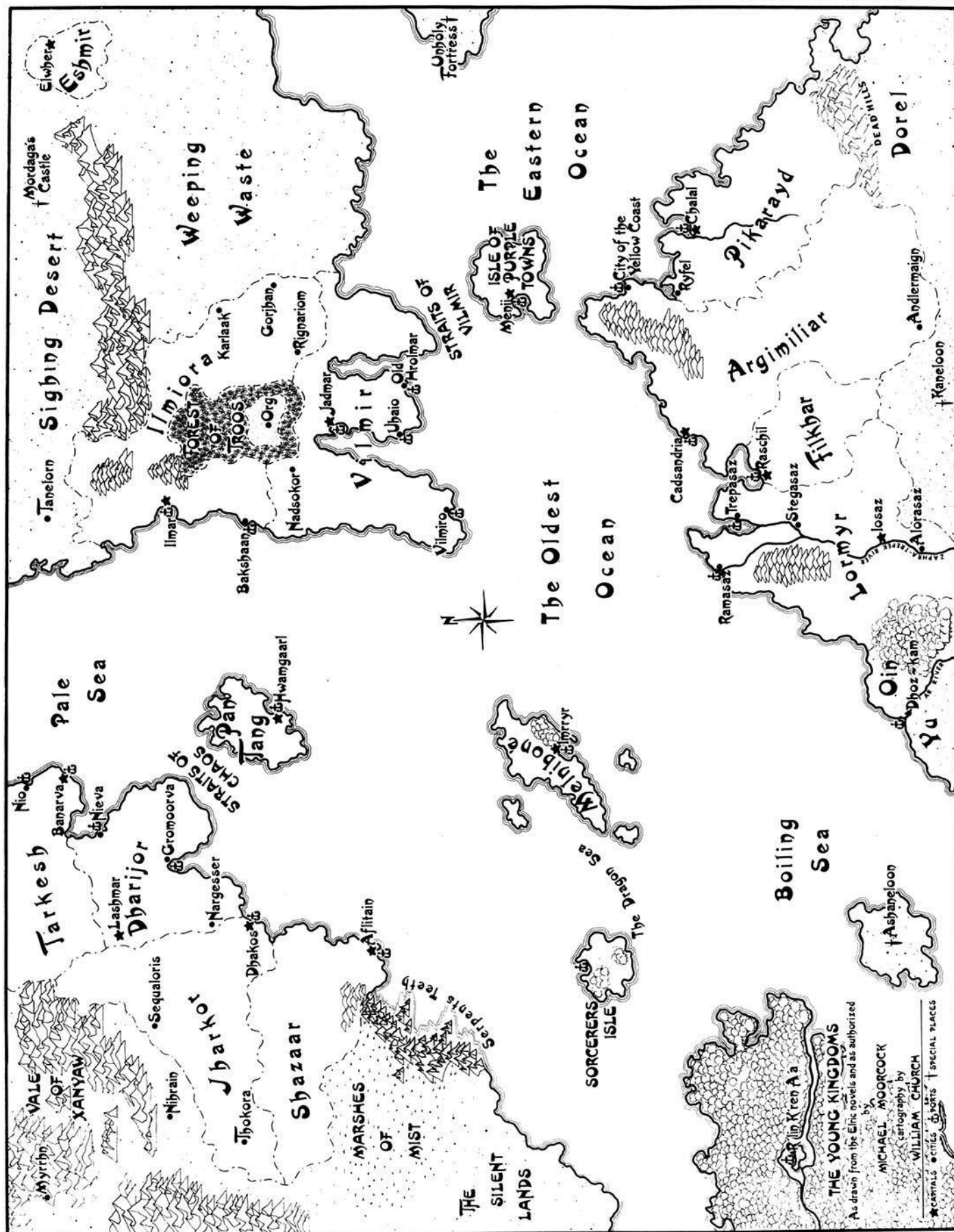
[1.1.2] INTRODUCTION TO MICHAEL MOORCOCK

Michael Moorcock is a modern British writer (born 1939) whose earliest influence seems to have been Edgar Rice Burroughs (creator of Tarzan and John Carter of Mars). Moorcock's earliest work about Sojan the Spearman is highly reminiscent of the atmosphere and episodic adventures of John Carter, and in 1965 under the name of Edward P. Bradbury, Moorcock did a series of pastiches exactly paralleling the first three Martian novels of Burroughs.

Moorcock went on beyond mere imitation and began to find his own voice as a writer in the stories of Ereko, the Eternal Champion. *Ereko* introduces two important concepts in Moorcock's fantasy writing, the eternal struggle between the supernatural forces of Law and Chaos, and the concept of the multiverse. These themes recur in almost all of Moorcock's writing after 1961.

Between 1961 and 1963 the first stories of Elric of Melniboné also appeared. The convention-stifled world of heroic fantasy (or swords & sorcery fiction, as it was popularly called) was turned on its ear. For the first time since Robert E. Howard (who created the field back in the *Weird Tales* of the 1920s), a writer wrote about someone other than a sword-swinging barbarian. In fact, Moorcock reversed just about every cliché then existing with his creation of Elric. Instead of a common barbarian warrior who fights his way to a throne, he gave us a super-civilized prince who throws his throne away.

SCALE: ONE INCH EQUALS 300 MILES



Instead of rescuing the fair maiden from the evil villain, Elric only succeeds in slaying his true love. Instead of fighting against an evil wizard, Elric himself is a wizard in league with the greatest of all demons, Arioch, Lord of the Seven Darks. Elric doesn't save his home country from invaders — he leads the invaders and lays it waste. Instead of having bulging muscles, Elric is a weakling who needs either drugs or his vampiric runesword just to walk around. The reversals go on and on. The *Elric* tales set a new model for fantasy.

Moorcock also did the unheard-of thing of killing off his hero after two short books. This proved to be a mistake of sorts, for there were still lots of Elric stories that needed to be written. As Elric gained a following of fans, Moorcock came back to him, and throughout the seventies he reworked and expanded the series until it reached its current length and complexity in about 1977.

If *Elric* had been the only thing that Moorcock wrote, his place in the history of modern fantasy would have been secured, but he went on to write several other heroic fantasy series with vague ties to the *Elric* series. In addition he wrote several straight science fiction books and edited the British science fiction magazine *New Worlds* from May of 1964 until March of 1971. As such he was largely responsible for the development of new wave writing — that is fiction more concerned with form and emotional content than with plot or problem-solving — in England and indirectly in the U.S.

In fact, Moorcock's accomplishments as a writer, editor, and rock musician are far too numerous to cover here. The *Elric* stories are only a small fraction of his total output, but an interesting one. For a more complete description of his importance, see his entry in *The Science Fiction Encyclopedia*, edited by Peter Nichols.

[1.1.3] SYNOPSIS OF ELRIC'S SAGA

Elric's adventures fill at least five books now, not counting title changes and miscellaneous uncollected stories that appeared in diverse places such as *Ariel* and Marvel comics. What follows in this section is a highly compressed resume of the high points of his career.



The Empire of Melniboné has been in decline for nearly 500 years when Elric, 428th Emperor of the Dragon Isle, takes the throne. Yyrkoon, Elric's cousin, feels that the albino is too weak to sit on the Ruby Throne, and lusts for it himself. During a pirate attack on Imrryr, Yyrkoon pushes Elric overboard, thinking to drown him in heavy armor, but Elric calls on Straasha, King of the Water Elementals and survives. This precipitates a power struggle between Elric and Yyrkoon which re-

sults in Elric gaining Stormbringer, a sentient demon in the form of a magical black sword that can "steal souls." This soul stealing takes the form of draining away the life force of the victim. Stormbringer doles out this stolen vitality to Elric as he needs it, and with this magical sword Elric becomes the most formidable and feared fighter of his time. Eventually Yyrkoon is utterly defeated, but Elric spares him, and lets him rule Melniboné for a year while he, Elric, goes adventuring in the Young Kingdoms.

This is a mistake. While Elric is out adventuring and meeting Count Smiorgan Baldhead of the Island of Purple Towns, Yyrkoon usurps the throne again, and as added insurance he places Cymoril, his own sister and Elric's love, in a sorcerous sleep from which Elric cannot release her. Maddened by the peril of Cymoril and by the perfidy of Yyrkoon and the people that accepted him, Elric devises a plan to destroy Imrryr and Yyrkoon at the same time. With the aid of Smiorgan as his lieutenant, Elric leads a vast fleet of raiders composed of the war navies of the greatest Sea Kings of the Young Kingdoms. After a tremendous battle, Imrryr is taken and the surviving Melnibonéans flee to the Dragon Caves, there to awaken the flame-breathing dragons that are both symbol and actuality of ancient Melnibonéan power. In a climactic scene in the city, Elric and Yyrkoon, both armed with demon swords fight their last battle. During the fight Cymoril awakens and tries to stop it by throwing herself between her brother and her lover, but Stormbringer pierces her and drains away her soul. Yyrkoon is also slain.

Desolated by grief, Elric flees from Imrryr with many of the raiders that survived the battle. At sea they are attacked by vengeful Melnibonéans riding flying dragons. To save himself Elric is forced to call on the Elementals of the Air to provide a magic wind that allows his ship to outstrip the pursuing dragons. Smiorgan's ship and the rest of the Sea Kings' fleets are burnt to the waterline by avenging dragonfire.

For the next couple of years Elric wanders through the Young Kingdoms. During this time he gains the enmity of Jagreen Lern, Theocrat of Pan Tang, and of Theleb K'aarna, a wizard. He passes through several adventures and gains a new companion, Moonglum, an easterner. Finally he rescues and weds Zarozinia, a noblewoman of Kaarlak. With her, he has a couple of years of peace and Moonglum returns to his home city of Elwher.

When Moonglum reappears, it is with bad news. A new conqueror named Terarn Gashtek who calls himself the Flamebringer has risen in the east and destroyed the eastern lands. Leading a vast horde, Gashtek is moving across the Weeping Waste to desolate the western lands. After a minor adventure in Gashtek's camp, Elric is forced to waken the old Melnibonéan dragons to stop the horde from the east from destroying Kaarlak.

Again there is a brief respite, but when Zarozinia is abducted by demons at the command of Jagreen Lern, Elric is catapulted into the final battle between Law and Chaos in his world. The first confrontation comes in Jharkor and the forces of Chaos are triumphant. Elric and Moonglum escape to continue the fight. The second major confrontation comes on the sea north of Argimiliar, and again Chaos triumphs. In order to prevail against the forces of Chaos, Elric goes on a quest to obtain various magical items. He obtains them, but by this time

the forces of Chaos have overrun the world almost everywhere. Finally Elric calls out the dragons with the aid of his only remaining kinsman, Dyvim Storm, and they catch the armies of Chaos somewhere in the Weeping Waste. The dragons destroy many of the minions of Chaos, while Elric summons the Lords of Law to deal directly with the Lords of Chaos. Everything is destroyed.

With the world in ruins and almost everything dead, only Elric and Moonglum remain alive. Elric has a magical item of great potency called the Horn of Fate. A new world will begin — our own world — if he can just find the strength necessary to sound the horn, but he is totally exhausted — to the point of death — and Stormbringer has no energy to feed him. To give his friend the energy necessary to blow the horn, Moonglum sacrifices himself and allows Stormbringer to slay him.

Heartbroken but strengthened with Moonglum's life force, Elric blows the Horn of Fate and our own world comes into being. At that moment Stormbringer turns on its master and slays Elric, drinking his soul. The last words of the saga are spoken by Stormbringer, "Farewell, friend. I was a thousand times more evil than thou!"

I have omitted most of Elric's adventures in this synopsis. In general the stories have an atmosphere of gloom uncommon in heroic fantasy. Everything turns into a tragedy sooner or later. However, the perceptive reader can find more content in the Elric saga than in most other heroic fantasy. There is a disillusionment with violence and violent solutions not usually seen in this kind of writing. There is also an awareness and use of both Freudian and Jungian psychology that determines character motivation and plot development. One often feels that Moorcock satirizes contemporary society in his stories.

Moorcock's satirical talents are more obvious in some of his other writings. Especially biting are the Jerry Cornelius stories which are set in something that could almost be our own ultra-modern world. Jerry Cornelius, an ebony-skinned albino, turns out to be Elric in another guise.

[1.1.4] MEANING AND IMPORTANCE OF THE ELRIC STORIES

The *Elric* saga of doom is very much in the Scandinavian tradition. The characters are fated from the beginning and it does no good to struggle against their weards. A confrontation between the gods destroys the world, much like Ragnarok. You will find other parallels.

The *Elric* stories have had a major influence on other writers of heroic fantasy. They were the first to spell out the conflict between the forces of Law and Chaos. This is an ancient dualism, but it is not the same as Good vs. Evil. Moorcock makes it plain that only a balance between Law and Chaos is desirable — the complete triumph of either means the end of the world. Since that time a number of other writers have worked with the Law and Chaos theme, and the ideology of each has become deeply entrenched in FRP gaming, especially in TSR's *Dungeons & Dragons*.

The character of Elric helped shatter the stereotype of the brawny barbarian as the only possible hero for sword & sorcery writing. Since his appearance writers have given us heroes who are wizards, heroes who are villains, children as heroes, and even animals as heroes. In a sense, *Elric* broke the barriers of the form, and heroic fantasy has gotten vastly better.

[1.2] OVERVIEW OF THE YOUNG KINGDOMS

So far in this chapter we have talked a little bit about what FRP gaming is, who Michael Moorcock is, and who Elric is. As you continue reading these rules, all three subjects, especially what FRP gaming is like, should become clearer in your mind.

Now we're going to cover some background material about Elric's world — things you will need to know about history, economics, social customs, politics, etc., in order to simulate a complex fantasy environment. While it is not possible to mention every significant detail, we hope to give enough information to allow GMs to create a playable, believable world, and enough for players to help in the suspension of disbelief that we call gaming.

[1.2.1] SOCIAL STRUCTURE OF THE YOUNG KINGDOMS

The world of the Young Kingdoms in Elric's time is analogous to medieval Europe shortly after the fall of Rome. Melnibone was the ancient empire that bound everything together, but it had been decline for four centuries. The sack of Imrryr by Elric and the Sea Kings is equivalent to the sack of Rome by Alaric and the Visigoths.

Although the heart of society was rotten (in both Europe and the Young Kingdoms), elsewhere new societies were beginning to thrive. Young, prosperous cities were rising out of the general wilderness, especially in the north in Shazar, Jharkor, Tarkesh, and Ilmiora. To the south a great mercantile sea power was gaining in strength. (In Europe it was Venice — in the Young Kingdoms it was the Isle of Purple Towns.)

Unlike Rome, which was basically a land empire, Melnibone was basically a sea empire. Tribute from the far corners of the world made Melnibone rich for thousands of years. In the time of Elric, Melnibone, with its central location, was still the trading center of the world. Merchants from all lands came to Imrryr to buy fine Melnibonean art objects and jewels from the Dragon Isle's ancient mines. These merchants also traded with each other. After the destruction of Imrryr, the center of sea-borne trade moved to the city of Menii on the Island of Purple Towns.

[1.2.2] TECHNOLOGICAL LEVEL OF THE YOUNG KINGDOMS

Although the cultural level of the Young Kingdoms was most similar to early feudal Europe, the technological level of society was much higher. The civilized nations had steel, glass, paper, books, a complicated monetary system, and fine materials for clothing including linen, wool, and silk. The priesthood of Law delved into the natural sciences and were beginning to understand steam, wind, and water power in Elric's time.

However, there were some notable exceptions. The Young Kingdoms did not have gunpowder or other explosives. They never invented the crossbow, and their maritime technology never got beyond the oared galleys of Rome. The ships had sails, of course, but sails never became the only means of locomotion.

In addition to the budding technology of science, there was a burgeoning technology of magic, especially in those lands that worshipped the Lords of Chaos. Feats of medicine and engineering that are well beyond the modern Earthly technology

were routinely handled with the aid of certain types of demons and elementals. With magic to help him, a man wounded to the point of death could recover and be able to fight again in hours. These magical applications are not always spelled out in the rules that follow, though many common processes are described. You players will need to use your imaginations to fill out the details of magical technology in your own versions of the Young Kingdoms.

[1.2.3] SIZE OF THE YOUNG KINGDOMS

As has been intimated above, most of the Young Kingdoms are tightly linked by sea-going trade. Travel time from place to place in the stories never takes more than a few days to cross the various seas. From this, we can draw the conclusion that the whole area of the mapped Young Kingdoms is only a little larger than Europe. It is possible that the Young Kingdoms' planet is considerably smaller than our own, or, more likely, there are any number of unknown countries, peoples, lands, seas, etc., which are not shown beyond the boundaries of the map. This is a boon to world-creating GMs as it allows them to create their own country for adventuring. When creating the inhabitants of such unknown countries, the GM may use either the standard men of Vilmir, or vary the character parameters slightly to obtain new ranges and types.

[1.2.3.1] THE MAP OF THE YOUNG KINGDOMS

Please take a few moments to examine the map of the Young Kingdoms. Since Moorcock first started writing *Elric* stories in 1961, the conception of the Young Kingdoms has changed many times. Our map shows what is apparently four separate continents linked by one vast ocean divided into a number of smaller seas, and the continents are referred to as the eastern, western, southern, and jungle continents. But, you realize that since the area shown is only about the size of Europe, these lands are either large islands, or else only the merest fraction of the total continents are shown. It is important to realize that the eastern edge does not bend around and connect to the western edge on this map.

Some elements of the general map we are using have been simplified and exaggerated. GMs are invited to photocopy the map and fill in details such as new cities, rivers, woodlands, ruins, etc., as they need them for play, or to take a small section of the map and expand it to show everything of interest in a single province. You may add things that you find mentioned in the *Elric* books, or things that appear only in your own neighborhood. Considering the concept of a multiverse with infinite numbers of planes of reality, it is unnecessary for all *Stormbringer* players to exist in exactly the same game world. The major points as shown on our map will be the same, and the details are up to you.

[1.2.4] CUSTOMS AND ECONOMICS OF THE YOUNG KINGDOMS

Moorcock's Young Kingdoms have what could be considered a common culture with strong regional variations. Most of the nations speak the same language (with the exception of the non-human tongues like Melnibonean and Myrrhynian), and they freely use each other's currencies. Most of the countries trade freely with each other. Most of them have aristocratic

governments with a well-established and well-defined nobility. Armor and weapons tend to be the same from place to place. Though there are regional variations, all types of implements of destruction can be found in any civilized locale. The differences between countries like Jharkor and Shazar are like the differences between New York and California (or Cornwall and Kent) — noticeable, but not that important.

It is impossible to describe the various subcultures of the Young Kingdoms in great detail, but in the sections that follow there will be thumbnail sketches of the customs and economics of the most important nations at the time of *Elric*. Other pertinent details are scattered throughout this rules-book. Watch for them if you intend to be a GM. These details are included so that GMs and players can weave them into the fabric of their own games and campaigns. As players, you should feel free to elaborate on the themes suggested below, and perhaps to invent new ones of your own.

[1.2.4.1] MELNIBONE

Melnibone consists of four islands, with the main island being much larger than the other three. It has one chief city, Imrryr, which is located on the coast near the center of the main island (see world map). Melnibone is located in tropical waters and the shallow seas around it teem with life, from the smallest plankton up to sea dragons. Because there are quite a few sea dragons in this part of the world, the sea has come to be known as the Dragon Sea.

A peculiarity about Melnibone is that it has only one good harbor, Imrryr. The rest of the island is surrounded by a ring of coral reefs. Small boats and empty or lightly-laden flat-bottomed barges pass across them easily enough, but the merchant ships and warships of the Young Kingdoms would rip their bottoms out by trying to land anywhere except Imrryr.

Imrryr, called the Dreaming City for the last several hundred years, is the capital and chief residence of the Melniboneans. It is a city of palaces, domes, and towers. The architecture is often bizarre and always beautiful. In *Elric's* time it was inhabited by some five thousand Melnibonean lords and ladies with about 50,000 slaves; the city easily could hold five times that many people. An area behind the harbor fortifications has been set aside for the use of Young Kingdoms' merchants, and they are not allowed to leave that area without a pass signed by one of the lords of the city. The harbor itself is extensively fortified, with high walls and towers containing catapults and everything necessary to withstand a siege. The harbor is further guarded by being behind a maze of treacherous cliffy passages, partly natural, but mostly raised from the ocean bed by the sorcery of the early Melnibonean emperors. Only one passage will lead a ship from the outer ocean to the harbor safely. Merchant ships arriving at Imrryr take on a pilot and small crew of Melniboneans, and all non-Melniboneans are blindfolded. This, more than anything else, protected the remnant of Melnibone from total destruction during the last four centuries. Imrryr fell at last, when *Elric*, with a grudge against the usurping Yyrkoon, led the Sea Kings through the maze and into the harbor where they could fight.

Although the harbor fortifications are impressive, the Melniboneans scarcely had the manpower to fully utilize them. In *Elric's* time the population of Imrryr was down to less than three thousand male Melniboneans with the rest women and

children. This does not count the slave population which was some ten times as numerous.

True Melniboneans considered themselves part of a nobility outranking any other in their world. During the centuries of inbreeding on their small island in the center of the world, every family established some sort of kin relationship with the ruling line. Titles, however, are reserved for the emperor and his immediate family. Old ranks such as duke, baron, etc., are no longer meaningful among Melniboneans. Outsiders, however, should call them lord or lady, in recognition of their being Melnibonean.

With a citizenry consisting entirely of nobles, no work could be done. The menial work of Melnibonean civilization was performed by a hereditary class of slaves, many of whom are Melnibonean half-bloods. The best of these were allowed to serve in the military, but not to be Dragon Masters, and trade with foreign merchants. Such half-breeds were always sterile. No middle class was able to rise because of their existence. Farming, mining, textile work, and all the chores of maintaining a tower or palace were handled by the lesser, fully human, slaves.

The Melniboneans had an interesting method of controlling their slaves. While conceding them no rights whatsoever, they nevertheless maintained them in fabulous luxury. Nine-tenths of each tower or palace pertained to the slaves of the tower's owner. For each Melnibonean living in the building there would be five or ten slaves to do the work of the place. Slaves in Melnibone had higher standards of living than dukes and princes in other Young Kingdom lands.

If this wasn't enough to insure compliance, the Melniboneans also kept their slaves drugged with will-destroying narcotics. Addicted to such things as lotus wine or poppy dust, the slaves of Melnibone could find neither the leadership nor the energy to mount a rebellion.

In addition to the human servants there were a fairly large number of super-natural servitors — bound demons and elementals. Many of the Melniboneans were sorcerers, and many of their ancestors were. (See chapter 5 for the mechanics of binding supernatural beings.) Demon servants and objects were more common in Melnibone than in any other land in the Young Kingdoms, though the island of Pan Tang also had a great many of them.

Although their slaves managed to do some farming, much of what Melniboneans needed to live had to be imported by sea from other lands. Melniboneans paid for food, weapons, and luxury artifacts of all sorts with their ancient store of silver coinage or with uncut jewels from their rich mines on the interior of the island.

The Melnibonean nobles of Elric's time and just before lived mostly in a dream world of their own creation. Inside their fabulous towers, they gave themselves over to drug-induced dreams, or elaborate entertainments, orgies, carouses, complex games, or esoteric study. There were no incompetent Melniboneans, yet most preferred their private amusements to working for the state. Each month, one-fourth of the adult men would put aside those amusements to care for the business of the city, such as piloting merchants into the harbor of Imrryr, dealing with them in trade, overseeing the defense, etc.

Beyond the walls and towers of Imrryr, most of the island reverted to nature. The landscape was dotted with abandoned

villas, towers, and even small towns with three or four towers which hadn't been lived in for centuries. Such places tended to be avoided by modern Melniboneans for it was well-known that the sorcerers of olden days were greater and more powerful than those of the present, and that they probably left demon guardians to safeguard their property after death. Such places were exceedingly rich, and sometimes bold thieves from other nations would come ashore in a small boat and seek to ransack one. Such thieves generally perished, and the Melniboneans never noticed.

After the destruction of Imrryr by Elric and the Sea Kings, there were still hundreds of Melniboneans left alive, but almost all of the slaves were slain or carried off as booty to die under dragonfire later, and the city itself was left in ruins. Fire-gutted towers collapsed inwards. Thousands of bodies in the streets began to putrefy, and they caused a great stench. Surviving Melniboneans took refuge in outlying country-seats or in the Dragon Caves. Sadly, they all agreed that Imrryr was dead, and in the next year or so, they dispersed to take up a life of exile in the Young Kingdoms. The largest group of them went with Dyvim Storm, a second cousin of Elric, and formed a band of mercenary soldiers over one hundred strong. Others established themselves as adventurers or sorcerers in many of the largest cities of the Young Kingdoms.

[1.2.4.2] PAN TANG

The Island of Pan Tang is a little enclave of Chaos upon the world. The inhabitants of Pan Tang called themselves the Mabdén in their own tongue, and legend had it that they were brought to this land from another world by the Lords of Chaos themselves.

In all ways Pan Tang seemed a sort of poor imitation of Melnibone. It was as if, being merely human, they could only see half of what the Melniboneans saw, as if the Lords of Chaos showed only their evil side to them.

Like Melnibone, Pan Tang is a slave empire, but unlike Melnibone, the slaves are not treated well. With gods like Chardhros the Reaper at the heart of their religion, the warriors of Pan Tang tended to work their slaves to death. An extensive breeding program to raise more slaves was always in progress, while warships prowled the seas and coasts of foreign lands looking for those who could be carried off into slavery. In addition, Pan Tang merchants haunted the slave marts of other nations and bought what they could for Pan Tang.

All citizens of Pan Tang are either sorcerers or warriors; about 20% of them are also nobles. Pan Tang women are considered the property of their men and not citizens, though they are far above the slaves from other nations in social standing. All sorcerers are automatically members of the Church of Chaos, headed by Jagreen Lern the Theocrat in Elric's time. Theleb K'aarna, Elric's chief foe, was a sorcerer of Pan Tang.

The national character of the people of Pan Tang has been warped over hundreds of years until it is predominantly arrogant, sadistic, and mean. Causing pain is the highest pleasure. It could be argued that the citizens of Pan Tang are psychotically insane. Certainly, living in Hwamgaarl, the City of Screaming Statues, would be enough to drive one mad.

Demon objects and bound elementals are frequently encountered on Pan Tang. Such sorcerous aids often make the warriors of Pan Tang superior to fighters from other lands.

Pan Tang, with its incessant piracy, is something of a blight on the rest of the Young Kingdoms. If not for the power of its sorcerers and the steadfast alliance of Chaos-worshipping Dharijor, the kingdoms of Vilmir, Ilmiora, Shazaar, and Jharkor would have put an end to it long since.

There isn't much trade in Pan Tang. Except for the merchants of Dharijor, none dare sail there for fear they will never get away. Thus, the people of Pan Tang must practice self-sufficiency. Half of the island consists of wild tiger-haunted forests, and the other half of slave-tended farms. There are also a number of isolated temples dedicated to the various gods of Chaos. Nonetheless, without the gold, goods, and manpower brought in as plunder from their neighbors, Pan Tang would be a very poor land indeed.

[1.2.4.3] MYRRHYN

The people of Myrrhyn originally came from another plane of existence thousands of years before the rise of the Young Kingdoms. Being situated well-inland, they had little conflict with the sea-empire of Melnibone that existed at that time. They brought strange knowledge with them, a knowledge of other gods besides the Lords of Law and Chaos. For many years the sorceries they practiced were based upon the powers of their alien gods. However, as the strength of the Lords of Law grew within the Young Kingdoms, the power of the alien gods faded, and by the time of Elric, the remnant of the winged men of Myrrhyn has either given up sorcery, or practices the conventional magics of the world around them.

The homeland of Myrrhyn is nothing but high mountains and plateaus. Men tend to be hunters and warriors, practicing almost no agriculture other than simple gathering of fruits and berries in season. Women stay in their eyries and tend to hatchlings, who have a long and helpless childhood before their wings are fully feathered for flying. Surprisingly, the women are also the miners for the race, and every cave-eyrie has its own mining shafts descending from the rear levels. Copper, tin, silver, zinc, and especially iron are the products of the Myrrhyn mines, and while some smelting is done by winged smiths, most of the raw ore is shipped off to Thokora and Sequaloris in Jharkor in exchange for other goods.

The people of Myrrhyn are isolationistic and are slowly dying out, but a few of them have gone out into the outer world. Queen Yishana of Jharkor had a regiment of them serving in her army.

[1.2.4.4] DHARIJOR

But for its subservient relationship to Pan Tang, Dharijor would be a typical nation of the Young Kingdoms. The cities are prosperous and vital; the farmlands rich and extensive. The forests produce wood, and the mines produce metal. Everywhere the people work hard and prosper, none more so than the nobles.

Dharijor has a small noble class that has not yet lost the tradition of tending its own estates. Most of the laborers are free men, but there is a growing tendency to use slave labor, in imitation of Pan Tang. The nobles are led by a king, elected on the death of the old king by a Council of Great Barons. The choice must be acceptable, however, to the Theocrat of Pan Tang.

Dharijor has a fine harbor town in Gromoorva and trade is

plentiful. Sailors are cautious to avoid the Straits of Chaos which separate Dharijor from Pan Tang. The preferred route for the Dharijor-Pan Tang trade is to coast up along the edge of Dharijor until reaching the Pale Sea, then cast out in a great arc to the east and south finally landing at Hwamgaarl.

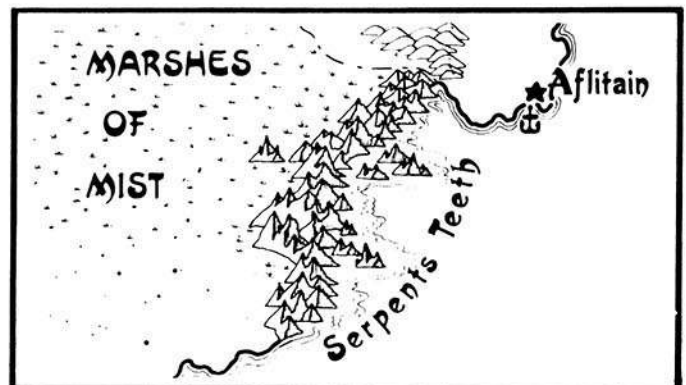
The Priests of Chaos in Dharijor make their religion a fine and entertaining show by staging gladiatorial contests, animal sacrifices, and vivid dramatic processions detailing the doings of Arioch and the other gods of Chaos. They are great patrons of the arts in all forms, and they emphasize the happier aspects of Chaos instead of the gloomier ones. Nevertheless, they take their orders from the Theocrat.

Politically the king and nobles of Dharijor believe in expansion and conquest. In the last century before Elric's time the border with Jharkor has been re-established several times in Dharijor's favor, and the small nation of Tarkesh has five times paid tribute to its larger neighbor.

[1.2.4.5] JHARKOR

Jharkor and Dharijor have much in common, but Jharkor is not dominated by Pan Tang. The nobility of Jharkor is somewhat more sophisticated and less warlike than that of Dharijor. Jharkor suffered a great loss when its king and most of the warlike nobles died during the siege of Imrryr. Under Queen Yishana, the land has grown strong, peaceful, and a bit decadent. Although the country is nominally loyal to the Lords of Chaos, the priests of Jharkor do not take many orders from Pan Tang, and Agents of Law may move freely in the country. There is even a temple of Law in Dhakos.

Much of Jharkor's wealth comes from the ores sent to them by the miners of Myrrhyn. A portion of the value of the metal goes back to the winged people in the form of perishable trade goods; much more of it goes to enrich the monarchy and nobles of Jharkor.



[1.2.4.6] SHAZAAR

Where Jharkor is a land of many cities and some sophistication, Shazaar is a rustic nation with only one city worth mentioning. Aflitain, the capital, is on the coast north of the Serpent's Teeth. It is a favorite jumping-off place for mariners from the western continent who want to sail to Melnibone or the southern continent.

The land is principally farming land. The land is rich and supports a goodly population, but on the edges of the nation to south and west are bleak wastelands where monsters dwell (see section 1.2.4.6.1).

The Lords of Law hold sway in Shazaar. Things are regulated by routine. The government is a traditional monarchy,

with the crown passing to the oldest living child of the former monarch. Slavery is illegal in Shazaar; a slave may legally gain its freedom just by entering the country. This custom is not rigidly enforced. The chief privilege of the nobility is in their power to call upon the citizenry for up to one month of voluntary labor each year. The king may tap a citizen for as much as two months of labor. The employers are responsible for room, board, and tools in such cases, but the worker is unpaid. Generally, this privilege is only exercised for the creation of large public works such as a highway.

[1.2.4.6.1] THE SILENT LANDS

Southwest of Shazaar, and separated from it by the Marshes of the Mist, are the Silent Lands. This is a wasteland of unknown size possibly connecting with the Jungled Lands even further south. The Silent Lands are seldom entered by men, for the region teems with the monsters of Chaos.

A millenium before Elric's time, the Silent Lands were the great homeland of the Lords of the Dharzi, a non-human race who worshipped and partially controlled the Beast Lords. The Dharzi had outposts throughout the world, but when they began to threaten the primacy of the Bright Empire of Melniboné, they started a great war between the two Empires. Eventually the Dharzi were defeated by the Melnibonéans, and almost wiped out. There are ruins in the Silent Lands that would make good settings for *Stormbringer* adventures.

[1.2.4.7] TARKESH

In Tarkesh there is one passion and one passion only – the sea! These hardy Northerners are the greatest sailors of the Young Kingdoms' world, even greater than the fearless merchants of the Isle of Purple Towns. Tarkesh has several cities and ship-building yards located along the coast. It has much deep water and splendid harbors, most of them further improved by the work of man. Inland the country is mountainous and covered with the great trees that the Tarkeshites use to build their ships.

The ships of Tarkesh come in two types: galleys and roundships. The galleys are long and low, often with ramming beaks or fantastical figureheads. They use anywhere between 10 and 50 sets of oars along with one main sail. With the oars fully manned they are the fastest ships on the sea. The fighting galleys of Tarkesh are never manned by slaves, but always by picked warriors. Although they may have to work the oars when the breeze is slack, they are fed and treated well, and so they always make formidable foes.

Roundships are designed for trade. They are broad of beam, deep of draught, and cluttered with three to five masts. Even with all that sail they are not particularly speedy. Roundships can be used as warships when outfitted with heavy catapults and lots of troops, though they should not be used without galleys along to protect them from ramming.

Tarkesh sells most of the ships it builds to other northern nations. Often the captain and mate go with the ship, for Tarkeshites are quite willing to hire themselves out for purposes of war and trade. The dream of each Tarkeshite sailing man is to accumulate enough money to buy a ship of his own.

In Tarkesh they worship the Lords of Law, especially Pozz-Mann-Llyrr, the god of the sea. Pozz-Mann-Llyrr is represented as gigantic, green, bearded man attended by beves of mer-

maids, whales, and other sea creatures. He is supposed to be the immortal enemy of Pyaray, the Chaotic lord of the sea. Pozz-Mann-Llyrr has not manifested in more than 500 years, and his worship is unknown outside of Tarkesh.

While some of the women of Tarkesh are bold enough to adventure with the navy, the majority of them tend to stay at home and rear large families. Old men and wounded sailors train the young in the arts of war and the sea. At the age of 12, a boy has to prove his manhood by going to sea in a small boat and staying out there for three days and nights without supplies other than his fishing gear. He may come in early if he catches and brings in a fish larger than his boat. Women who wish to be treated as well as men must undergo the same ordeal. Many do. While many boys drown, far more pass the test, and are then eligible for service with the royal navy.

[1.2.4.8] VILMIR

Vilmir is a nation where Law may be too strong. The land is old, poor, and worn out with little in the way of natural wealth left after centuries of exploitation. The dense and hard-working population is burdened with a large class of nobility and priests who tend to rule harshly. Wealth is concentrated at the top of society with poverty and misery at the bottom.

Most Vilmirians have moved to the cities where they engage in manufacturing work. Merchants import raw materials and export finished goods. Though the arms trade flourishes, the quality of the weapons is mediocre.

Since there is a large class of nobility, many with claims to the throne as valid as the current king's, civil wars frequently tear the land. From time to time the provinces of Sheegoth and Maidakh have been independent nations.

In religion the Priests of Law require rigid adherence to their rules, and they use the military might of the nobility to enforce their will. Taxes are set at 20% for the local temple and 20% for each person's lord, and 10% for the royal treasury, leaving anyone not a noble or a priest to get by on 50% of their earnings. Penalties for trying to evade the excessive taxation range from mere confiscation of personal goods to complete enslavement of the man and his family.

Cities are divided into multitudes of quarters, often as high as 40 or 50 quarters to the town, each of which is presided over by a noble and a Temple of Law. Records of inhabitants are kept by the priests, and taxes are collected regularly. Every ninth day is Temple Day, when all devotees of Law must go to the Temple to say their prayers and make their "contributions." Each city maintains a foreigners' quarter where strangers may stay without being subject to Vilmirian law. Frequently these places become entirely lawless, and one's life depends on the strength of one's swordarm.

Vilmirians are often met in other Young Kingdoms nations. They leave home to get a better chance in life than they would ever have had in the land of their birth.

[1.2.4.9] ILMIORA

Ilmiora is a pleasant land of forest and farmland. (The map shows the forest of Troos exaggerated beyond its true size and importance.) It is divided into a number of large city states, chief of which are Bakshaan, Ilmar, Kaarlak by the Weeping Waste, and Rignariom. Each city state is ruled by a Duke and a Council of Advisors. There is no overall king or ruler. The cit-

ies are bound together by pacts of friendship and trade. Their citizens are mostly of the same physical type, and they speak the language common to the countries of Tarkesh, Dharijor, Shazaar, Jharkor, Vilmir, Agrimiliar, Filkhar, Pikarayd, Pan Tang, and the Isle of Purple Towns. Because it is spoken in so many different lands it is known as the Common Tongue.

Religion is not a blood matter in Ilmiora. People generally worship as they please, although nominally the country has declared for Law. Temples of Chaos are not allowed, but Chaotic priests and agents wander freely.

Ilmiora is a large enough land that there are vast portions of wilderness in it. Ancient ruins from the early days of the Dhazzi and the Bright Empire are sometimes found in the wilderness areas. There is also the free city of Tanelorn which lies just beyond Ilmiora's border in the Sighing Desert.

[1.2.4.9.1] TANELORN

Tanelorn could almost be considered a city state of Ilmiora, but it is a completely free city with no duke and no council, and, most important, no entangling alliances. Dedicated to neither Law nor Chaos, Tanelorn is a refuge for all those men, women, and/or other beings that have gotten into the bad graces of either. The Lords of Law do not care about the existence of Tanelorn — they would ignore it if they could — but the Lords of Chaos hate the free city. More than once they have attempted to destroy Tanelorn, but Tanelorn is a magical place and co-exists throughout the multiverse. In all worlds and all planes there is some manifestation of Tanelorn, and the Lords of Chaos have no direct power there. Thus, in order to destroy it, they must act through agents, such as the army of beggars that once attacked it from Nadsokor.

Tanelorn has a neutral effect on the affairs of the Young Kingdoms. It is a place of refuge, and not much more. Elric knew it well, and helped to save it from Chaos once. It is the home of Rackhir the Red Archer, who was once a warrior-priest of Chaos until he renounced that allegiance.

[1.2.4.9.2] THE SIGHING DESERT

The Sighing Desert is on the northernmost edge of the known world. The fringes of it protect Tanelorn from the rest of the Young Kingdoms. It is mostly a waste of sand, like a cold Sahara, with the wind moaning constantly over it, but every desert has its oases. Several magical places such as Morgada's castle (see "Sad Giant's Shield" in the book *Stormbringer*) and Tanelorn exist hidden in the wastes. It is a good locale for GMs in which to stage non-campaign adventures. Tanelorn is a known meeting place for heroes, and in the unknown vastness of the Sighing Desert almost anything could happen.

[1.2.4.10] NADSOKOR

Nadsokor is a ruined city that was once a prosperous city in Vilmir. In Elric's time it had been taken over by beggars. There is no trade, no religion, and no social code in Nadsokor. There is a King of the Beggars whose orders must be obeyed, but the King is little more than a puppet for the Lords of Chaos; when they have no interest in him, the King serves only his own greed. During the time of Elric, Urish was King in Nadsokor, and he and Elric were deadly enemies.

Nadsokor would be a suitable place for adventuring. Plenty of treasure of all sorts has accumulated there over the years,

but in order to get at it one would either have to come disguised as a beggar or come with a well-armed party ready to cut down anything that got in the way. Urish, King of the Beggars, is a sorcerer of the second rank, capable of controlling elementals and summoning demons.

[1.2.4.11] THE WEEPING WASTE

The Weeping Waste would be comparable to the Gobi Desert in our world, or perhaps to the Russian steppes. It is a vast, nearly flat plain, covered with sparse vegetation. There are a few hills and few rivers, but there are trees wherever there is a steady supply of water. These trees are much prized by the barbarians who live in the waste, for they are used to construct great wagons for moving whole tribes from place to place and also the wooden barbarian armor which is greatly prized by both nomads and civilized warriors. In the extreme south near the sea there are dense woods and some jungles. Inhospitable and far from the sea in most places, the Weeping Waste was never a significant part of the Bright Empire.

The Waste is inhabited by numerous barbarian tribes more like the Huns than any other earthly people. They ride small desert ponies and herd cattle, sheep, and goats. They speak their own languages, and worship their own gods. Nevertheless, they are subject to the magics of Law and Chaos. Occasionally, the nomads gather together in one place where there is a constant supply of water and form a small town. These towns seldom last more than a few years because some other barbaric tribe is likely to pass through and pillage the place.

The men of the Weeping Waste produce two things that are of considerable value to the outside world, both weapons of war. Barbarian armor has already been mentioned. It is limb and body armor carved from a tree unique to the Wastes. Far more effective than the commonly available leather, and not nearly as heavy as expensive plate, this highly-lacquered and individually-carved form of self-protection is very popular among Young Kingdoms' fighters. Merchants from Ilmiora and Vilmir go out into the waste just to buy such armor. The second item is the desert bow, a short, horseman's double recurved bow of laminated horn. It has the greatest penetrating power of any known missile weapon save the fabled, and generally unavailable, bone bow of Melniboné.

[1.2.4.12] ESHMIR, PHUM, AND THE EASTERN LANDS

Little is known of distant Eshmir and the other eastern kingdoms. Eshmir seems to be a cross between ancient China and ancient Ireland. Elwher is its capitol city, and it is surrounded by fertile farmlands. The culture of the easterners is quite sophisticated. They are ruled by an emperor who is believed to be divine. When Teram Gashtek conquered the far east, he left the gleaming cities of Eshmir in ruins.

Eshmir must engage in a thriving trade, but no mention is ever made of it being with the western countries of the Young Kingdoms. The implication is that there are many other eastern nations not shown on the map. Moorcock gives us one of their names: Phum.

Eshmir is the home nation of the Warrior-Priests of Chaos. It is also the homeland of Elric's friends Rackhir and Moonglum. Since very little is known about it, Eshmir would make an excellent setting for *Stormbringer* scenarios for GMs who like to do most of their own designing.

[1.2.4.13] THE ISLAND OF PURPLE TOWNS

In the Island of Purple Towns, money is truly king. Under the guidance of Goldar, Lord of Profit (one of the deities of Law), the men of the Island roam the seas in their purple ships seeking profit wherever they can find it. For centuries they envied Melniboné's central position in commerce, and it was mostly at the instigation of the Island of Purple Towns through its agent, Count Smiorgan Baldhead, that the other Sea Kings were persuaded to participate in the sack of Imrryr. With the Dreaming City destroyed, Tarkesh and Purple Towns were the nations to profit.

The Island itself is densely populated with four major cities and any number of small towns. The largest cities are Menii on the western coast and the Citadel of Evening on the north shore. There are no wild places on the island, and only the domesticated animals remain in evidence. As a place for adventure, the Island of Purple Towns should be quite low on anyone's list.

The country is ruled by a Council consisting of the nine wealthiest merchants. Eight of them are called Counts, while the ninth and wealthiest is called the Chosen. (It's really the Chosen of Goldar, but everyone just abbreviates it to the Chosen.) These nine men are responsible for the prosperity of the citizenry, and their motto is "What's good for the Nine, is good for the Island!" Should a vacancy occur on the Council, the next wealthiest man in the country is appointed to fill it. Foreigners and women cannot hold office on the Council of the Counts.

In their quest for money and power, men of the Purple Towns will go to extreme, not to mention insane, lengths to get their wish. So it comes about that they are often found as mercenaries or adventurers in the Young Kingdoms.

Sorcerers are extremely rare among the Purple Towns, as is any manifestation of religion except for the elaborately constructed and richly appointed Temples of Goldar. These double as gambling palaces on days when there is no worship service. The Temple has a house edge of 9% in most games.

Although the culture of the Purple Towns is dominated by thoughts of wealth and the quest for personal gain, the Purple Towners can be staunch friends and comrades. They are emotional and basically good. Just don't tempt them too much.

[1.2.4.14] ARGIMILIAR

Argimiliar is a wide open society analogous to the United States of today (1981). The people have an anything-goes attitude toward religion, business, national defense, sports, sex, food, etc. With its prominent location on the southern continent, Argimiliar is a mixing pot for the various nationalities of the Young Kingdoms. Cadsandria has an especially high percentage of foreigners and adventurers in the population.

The country is ruled by a king and a class of nobles, many of whom are merchant princes. The citizens are average human beings of all types. The economy is based on agriculture and trade. Argimiliar has quite a large fleet, and is especially active in trade around the southern continent and with the Island of Purple Towns.

More people worship the Lords of Chaos than the Lords of Law, but all beliefs are tolerated. The various temples of Chaos and Law sometimes compete against each other in shows of gadgetry and magic. Cadsandria is famous for its universities.

Many scholars and wizards live there because books are relatively easy to get.

In addition to its cities and farms, there is quite a bit of wilderness land in Argimiliar, and remnants of the ancient Bright Empire can frequently be found along the wilder stretches of coastline.

[1.2.4.15] PIKARAYD

The people of Pikarayd are neurotic and xenophobic. Their culture is characterized by a hatred and fear of all strangers. For the non-citizen to venture into the country is like committing suicide. The men of Pikarayd are skilled with weapons, and they believe that some day there will be a great war between the forces of Chaos and the forces of Law. They train for that final battle to fight on the side of Chaos.

The priests of Chaos encourage and manipulate the national paranoia. Except for a trading enclave in Chalal, they allow no access to the country. Strangers are often sacrificed to the Lords of Chaos in out-of-the-way temples. The priests faithfully follow the orders of the Theocrat of Pan Tang, but since the Theocrat is quite distant, they also have their own supreme leader known as the Hierophant.

Pikarayd has a king and an established class of nobles, but these grandees tend to concentrate their attention on the army and their country estates, leaving most of the affairs of government to the priestly advisers.

Much of Pikarayd is howling wilderness. Strange beasts and beings prowl the backlands, and the borders between the planes are very thin in this nation.

Only the octagonal coins of Chaos are legal tender in Pikarayd. Other currencies are either confiscated or exchanged by the priestly moneychangers in Chalal.

Pikarayd's economy depends upon subsistence farming, some trapping of wild animals, and the export of mercenary troops to fight in other countries' wars. The men of the city of Chalal are especially noted for their ferocity.

[1.2.4.16] LORMYR

Lormyr is the most ancient stronghold of Law in the Young Kingdoms. It is a country that saw its greatest glory four centuries before Elric's time when Aubec of Malador, the champion of Lormyr, led the revolt against Melniboné. In Elric's time Lormyr is a decadent and tired country. Although there are still several thriving cities, wilderness has begun to reclaim much of the land.

Spiritually, the people of Lormyr have turned inward. There are no great Lormyrian merchants or explorers. The Kings of Lormyr haven't started a war in over a century, and the nations of Oin and Yu, once part of the Empire of Lormyr, now belong to a bunch of barbarians with no government above the tribal level.

Language and fashion in Lormyr are somewhat archaic. They speak a language that is to the Common Tongue of the Young Kingdoms what old Anglo-Saxon is to modern English. The city streets are full of monuments to bygone glory.

Economically the country relies on agriculture, hunting and trapping, and timber products. Most of their trade is conducted with Filkhar and Argimiliar.

Lormyr is especially important because somewhere in its forgotten interior stands the ancient citadel of Kaneloon, Kan-

eloon once stood on the edge of the world, coterminous with the raw seething stuff of Chaos itself, but now the world is fully formed, it is no more than the home of Myshella, the Sleeping Sorceress. She is the ultimate Agent of Law in the Young Kingdoms.

[1.2.4.17] FILKHAR

Where Lormyr is torpid and sleepy, a nation sinking into oblivion, Filkhar is just the opposite. Although the people are peaceful, they are very vigorous. They excel in all the skillful crafts; they engage actively in trade; they support a flourishing nobility that patronizes the arts. Busy and happy, the people are not deep thinkers or true believers. They give lip service to the Lords of Law and tend to business. All currencies are equally welcome in Filkhar.

[1.2.4.18] OIN AND YU

Oin and Yu are more like tribal hunting grounds than nations. They are sparsely populated and without organized government or currency. The double city of Dhoz-Kam which lies at the only good harbor on the border of both nations is chiefly an enclave of foreigners who have come to exploit the backward tribesmen on Oin and Yu. Most of the land is wilderness, and the hunting is especially good. The finest furs in the world come from Oin and Yu.

Dhoz-Kam has another source of income besides the furs of the barbarians. Oin and Yu were once provinces in the Empire of Lormyr, and the interior is dotted with many a ruin from olden times. Treasure hunters from all over the world come to Oin and Yu through Dhoz-Kam in order to seek their fortune in the wilderness. A great deal of gold, silver, and jewels has been brought out of the wildlands by those who survived the barbarians and the savage beasts. Also available in the old ruins are a few enchanted objects.

There is little good to be said for the barbarian inhabitants of Oin and Yu. They dress in colorful kilts and furs, and tend to be powerful, hairy, and evil-smelling, as well as not too smart. They have no organized religion, but venerate the spirits of rivers, lightning, trees, and any manifestation of Chaos that they may encounter. Barter is their principle mode of economics, as very few of them understand the concept of money. The major reason the ancient Lormyrian cities haven't been plundered of all their gold long since is because the barbarians can't eat it. (There is also the little matter of the supernatural guardians of said ruins which most barbarians would prefer to avoid.)

[1.2.4.19] ORG

Org is a very small forest country between Vilmir and Ilmira. It consists entirely of the ancient mystic Forest of Troos, and its borders have been slowly shrinking for centuries. (The general map of the Young Kingdoms exaggerates the size and importance of both Org and Troos, for purpose of the *Elric* boardgame.) The inhabitants of Org are the devolved remnants of an earlier race — the Dharzi. A thousand years before Elric's time, the Dharzi were a powerful race who worshipped the Beast Lords. They warred with the Dragon Masters of Melniboné who were aided by the Lords of Chaos, and the Dharzi lost.

Except for a very small class of nobles (maybe a dozen total) the men of Org have forgotten their ancient glory and are

no more than uncouth dwarves scratching out a subsistence living beneath the shade of Troos. The few nobles maintain a court of sorts (see Moorcock's "Kings in Darkness" in *Stealer of Souls*) where an ancient earth magic and ancestor worship are still remembered.

Org's chief importance is that Troos is a source for rare herbs and plants of all kinds. Daring merchants and masters of plantlore venture there to obtain mandrake roots, lotus flowers, and many other rare plants such as hellbane. The natives being hostile, these despoilers of the forest don't always come back out alive.

[1.2.4.20] THE CHASM OF NIHRAIN

Hidden in the mountains of Myrrhyn is the Chasm of Nihrain. This is not a country, but a magical citadel where the Ten Black Seers sleep. They are the last survivors of a race older than the Melniboneans. In ancient times the Seers of Nihrain were allied with the Emperors of Melniboné. They emerged again to aid Elric in the final great war with Chaos. They are supernatural beings of godlike power and knowledge. I mention them only because they can be very useful to the GM who needs a *deus ex machina*.

The Seers of Nihrain should be regarded as beings on the level with the Beast Lords, but more willing to help mortal men who are fighting against Chaos. They are definitely anti-Chaos, and not at all neutral or shy about contending with Chaos. However, their greatest power is knowledge: in sheer magical power, they are no match for the Lords of Chaos.

[1.2.4.21] R'LIN K'REN A'A AND THE JUNGLE LANDS

Across the Boiling Sea from Lormyr, Oin, and Yu lies an unknown land of dense jungles. It is filled with bizarre monsters such as the Olab, and is home to no civilization. Legend, verified by Elric, says that the Melniboneans came from this unknown land, and that R'lin K'ren A'a was their capital before they reached Melniboné. For GMing purposes, these jungles are a perfect location for difficult quests, for rare plants, rarer beasts, and ancient treasures. It is known that monsters of many types roam these jungles, so the GM can have a field day in populating the place.

[1.2.4.22] SORCERER'S ISLE AND THE UNHOLY FORTRESS

In Elric's time, Sorcerer's Isle was uninhabited except for demons. Hundreds of years earlier, it was a stronghold of Chaos and a training school for Chaotic wizards. The GM may feel free to use Sorcerer's Isle as a complex of tombs and ruins where many a magical artifact with its bound demon waits for the taking.

The Unholy Fortress, also known as Yeshpottom-Kahlai, is a fully-functioning stronghold of Chaos, and a prison for those who have displeased the Lords of Chaos. It should be populated with priests of Chaos, warriors of Pikarayd, demons, and at least one Lord of Chaos incarnate.

[1.3] MONEY IN THE YOUNG KINGDOMS

Now that you have a fairly good idea of the geography and politics of the Young Kingdoms in Elric's time, there is only

one more thing to explain before you are ready to create your first player-character — money. In the sections that follow we will discuss the many different coins of the Young Kingdoms and will explain what they are worth. One way of measuring the success of your characters is by how much they acquire. In trying to keep with the idea of a realistic world, you will find it necessary to buy and sell things while the game is in progress.

According to the sacred tomes of Law which are kept at every Temple of Law, money is an invention and gift of the Law Lord Goldar. In fact, gold as the most precious metal takes its name from him (i.e., Goldar's metal which was eventually abbreviated down to gold). On the other hand, the Melniboneans claim that they used gold and silver coins before they reached the Dragon Isle. All currency in the Young Kingdoms is what we would call hard currency — it consists of coins made of gold, silver, and bronze.

[1.3.1] SOURCES OF MONEY

In the beginning, coins were issued only by the various Temples of Law and Chaos. The Temples of Law issued perfectly circular coins, while the coins of Chaos were eight-sided and sometimes irregular in form. Eventually governments also began to issue money. In Elric's time every major government and the Temples all produced their own coins. However, the merchants of the world, even those that worship Chaos, have subscribed to the Code of Goldar which fixes the sizes and values of the various coins. This code was handed down directly from the deity some five centuries earlier in ancient Lormyr.

[1.3.2] VARIETIES OF MONEY

Money in the Young Kingdoms is minted, molded, stamped, or carved from three metals: bronze, silver, and gold. Bronze coins are the least valuable and most numerous. They are also the largest and heaviest. Gold is the most valuable, and the smallest in coin size. All coins come in two sizes — small and large, with the larger coin being exactly twice as heavy as the small coin.

There is a fixed ratio between the values of the coins. It is shown in table [1.3.2.1] Value of Coins.

[1.3.2.1] VALUE OF COINS

2 small bronze (SB) = 1 large bronze (LB) = US\$1

5 LB = 1 small silver (SS) = \$5

2 SS = 1 large silver (LS) = \$10

5 LS = 1 small gold (SG) = \$50

2 SG = 1 large gold (LG) = \$100

5 LG = 1 Melnibonean silver dragon (MS)

1000 MS = 1 Melnibonean gold wheel (MG)

US\$2 is roughly £1 British.

[1.3.2.2] NAMES FOR MONEY

Different nations produce different coins. Over the centuries the traders have carried all the different coins to the far corners of the world, and they tend to be used interchangeably.

Coins have different names in different lands. For example, many of the coins of Pan Tang bear the image of a tiger, and thus the different coins are called bronze tigers, silver tigers, and golden tigers. Since they come in different sizes, they are often denoted merely by their size and metal, such as small bronzes or large golds.

[1.3.3] THE MONEY OF MELNIBONE

The Bright Empire of Melnibone minted the first money in the world of the Young Kingdoms. At the time, they ruled the whole world and had fabulous wealth at their command. Coins were for exchange only between nobles of Melnibone and were made suitably grand. The currency was of the purest refined silver alloyed with platinum for hardness. Each coin was some three inches in diameter, and bore on one side a picture of a dragon in flight; on the other was a profile portrait of the reigning emperor. For this reason they are called Melnibonean silver dragons. In Elric's time 1 MS was worth five of the large gold coins of any other nation.

Melnibone produced another coin even more valuable than the MS. This was the great Melnibonean gold wheel, a gold coin some six inches in diameter and nearly half an inch thick. (The association for modern players should be with the Wheel of Fortune.) These coins were always octagonal in shape (in tribute to Melnibone's patron deities of Chaos) and were not minted. Instead, they were carved from a huge disk of gold by the most talented artisan of the land. Each Emperor of Melnibone produced one such coin in his/her lifetime to commemorate his/her reign. (Neither Elric nor Yyrkoon managed to reign long enough to get their coin produced.) There were only 427 of them in existence, and few save the nobles of Melnibone have ever seen them. The value of each MG is incalculable, being worth far more than the mere value of the gold that comprises them because of rarity and workmanship. However, for gaming purposes, each MG can be reckoned at 1000 MS. After the sack of Imrryr, some of these coins entered general circulation.

[1.3.4] BARTER IN THE YOUNG KINGDOMS

All this talk of different coins may give the reader the wrong impression. Except in the large cities, coined money was comparatively rare. Farmers, hunters, and even the poorer citizens of the cities often went for months without handling a coin. They bartered goods and services with each other to handle the transactions of everyday life.

[1.3.6] USING A STANDARD COIN

All of this variety in monetary types and values is offered only for those completists who like their worlds complex and well-thought-out in every detail. Although Moorcock did mention all these different types of coins in his stories, he never went into any detail about how much things cost. For ease of play it is strongly suggested that GMs and players use only the large bronze piece (LB) in most of their monetary transactions. For very large transactions the large gold piece (LG) or the Melnibonean silver dragon (MS) make handy units of exchange. To make it easy for players to calculate prices for objects not given on the price list [1.3.5], the LB piece has been tied to the American dollar and British half-pound (1980). By using this conversion factor it should be relatively easy to set a

price on anything a player would wish to buy without consulting long price lists of items. Recognizing, however, that modern currencies are caught in an inflationary spiral where a given unit like the dollar is worth less and less as the years pass, it is important to state that the Young Kingdoms economy is not in such fiscal jeopardy. The conversion factor given above should only be used for items costing less than \$1000 or £500. Regardless of the true value of the dollar or pound when you are reading this, the price list should give you an objective standard to measure the value of Young Kingdoms' money. One LB will always buy at least a loaf of bread. Adjust the monetary equivalent in modern money to reflect that fact.

[1.3.7] JEWELS

Jewels are often used in lieu of cash in the Young Kingdoms. However, only the eight truly precious stones are readily accepted as money. Lesser gemstones and semi-precious stones must usually be sold to craftsmen or other merchants to convert them into money. The eight precious stones and their values are listed on table [1.3.7.1] Eight Great Gems.

[1.3.5] PRICE LIST

The basic and most numerous coin in the Young Kingdoms is the LB piece with a value approximately equal to \$1 in 1980 U.S. money. Silver coins were much rarer, and gold was rarer still.

The following price list is by no means complete, but it can be used to give players a good idea of typical prices. If you wish to price some items not listed below, calculate its value in U.S. or British money and then change that into Melnibonenean currency by the formula given in table [1.3.2.1] Value of Coins.

Fancy versions of any of the items of clothing will cost from two to ten times as much as the price listed here.

Weapons and armor costs are shown in section [3.3.1].

LIVING COSTS

12 oz. drink of wine	1 SB
a cheap meal	2 LB
unprepared meat (per pound)	1 LB
vegetables (per pound)	1 SB
a good meal	5 LB
a banquet for two	20 LB
trail provisions (21 meals plus drink)	50 LB
a large loaf of bread	1 LB
a gallon of wine	2-8 LB
depending on quality	
a gallon of milk	1 SB

LODGING/DAY

common room floor	2 LB
dormitory	10 LB
shared room	20 LB
private room	40 LB

CLOTHING

a loincloth	1 LB
trousers	20 LB
a shirt	10 LB
a cape of linen	25 LB

riding boots	100 LB
sandals	10 LB
leather belt	10 LB
hunter's cap	5 LB

POTTERY

a clay tumbler or vase	1 SB
a glass	3 LB
a copper cut	1 LB
a silver goblet	50 LB
a golden cup	1200 LB
a wine jug	1 LB
a copper kettle	20 LB
an iron skillet	30 LB

TRANSPORTATION

average cart horse	50 LB
average riding horse	100 LB
trained warhorse	5000 LB
race horse	1000 LB
2-wheeled cart	100 LB
4-wheeled cart	400 LB
covered wagon	1000 LB
average cart ox	80 LB
beef cow	50 LB

TOOLS

hammer	2 LB
5 fish hooks	1 LB
reed pen	2 LB
cylinder seal	30 LB
anvil	500 LB
rope (per 20 ft/6 meters)	1 SB

CAMPING GEAR

small tent (1 man)	200 LB
medium tent (3 men)	500 LB
large tent (5 men)	800 LB
backpack	10 LB
flint and steel	10 LB

LAMPS

10 candles	1 SB
5 torches	2 LB
oil lamp	20 LB
lamp oil (per quart)	1 SB

LARGE ITEMS

hovel	1000 LB
3-room house	20,000 LB
5-room house	30,000 LB
12-room villa	50,000 LB

palace	100,000 LB
fortified castle	500,000 LB
acre of farmland	20,000 LB
rowboat	500 LB
2-man canoe	2000 LB
Tarkesh merchant ship (per ton of carrying capacity)	10,000 LB

Tarkesh war galley (per fighting man in crew, minimum of 20 men, including sails, tackle, oars, etc.)	10,000 LB
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metalsmith ram	20,000 LB
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BOOKS

common subject matters (per 20 pages)	1 LB
grimoires (per spell contained)	10,000 LB
books of lore	100-1000 LB
fiction, poetry	8-20 LB

[1.3.7.1] EIGHT GREAT GEMS

Gem	Value per carat in LB
Diamond	100
Ruby	80
Emerald	70
Sapphire	60
Opal	50
Jade	40
Topaz	30
Turquoise	20

The carat is the standard measure of weight of a gem. A one carat gem weighs 1/5 of a gram, and would be so small as to be almost unseeable. To determine the size of small gems randomize between 1 and 20 carats, for medium size gems randomize between 20 and 100 carats, and for large to huge gems randomize between 100 and 1000 carats.

[1.3.7.2] FLAWED GEMS

It is seldom realized in our current age of perfect jewelers, but far more gems with flaws exist than perfect gems. When randomly creating a gem for a treasure, roll 1D6 — on a roll of 1-4 the gem is flawed. It will only be worth a fraction of the value of a perfect gem of the same size. Roll 1D4-1. On a roll of 0, the gem is worthless — just a pretty rock; on a roll of 1, the gem is worth 1/4 of full value; on a roll of 2, the gem is worth 1/2 of full value; and on a roll of 3, the gem is worth 3/4 of full value. Round values off to the nearest LB.

[1.3.7.3] MAGICAL AND/OR UNIQUE GEMS

There are some jewels existent in the Young Kingdoms that have no equivalent on modern earth. These tend to be unique, one-of-its-kind stones such as the fabled Actorios stone set in the signet ring of the Emperor of Melnibone. Over thousands

of years of Bright Empire history, this stone, given to the first Emperor by Lord Arioch of Chaos came to symbolize all of Melnibonean power. It was handed down faithfully from Emperor to Emperor. Prophecy warned that if a Melnibonean Emperor ever claimed the throne without the Actorios stone on his finger, it would herald the end of the Empire. This prophecy was fulfilled when Yyrkoon usurped the throne from Elric, who still wore the great signet ring himself, and who led the Sea Kings to the sack of Imrryr.

Perhaps even more potent than the Actorios stone is the fabled Nanorion gem. It is actually a demon's heart, and the only one described pulsed with blue, purple, and green color. It was rumored to be of such magical potency that it could break curses, restore the dead to life, and compel obedience from the very Lords of Chaos themselves. Legend also said that one was hidden somewhere on the Sorcerer's Isle. Only one demon in one hundred will have a Nanorion stone for a heart. The incantation releasing the power of the stone is only known to members of the royal house of Melnibone.

Slightly more accessible were the Dragonstones, a glittering black diamond found only in the brains of dragons. These stones are charged with the Power of the dragon itself, and they convey that Power to the possessor. (Each Dragonstone has a separate POW rating depending on the POW rating of the dragon from which it was taken.) The catch is, of course, that in order to obtain one, a character must first kill a dragon, and dragons are both rare and hard to kill. It was rumored that the Lords of Melnibone had gathered a few of them over the millennia.

The creative GM may invent any number of other special magical gems and invest them with any power desired as far as magic goes. They should, however, be very difficult for players to obtain, serving as the objects of mighty quests, and probably demon-guarded to make things tougher.

[1.3.7.4] SEMI-PRECIOUS STONES AND OTHER VALUABLE SUBSTANCES

Although the list of the eight great gems was kept short for the sake of convenience, both players and GMs should be aware that there are a large number of other substances that may be used as items of value. A partial list would include: pearls, ivory, ebony, garnets, beryl, agate, rare sea-shells (such as the cowrie), obsidian, crystal quartz, etc. GMs and players will have to determine their own values for all such substances. However, none of them should be worth more than 10 LB per carat.

[1.4] SOME CONVENTIONS OF FRP GAMING

Some things have already become standard practices in fantasy gaming. If you are an experienced gamer you can skip this section, but if you are new to the field you may find some valuable information here. *Stormbringer* is a fairly traditional game in that it uses established gaming customs and conventions as the basis for the mechanics of play.

[1.4.1] CONVENTIONS REGARDING DICE

It used to be that all dice were little cubes with from one to six dots on each face. Opposite faces always added up to sev-

en. This is no longer true. Dice are now available in the form of every perfectly regular geometric solid — 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided. *Stormbringer* uses 4-, 6-, 8-, and 20-sided dice. 20-sided dice are especially interesting. Their faces are numbered from 0 to 9 twice, with a 0 serving as a 10. When you are told to roll a 10-sided die, you just roll a 20-sided die and look at the number. When you are told to roll a 20-sided die, you roll the die along with a control die (usually a 6-sided die). If the control rolls 1-3, then you just read a number between 1 and 10 off the 20-sided die; but if it reads 4-6, then you add 10 to whatever is shown on the 20-sided die. Some 20-sided dice have their two sets of numbers in different colors, allowing the user to dispense with the control die. If you roll a 20-sided die twice and regard the first roll as the tens digit and the second as the ones digit, you get a



number between 1 and 100 (inclusive, 00 = 100). Used this way they are called percentage dice, and percentage rolls are the basis of *Stormbringer* game systems.

Since it is awkward to write 20-sided die all the time, there is an abbreviation used to tell how many dice and what kind the player or GM is supposed to be rolling. It looks like this: 4D6. The first number stands for the number of dice wanted. The D means dice. The last number indicates the number of faces the dice have. 2D20 means the sum of two 20-sided dice. 1D100 may sound impossible, but it is only the short notation for percentage dice as mentioned above.

(If you have a home computer you can have dice with any number of faces in the machine. I once wrote a simple program that would allow me to randomize for any number of faces on a die. It's great fun to watch a computer roll 200D77 and take a total. I mention it only for those with computers who may not want to do a lot of dice rolling. The computer can do it for you. This could come in handy for dealing with very large combats.)

[1.4.2] CONVENTIONS REGARDING GAME CHARACTERS

The characters you will create to play this game will be defined in terms of numbers. (For more discussion of this, read chapter 2.) Many systems generate these attribute numbers by rolling 3D6. This number of dice is chosen because it yields a manageable bell-shaped curve between 3 and 18 with the greatest probability being that the character attributes will fall in the range from 9 to 12 (average).

While some gaming systems give elaborate charts to enable players to randomize for every significant detail about their

character, most systems allow players to use their imaginations to flesh out the intimate details of their character's history. *Stormbringer* gives you some of the important information about your characters, such as size, weight, and nationality, but leaves most of the details to you as players. You are encouraged to make your characters as individualistic and real-seeming as you can, and to let their characters and personalities grow.

[1.4.3] USE OF MINIATURES

There are an enormous number of fantasy miniatures (small figures cast from lead) available in the game and hobby stores. Many FRP players choose to paint one or more miniatures to represent their characters, and to use these figures to get a picture of where the characters are in relationship to each other. Some GMs are so prepared that they have miniatures of the monsters ready for the combats. Use of miniatures adds color

and an added degree of realism to the game, but requires quite an additional investment in time and money by the player. Whether you use miniatures or not is your choice. (Ken St. Andre doesn't; Steve Perrin does.) It is likely that a line of *Stormbringer* miniatures will appear sooner or later.

[1.5] CONCLUSION

Chapter 1 has discussed the nature of fantasy role-playing, who Michael Moorcock is, the story of Elric, and background information that you will need in order to set your FRP in the Young Kingdoms. In the rest of the rulebook we discuss all the rules and systems of the game, plus giving you additional detail about the lands of the Young Kingdoms and their inhabitants. When you have read the whole book you should have enough information to create a whole world for FRP adventure.

SAMPLE SUMMONINGS

FILEET, LADY OF BIRDS

*Feathers fine our fates entwined
Bird and man and thine and mine,
Formed a pact that Gods divine
Hallowed on an ancient shrine,
When kind swore service unto kind.*

*Fileet, fair feathered queen of flight
Remember now that fateful night
And help your brother in his plight.*

*Brothers and sisters of the sky
Hear my voice where'er ye fly
And bring me aid from kingdoms high.*

STRAASHA, LORD OF THE WATERS

*Waters of the Sea, thou gave us birth
And were our milk and mother both
In days when skies were overcast
You who were fire shall be the last.*

*Sea-rulers, fathers of our blood,
Thine aid is sought, thine aid is sought,
Your salt is blood, Our blood you salt,
You blood the bood of Man.*

*Straasha, eternal kind, eternal sea,
Thine aid is sought by me;
For enemies of thine and mine
Seek to defeat our destiny, and drain away our sea.*

NNUUURRRR'C'C OF THE INSECT FOLK

*King with Wings!
Lord of all that work and are not seen,
Upon whose labors all else depends!
Nnuuurrrr'c'c of the Insect Folk, I summon thee!*

WIND GIANTS MISHA AND GRAOLL, SONS OF LASSA, THE LASSAHAR

*Hear the Doomed one's dark decision,
Let the Wind Giant's wail be heard,
Graoll and Misha's mighty moaning
Send my enemy like a bird.*

*By the sultry scarlet stones,
By the bane of my black blade,
By the Lassahar's lonely mewling,
Let a mighty wind be made.*

*Speed of sunbeams from their homeland,
Swifter than the sundering storm,
Speed of arrow deerwards shooting,
Let the sorcerer so be borne.*

*Misha! Misha! In the name of my fathers
I summon thee, Lord of Winds!*

MEERCLAR OF THE CATS

*Meerclar of the Cats, it is I, your kinsman, Elric of
Melnibone, last of the line that made vows of friend-
ship with you and your people.
Do you hear me, Lord of Cats?*

HAAASHAATAAK, LORD OF LIZARDS

*Haaashaastaak, Lord of Lizards,
Your children were fathers of men,
Haaashaastaak, Prince of Reptiles,
Come aid a grandchild now!*

*Haaashaastaak, Father of Scales,
Cold-blooded bringer of life...*

(Verse unfinished in text, but in the same vein. Must be repeated many times, as Haaashaastaak is very slow-witted and sluggish to respond.)



Character Generation

In order to play *Stormbringer* you will need one or more player-characters. These characters are your alter-egos in the world of the Young Kingdoms. There are basically two types of characters: player-characters are the type that you will use to experience adventures, and non-player characters (NPCs) which are the kind that the GM will be using against you. Both kinds of characters have the same kinds of abilities, but generally not much effort is expended fleshing-out the personal lives of the NPCs. While they can be as detailed and vivid as the player-characters, they are usually just faceless, nameless pawns; i.e., a shopkeeper, a pirate, etc. How real the NPCs are is a measure of the quality of a GM.

RuneQuest and most other FRPs are set in worlds where a number of non-human intelligent races such as elves, dwarves, trolls, etc., exist simultaneously with the basic human characters. Most such worlds are based loosely on J.R.R. Tolkien's Middle Earth. *Stormbringer*, on the other hand, is based on Michael Moorcock's world of the Young Kingdoms. The Young Kingdoms contain some non-human intelligent beings, as virtually every good fantasy saga must, but they essentially comprise a human world. The notable non-humans in the Young Kingdoms are the demons, and they are actually inhabitants of other planes of reality. While it can be argued that Melniboneans and winged men are non-humans, they are so similar to normal humanity that the differences are not truly significant in terms of character generation.

[2.1] ATTRIBUTES

Characters are described in this game by giving them a number of numerical attributes which reflect their basic qualities and abilities. These numerical ratings are spread out on a scale of 3 to 18, although under certain circumstances the ratings may go as low as 1 or as high as 100. (Instances of fantastically high ratings are reserved for describing certain super-human sorcerers such as Elric himself, demons, and deities. Very low ratings generally indicate very serious injury to the character.) No human rating may go as low as 0 or into negative numbers without the human character dying.

Stormbringer uses the same basic character-generating formula as *RuneQuest*, but with some modifications that will be explained hereafter. Adventurer characters (and NPCs) have seven basic attributes: Strength (STR), Constitution (CON), Size (SIZ), Intelligence (INT), Power (POW), Dexterity (DEX), and Charisma (CHA). These attributes are randomly generated by rolling 3D6. You do this once for each attribute and record the results on the Character Description Sheet. Do it in pencil so you can erase, because these rolled up numbers may be modified by such things as nationality or class later in this chapter.

Such things as character names, sex, hair color, and handedness (left or right) should be decided by the person who invents (rolls up) the character in the first place. Feel free to add whatever details you wish in order to personalize your creations. Such things as warts, squints, interesting speech mannerisms, etc., all help new characters to live vividly in player and GM imaginations.

[2.1.1] STRENGTH

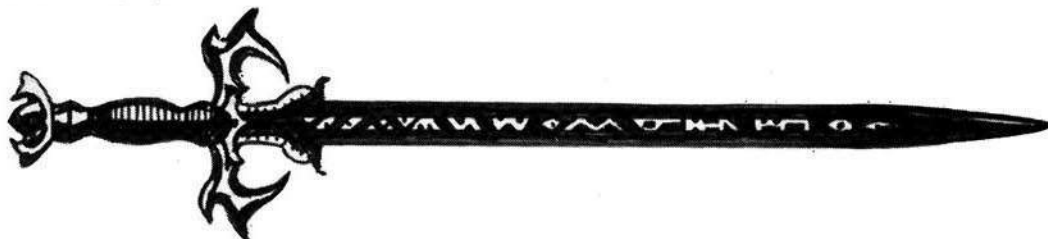
A character's STR is the basic measure of ability to lift and carry. It controls such things as what weapons your character can fight with, how much he can carry, and how much damage he does in combat.

[2.1.2] CONSTITUTION

This is the measure of your character's health. It will be the main determinant in how many hit points of damage he can take before dying. It is also a handy measure of your character's endurance.

[2.1.3] SIZE

SIZ is the measure of mass of your character. Table [2.1.3.1] Human Size relates your SIZ number to more conventional measures in height and weight. Measurements in the table are given in the English system of feet and pounds, with approximate metric equivalents in parentheses afterward. There are advantages both to being very large and very small, and also certain disadvantages, which will become plain later.



[2.1.3.1] HUMAN SIZE

2.2kg equals 1lb.

SIZ	Height in inches (cm)	Light	Weight in lbs. (kg) Medium	Heavy
1	0-12 (0-30)	0-10 (0-5)	0-15 (0-7)	0-20 (0-10)
2	13-24 (31-60)	11-20 (5-10)	15-30 (8-15)	21-40 (10-20)
3	25-36 (61-90)	21-30 (10-15)	30-45 (15-22)	40-60 (20-30)
4	37-42 (91-105)	31-40 (16-20)	46-60 (23-30)	61-80 (31-40)
5	43-48 (105-120)	41-50 (21-25)	61-75 (31-37)	81-100 (51-50)
6	49-54 (121-135)	51-60 (26-30)	76-90 (38-45)	101-120 (51-60)
7	55-60 (136-150)	61-70 (31-35)	91-105 (46-52)	121-140 (61-70)
8	61-62 (151-155)	71-80 (36-40)	106-120 (53-60)	141-160 (71-80)
9	63-64 (156-160)	81-90 (41-45)	121-135 (61-67)	161-180 (81-90)
10	65-66 (161-165)	91-100 (46-50)	136-150 (68-75)	181-200 (91-100)
11	67-68 (166-170)	101-110 (51-55)	151-165 (76-82)	201-220 (101-110)
12	69-70 (171-175)	111-120 (56-60)	166-180 (83-90)	221-240 (111-120)
13	71-72 (176-180)	121-130 (61-65)	181-195 (91-97)	241-260 (121-130)
14	73-74 (181-185)	131-140 (66-70)	196-210 (98-105)	261-280 (131-140)
15	75-76 (186-190)	141-150 (71-75)	211-225 (106-112)	281-300 (141-150)
16	77-78 (191-195)	151-160 (76-80)	226-240 (113-120)	301-320 (151-160)
17	79-80 (196-200)	161-170 (81-85)	241-255 (121-127)	321-340 (161-170)
18	81-82 (201-205)	171-180 (86-90)	256-270 (128-135)	341-360 (171-180)
19	83-84 (206-210)	181-190 (91-95)	271-285 (136-142)	361-380 (181-190)
20	85-86 (211-215)	191-200 (96-100)	286-300 (143-150)	381-400 (191-200)
21	87-88 (216-220)	201-210 (101-105)	301-315 (151-157)	401-420 (201-210)
22	89-90 (221-225)	211-220 (106-110)	316-330 (158-165)	421-440 (211-220)
23	91-92 (226-230)	221-230 (111-115)	331-345 (166-172)	441-460 (221-230)
24	93-94 (231-235)	231-240 (116-120)	346-360 (173-180)	461-480 (231-240)
25	95-96 (236-240)	241-250 (121-125)	361-375 (181-187)	481-500 (241-250)

[2.1.3.2] THE EFFECTS OF BODY FRAME

In *Stormbringer* a character's body frame (light, medium, or heavy) is usually determined by his/her nationality. The heights and weights given in table [2.1.3.1], Human Size, represent average ranges of weight for a certain height. If you are content with a weight in the average range, just choose a figure you like within the range, and write it down. However, it is possible for a human to fall into weights which are between the ranges. Advantages and disadvantages occur when this happens. If you would like to have a chance at being between ranges, read on.

Characters with light body frames may never weigh less than the minimum allowed. If you wish your character to weigh more, roll 1D6. On a roll of 1-3 he is at the maximum of his range, but not above it — no advantage or disadvantage occurs. On a roll of 4-5 he is slightly heavier than his body type would indicate. Roll 1D10 for additional weight above the maximum in his range and add 1 point to his CON rating. This will also increase your hit point rating by 1. On a roll of 6 he is both heavier and slower than average for his range. Roll 1D20 and add that many pounds to his weight. Add 2 to his CON rating, but subtract 1 from his DEX rating.

Characters with medium body frames may weigh less or more than their average range. Roll 1D10. On a roll of 1-4 the character is inside his weight range and there is no modification of attributes. On a roll of 5-7 the character will be 1D20 pounds lighter than the minimum for the range. Subtract 1 from the CON rating and add 1 to the DEX rating. On a roll of 8-10 the character will be 1D20 pounds heavier than the maximum for the range. Add 1 to his CON and subtract 1 from his DEX rating.

Characters with heavy body frames may also weigh less or more than their average range. Roll 1D10. On a roll of 1-5 the character is inside its average range and there is no modification of attributes. On a roll of 6-8 the character is 1D20 pounds lighter than the minimum weight. Add 1 to DEX with no penalty. On a roll of 9-10 the character is 2D20 pounds heavier than the maximum of its range. Add 1 point to CON and subtract 2 points from DEX.

Characters with SIZ attributes of 3 or less are not allowed to modify their attributes through the above procedure.

[2.1.3.3] ANIMAL SIZES AND WEIGHTS

Due to the varied nature of animal bodies there is no realistic way of correlating weights to sizes. If it is important, the player may look up an animal's weight range in any good encyclopedia. Particularly recommended is *Grzimek's Encyclopedia of Animals*, which any good public library should carry. For fantasy creatures use the nearest equivalent real creature as your guide. For example: clakers would be in the orangutan weight range.

[2.1.4] INTELLIGENCE

This all-purpose attribute measures many things. The ability to memorize, to form abstractions, to solve problems, to learn from experience, and to plan future actions are components of INT. In game terms, it is most useful in the area of magic and certain skills such as Plant Lore.

[2.1.5] POWER

POW is the character's basic ability to work magic (it must be coupled with INT to do so). In the Young Kingdoms very

high levels of personal POW are required to perform magic. POW is also a measure of such things as personal luck and will (as in will-power).

[2.1.6] DEXTERITY

This is the basic measure of many things: agility, manual dexterity, and most skills. It is also a limiting factor in the choice of which weapons your character may use in combat.

[2.1.7] CHARISMA

This is a measure of leadership, charm, and of personality. It is not necessarily a measure of physical beauty, although it may be used as such from time to time. CHA helps your character in dealings with other player and non-player characters. In reality, it is the least important attribute.

[2.1.8] HIT POINTS

Although hit points are not an attribute like the previous seven, they are as important. A character's hit points measure how much damage can be taken before dying — also how much damage it takes to inflict the two classes of wounds in combat: minor and major. A character's number of hit points is calculated by writing down his CON and adding 1 point for every point of SIZ over 12, or subtracting 1 point for every point below SIZ 9. Unless noted otherwise, this formula for the calculation of hit points will be used in creating any sort of living thing.

Example

Merak Gren is rolled with a CON rating of 14 and a SIZ rating of 17. He would have 19 hit points.

The SIZ modifier will not reduce a character's hit points below half his CON.

Example

Assuming Merak's luck had not been as good, and his CON was 4 and his SIZ was 3, this would give him hit points of 2, not minus 2: $4-(9-3) = 4-6 = -2$.

Attributes generally remain constant, but hit points decrease whenever a character is wounded. They increase again, but to no more than their original level whenever a wounded character is healed (see chapter 3). If a character's hit point rating is reduced to 0 or less for any reason, that character is dead. There is no resurrection or reincarnation in the Young Kingdoms, so be careful with your characters. If they die, that's the end for them.

[2.2] CHARACTER NATIONALITIES

The Young Kingdoms consist of some 20 known kingdoms, and since your character lives in that world, he must have a nationality. Although the range of abilities overlaps throughout the mid-range, certain peoples have certain abilities that are different from others.

To determine your character's nationality randomly, consult table [2.2.1] Character Nationality. If your campaign calls on you to play a Melnibonean, or a barbarian from the Weeping Waste, or anything else, then make your character a member of the appropriate nationality without consulting the table.

If you have your seven basic attributes already rolled and recorded, go now to the section listed for the appropriate nationality and modify those attributes according to the instructions given. Each nation section also gives a brief description of the typical citizen and a little bit about the nation itself as well as the specialties of the race.

A glance at the map is the best way to explain the actual location of each nation.

[2.2.1] CHARACTER NATIONALITY

1D100	Nationality	Section
01-02	Melnibone	2.2.2
03-05	Pan Tang	2.2.3
06-08	Myrrhyn	2.2.4
09-12	Dharijor	2.2.5
13-16	Jharkor	2.2.6
17-24	Shazaar	2.2.7
25-29	Tarkesh	2.2.8
30-37	Vilimir	2.2.9
38-44	Ilmiora	2.2.10
45-49	Nadsokor	2.2.11
50-56	Weeping Waste	2.2.12
57-60	Elwher	2.2.13
61-67	Island of Purple Towns	2.2.14
68-74	Argimiliar	2.2.15
75-81	Pikarayd	2.2.16
82-88	Lormyr	2.2.17
89-95	Filkhar	2.2.18
96-97	Oin	2.2.19
98-99	Yu	2.2.20
100	Org	2.2.21

[2.2.2] MELNIBONE

Melniboneans are a pre-human, but extremely manlike race. They tend to be tall, dark, and black-haired. They are unusually sophisticated, cruel, and amoral. In the latter days of the Young Kingdoms they tend to be dreamy and isolationistic. They worship the Gods of Chaos and are innately sorcerous. In bygone ages they made alliances with the rulers of the Elementals and the Beast Lords. If your character is Melnibonean, roll 1D10 and add it to INT; roll 2D6 and add it to POW; add 3 to SIZ. All Melniboneans are Warriors and Nobles on table [2.3.1.1], Class Background. Their body frame is light. If the total of INT and POW is 32 or more, the character is also a sorcerer. Go first to table [2.3.1.1] to determine his skills and abilities. Then, after having chosen all his weapons and armor in chapter 3, and skills from chapter 4, go on to chapter 5 if he is a sorcerer.

[2.2.3] PAN TANG

The men of Pan Tang are large and heavy with dark complexions and black-hair. Their beards are thick and heavy, and they are divided into two classes: sorcerer/priests and warriors. They worship the Lords of Chaos with many perverted rites. Roll 1D8 and add it to INT; roll 1D8 and add it to POW; add 1 to SIZ. Their body frames are heavy. If INT and POW add to 32 or more, your character is a sorcerer (see chapter 5) and a priest. If INT and POW add to less than 32, your character is a Warrior. Go to table [2.3.1.1] Class Background for Priest or Warrior to determine your skills and abilities. Roll 1D100 — if you roll between 01 and 20 you are also a Noble on the Class Background table.

[2.2.4] MYRRHYN

The winged men of Myrrhyn are another humanoid but basically unhuman race. Their major claim to fame is that they have wings and can fly. The men are short, thin, and bald. The women are slender, beautiful, and have hair. Myrrhyn are also sometimes born without wings. Their body frames are light. They have some sorcerous ability, but not as much as the inhabitants of Melniboné and Pan Tang. Roll 1D6 and add it to INT; roll 1D6 and add it to POW; roll 1D6 and add it to CHA if your character is female. If your INT and POW add to 32 or more, then your character is a sorcerer — see chapter 5 after rolling on table [2.3.1.1] Class Background. Subtract 2 from your SIZ rating unless it is already 9 or less. Go now and roll on the Class Background table. If you roll Sailor, Thief, or Beggar, ignore the roll and make your character a Warrior instead. Although your character can fly, he cannot do so if encumbered with much weight — hence he cannot fly if wearing any armor or carrying more than two weapons.

[2.2.5] DHARIJOR

The people of Dharijor normally encompass all body types. There is a tendency for men of Pan Tang to wed women of Dharijor, for the women of Dharijor are fairer than those of Pan Tang. Many Pan Tang nobles take concubines from Dharijor. The offspring of such unions generally return to Dharijor as an agent for Pan Tang. The people of Dharijor tend to be sturdy and swarthy. Roll 1D4 and add to CON. Their hair and eyes are usually dark brown. They are proficient at the arts of both war and peace. They worship the Lords of Chaos, and the Chaotic Church is very strong within that country. Jagreen Lern, theocrat of Pan Tang, is their religious leader, and after him, the king of Dharijor.

[2.2.6] JHARKOR

The people of Jharkor are rather ordinary human beings. They encompass all body types. Roll 1D6, 1-2 = light, 3-4 = medium, 5-6 = heavy. They worship the Lords of Chaos, and do a good deal of fine crafts work. Roll 1D4 and subtract it from the character's CHA rating; roll 1D4 and add it to the character's DEX rating. Roll on table [2.3.1.1] Class Background to determine his skills.

[2.2.7] SHAZAAR

The people of Shazaar are a hardy breed, but otherwise thoroughly normal. They have all hair colors, classes, and body types (roll 1D6: 1-2 light, 3-4 medium, 5-6 heavy). Roll 1D6 and add it to CON. Roll on table [2.3.1.1], Class Background, to determine the character's skills.

[2.2.8] TARKESH

Tarkesh is the greatest sea-faring nation of the north. They have dark complexions and dark hair. Their body frames are either medium or heavy (choose one), and they tend to be short. Roll 1D4 and add it to CON. Subtract 1 from SIZ if it's 10 or more. Tarkeshites tend to have tripartite names such as Dhak-Knuul-Gorm. Roll on table [2.3.1.1] Class Background. If Farmer or Hunter come up, change it to Sailor. Go now to the Class Background table to determine the character's skills.

[2.2.9] VILMIR

The people of Vilmir are perhaps the most ordinary in all the Young Kingdoms. There are no modifications to the original attributes you rolled up. Vilmirians tend to have blonde or red hair, and to cluster together in large cities. Roll 1D6 for body frame type: roll of 1 indicates a light frame; 2-5 indicates a medium frame; 6 yields a heavy frame. Go now to table [2.3.1.1] Class Background and roll for the character's skills.

[2.2.10] ILMIORA

The people of Ilmiora are much like the people of Vilmir, but a little more pleasant and mannerly. Roll 1D4 and add it to CHA. They are of all body types and hair colors. Roll 1D6, 1 = light, 2-5 = medium, 6 = heavy. Roll on table [2.3.1.1] Class Background to determine the character's skills.

[2.2.11] NADSOKOR

The City of Beggars is technically within the borders of Vilmir, but it is a law unto itself, and so is treated as an independent nation. Only the maimed, unhealthy, or depraved live in or come from the City of Nadsokor, but within those categories all body types (you may choose your own body frame) and hair colors are found. Roll 1D6 and subtract it from the CON rating. Roll 1D6 and subtract it from the CHA rating. The character is automatically a Beggar on table [2.3.1.1] Class Background. When you've finished determining your Beggar's skills, refer to and roll on table [2.3.10.1] Afflictions. The Beggars of Nadsokor worship no gods, but fear their king greatly.

[2.2.12] THE WEEPING WASTE

So called for the desolate sound of the wind crying over the sand and the desert, the Weeping Waste is home to many nomadic desert barbarian tribes. They tend to be short, dark of skin and body, powerful, and skillful in war. They have medium body frames. Roll 1D6 and add it to STR; roll 1D4 and add it to DEX; roll 1D6 and add it to CON; roll 1D4 and subtract it from CHA; subtract 1 from your SIZ rating if it's 10 or more. Characters from the Weeping Waste are automatically both Hunters and Warriors on table [2.3.1.1] Class Background. The character also begins with a skill of Ride at 80% +1D6. Go now to table [2.3.1.1], Class Background, for the character's other skills.

[2.2.13] ESHMIR

The men of the eastern nation of Eshmir tend to be short, have slanted eyes, and have red or light brown hair. They worship the Lords of Chaos, and seldom mingle with the rest of the Young Kingdoms save for an adventurer or two. They have some indifferent sorcerers among them. Roll 1D4 and add it to INT; roll 1D6 and add it to POW. Subtract 2 from SIZ if it's 10 or more. Their body frames are medium. Anyone with INT and POW totaling to 32 or more is automatically a Priest on table [2.3.1.1] Class Background and is a sorcerer. If the character's STR is 13 or more and he is a Priest, he is also a Warrior, thus gaining membership in the most illustrious class of Eshmir, the Warrior-Priests of Chaos. Otherwise, roll on the Class Background table to determine skills.

[2.2.14] THE ISLAND OF PURPLE TOWNS

The men of the Island are a fair people with dark brown or black hair. They tend to be burly and have medium and heavy body frames. Roll 1D4 and add it to your STR rating; roll 1D6 and add it to your CON rating. Roll on table [2.3.1.1] Class Background, but any roll of Hunter becomes Sailor instead.

[2.2.15] ARGIMILIAR

The men of Argimiliar are of normal human stock. None of their attributes receive any modification. They have medium frames and generally dark brown hair. Go to table [2.3.1.1] Class Background to determine skills.

[2.2.16] PIKARAYD

The people of Pikarayd live in a savage, undeveloped land where only the strong survive. The men of their capital, Chalal, are especially noted as warriors. Roll 2D4 and add it to the STR rating. Add 1 to the SIZ. They tend to have medium and heavy frames, along with swarthy skins and black hair. Roll on table [2.3.1.1] Class Background to determine skills.

[2.2.17] LORMYR

Lormyr is a cold land whose days of glory were more than four centuries in the past. Although the people are large and fair, with yellow, white, or light brown hair, they have no special talents and are a bit slow-witted. Roll 1D4 and subtract it from INT rating. Add 2 to the SIZ rating. They have medium and heavy body frames (choose one). Go now to table [2.3.1.1] Class Background to determine what are the character's skills.

[2.2.18] FILKHAR

The people of Filkhar are a peaceful and dextrous race. They have light to medium frames, and light brown or ash-blond hair. Roll 1D4 and add it to the character's DEX rating. Go to table [2.3.1.1] Class Background to determine skills.

[2.2.19] OIN

The inhabitants of Oin are a degenerate but hardy group of barbarians little better than beasts. They have wide frames and dirty brown hair. They would worship the lords of Chaos if they could understand worship. Roll 1D6 and subtract it from the INT rating if it's 10 or more; roll 1D6 and subtract it from the DEX rating if it's 10 or more; roll 1D6 and subtract it from the POW rating if it's 10 or more; roll 1D6 and add it to the

CON rating. Go to table [2.3.1.1] Class Background to roll for skills, but any roll of Priest or Sailor will become Farmer.

[2.2.20] YU

The Yurits are much like the people of Oin, but even less civilized. They have heavy body frames and dirty brownish-gray hair covering much of their body like a pelt (a slight exaggeration — they do not have fur). Roll 1D6 and subtract it from the INT rating if it's 10 or more; roll 1D6 and subtract it from the POW rating if it's 10 or more; roll 1D6 and subtract it from the CHA rating if it's 10 or more; roll 1D6 and add it to the STR rating; roll 1D6 and add it to the CON rating. Roll on table [2.3.1.1] Class Background for the skills. Any roll of Priest, Merchant, or Sailor will become Hunter instead.

[2.2.21] ORG

The people of Org are as close to dwarfs as anyone in the Young Kingdoms, but degenerate dwarfs. Their squat and gnarled bodies are covered with a thin black hair. They have heavy body frames, and their form of worship is an unmentionable veneration of their deceased but undead ancestors. Roll 2D4 and subtract it from the POW rating if it's 10 or more; roll 2D4 and subtract it from the CHA rating if it's 10 or more; roll 1D6 and subtract it from the INT rating if it's 10 or more; roll 1D6 and subtract it from the DEX rating if it's 10 or more; roll 1D8 and add it to the CON rating; roll 1D4 and add it to the STR rating. Subtract 2 from the SIZ rating if it's 10 or more. Roll 1D20 — if you roll a 1 you have a Noble Orgen; if you roll anything else, your character is a Hunter. Check table [2.3.1.1] Class Background for the skills.



[2.3] CHARACTER CLASSES AND SKILLS

The Young Kingdoms do not have a multiplicity of religions and fraternal organizations. Nevertheless, characters would need and would have certain skills to survive. These skills are either picked up independently, or are automatically gained by being a member of a certain class (almost a caste) of Young Kingdoms' society.

While some of the nationalities have predetermined classes, most adventurers have an essentially random background of class to use as prior experience. This game assumes that the starting adventurer character is 25 years old and has had time to learn the various skills practiced by the classes listed in table [2.3.1.1] Class Background. If you wish to start a character who is younger than 25, subtract 5% from each skill rating per

year subtracted. If you wish to start a character older than 25, add 1% to each skill rating up to the age of 40 (maximum = 15% more than first determined). After 40 the body begins to deteriorate, so subtract 1% from the maximum for each year over 40 in physical skills (such as swordfighting). Mental skills (such as Sorcery) will remain constant after the age of 40 unless modified during the course of play.

[2.3.1] DETERMINING CHARACTER CLASS BACKGROUND

Unless the character's class background is predetermined by his nationality, you may roll for the character's background on table [2.3.1.1] Class Background.

Once you know what class/profession your character belonged to before he became an adventurer, you can determine what skills the character takes with him from his profession. Besides the skills shown under each class, any character gets 1D6+2 other skills. Combat skills are discussed in chapter 3, other skills are discussed in chapter 4, and sorcery is discussed in chapter 5.

If your character qualifies as a sorcerer, he will still have the skills given for his profession/class.

Except as noted, the sexes are equal within a given class, and may be male or female as the player chooses.

[2.3.1.1] CLASS BACKGROUND

1D100	Class	Special
01-20	Warrior	Roll 1D10 — If roll is 9 or 10, character is Assassin.
21-30	Merchant	Roll 1D10 — If roll is 8-10, character is a Trader, otherwise the character is a Shopkeeper.
31-45	Sailor	Roll 1D10 — If roll is 9, character is Mate, add 5% to all skills. If roll is 10, character is Captain, add 10% to all skills.
46-60	Hunter	
61-65	Farmer	
66-70	Priest	
71-75	Noble	
76-85	Thief	
86-90	Beggar	
91-00	Craftsman	

[2.3.2] WARRIORS

True Warriors are trained to war from childhood by other Warriors. Some societies exalt the practice of arms, such as Melnibone and Pan Tang, where the menial labor of society is all carried on by slaves, and the true citizens all consider themselves to be aristocracy. As everyone knows, the duty of the aristocracy is to fight and so all able-bodied men are trained as warriors.

Warriors have the following skills and benefits:

1. Proficiency in the first Weapon Attack and Parry or Shield Attack and Parry of choice at 50% + Attack and Parry ability bonuses (see [2.5] Attribute Bonuses).
2. Proficiency in their second Weapon/Shield Attack and Parry of choice at 40% + Attack and Parry bonuses.

3. Proficiency in their third Weapon Attack and Parry of choice at 30% + Attack and Parry bonuses.
4. A 60% chance to Ride at 65% + Agility bonus. Otherwise at 25% + Agility bonus.
5. Warriors also start the game with their three weapons and armor of choice, plus a number of LB equal to the roll of 1D100 multiplied by the character's INT.

To determine which weapons you wish your character to use, go to chapter 3. Warriors must have the required STR and DEX listed for the weapon in order to choose it.

[2.3.2.1] ASSASSINS

Assassins are those who have perverted their weapons skills in order to slay on commission, by any means possible without regard to codes of honor. To enhance their effectiveness, they pick up specialized knowledge shown by the following extra skills:

1. Poison Lore at 30% + Knowledge ability bonus.
2. Search at 25% + Perception ability bonus.
3. Move Quietly at 50% + Stealth ability bonus.
4. Hide at 40% + Stealth ability bonus.
5. Ambush at 50% + Stealth ability bonus.
6. Listen at 50% + Perception ability bonus.

These skills are discussed in detail in chapter 4. Assassins also have all the Warrior's regular skills and benefits listed in section [2.3.2] Warriors.

[2.3.3] MERCHANTS

There are two kinds of Merchants — Traders and Shopkeepers. The Trader is something of an adventurer to begin with, as he or she risks his life and personal fortune traveling from land to land in search of profit. Thus, the skills listed below are for Traders. Shopkeepers, who stay in one place to tend their store, have all the same skills but have only half the rating that the Trader would have with weapons.

1. Proficiency in weapon of choice at 40% + Attack and Parry ability bonuses.
2. Read/Write Common Tongue at 70% + Knowledge bonus.
3. Persuasion at 50% + Communication ability bonus.
4. Credit at 40% + Communication ability bonus.
5. Evaluate Treasure at 80% + Knowledge ability bonus.
6. The Merchant starts the game with one weapon of choice and any armor he can get using his Credit skill. He also has his INT x 5D100 in LB.
7. The Merchant who qualifies as a sorcerer has a 50% chance of having already gained the appropriate rank of sorcerous ability.
8. Because Merchants are a literate class, any skill the character has with another language acts as both Speak and Read/Write the language.

[2.3.4] SAILORS

The Young Kingdoms is a highly maritime world. Almost every nation engages in widespread trade by sea with every other nation; there are a great many sailors around.

The sailors' skills and benefits are:

1. Proficiency with their weapon of choice at 40% + Attack and Parry ability bonuses.
2. Swim at 50% + Agility ability bonus.
3. Tie Knot at 70% + Manipulation ability bonus.
4. Climb at 40% + Agility ability bonus (Climb Rigging at 75% + Agility bonus).
5. Balance at 50% + Perception ability bonus.
6. (For Captains and Mates only) Navigation at 80% + Knowledge ability bonus.
7. A Sailor begins the game with a weapon of choice and his INT x 1D20 in LB. A Mate starts with INT x 5D20 in LB, and a Captain starts with INT x 10D20 in LB.

[2.3.5] HUNTERS

Hunters make their living by tracking and slaying wild game in the many forests, deserts, veldts, and other wild places between the cities in the Young Kingdoms. Their skills include:

1. Proficiency with melee weapon of choice at 30% + Attack and Parry ability bonuses* (see chapter 3 for limitations on Hunter weapons).
2. Proficiency with self bow at 25% + Attack ability bonus* (attributes permitting).
3. Set Trap at 50% + Manipulation ability bonus.
4. Ambush at 50% + Stealth ability bonus.
5. Track at 50% + Perception ability bonus.
6. Blacksmith Craft at 20% + Knowledge ability bonus (attributes permitting).
7. The Hunter starts with his chosen melee weapon and self bow, plus twelve arrows.
8. The Hunter starts with 1D100 LB.

* Proficiency with melee weapon and bow may be switched.

[2.3.6] FARMERS

Farmers are the backbone of any pre-technological society such as the Young Kingdoms. In reality there should be far more of them than any other class, but that would be boring, so our rationale calls for most farmers to stay at home and never become adventurers. If your character came from the farm, he has these skills:

1. Blacksmith Craft at 20% + Knowledge ability bonus.
2. Track at 20% + Perception ability bonus.
3. Proficiency with a cudgel at 30% + Attack and Parry ability bonuses.
4. Proficiency with a small ax at 15% + Attack and Parry ability bonuses.
5. Plant Lore at 20% + Knowledge ability bonus.



6. A Farmer starts with INT x 1D20 LB plus a cudgel and hat-
chet (small ax).
7. A Farmer will also be 20% (counting bonuses) with 2-hand-
ed spear, but will have to purchase one to adventure with.

[2.3.7] PRIESTS

Most of the peoples of the Young Kingdoms worship either the Lords of Law or the Lords of Chaos. There are also some minor local deities, as well as the elementals, Beast Lords, and Demons. Priests organize such worship, preside over religious building projects, study medicine and magic, and intercede with the deities on behalf of the people. They have the following skills:

1. Read/Write Common Tongue at 80% + Knowledge ability bonus.
2. Read/Write Low Melnibonean at 60% + Knowledge ability bonus.
3. Read/Write High Melnibonean at 40% + Knowledge ability bonus.
4. Proficiency with a dagger at 30% + Attack and Parry ability bonuses.
5. Plant Lore at 40% + Knowledge ability bonus.
6. First Aid at 40% + Knowledge ability bonus.
7. Persuade at 25% + Communication ability bonus.
8. Credit at 25% + Communication ability bonus.
9. The Priest starts with a dagger and 5D100 LB per month from his temple to maintain himself.
10. For each year spent in the priesthood over the age of 25, the Priest may add 1 point of INT to his rating. However, his player must roll higher than his character's current INT on 3D10 to gain the increase. Some years a Priest performs routine duties and learns nothing! If INT and POW total 32 or greater, then a Priest is permitted to learn Sorcery.
11. Because Priests are a literate class, any further skills the character takes in Read/Write other languages also counts as Speaking the other language.
12. A beginning Priest also has 2D6 points of Elan from previous activity (see chapter 6).

[2.3.7.1] MEMBERSHIP IN A CULT

When a Priest character is created, the player must decide just what deity that Priest worships and supports. Religion in the Young Kingdoms is subdivided into a large number of cults, one for each of the Elemental Rulers, one for each of the three known Lords of Law, and one for each major Lord of Chaos. Generally, a character's religion will be determined by his nationality, but if the player feels strongly enough that he/she would like their Priest to worship some other deity, then the player should be allowed to choose freely from among the deities listed on table [2.3.7.2] Nationalities and Religions.

Generally speaking, a Priest or Priestess must begin at the bottom of the particular order and work his/her way up in the course of play. If a player wishes to have his/her Priest character be High Priest of his particular cult, the GM should add the character's POW and CHA ratings, divide by 10, and then roll 1D100. If the number rolled is less than or equal to the quotient, then the GM may indeed rule that the player has the High Priest or Priestess of the given cult.

Example

Minakh Meen is a Priest of Chardhros in Pan Tang with a POW of 36 and CHA of 14. The sum is 50, divided by 10 gives 5. Rolling 1D100 we get an 03. Minakh would indeed be High Priest of Chardhros, subject only to Jagreen Lern the Theocrat of the whole Church of Chaos as far as religious matters went.

[2.3.7.2] NATIONALITIES AND RELIGIONS

Nation	Gods Worshipped
Melnibone	Arioch, Pyaray, Xiombarg, Mabelrode
Pan Tang	Chardhros, Pyaray, Arioch, Slortar
Myrrhyn Jharkor	Grome, Lassa, Kakatal, The Elementals, Pyaray, Arioch, Xiombarg
Shazaar Tarkesh	The Elementals, Arkyn
Vilmir	Straasha, Pozz-Mann-Llyrr, The Elementals, Arkyn, Donblas
Ilmiora	The Elementals, Arkyn, Donblas
Nadsokor	The Elementals, Narjhan, Balo
Weeping Waste Eshmir	The Elementals, Others, The Elementals, Arioch, Mabelrode, Hionhurn, Vezhan
Island of Purple Towns Argimiliar	Straasha, Goldar, The Elementals, Goldar, Mabelrode
Pikarayd	Kakatal, Grome, Arioch, Chardhros, Hionhurn
Lormyr	The Elementals, Arkyn, Donblas
Filkhar	The Elementals, Arkyn, Donblas
Dharijor	Kakatal, Straasha, Checkalakh, Chardhros
Oin	None
Yu	None
Org	Others

Priest characters should locate their nationality on table [2.3.7.2] Nationalities and Religions and then choose whichever of the gods listed most appeals to them. Priestly powers within their various cults will be further described in chapter 6.

[2.3.8] NOBLES

Most of the Young Kingdoms are monarchies. There is a noble class in each of those lands. Unlike the other classes, Nobles are generally wealthy enough to not have to work for a living. Nobles have the following benefits and skills.

1. Property to the value of 10,000 x 1D100 LB.
2. Credit at 40% + Communication ability bonus.
3. Proficiency with the weapon of first choice at 40% + Attack and Parry ability bonuses.
4. Proficiency with the second weapon of choice at 20% + Attack and Parry ability bonuses.

5. The Noble starts with his weapons of choice and armor. He also has 100 x 1D100 LB in cash. Unless there is another Noble with a higher CHA, he will be the initial leader of any group of adventurers.
6. If the Noble's INT is 13 or higher, he may roll again on table [2.3.1.1] Class Background and pick up the skills of a second class. If Noble is rolled again, he is closely related to the royalty of his nation and in line for the throne. Roll 1D6+1 to see how many people are between him and the throne.
7. Any Noble qualifying for sorcerer has a 50% chance of starting out as a sorcerer of the appropriate rank at the start of the game. If so, his second class automatically will be Priest.
8. Nobles are a literate class. Thus any skills they have in Speaking another language also applies to Reading/Writing that language.

In some ways, as in life itself, the Nobles are the best class to belong to. Nobles are the only characters that start with substantial money, and the player who has a Noble character should spend some time with a GM working out the details of his estate, reason for adventuring, etc.

[2.3.9] THIEVES

Where there is civilization, there are thieves. They tend to be city dwellers, and will turn to adventuring when the opportunity arises. Thieves start with the following skills:

1. Proficiency with the weapon of choice at 35% + Attack and Parry ability bonuses.
2. Proficiency with the dagger at 45% + Attack and Parry bonuses.
3. Read/Write Common Tongue at 25% + Knowledge ability bonus.
4. Climb at 1D100% + Agility ability bonus.
5. Conceal at 1D100% + Stealth ability bonus.
6. Jump at 1D100% + Agility ability bonus.
7. Pick Lock at 1D100% + Manipulation ability bonus.
8. Listen at 70% + Perception ability bonus.
9. See at 1D100% + Perception ability bonus.
10. Search at 1D100% + Perception ability bonus.
11. Move Quietly at 50% + Stealth ability bonus.
12. Cut Purse at 1D100% + Stealth ability bonus.
13. Evaluate Treasure at 50% + Knowledge ability bonus.
14. The Thief starts with dagger, the weapon of his choice (see section [3.6.8] Thieves for limitations on a Thief's choice), a picklock, and 5D20 LB.

[2.3.10] BEGGARS

Beggars are repulsive in any culture, but those of the Young Kingdoms are disgusting. Spread throughout the world, their headquarters is in the deserted city of Nadsokor on the border between Vilmir and Ilmiora. They have the following skills:

1. Persuade at 60% + Communication ability bonus.
2. See at 60% + Perception ability bonus.
3. Search at 25% + Perception ability bonus.
4. Pick Lock at 50% + Manipulation ability bonus.

5. A Beggar's natural weapon skill is a uniform 10%, with no adds for Attack or Parry ability. When fighting in a group, Beggars get an extra 1% to Attack and Parry for each Beggar in the group. This is because they tend to mob their foes.
6. A Beggar wishing to better his weapon skills must use two of his extra skills as described in [2.4] Other Skills.
7. All Beggars must roll on table [2.3.10.2] Afflictions.
8. Beggars start their adventuring career with 1D6 LB.

[2.3.10.1] AFFLICTIONS

Beggars are not beggars just because they want to be; generally they have been maimed or are a victim of disease in some manner that renders them unfit to be a member of any of the other classes. All Beggars must roll on table [2.3.10.2] Afflictions to see what handicaps they have.

[2.3.10.2] AFFLICTIONS

Roll 1D4 to see how many times to roll on this table.

1D20 Affliction

01	Cataract, half blind
02	Missing one ear, half normal Listen ability
03	Dumb — or tongue missing
04	Missing one eye
05	Missing nose
06	Tooth decay — bad breath (foul, disgusting, putrid, etc.)
07	Open sores
08	Leprosy
09	Hemophilia
10	Scurvy
11	Missing 2D4 fingers
12	Missing a hand
13	Missing a foot
14	Missing an arm
15	Missing a leg
16	Missing an arm and a leg
17	Bald and scabby
18	Grossly fat
19	Living skeleton — grossly thin
20	Mentally retarded (subtract 1D6 from INT)

If you roll the same number twice for an affliction, you just have it really bad. Subtract 1 additional point from all attributes except SIZ.

[2.3.10.3] DIFFICULTY OF BEING A BEGGAR

Because of their handicaps and very low status in Young Kingdoms' society, it is not recommended that beginning players attempt to use Beggars for their adventurer characters. If you have randomly determined that your adventurer character is a Beggar, you may roll again on table [2.3.1.1] Class Background if you wish.

However, those players who enjoy a challenge may get a special kick out of attempting to beat the system and win with a character who is blind, deaf, or partially crippled. Any triumphs won with such a character would be correspondingly greater than those won by more normal characters. If you do choose to play a Beggar, you have my condolences and best wishes.

Note to GMs: when creating NPCs you may do what you wish to Beggar-type characters. Invent new afflictions that aren't on table [2.3.10.2], or let your Beggar NPC be a fraud whose only serious flaw is the disinclination to work for a living. You should never feel limited by the rules in your own imaginative evocation of the Young Kingdoms or the characters who inhabit them.

[2.3.11] CRAFTSMEN

Craftsmen include all the skilled trades such as weaving, cobbling, smithing, potting, etc., etc. The skills of your craftsman should be determined in consultation with a GM. As a craftsman you may add 3 points to your DEX rating. Your non-craft skills, however, are just those that you choose from chapter 3 and chapter 4.

Whatever the craft is (see [4.8.4] Craft), your character will have a skill rating of 70% + his Manipulation bonus. If he exercises his Craft skill during the course of play, he has a chance to improve, just as with any other skill.

Characters who obtain a rating of 90% or higher in their Craft will be masters and may instruct other characters in the craft for payment. Even masters, however, may only impart a skill increase of 10% to any one player. They may charge whatever the market will bear for their services.

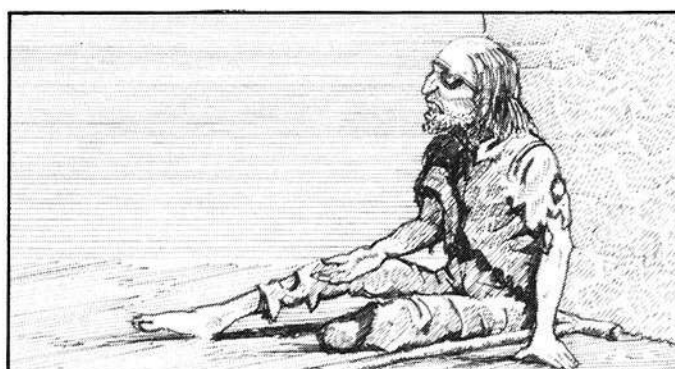
[2.4] OTHER SKILLS

In addition to the skills the character has already picked up from his prior class experience, he is entitled to a number of other skills that he may have picked up just because he was interested in them. Roll 1D6+2 and jot down that number. This is the number of other skills the character may get from either chapter 3 or chapter 4. Sections [3.2.1] Gaining Additional Weapons Skills and [4.1.1] Determining Skill Percentages describes the process for determining ability level in the skills.

Chapter 3 deals with weapons skills. Each skill is really two skills — Attack and Parry, so for each weapon's Attack and Parry the character learns, count it as two skills out of the character's total rolled on 1D6+2. Of course, the character might just learn Attack with a missile or thrown weapon, and may just learn Parry with a shield.

All skills listed in chapter 4 count as one skill each. Note that the literate classes, Nobles, Merchants, and Priests, may both learn to Speak and to Read/Write another language as one skill roll. Other classes must learn these two skills as two skill rolls.

If the GM calls on your character to exercise some skill that he doesn't have at some time in the course of play, you may



assume that rudimentary skill and knowledge gives the character a rating equal to the appropriate ability bonus in that unknown skill. If you make the skill roll for the character, he acquires the beginnings of that skill and may improve it with further skill rolls in later adventures.

Example

Merak Gren is called upon to make his Knot Untying skill in order to open a treasure chest. Merak had never learned anything about knots, but he has a Manipulation bonus of 7%. His player rolls 1D100, getting an 05. Not only does he untie the knot, but he acquires the rudiments of the Knot Tying/Untying skill at 7%. When the adventure is over, he may roll to improve his skill with a 94% chance to improve (see chapter 3 for how this is determined), just as he would for any other skill successfully used during the adventure.

Also, Jump, Climb, Dodge, Balance, Persuade, Listen, and Hide are known to all characters at 10%. This is a matter of simple common experience for all members of the human race. If these skills are picked as extra skills, the roll of 1D100 divided by 2 should be added to 10%. Otherwise, they are known at 10% + ability bonuses.

Aside from these methods, there is no way of developing additional skills. After all, not everyone can do everything. Choose your character's skills with care.

Remember, if the sum of the character's INT and POW is 32 or greater, and the INT is 16 or greater, he has the native ability to be a sorcerer. See chapter 5 for the uses of sorcery.

[2.5] ABILITY BONUSES

So far we have explained how to create a character and how its nationality and class affect its attributes and skills. However, the character's own natural abilities as determined by his attributes can also contribute positively or negatively to the level of skill obtained, both with weapons and with learned skills such as Track.

The average range for an attribute in this game is 9 to 12. Generally speaking, attributes that are below average will decrease an ability as explained below, and attributes that are above average will increase it. Exceptions are such things as great SIZ being a detriment to Stealth.

[2.5.1] ATTACK ABILITY

This represents your character's natural untrained ability to land a blow in an attack based on such things as STR, INT, POW, and DEX. For each point over 12 in these four attributes the character gets a 1% increase in Attack ability with any weapon. For each point below 9 in any of these four attributes, the character gets a 1% decrease in Attack ability. If it is possible to gain points in some attributes and lose them in others. It is possible to have a negative number as your Attack ability. Your final Attack ability should be expressed as a percentage, such as +7%, or -3%. The completely average character will have an ability bonus of 0%. Whatever this ability is determined to be, it should be added to all Attack skills with weapons.

In the event that one or more of the attributes listed above changes for some reason, the Attack ability should be recomputed on the basis of the new attributes.

Example

If a disease causes your character to drop in STR from 9 to 6, he would then have a -3 for STR instead of a 0, and his total Attack ability would drop by 3%.

This same process should be used to compute the Attack abilities of such things as demons, beasts, non-human creatures, and NPCs. Since everything is based on the average for humanity, such things as demons of combat or dragons may well be abnormally high when compared to an ordinary character. Just remember that a "normal" person wouldn't stand much of a chance against a super-powerful demon or dragon, and it won't make you feel too bad.

It is possible for a magically-assisted Attack ability to carry an Attack skill rating above 100%. In such cases the attacker will always hit unless parried or fumbled. Remember that a roll of 00 on 1D100 is always a fumble, no matter how high the character/thing's skill may be.

Everything said about the Attack ability also applies to the Parry, Agility, Manipulation, Perception, Stealth, and Knowledge abilities discussed below.

[2.5.2] PARRY ABILITY

This represents a character's natural untrained ability to block a blow by interposing something. STR, POW, and DEX help one parry a blow, but great SIZ is a detriment. For each point over 12 in STR, POW, and DEX, add 1% to the character's Parry. For each point below 9 in those three attributes subtract 1% from the character's Parry ability. For each point above 12 in SIZ, subtract 1% from his Parry ability, and for each point below 9 add 1% to his Parry ability. This Parry ability is added to the Parrying skill with any weapon, and of course it can change as attributes change.

[2.5.3] DAMAGE ABILITY

The bigger and stronger a character is, the harder he can hit. Total the STR and SIZ ratings, then consult the table below.

STR+SIZ	Additional Damage by Weapon Type	
	Melee*	Missile/Thrown†
02-16	-1D6	-1D4
17-24	no effect	no effect
25-40	+1D6	+1D4
41-50	+2D6	+2D4
51+	+3D6	+3D4

* This damage should be added to the damage rating of any melee weapon, including hands and feet, the character fights with.

† This damage is added to the damage rating of any thrown or missile weapon the character uses. This is based on the assumption that a stronger, bigger character draws a stronger bow, as well as throws an object harder.

The Agility bonus is based on STR, POW, SIZ, and DEX. Merak's STR gives him 2 points, and his DEX gives him another 4 points, but his great SIZ subtracts 5 points, leaving him with a bonus of 1%.

One of the most important bonuses is the Manipulation bonus. Merak's Manipulation bonus is the same as his Attack bonus: 7%. This will be added to all his Manipulation skills (see [2.5.5] Manipulation Ability).

The Perception bonus is based on INT and POW. Merak gets only 1 point for INT and none for POW, so he is not remarkably perceptive with a bonus of +1% (see [2.5.6] Perception Ability).

The Stealth bonus would be important to an Assassin like Merak. He picks up 1 point for INT and 4 points for DEX, but his great SIZ works against him for -5 points. Merak's Stealth bonus is 0%.

We'll start Merak at the age of 25. The Knowledge bonus is based on INT and age. For his INT rating of 13, Merak gets +2%, but his age of 25 is no help to him. His Knowledge ability is only 2%.

Lastly we'll calculate Merak's Communication ability bonus. He gets 1 point for INT, no points for POW, and 1 point for CHA, yielding a total Communication bonus of +2%.

Merak's INT and POW do not add to 32 or greater so he is not a sorcerer. He is a fairly tough Assassin from Argimiliar. His best bonuses are Manipulation and Attack, so the logical thing to do is to concentrate his skills in weaponry and manipulation. To see what our character Merak Gren finally looks like when ready to play, look at his character record sheet.

To keep things simple, Merak will not be an agent of Law or Chaos.

[2.7] IMPROVING THE ATTRIBUTES

Unlike *RuneQuest*, for instance, you cannot improve any of your character's attributes by spending money or by taking any sort of training. Attributes may improve, however, under certain rare circumstances.

The most obvious chance to improve an attribute comes through magic. As the victim or beneficiary of sorcery you have no choice about the effect on an attribute.

The other way to improve an attribute is via the attribute saving roll. Each time the GM calls on you to make a 1D100 saving roll against an attribute and you successfully make it, you will get a chance to improve your attribute.

Example

Merak Gren must lift a huge boulder that is blocking his way out of a cave. The GM says he can do it if he rolls his STR or less on 1D100. Merak has a STR of 14, but, wonder of wonders, he rolls an 11 on 1D100. The boulder moves, Merak gets out, and if he survives the adventure he gets a chance to improve the attribute that was tested, namely STR.

The player rolls 2D6. If he rolls a 7 on one try, his character's attribute will improve by 1 point. But if he rolls a 2 (snake-eyes) the character will have strained himself and damaged the attribute — it will decrease by 1 point. The reasoning is that on this one special effort the character has transcended its normal limits, and so has the chance to establish new ones. The chance of improving the attribute is six times better than the chance of decreasing it, but both possibilities must be faced.

The other way an attribute may be changed is no fun to think about. If the player character is hurt in the course of the game, the GM may decrease the character's attributes fittingly.

Example

A swordsman who has both hands cut off and still lives could reasonably expect a big decrease in DEX. It is up to the GM and the player to arrive at a fair decrease in attribute ability.

Remember, the alteration of attribute values may affect the bonuses you have just finished determining. It is up to the player to keep track of such things. The GM may want to check on players occasionally and keep them honest.

[2.8] SUMMARY

Chapter 2 has shown you how to roll up a character's attributes, how to modify those attributes to compensate for nationality and character class, and what bonuses the character may expect in certain skills because of superior or inferior attributes. If you are clear on all that, and are ready to think about how characters fight, go now to chapter 3. If you are unclear about some of the mechanics given above, reread this chapter and go through things step by step with a new character as you create him. If still puzzled, you might consult chapter 2 in the *RuneQuest* rules for further clarification of the processes of character creation.





CHARACTER DESCRIPTION FORM

NAME MERAK GREN SEX MALE AGE 25 PLAYER KEN ST. ANDRE

NATIONALITY ARGIMILIAR CLASS ASSASSIN CULT NONE ELAN NONE

STR 14
CON 14
SIZ 17
INT 13
POW 12
DEX 16
CHA 13

DESCRIPTION
TWO METERS TALL, OF MEDIUM BUILD. 125 KG WEIGHT BLONDE HAIR BROWN EYES.
HE WEARS A DARK CLOAK OVER HIS TARNISHED PLATE ARMOR AND CARRIES HIS BOW IN HIS LEFT HAND.

AFFLICTIONS NONE

ARMOR PLATE/D10-1 or D10+2 Major Wound Level 10

Hit Points	01	02	03	04	05	06	07	08	09	10
<u>19</u>										
	11	12	13	14	15	16	17	18	<u>19</u>	20
	21	22	23	24	25	26	27	28	29	30

POSSESSIONS
VARIOUS POUCHES FOR TOOLS OF THE TRADE

Weapon	Attack	Damage	Parry
	BONUSES	<u>7%</u> +D6/+D4	<u>1%</u>
DESERT BOW	<u>57%</u>	D10+1+D4	<u>—</u>
SEA AXE	<u>37%</u>	2D6+2+D6	<u>31%</u>
BROADSWORD	<u>47%</u>	D8+1+D6	<u>41%</u>
DAGGER	<u>37%</u>	D4+2+D6	<u>31%</u>

MONEY
50 LARGE BRONZE PIECES

NOTES
LIKES TO SNEAK AROUND

AGILITY bonus 1%
Climb 36%
Dodge 11%
Jump 11%
Ride 51%
Swim 28%
Tumble 1%

PERCEPT bonus 1%
Balance 12%
Listen 51%
Scent 1%
Search 26%
See 46%
Taste 1%
Track 1%

STEALTH bonus 0%
Ambush 50%
Conceal 0%
Hide 40%
Move Quietly 50%
Cut Purse 0%

KNOW bonus 2%
Evaluate Treasure 38%
First Aid 4%
Make Map 2%
Memorize 2%
Music Lore 2%
Navigate 2%
Plant Lore 2%
Poison Lore 32%
Craft —

SUMMONINGS
ELEMENTALS
Air —
Earth —
Fire —
Water —
DEMONS
Combat —
Desire —
Knowledge —
Possession —
Protection —
Travel —
OTHERS

MANIP bonus 7%
Juggle 7%
Pick Lock 47%
Sleight of Hand 7%
Set Trap 7%
Tie Knot 7%

COMMUN bonus 2%
Credit 2%
Orate 2%
Persuade 12%
Sing 2%

NOTES

Speak R/W
Com Tongue 78% 16%
Low Melnib —
High Melnib —
'pande —
Mabden —
Orgjenn —



Movement, Combat and Damage

[3.1] CHARACTER MOVEMENT

Human characters in the Young Kingdoms have three scales of movement.

[3.1.1] DAILY MOVEMENT

This is used on the GM's maps of his world or countries to record the movement of characters who travel from one place to another. A GM may come up with many different rates of travel depending on the season, the terrain, or the type of weather, but the following basic rates may be regarded as average.

WALKING — Assuming an average of 10 hours of walking per day — 20 miles (30 km).

MARCHING — Forced marching for 10 hours a day — 40 miles (65 km).

RIDING HORSEBACK — Moving at a walk-trot-walk for 10 to 12 hours, unhindered by men on foot or slow-moving wagons — 60 miles (95 km).

TRAVELING BY SHIP — Assuming fair winds and a competent captain — 100 to 200 miles per day (155-320 km).

[3.1.1.1] TERRAIN EFFECTS

There are no well-built roads in the Young Kingdoms outside the major cities. The best terrain one can hope for is relatively flat and open ground. Rough terrain will slow down anyone who is not magically assisted.

MAJOR RIVERS — It will take one full day to cross unless there is a ford or a ferry available. Outside of large cities there are no bridges.

FOREST — Reduce movement by 1/3.

ROLLING HILLS — Reduce movement by 1/3.

MOUNTAINS — Reduce movement by 2/3.

MARSHES AND SWAMPS — Reduce movement by ¾ unless using a boat on waterways.

SANDY OR ROCKY DESERTS — Reduce movement by ½.

ICE OR SNOW — Reduce movement by ¾.

The above conditions are cumulative.

Example

If Merak is trying to ride a horse through the snow-covered forested mountains of Yu, he will only be able to cover 60 miles cut by ¾ for snow to 15 miles, cut by 1/3 for forest to 10 miles, cut again by 2/3 for mountains for a total distance of 3 1/3 miles in a 10 hour day. Obviously the best thing to do is to avoid rough terrain.

[3.1.2] SCENARIO MOVEMENT

When engaged in an adventure, the GM should run the game in 5-minute game turns. In that time a normal character could cautiously advance as much as 400 feet (120 m), stroll as much as 1000 feet (300 m), or run almost a mile (1.6 km). A riding animal would normally double this speed, although a walking horse doesn't move much faster than a man unless its rider pushes it.

[3.1.3] MELEE MOVEMENT

A normal melee turn is 12 seconds. It follows that a human character could move 1/25 of the distance normally covered during a 5 minute game turn. In combat one would be moving quickly if one moved at all, so the movement rate is based on the average running speed of 200 feet (60 m) every 12 seconds. Assuming that the character is hindered by other fighters, furniture, etc., he could still move half that distance or 100 feet (30 m) during one combat turn. In practical terms this means that a character could move to any desired location in any room or enclosure less than 100 feet wide or long, and if the character were in full retreat or full pursuit it could cover 200 feet. Of course, characters not moving at top speed could cover any amount less than the practical maximum of 100 feet per 12 seconds. In fact, a character who is hotly engaged in fighting for his life is not likely to move a great deal unless engaged in a retreat or an advance against a weaker enemy. GMs and players should try to let themselves be guided more by common sense than by average movement rates. *Stormbringer* characters do not have a speed rating, but characters with SIZs greater than their STR ratings will tend to be



a bit slower than average, while those who have SIZs smaller than their STR ratings should have extra quickness. Plate armor slows anyone with STR less than 15 to 2/3 normal movement.

[3.2] COMBAT PROCEDURE

A fight, especially when several people are involved, is a whirl of rapidly moving men and weapons. However, if you could break it down into a moment-by-moment narrative, you would see that things actually happen in an orderly sequence. In order to simulate combat in this game, each fight is subdivided into a number of smaller fights called combat rounds. An exact length of time cannot be assigned to each combat round, but it is just long enough for each combatant to make all of his legal attacks and parries just once. Generally a combat round, also called a melee round, is estimated to last about 12 seconds. By this reckoning, there are five combat rounds to the game minute. Usually a player-character is allowed only one attack per weapon during a combat round. Some characters and some animals have more than one weapon being used at a time, and they are allowed one attack for each weapon.

By this reckoning a sword and a shield are two separate weapons: so are a man's two fists, or any other combination.

[3.2.1] SEQUENCE OF PLAY IN A COMBAT ROUND

While everything which takes place in a 12 second combat round happens more-or-less simultaneously, it is easier for purposes of play to divide the action up into specific actions within a sequence of play.

- 1 **DECLARATION OF INTENT** — The GM and the players all declare what their characters are going to do in the next round. The GM should alternate between himself and players as to who goes first. Alternately, declaration could be done by the lowest DEX person or creature first, on the theory that the faster people could react to the slowpokes easier than vice versa.
- 2 **RESOLUTION OF MISSILES AND MELEE** in order of DEX — This is described later in this chapter.
- 3 **MOVEMENT OF NON-ENGAGED FIGURES AND APPEARANCE OF CONJURED ELEMENTALS AND DEMONS** — Any character who is not in melee or firing a missile or in the process of summoning a supernatural being may move his full movement allowance. Anyone using the Dodge skill, picking up a dropped weapon, or performing some similar activity may move half his normal movement. Also, fighters who have killed or incapacitated their opponents may move half their normal movement.

Elementals and demons who are being conjured, either from scratch or out of binding objects, and/or activated within binding objects (see chapter 5), appear or otherwise manifest themselves at this time. They do not move in this round.

[3.2.2] DETERMINING THE ORDER OF ATTACK

All living characters in *Stormbringer* have DEX ratings. The fighter with the highest DEX rating gets the chance to try and strike first — the fighter with the lowest DEX rating has to

wait and strike last (except when the rules call for some other character to strike last because of some penalty (see section [3.5.3])).

It is also optional to use the *RuneQuest* strike rank system if all players are thoroughly familiar with it. (If using *RuneQuest* strike ranks, figure personal strike ranks as if the characters were *RuneQuest* characters and compute the weapon strike ranks by comparing Young Kingdoms' weapons to their nearest equivalent on the *RuneQuest* Weapon Statistics Table.)

[3.3] WEAPONS SKILLS

From reading chapter 2 you know that virtually all of the game mechanics in *Stormbringer* are done on a percentage basis. Anything a player-character can do, whether it is swinging a sword, climbing a cliff, or begging for a handout is quantified as a percentage chance of success. That is also true for weapons' skills.

Example

We say our character Merak Gren has a 37% chance of hitting with his sea ax during his phase of the combat turn. 1D100 is rolled. If a 37 or less comes up, Merak hit his opponent — 38 or higher and Merak missed. We don't care why or how Merak missed — perhaps he choked up and never swung, perhaps he was blocked before he could do anything, perhaps he fainted, or perhaps he just plain missed.

Your player-character's weapon skills will be determined when you create them, unless you want extra skills not given by class membership (see section [3.6.11]). Afterwards, in the course of the game, character skills may improve, or possibly decrease.

[3.3.1] GAINING ADDITIONAL WEAPONS SKILLS

A character may choose to use some of his additional skills to gain another weapon skill as shown in section [2.4] Other Skills. If doing so, Attack with a weapon counts as one skill; Parry with it counts as another. The procedure for determining skill level in such a case is simple. The player states that somehow, sometime in the character's past he received training with the weapon in question, and then rolls 1D100. Divide by two and round up in case of a fraction. Then add the character's Attack and/or Parry bonuses for the total skill rating. It is possible to get a wide range of skill abilities by this procedure.

If a character picks up a weapon during a game for which he has no skill rating, he will have a chance to use it successfully. That chance will either be 5% or the character's Attack and Parry bonus abilities, whichever is higher.

Example

While hunting wild boar in the wilds of Lormyr, Merak decides to use a long (2-handed) spear from horseback. He has never used such a weapon before. He would have either a 5% chance or a 7% chance because that is his Attack ability. The rules automatically give him the

7% chance. Let's say that he rolls an 06 on one combat turn and thus hits his quarry. By doing so he would gain the beginning of a skill with the long spear, and a chance to improve his skill with it at the end of the current game (see section [3.3.1.1] Improving Weapon Skills).

[3.3.1.1] IMPROVING WEAPON SKILLS

Practice makes perfect. In *Stormbringer* characters' weapon skills improve only by experience, or by training with a master. If, in the course of a fight, your player-character scores a hit, then your character will have a chance to improve his weapon skill with the weapon that scored the hit. If you score a hit, but it is parried, you did not truly hit, and so there is no improvement by experience in such cases. For improvement by training with a weapon master during a game, see section [3.3.7] Weapon Mastery.

Assuming that your character survives the fight and the adventure, or one week in game time (whichever comes first), then your character has a chance to learn from experience. Roll 1D100. If the number rolled, modified by INT (see section [3.3.1.2]), is higher than his current skill rating then the character has improved. In that case, roll 1D10 and add that number to the original skill rating. The same is true for any character and any weapon, including shields.

Example

Merak starts with a skill of 37% with a sea ax. His ship is attacked by pirates and he gets into a fight, managing to kill a pirate with his ax in the course of combat. The GM rules that one uneventful week later Merak's vessel reaches Argimiliar. Merak's player knows that he has a chance to improve his skill with the sea ax. He rolls 1D100 and gets a 42. That's good enough. Now he rolls 1D10 and gets a 3, which he adds to the 37% rating, making Merak's new sea ax skill 40%.

[3.3.1.2] EFFECT OF INTELLIGENCE ON LEARNING BY EXPERIENCE

Characters with greater INT are more likely to learn from their experiences than are their duller companions. Because the average range of INT in *Stormbringer* is 9 to 12, only those characters with INT greater than 12 get any bonus for it. Those characters may add the difference between their INT rating and 12 to any 1D100 experience roll. The same principle holds true for improving any skill roll, whether it is an individual weapon skill or something like Search.

Example

On Merak's next voyage, his ship is again attacked by pirates, and he again fights them with his sea ax. He hits one or more pirates and after the adventure his player rolls 1D100 to see if his fighting skill improves again. This time he rolls a 40 exactly, 1 point short of what he would need to roll in order to get the 1D10 roll of improvement. However, Merak has an INT rating of 13, and $13 - 12 = 1$. Adding that 1 to the 40 he rolled gives

him a 41, which is high enough for him to improve his fighting skill with the sea ax. He rolls 1D10 and gets a 1 (not a lucky roll at all), and his skill improves to 41%.

[3.3.2] DETERMINING ATTACK RESULTS

A character has a percentage chance of success with every weapon from a bear's claw to a 2-handed greatsword to bare hands. This chance is known as the Attack percentage. In combat the character rolls 1D100. If the number thrown is equal to or less than the Attack percentage a hit was scored. The person or thing that has been hit then has three alternatives. (1) He can take the damage and hope he isn't slain by it, counting on armor (if he has armor) to absorb the damage and protect him. (2) He can attempt to parry with either a weapon or shield. (3) He can attempt to dodge, so that the "hit" actually misses.

If the target takes the damage and is not killed or incapacitated, the combat continues. If the character counts on armor to protect himself, the armor roll is made to see how many hits the armor actually takes. This number is subtracted from the damage done and the victim takes the difference. (No character may take negative damage — the best armor merely protects its wearer. For the exact armor rules, see section [3.7] Armor.)

[3.3.2.1] WEAPON EFFECT

Look at table [3.5.2] Young Kingdoms Weapons. Each weapon is rated by dice for how much damage it can do. For instance, the battle ax is rated at 1D8+2. That means if you score a hit with your battle ax (and it is not Parried or Dodged), you are entitled to roll one 8-sided die and add 2. In addition to the weapon damage, each character may or may not have a Damage bonus for outstanding attributes. Add that Damage bonus (typically 1D6 — roll a 6-sided die) to the weapon damage whenever you score a hit to see how much damage you do.

[3.3.3] PARRIES

The Parry skill is as important as the Attack skill. It may be more important, because it is the one that will be saving your character's life time after time. A character who is "hit" in combat by another fighter will almost always have a chance to Parry, providing that he has a shield or weapon with which to Parry. The Parry roll is made the same as the Attack roll, but on the Parry percentage. If the Parry is made, the "hit" character takes no damage from the hit.

A character may Parry several times in one combat turn if necessary, but each time a Parry is attempted, the character's Parry skill decreases temporarily by 20%. This temporary decrease is for the duration of that combat round only. At the beginning of the next combat turn, the character's Parry skill reverts to its full value.

Masters have the ability to turn any Parry into an Attack but lesser fighters haven't. The best they can hope to do is string together a few Parries in rapid succession, each one being weaker than the preceding one.

Only one Parry may be attempted against each hit. A character with shield and sword may not attempt to block a hit with the shield, and then try with the sword.

[illegible]

Example

Merak goes adventuring in the wilds of Oin and while riding through a forest he is attacked by five beast-men armed with stone-tipped spears and clubs. Merak is not entirely unprepared. He is wearing plate armor and has coated his broadsword with a poison that kills in about 30 seconds. A quick check of DEX ratings reveals that only one of his foes has a higher DEX rating than he does. Merak decides to kill that one first. Sure enough, Oinish barbarian number 1 scores a hit on Merak with his club for 1 point of damage. Merak ignores it and lets his armor take the blow. (Plate armor without a helm takes 1D10-1 hits. Merak rolls a 2, minus 1 = 1 and takes no damage.) Then it is Merak's turn to attack. He rolls a 48 and just misses his target. The worst then happens. Oinish barbarian numbers 2, 3, 4, and 5 all score hits, although none of them are critical. Merak has a Parry percentage of 41% with the broadsword, and attempts to Parry as many of the other blows as he can. Against barbarian number 2 he rolls a 77 — the spear blow gets through for 1D6+1 worth of hits. The barbarian rolls a 3 which is good for 4 hits. Merak still has his armor which takes no hits for him this time (he rolled a 1). Merak subtracts 4 from his Hit Point total. It is only a minor wound and does not greatly affect him. Merak's chance to Parry the blow of number 3 barbarian is now only 21%. He rolls a 59, missing the Parry. The barbarian gets 2 hits and Merak's armor again fails him — he takes another minor wound. Against number 4, Merak's Parry percentage is only 1%, but he rolls it! This is also a critical Parry roll (an 01 is always a critical) and the beast-man's club is shattered by Merak's sword. Merak has no chance to Parry the last blow, but the Attack is only 4 points and Merak's armor roll is 9, stopping the blow from getting through. The combat round is over. Merak has taken 2 minor wounds and his plate armor has twice failed abysmally to protect him. He has disarmed one of his attackers and Parried another. If he survives the adventure, he will have a chance to improve his Parry.

Combat round number 2 now begins with barbarian number 1 making his attack.

[3.3.3.1] PARRYING OR DODGING MISSILE WEAPONS

A character's Parry roll for any missiles should be evaluated at only half his normal Parry percentage for hand-held weapons. These things are usually coming in a lot faster than a swung weapon.

Arrows may be parried only by shields and may not be effectively dodged. If a character actually dodges an arrow it is because the shooter missed. Armor may or may not stop arrows, depending on the Damage roll of the shooter and the armor roll of the target.

Sling stones may be parried only by shields.

Thrown knives, spears, swords, etc., may, if seen by the intended victim, be dodged by a successful Dodge roll, or may be parried by shields or weapons.

[3.3.3.2] BROKEN WEAPONS

Weapons occasionally break in combat, though not nearly as often as one might think from watching the movies. In *Stormbringer* weapons break sometimes on a fumble roll, about half the time when striking an enchanted "demon" object, and rarely in regular melee combat. The defender's weapon breaks whenever a Parry roll is attempted against an attacker's critical hit.

Example

Dyvim Slorm of Melniboné attacks Krombar of Vilmir and rolls an 02, scoring a critical hit with his greatsword. Krombar attempts to Parry with a sea ax and rolls a 44. Krombar's sea ax is broken and worthless for further fighting. If Krombar's Parry percentage was 44 or higher, he made the Parry and took no damage that time, although he lost his ax. If his Parry percentage was only 43 or less, Slorm's greatsword not only broke his sea ax, but went right on through to score a critical hit against Krombar.

The attacker's weapon breaks when the defender's Parry with a weapon or a shield is a critical hit (see section [3.3.5] Critical Hits).

Example

Having finished Krombar on the last combat round, Dyvim turns to his brother Krumbur and continues to fight. Dyvim rolls a 24, but Krumbur, whose Parry skill with sea ax is only 25%, makes an inspired Parry with his sea ax and rolls an 01. Not only did Krumbur avoid the hit Dyvim would have gotten with that 24 roll, but his ax shattered the blade of the greatsword. Unfortunately, Krumbur misses Dyvim on his combat turn, but the Mel-nibonean is still in trouble.

If both Attack and Parry rolls are critical, then both weapons shatter, but neither fighter is harmed on that combat round.

[3.3.3.3] CHANGING WEAPONS IN MID-COMBAT

Characters can change weapons during a fight, but they may not do so at the middle of a combat turn. The player whose character wishes to switch weapons must state the intent at the beginning of a combat turn. There is a penalty of 5 DEX points for drawing or picking up a new weapon at the beginning of a combat round.

When we left Dyvim Slorm he had just broken his greatsword on Krumbur's ax. Dyvim always carries a light mace at his hip, and now he leaps back and pulls it free. For this combat round only, his DEX drops from 15 to 10. Krumbur, who has a DEX of 11, gets to swing first. He misses. For just an instant the Vilmirian had the advantage, but now it reverts to the Melnibonean.

[3.3.4] DODGING

A character who does not wish to attack during a combat round may avoid damage and the necessity of parrying by making a successful roll of his Dodging skill. Characters may not fail a Parry and then say they are dodging to get a second chance. Dodging will only enable one to avoid a critical hit if a critical roll is made against the Dodging skill. A character who decides to Dodge a hit before his chance to attack comes in that combat round forfeits the right to attack in that combat round. A character who has already tried to make an attack, whether it succeeded or not, cannot attempt to Dodge later in the same combat round. Fighting and Dodging in the same round are incompatible. For more about Dodging see section [4.5.6].

[3.3.5] CRITICAL HITS

A critical roll is any roll on a skill that is 1/10 or less of the possible skill roll. When a character makes its Attack roll and the number thrown is 1/10 or less of the number needed to hit, the hit is called a critical hit. This is a hit that does a disproportionate amount of damage: puncturing a vital organ or cutting an important vein or artery can turn an ordinary wound into something very serious and possibly fatal. Critical hits are incredibly damaging to anything that can normally be slain (applying a critical hit to a rock wall, for example, is a waste of time). Roll the normal damage for the weapon doing the hitting, and then double it. This greatly improves the chance of dying from a single wound. If the critical hit is not fatal, however, the person/character/thing that was hit must roll on table [3.9.2.2] Major Wounds even if it would normally be a minor wound. Furthermore, the stricken character will be assumed to be at least temporarily stunned and out of the combat for at least five game minutes.

Armor of any nature, including magical demon armor, does not protect against a critical hit. The assumption is that the weapon goes through a joint, a weak spot, of an unarmored portion of the body.

However, it is possible to Parry or Dodge a critical hit under certain circumstances. They can be Dodged if the "hit" character can make a critical roll on his Dodging skill. They can be Parried by any successful Parry roll made with a weapon or a shield; but even if a critical roll is made on the Parry, the Parrying object will be destroyed and rendered useless by the critical hit (see section [3.3.3.2] Broken Weapons).

Although criticals are used chiefly in combat, the concept applies equally to all skill rolls. When a critical occurs on any skill roll, the GM should reward the character somehow.

[3.3.6] FUMBLES

No matter how good a fighter may be, there is always a chance that a fighter will make a mistake and blow it. This is called a fumble. A roll of 00 on 1D100 is always a fumble. For characters with skills of less than 50%, a roll of 99 is also a Fumble. Although fumbles are used chiefly in combat, the concept applies equally to all skill rolls. When a fumble occurs on any skill roll, the GM should penalize the character somehow.

[3.3.6.1] FUMBLES IN COMBAT

1D100 Result for regular weapons

- 01-50 Drop weapon at feet.
- 51-85 Weapon slips and flies 1D6 yards (meters) away.
- 86-00 Weapon strikes the nearest hard substance awkwardly and breaks (demon weapon gets saving roll of CON x 5%). If no hard substance like walls, floors, or armor are available, the fumbler has wounded himself. Make Damage roll and divide by 2.

1D100 Result for missile weapons

- 01-50 Drop weapon.
- 51-85 Weapon breaks.
- 86-00 Hit a friend or shoot self in the foot (take half Damage roll as a wound).

1D100 Result for natural weapons (fist, claw, etc.)

- 01-50 Trip and fall, must fight from ground unless opponent lets character up. Attacks from ground at half normal percentage, though Parry is the same.
- 51-85 Strain something, next 1D6 Attacks at half chance.
- 86-00 Hurt self, do full rolled Damage to self.

While it is theoretically possible for wild beasts to fumble an Attack, it is extremely unlikely that they would either fall over or hurt themselves. If a beast fumbles an Attack, apply the 01-50 and 86-00 rolls to an Attack either against an inanimate object or against another beast if there is more than one animal in the combat. This helps the adventurers without taking unrealistic liberties with the creatures attacking them.



[3.3.7] WEAPON MASTERY

Any player character attaining a rating of 90% or better in both Attack and Parry skills with a weapon is a Master of the weapon. Mastery gives the character two advantages.

(1) MASTERS MAY TRAIN OTHER CHARACTERS IN THAT WEAPON, AND MAY CHARGE WHATEVER THE TRAFFIC WILL BEAR FOR THAT SERVICE. The character receiving the training must be able to practice full-time for at least one week of game time with the Master. The player then rolls 1D6 and subtracts two from the result to see by what percent the character's weapon skill has improved. Roll separately for Attack and Parry. (It is possible to get worse after practicing with a Master in those cases where the styles of the two

fighters are incompatible.) Characters may only engage in training with one Master in one week. Before any Master will train the same character in that particular weapon skill again, that character must have participated in actual combat and must have gained some additional skill with the weapon by making successful experience rolls.

(2) MASTERS HAVE THE ABILITY TO TURN A SUCCESSFUL PARRY INTO AN EXTRA ATTACK WHENEVER THE PARRY MAY FALL DURING A COMBAT ROUND. This is called a *riposte*. If a Master manages to Parry three hits during a single melee round, for instance, he may also make three ripostes, one against each of the foes he Parried. These ripostes do not take the place of the Master's normal chance to Attack when his DEX rank is reached in the combat. However, the success chance for each Attack made in the combat round, whether normal Attack or riposte, decreases by 20% from the previous chance.

Example

Elric qualifies as a Master with Stormbringer at 112%. While crossing the Weeping Waste, he is attacked by four nomads using spears and scimitars. The albino has the highest DEX rating with a 20, which means he gets to attack first. As the barbarians close, Elric cuts down the first of them. If Elric were a normal fighter, that would be the end of his attacks for this combat round. Since he is a Master, he may have a chance to riposte by Parrying the Attack of another nomad. In fact, two of the barbarians make their weapon skill roll and should hit, but Elric Parries at an ostensible 100% with Stormbringer. This means that Elric makes the first Parry unless he rolls 100 exactly (always a fumble, no matter what the skill roll is). He rolls a 37 to accomplish the Parry, then ripostes. The riposte roll is 98. Since he already made one Attack, his normal 112% chance has been reduced to 92%, so that riposte was a miss. One of the other barbarians missed his Attack at Elric, so there is no chance to riposte at him, but the last one hit. This time, Stormbringer Parries with an 80% chance (see [3.3.3] Parries), and Elric rolls a 20, giving him the opportunity for another riposte. This time he rolls a 30 and a second nomad goes down beneath the shrieking black blade. In one combat round Elric has made two Parries and 3 Attacks (two of which were ripostes).

[3.4] TACTICAL NOTES

So far all the combats described have assumed that it is going to be a fair fight; that is, that all parties have weapons and an equal chance to use them in an area that has enough room for all combatants to get into action. However, such is not the history of battle. In fact, men will always seek an advantage in combat, such as over-whelming numbers, or surprise, or a superior position on the battlefield. Even in the small scale encounters that will comprise most of the combat in *Stormbringer*, why give that Vilmirian scum an even chance?

It is possible in this game to get an advantage in combat. In ordinary non-magical combat there are three types of advantages possible: (1) superior numbers, (2) surprise, and (3) superior position.

[3.4.1] SUPERIOR NUMBERS

Of the three types of advantage this needs the least discussion. The advantage of numbers has always been that the more numerous side can wear down the other side. A good example of a fight showing the effects of superior numbers is given in section [3.3.3] Parries. When we left Merak he was fighting five Oinish barbarians. No two of them would be a match for him by themselves, but with five of them his chances of winning seem very slight. His luck could change. Considering the deadly poison on his sword and the protection his plate armor could afford if he would just roll high, it is possible that he could beat them all . . . possible, but not likely. In a fair fight, assuming roughly equal combat skills, the more numerous group will almost always win. Even if the more numerous group is somewhat inferior in fighting ability, they will make up for their lack by getting more chances to Attack. Regardless of fighting ability, then, it behooves you as a player-character to be in the more numerous group whenever possible. Conversely, as a GM, if you want to make things really exciting and difficult for your players, just arrange it so that they are outnumbered most of the time. As a rule of thumb, no man-sized target can be attacked by more than five man-sized attackers in one melee round.

[3.4.2] SURPRISE

Surprise is the best of the advantages because it allows you to strike the enemy without allowing them to strike back. Surprise generally results from one of two general situations: ambush and superior initiative. Ambush covers all those situations where one group of fighters doesn't know the other group of fighters is even in the neighborhood until they are attacked. Initiative covers all situations in which both groups knew about the other but one didn't expect to be attacked.

[3.4.2.1] AMBUSHES

This game contains an Ambush skill. In order for an ambush to happen one or more characters with an Ambush skill rating must tell the GM, preferably privately, how the ambush is going to be set up, what will trigger it, and who is attacking whom with what. When the GM fully understands the situation, he/she directs the scenario naturally to the point where the ambush would take place and then rolls 1D100 against each ambusher's skill rating to see if the characters in hiding tipped their hand. If the roll is successful, the GM will then roll 1D4-1 to determine how many combat turns the surprise lasts. While a group has surprise on its side the victims get no chance to Parry, Dodge, or fight back. The victims' only protection lies in the quality of their armor and the ineptitude of their attackers. Once the set number of combat turns has elapsed the victims may draw their weapons and fight back as they would in any normal situation — if they're still capable of fighting back. In the event that the Ambush roll is unsuccessful, the GM should ask the victims to attempt to make their See skill roll. All characters who make the See skill roll will have an opportunity to get a weapon out or a shield up and attempt to make parries during the first combat turn, although only Weapon Masters will be allowed to make any attacks on combat

turn one. Those who fail to make their See roll will be surprised for one combat turn in which they cannot Parry or fight back. On the second combat turn they will be able to Parry but not attack, and on the third combat turn it will become an ordinary melee.

Most ambush situations will probably be set up by the GM. Those will be especially easy to handle and devastating to spring, because the players, unless they are incredibly wary, should have no indication that they are in trouble until the GM asks them to make their See roll.

In the event that a player states explicitly that he/she is watching for an ambush, the GM should conduct a POW vs. POW struggle between that player-character and the leader of the ambush to see whether the ambush is detected ahead of time or not.

[3.4.2.2] INITIATIVE

These are situations where one of the parties does not expect to be attacked by the other, but is. Such things commonly happen when players fall out with each other and decide to have their characters kill their fellow players' characters. To determine whether the attacking player actually seizes the initiative or not, the GM should have it and its victim roll 1D10 and add that to their DEX rating. If the declared attacker has the higher total, he does indeed get the initiative and gets one free Attack without allowing the other character a chance to do anything but attempt to Dodge, and then the victim only gets to Dodge if he actually has a Dodge skill rating. After the first combat turn, both players will be on equal terms again — they declare their intentions and the one with the highest DEX rating gets to strike first. The GM may work whatever variations on this theme, he/she can come up with, perhaps introducing NPCs into the adventurers' party and then viciously attacking them later.

[3.4.3] SUPERIOR POSITION

First of all let me state that advantage of position are frequently combined with the advantage of surprise, but not always. I will try to list the various different types of positional advantage a fighter could gain, and how to deal with them in terms of the game.

[3.4.3.1] A HELPLESS ENEMY

This is really a variety of ambush but covers a multitude of situations that don't seem like ambushes, such as creeping into a camp of sleeping enemies and slitting throats or stabbing someone in the back. If the attacker can see (or otherwise be certain of) what he is doing, the GM may rule that the victim is automatically slain unless he can roll its POW rating or less on 1D100. If the POW saving roll is made, the attacker rolls his damage and the victim takes that as a wound, immediately becoming aware that he is being attacked. On combat round two he may Dodge or Parry if he is able to, and on combat round three he reverts to normal conflict. If the attacker cannot be certain of what he is doing, he gets one free surprise Attack, but must successfully roll its normal Attack roll to hit, and the victim may be protected by armor that is being worn. After the first round of surprise Attack, the fight reverts to normal procedure.

Victims making a POW saving roll like this are eligible for an increase in POW according to the formula in section [2.7] Improving the Character's Attributes if they survive the battle.

[3.4.3.2] AN UNAWARE ENEMY

A character in the middle of a melee may have no idea that another foe is just about to hit him from a blind side. Since he is under attack, and aware of the possibility, the target character gets a saving roll of his POW as a percentage. If that fails, the attacker has twice his normal chance of hitting, and the chance for a critical hit is raised appropriately. The attacker does not get an automatic hit because the target is still moving and not standing/lying still, waiting to be hit.

Example

Merak Gren is fighting in a melee and downs his opponent. He spots his partner in single combat with another foe. Merak moves to the foe's rear and attacks in the next melee round. The opponent blows a roll of his POW of 13 on 1D100, so Merak gets an 88 (twice his normal 44%) chance on 1D100 of success. His player rolls 07, a critical hit based on the enhanced attack roll. The poor target is in deep trouble.

[3.4.3.3] FROM A DISTANCE

One of the best ways of destroying a foe is to knock him out before he gets close enough to hurt you. This is the main purpose of the bow and arrow, the sling, the hurled dagger or spear, etc. In such cases the attacker must successfully make his Attack roll on 1D100 to cause any damage. If the defender has no missile weapons of any sort he is helpless and cannot fight back until he somehow closes the distance. If the defender does have a missile weapon and elects to use it, the fight turns into an ordinary melee.

[3.4.3.4] FORTIFIED POSITIONS

The advantage of fortification always goes to the defender in combat. An attacker trying to slay someone behind a wall, for example, has a much harder time of it than an attacker fighting someone in the open. If the GM decides that the defender in a conflict can claim to be in a fortified position, the GM may reduce the attacker's Attack percentage by as much as half for the duration of the combat, or until the attacker has carried the fortification. The defender would have no reduction in skill rating.

[3.4.3.5] NARROW POSITIONS

A fighter who positions him/herself just inside a doorway, or on a one-log bridge, or in a narrow pass gains only one small advantage — the number of characters that can come against him in combat is severely limited. It is up to the GM to determine how many characters or things can fit into any given narrow space, but the GM should never allow an attacker the full advantage of numbers in such situations.

[3.4.3.6] HEIGHT

This has to be a significant advantage, such as horseback to foot, or hilltop to slope, not just one character being taller than another. The fighter with superior elevation is harder to

wound; therefore, reduce the fighter with the lower position by 5% on both Attack and Parry percentages with any weapon. The Parry ability has also been slightly reduced for the lower party because it is easier to swing down at a foe than to strike upwards at one.



[3.5] WEAPONS

[3.5.1] WEAPON REQUIREMENTS

Please take a few minutes to study table [3.5.2] Young Kingdoms' Weapons. It is a concise list of all the physical weapons available to characters in *Stormbringer*. The list is not as long or inclusive as the *RuneQuest* weapons list, but it is a complete list of the weapons actually used by characters in the *Elric* saga. Pay special attention on the table to the columns headed by STR and DEX.

[3.5.2] YOUNG KINGDOMS WEAPONS

Hand weapons	STR required	DEX	Damage	Length in feet (cm)	Price in LB
Battle ax	9	9	1D8+2	2½ (75)	200
Broadsword	9	7	1D8+1	3½ (105)	250
Butt	—	—	1D4	Head	—
Cudgel	7	7	1D6	2-4 (60-120)	0-5
Dagger	—	3	1D4+2	½-1½ (15-45)	100
Falchion	8	8	1D6+2	3 (90)	225
Filkharian pike (2-handed)	11	7	2D6+1	9-10 (270-300)	150
Greatsword (2-handed)	11	13	2D8	5-6 (150-180)	750
Hatchet (small ax)	7	9	1D6+1	1½ (45)	125
Heavy mace (2-handed)	13	7	1D8+2	2½-3 (75-90)	200
Javelin	—	10	1D6	2-3 (60-90)	175
Kick (with foot)	—	—	1D6	Foot	—
Light mace	7	7	1D6+2	2 (60)	75
Long spear (2-handed)	11	9	1D10+1	7-8 (210-240)	100
Lormyrian ax (2-handed)	13	11	3D6	5½ (165)	400
Punch (with fist)	—	—	1D3	Hand	—
Quarterstaff (2-handed)	9	9	1D8	6-7 (180-210)	50
Scimitar	9	9	1D8+1	2½-3½ (75-105)	210
Sea ax (2-handed)	11	9	2D6+2	4 (120)	250
Shields					
Buckler	—	12	1D4	1 diameter (30)	50
Target	8	7	1D6	3 diameter (90)	75
Heater (kite-shaped)	8	9	1D6	3 (90)	100
Tower (kite-shaped)	12	6	1D6+2	5 (150)	125
Shortsword	7	7	1D6+1	2½ (75)	125
Spear (1-handed)	9	7	1D6+1	4-5 (120-150)	50
Projectile weapons					
				Range (meters)	
Buckler	6	12	1D6	30 (9)	50
Dagger	—	6	1D4+2	50 (15)	100
Desert Bow	13	11	1D10+2	450 (135)	600
Javelin	7	10	1D8+2	100 (30)	75
Melnibonean bone bow	11	13	2D6+1	450 (135)	750
Rock	—	5	2D4	100 (30)	—
Self bow	9	9	1D8+1	300 (90)	250
Sling	—	11	1D6+1	300 (90)	25
Spear	9	10	2D6	50 (15)	50
Target	16	7	2D4	20 (6)	75
Throwing ax	9	12	1D8+2	50 (15)	150

NOTE — Weapons that appear as both hand weapons and projectile weapons require an extra skill rating to be used as a missile. If no missile skill has been developed, the character has a 10% chance to hit.

NOTE — Projectile weapons do slightly more damage on the average than hand-held weapons because they achieve greater velocity and impact.

NOTE — Should a character desire a weapon not on this table he/she should discuss it with the GM and work out appropriate parameters for the weapon.

NOTE — All weapons and shields are considered to have 20 Hit Points to determine if they have been damaged by acid, fire, etc.

STR and DEX are the weapon's requirements. STR stands for the STR rating that your character must have in order to use that weapon effectively. DEX stands for the DEX rating needed for proper use of a weapon. You must have both the required STR and DEX in order to use a weapon in combat without paying the penalty (see table [3.5.2]). For the most

part, the requirements are not particularly high. Bows, shields, and 2-handed weapons have the strictest DEX requirements, because they are the most difficult to learn to use properly. When outfitting your characters for the first time, you should make a special effort to choose only those weapons that they can use.

[3.5.2.1] GLOSSARY OF WEAPONS

BATTLE AX — A double-headed heavy ax shorter than the sea ax.

BROADSWORD — Any straight, double-edged blade requiring only one hand to use. It has a point, but is primarily a hacking weapon, and is generally only about a yard (one meter) long, though we use the term to include the hand-and-a-half (also known as the bastard) sword.

BUCKLER — A small round shield, usually wooden, reinforced with an iron rim, or iron crossbands, with one or two handles on the back. The primary advantage is its light weight and ease of movement. Only a foot (30 cm) or less in diameter, it doesn't cover much area.

CUDGEL — Any ordinary wooden club.

DAGGER — Any form of knife, smaller even than the shortsword. Throwing daggers are generally straight and well-balanced.

DESERT BOW — A recurved, laminated horn bow — it fires a short, heavy-headed arrow over incredible distances and has a very heavy pull.

FALCHION — A double-edged scimitar with only a slight curve to the blade — very similar to a modern cavalry saber.

FILKHARIAN PIKE — A ten foot (3 meter) spear with a wide, heavy, and barbed point covering the top two feet of the spear shaft. The butt is counterweighted and may be used as a mace in close combat.

GREATSWORD — Any large sword requiring two hands to manipulate. It is generally more than five to six feet (2 meters) long with a wide, flat, double-edged blade.

HATCHET — A very short single-bladed ax, much like a tomahawk in design and balanced for throwing over short distances.

HEATER — The typical mounted knight's shield, it covers a little more of the body and the hip than does the target. Square at the top and coming to a point at the bottom, it attaches to the arm the same way the target does.

HEAVY MACE — A heavy, spiked metal ball on the end of a 3 foot (1 meter) haft.

JAVELIN — A shorter, lighter version of the spear, primarily used as a missile weapon. Javelins are mostly used for nuisance value, but may be hand-held as a short jabbing weapon.

LIGHT MACE — Equivalent of the medieval mitre — a heavy metal ball without spikes on a short wooden haft.

LONG SPEAR — A 7 to 8 foot (213-244 cm) shaft of wood with a slim, double-edged point and a short crossbar about halfway down the shaft to keep an impaled animal or enemy from running up the shaft.

LORMYRIAN AXE — Young Kingdoms' equivalent of a

poleax. It is always double-bladed, and the top half of the haft is encased in iron. A massive counterweight rests at the base of the haft. It is swung 2-handed as if chopping down a tree or cutting firewood.

MELNIBONEAN BONE BOW — A long composite bow; the secret of its manufacture was known only to the slave-bowyers of Melnibone. Only after the sack of Immyrr was this bow available to non-Melniboneans.

QUARTERSTAFF — A stout length of straight oak about 6 to 8 feet (183-244 cm) in length. The ends are often shod in iron. It is generally held 2-handed with the hands near the center to allow the fighter to slide his hands toward one end or the other rapidly. The fighter may strike with either end of the staff.

ROCK — Any piece of stone you can pick up off the ground and throw.

SCIMITAR — A single-bladed, back-curving, wide-bladed sword. It is primarily a drawing, slicing weapon, and its heavy point makes it especially good for splitting heads.

SEA AX — The big 2-handed ax of Young Kingdoms' sailors. It has a single wide blade with a steel pick projecting backwards from the shaft. It is often used for staving in holds or cutting heavy anchor cables.

SELF BOW — The equivalent of the English long bow with a single curve to the wood. The Young Kingdoms' variety is not so well made as the English bow, and does not generate as much power.

SHORTSWORD — A short straight piece of steel, primarily used for thrusting, but having edges for the close-in hack or slice.

SLING — A leather thong with a cup to hold a rock. The stone is whirled rapidly around the head and one end of the thong is released to expel the rock with a tremendous velocity. A high degree of skill in knowing exactly when to release is required in order to hit anything. Generally, slings cannot be used on targets closer than 15 or 20 feet (4.6-6.1 m).

SPEAR — A shorter version of the long spear without the crossbar — suitable for throwing over short distances.

TARGET — A larger round shield — usually big enough to cover most of the torso. It generally is made of wood, covered with leather, and bound around the rim with iron. Sometimes a metal boss adorns the center. Target shields can also be cast in bronze, but not in iron or steel. Two leather straps on the back of the shield fasten around the elbow and grip of the hand respectively.

TOWER — An infantry man's shield — suitable for hiding behind. The best use of it is to form a shield wall and fight from behind it with short swords. The bottom point is especially made for stabbing into the ground and supporting its own weight.

[3.5.3] PENALTY FOR USING WEAPONS WITHOUT SUFFICIENT STR OR DEX

First of all, bear in mind that if you use a weapon that you don't have the STR or DEX to wield, you won't have any training with it. That is automatically going to reduce your weapon skill to the bare minimum – 5% or your Attack and Parry bonuses, whichever is higher. You always have at least a 5% chance to hit with any weapon.

But, you say, what if my weapon is broken, and the only thing handy is a Lormyrian ax? Surely I wouldn't just stand there and die because I'm technically not strong or dextrous enough to use a Lormyrian ax. I know my chance to hit or Parry with it is no higher than my Attack or Parry bonus (or 5%), but 5% is better than 0%, and so I have my character pick up the forbidden weapon anyway. Now what happens?

Now you pay the penalty. With a weapon that is too heavy, the character with insufficient STR is going to be slower and clumsier. In practical terms, this means that character would always swing last in any given combat turn. The only time the character wouldn't swing last is if an opponent or another character is also using a forbidden weapon. In that case, the character with the higher DEX rating swings first. If DEX ratings are the same, both characters with forbidden weapons would swing simultaneously.

In the case of a character using a weapon with insufficient DEX, the character would attack at its normal time, but because he does not have the DEX needed to control the weapon, any successful hit will only do half the rolled damage in hits to the opponent.

[3.5.4] TWO-HANDED WEAPONS

Several of the weapons on table [3.5.2] Young Kingdoms' Weapons are listed as 2-handed, which simply means that a character must be able to use both hands and arms in order to use the weapon effectively. Ergo, your character may not use any shield with a 2-handed weapon, although you may have a shield slung on the character's back. Characters fighting with 2-handed weapons must make their Parries with their weapon, or else count on their armor to protect them when they are hit.

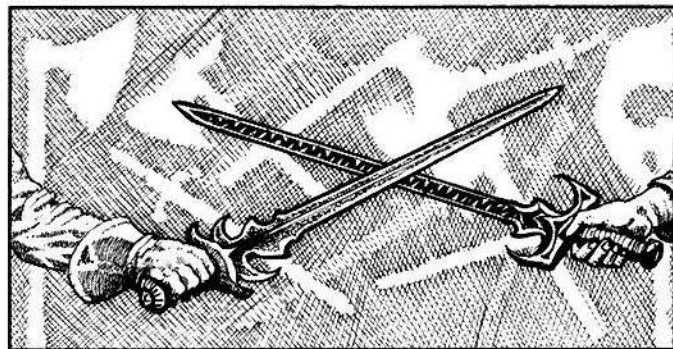
[3.5.5] SHIELDS

Although shields may be thought of as defensive, like armor, they are really weapons, and as such, require a skill rating in both Attack and Parry if your character intends to use one. Shields go very well with one-handed weapons such as the broadsword, and they are sometimes held and wielded by a second person in order to protect a fighter using a 2-handed weapon such as a greatsword or a bow and arrow.

For gaming purposes shields are played as nearly indestructible. Whenever a Parry is made with a shield it will stop any number of hits as long as they aren't magical. But shields can be destroyed in combat – if one uses a shield to Parry what would be a critical hit for the other fighter, then your shield is "killed" – cloven in twain, broken in half, straps or handles broken. It becomes useless.

[3.5.5.1] SHIELDS AS ATTACKING WEAPONS

Shields may be used on the offense in certain situations. To that end they have been given a damage rating. In single com-



bat, it would usually be a shield rush, where the fighter lurches forward, bangs his shield into his foe, and then follows it with a weapon blow. In a melee where foes are milling about on all sides, it would be a deliberate smash with the shield in hopes of injuring or beating down an opponent. It should be noted that one cannot bash with a shield and still expect to be able to Parry with it on the same combat turn, though a Master of Shield could certainly Parry and Riposte with shield.

[3.6] EQUIPPING CHARACTERS WITH WEAPONS

All player-characters have both a nationality and a class. The general effect of nationality is to limit to what classes your character may belong. The effect of class is to limit the skills with which your character begins.

[3.6.1] WARRIORS

Turn to table [3.5.2] Young Kingdoms' Weapons and note which weapons your STR and DEX qualify your character to use. Then go to section [2.3.2] to determine your various weapon skills.

[3.6.1.1] ASSASSINS

In addition to their weapon skills which are equal to Warriors, Assassins have a number of other skills listed in section [2.3.2.1]. More information on those skills is given in chapter 4.

[3.6.2] MERCHANTS

All merchants get to start with the armor of their choice if they make a Money/Credit roll. Otherwise, they start with leather.

Look at table [3.5.2] Young Kingdoms' Weapons and choose one weapon for which the character has the needed STR and DEX.

[3.6.3] SAILORS

Turn to table [3.5.2] Young Kingdoms' Weapons and note which weapons your STR and DEX qualify your character to use. Then go to section [2.3.4] to determine your weapons skills. Sailors do not start with armor. Other Sailors' skills are discussed in chapter 4.

[3.6.4] HUNTERS

Turn to table [3.5.2] Young Kingdoms' Weapons and note which weapons your STR and DEX qualify your character to use. Hunters are forbidden to choose the battle ax, greatsword, Lormyrian ax, sea ax, heavy mace, or Filkharian pike as wea-

pons. These weapons are specifically man-killers, and would be unmanageable in thick brush or forests. With these limitations in mind, turn to section [2.3.5] to determine weapons skills and chapter 4 for the rest. Hunters do not start with armor.

[3.6.5] FARMERS

Farmers are very limited in their weapon choices. This is partially because young farmers are generally protected by their feudal overlords or the city guards from the nearby towns or cities, and partially because weapons, being very expensive, are very difficult for Farmers to come by. A Farmer's weapons are generally tools such as the hatchet, scythe, hayfork, etc. Of those three, only the hatchet is listed on table [3.5.2] Young Kingdoms' Weapons, as it is the only one likely to be taken to an adventure.

Because Farmers are sometimes drilled as militia, they also have ability with the spear. However, they must purchase their own spear for adventuring.

[3.6.6] PRIESTS

While there are such things as Warrior-Priests, they are very rare, being found only in the land of Eshmir.

Most Priests have very little weapons training. A Priest character gets a dagger. If he tries to pick up any other weapon he starts at the basic 5% or Attack/Parry bonus. Other skills are discussed in chapter 4. With Priest characters it is to your advantage to start them at an age greater than 25, and thus gain extra POW points as outlined in section [2.3.7].

[3.6.7] NOBLES

Turn to table [3.5.2] Young Kingdoms' Weapons and note which weapons your STR and DEX enable your character to use. Then check section [2.3.8] for your weapons skills.

It is possible for Nobles to belong to two classes, such as Nobles and Warriors, Nobles and Merchants, which would give the Noble an extended choice of weapons. Nobles may have the armor of their choice. Other skills are discussed in chapter 4. Nobles may not choose the same weapon twice for two different classes and add the class percentage bonuses together to produce a super skill.

[3.6.8] THIEVES

Turn to table [3.5.2] Young Kingdoms' Weapons and note which weapons your STR and DEX enable you to use. Thieves are forbidden to choose the Lormyrian ax, the Filkharian pike, the lance, or the greatsword as their weapon of first choice. Turn to section [2.3.9] for a list of Thieves' skills. Non-combat skills are discussed in chapter 4.

[3.6.9] BEGGARS

Beggars normally have no combat skills to speak of. For a description of their limitations, turn to section [2.3.10]. Other skills are discussed in chapter 4.

[3.6.10] CRAFTSMEN

Craftsmen are the wild cards among fighters. With their generally high DEX rating, they make excellent fighters, depending on how much training they may have gotten. A Craftsman may pick any weapon from table [3.5.2] Young Kingdoms' Weapons that he has the STR and DEX to use. Then roll

1D100 plus abilities for Attack and Parry percentages. Aside from that weapon of choice, the craftsman starts with a basic Attack and Parry percentage of 15% plus Attack and Parry bonuses with any other weapon he picks up.

Craftsmen characters may start with leather armor if they wish. Other basic skills for Craftsmen are discussed in chapter 4.

[3.6.11] WEAPON SKILLS

NOT GRANTED BY CLASS MEMBERSHIP

Section [2.5] Attribute Bonuses gives your character the right to pick up additional weapon skills. You should probably save these free skills for non-combat abilities that will be covered in chapter 4, but if you feel that your weapon skills need improving or your character is a Beggar, you may use two of your free skills as Attack and Parry percentages on the weapon of your choice so long as the character has sufficient STR and DEX to wield it. Roll 1D100 and divide by two for Attack percentage. Do the same for the Parry percentage with the weapon. Missile weapons, especially the bows and the sling, do not have a Parry percentage. It is not necessary to apply an Attack percentage for shields.

Remember also that your character has at least a 5% chance for both Attack and Parry with all weapons should he ever need to use something that is unfamiliar to you.

[3.7] ARMOR

Armor protects the wearer from weapon damage. Although the appearance of the armor may differ from character to character, there are only three general types of armor used in the Young Kingdoms in Elric's time. These three types have been named leather, barbarian, and plate, respectively.

[3.7.1] LEATHER ARMOR

Leather armor is partial protection at best. It consists of vambraces for the forearm, greaves for the shins, and a leather jerkin for the torso, sometimes supplemented by a hood or leather cap. It may stop minor weapon blows and offers some resistance to stronger attacks. Each time a character is hit while wearing leather armor, he should roll 1D6 and subtract 1 to see how much protection the armor provided. It is possible to get 5 points, which may be enough to turn a weak blow or to get 0, in which case you may assume that the character was hit in a place where there was no armor.

[3.7.2] BARBARIAN ARMOR

The barbarians of the Weeping Waste and the northeastern reaches of Ilmiora developed their own unique form of armor. Instead of using leather or metal, they used wood carefully carved to exactly fit the wearer. The wood is fantastically ornamented and elaborately lacquered, often with as many as 100 coats of lacquer, producing quite an impressive finish. However, not all parts of the body can be encased in such armor. Barbarian armor is worth 1D8-1 in protective power

against hits. Sets of it should be given a SIZ rating, and it will not fit another character other than original owner unless they are exactly the same SIZ.

This armor is occasionally available from traveling merchants. The usual price is around 400 LB. A trader will have to obtain such armor from the barbarians through barter. It is rarely found outside the northeastern continent because the transportation costs make it as costly as plate anywhere else.

[3.7.3] PLATE ARMOR

Plate armor was developed in the Young Kingdoms in the time of Aubec of Malador. It is actually the equivalent of that used by 13th century Europeans and is both lighter and stronger than the chain mail it replaced. It is the best armor available, but it is very expensive. The entire body is encased in metal, and the only real weak points are the joints; however, it is common to leave off the helm in order to obtain better visibility. Complete plate armor has a protective rating of 1D10+2, but the character will be unable to hear any but the loudest noises and will usually be surprised by attacks from the rear and the sides. If the helm is omitted, the rating goes down to 1D10-1.

Complete suits of plate armor should have a SIZ rating equal to or 1 point larger than the SIZ attribute of the wearer. The value of such armor is around 1000 LB, but may go to double or triple that for especially fancy work. Characters who wish to move and fight normally in plate armor must have a minimum STR attribute of 11. Those with STR below 11 subtract 1 point from their DEX attribute during combat for each point of STR lacking.

[3.7.3.1] HALF PLATE

Many warriors, especially minor soldiers, marines, and light cavalry troops, wear half armor, or half plate. This is effectively a set of plate armor which only guards the most vital areas, but leaves other areas covered with the least of protections, such as cloth or leather. It protects the same as barbarian armor and generally costs the same. On the southern and western continents, it is much cheaper and more common than barbarian armor.

[3.7.4] SWIMMING IN ARMOR

Leather armor is not heavy enough to encumber a healthy person enough to prevent him/her from swimming if the Swim roll is made (see chapter 4). Barbarian armor is made from wood and will actually help a character stay afloat, although it tends to warp and become useless as armor after more than an hour in water. Try to stay out of continual downpours, which are not common weather for the Weeping Wastes.

A character wearing half plate may scramble out of it if he makes three Swim rolls in a row. Otherwise he shares the fate of a wearer of full plate, and sinks like a stone in deep water.

[3.7.5] ARMOR DURABILITY

No armor can stand being battered forever, but in *Stormbringer* one seldom needs to worry about it. If the armor fails, the character will usually die or be out of action. If the GM notices that a character is being repeatedly hit through his armor, the GM may rule that the armor has been effectively des-

troyed during the combat and that it will have no protective value when the combat is over. Repeatedly means three or more times in a row.

[3.7.6] ARMOR ENCUMBRANCE

Stormbringer does not use the concept of encumbrance. Most armor wearers will be trained in armor use and will be accustomed to its weight (for the one exception see [3.7.3], Swimming in Armor). Fighting in armor will be no handicap and will not modify STR or DEX. GMs and players should try to keep matters logical — no running broadjumps while wearing plate armor! (Experienced players who wish to simulate the greater realism of encumbrance may modify the appropriate *RuneQuest* rules.)

[3.8] MAGICAL WEAPONS AND ARMOR

Magic weapons and armor are discussed extensively in chapter 5. Generally, the magical effect is gained by binding a demon or elemental into the weapon. These enchanted implements have powers and abilities that make ordinary weapons insignificant. Get one if you can.

[3.9] COMBAT WOUNDS AND OTHER DAMAGE

All characters, beasts, demons, gods, etc., will have a Hit Point rating. Only immaterial beings such as most Elementals do not have Hit Point ratings, and must be killed in some other way. Each time a character takes a point of damage, whether in combat or from disease or poison, that point comes off the character/being's Hit Point total. When all Hit Points are gone, the character/being is dead. In combat, such hits are called wounds. There are three degrees of wounds:

[3.9.1] MINOR WOUNDS

Minor wounds are defined as those that do less than half of a character's original Hit Point total. These are typically cuts and bruises, not amputations, impalements, or broken bones. A character may be killed by taking too many minor wounds which finally reduces his Hit Points to zero, although technically the last wound suffered would be in class 3, fatalities. For each 4 Hit Points lost to minor wounds a character will temporarily lose one DEX point. (The lost DEX returns when the wounded character is healed.) Otherwise, minor wounds do not hinder a character from fighting right up to the end.

[3.9.2] MAJOR WOUNDS

Major wounds are defined as those which do half or more of a character's original Hit Points in one blow, but less than all the points. A character with 15 Hit Points who suffers an 8 point wound has taken a major wound. Major wounds are typically amputations, impalements, or broken bones. No character can take more than one major wound and live.

The character that has taken a major wound has two instant problems:

(1) His DEX rating is reduced by half, rounding up in case of fractions. This will return to normal if and when the character is healed to more than half of his original Hit Points.

(2) The character is not going to be able to keep fighting indefinitely. Shock and loss of blood will take their toll, resulting in collapse sooner or later. If possible, the character should stop fighting at once. If necessary, however, the fighter may continue for as many combat rounds as he has Hit Points left. In the example above, the fighter could go on fighting for seven more combat rounds before collapsing.

A character that has suffered a major wound must either receive medical help (see chapter 4), or magical healing (chapter 5) within one game hour or risk death. In the event that the character receives no help of any kind, he must roll its CON or less on 1D20 to determine whether he died of shock and/or loss of blood. Those that roll higher than their CON rating on 1D20 die on the spot. Those that make the roll will eventually heal, but they will be partially crippled and will lose 1D6 CON rating points permanently in addition to any penalty incurred on table [3.9.2.2] Major Wounds.

[3.9.2.1] EFFECTS OF MAJOR WOUNDS

Any time a character suffers a major wound, it must roll on table [3.9.2.2] Major Wounds to determine the long-term effect of the injury. These effects are permanent.

The results on this table represent effects after normal healing processes. Non-magical medicine can have no beneficial results on any of these injuries. Magic, however, could heal any of the injuries shown above.

A character unfortunate enough to suffer the same detrimental effect more than once in separate fights does not have to take the damage twice. He just gains another scar.

Example

Vambrite of Elwher suffers a major wound in combat, rolls on the chart, and loses her left eye. Her DEX and CHA drop by 2 points each, but her career as an adventurer is not ended. She recovers from the wound and goes on to fight again another day. Again she takes a major wound, and again the table indicates the loss of the left eye. She cannot lose it twice. This time she just gets an impressive scar. If she had lost the right eye, however, she would have then been totally blind, and would have dropped another 2 DEX and CHA points.

After a character suffers an injury on this chart, the player must re-calculate the bonuses affected by the decreased attribute, and must lower the affected skills accordingly. Thus a character whose Manipulation ability goes down by 2 points would also lose 2 points on all Attack weapon skills.

[3.9.3] FATALITIES

A fatality is any wound which deals more hits than the character has current Hit Points. This is instant death. File the character sheet. He or she is gone. There is no reincarnation of dead characters in *Stormbringer*.



[3.9.2.2] MAJOR WOUNDS

1D100 Effects

- 01-50 You will have a really impressive scar, but no ill effects.
- 51 Lose left eye. Lose 2 points CHA and 2 points DEX.
- 52 Lose right eye. Lose 2 points CHA and 2 points DEX.
- 53 Lose nose. Lose 4 points CHA and 3% from Perception bonus.
- 54 Lose left ear, impair hearing. Lose 1 point CHA and 5% from Perception bonus.
- 55 Lose right ear, impair hearing. Lose 1 point CHA and 5% from Perception bonus.
- 56-57 Broken jaw, loss of several teeth. Lose 2 points CHA and 1 point CON.
- 58 Severe injury to vertebra in back. Ability to move rapidly and handle heavy weights severely impaired. Reduce STR and DEX ratings by half.
- 59 Severe concussion and head injury. Lose 3 points INT and 3 points CHA. Reduction of all bonuses depending partially on INT rating.
- 60-62 Mild concussion and head injury. Lose 1 point INT and 1 point CHA. Reduction of all bonuses depending partially on INT rating.
- 63-64 Damage to internal organs. Lose 1D6+2 points CON. Possible delayed fatality. Loss of Hit Points equal to loss of CON points. Reduction of bonuses depending on CON rating.
- 65-68 Broken ribs. Lose 1D4 points CON. Loss of Hit Points equal to loss of CON points.
- 69-72 Broken left arm never heals properly. Lose 2 points DEX.
- 73-76 Broken right arm never heals properly. Lose 2 points DEX.
- 77-79 Amputate left hand and part of arm. Lose 4 points DEX.
- 80-82 Amputate right hand and part of arm. Lose 4 points DEX.
- 83-86 Broken left leg never heals properly. Lose 2 points DEX.
- 87-90 Broken right leg never heals properly. Lose 2 points DEX.
- 91-92 Hamstring left leg, becomes totally useless. Lose 4 points DEX.
- 93-94 Hamstring right leg, becomes totally useless. Lose 4 points DEX.
- 95-97 Amputate part of left leg. Lose 3 points DEX.
- 98-00 Amputate part of right leg. Lose 3 points DEX.

[3.9.4] WOUNDS AND DAMAGES FROM CAUSES OTHER THAN NORMAL COMBAT

Characters in *Stormbringer* may sustain damage from sources other than combat with weapons. While such situations may be extremely rare in game play, the GM and the players should know what to do when they arise.

[3.9.4.1] DAMAGE FROM FIRE

Using a torch as a weapon is not a common combat skill and characters who wish to do so must develop it from the basic Attack ability chance of hitting that they would always have. A regular torch burn does only 1D6 worth of damage. However, whenever a character or creature is hit with a torch or any other form of open flame, it must make a POW x 3% saving roll to see if it caught fire or not. In the event that the saving roll is missed, then roll 1D100 to see how many hits of damage were taken before the fire was doused. Characters in plate armor may make a POW x 5% saving roll to avoid catching fire. If the flame causes more hits than the character has hit points, then the character dies. Armor may be used to help take flame hits on the assumption that the flame will have a hard time burning through it. If a character is burned, but survives the burning — taking less than its full rating of Hit Points, the character must roll on table [2.3.10.2] Afflictions to see what the damage is. A result of 1, 6, 8, 9, 18, 19, or 20 will indicate scarring only. Characters that are badly burned never fully recover. They must roll 1D10 and subtract that from their CON rating. This entails an automatic loss of Hit Points also. If the character's CON rating falls to 0 or less, he dies from secondary infections before any doctor or wizard could aid him.

[3.9.4.2] DAMAGE FROM FALLING OR BEING THROWN

Characters may be injured when they sustain a fall, or are thrown through the air by another character or beast. Table [3.9.4.3] Falling Damage assumes that they land on a hard surface. For landing in water or any other soft surface, subtract 2D6 from the damage rating given.

[3.9.4.3] FALLING DAMAGE

Distance fallen or thrown in feet (meters)	Damage to Hit Points
0- 5 (0-1.5)	1D4-2*
6-10 (1.6-3)	1D6
11-20 (3.1-6)	2D6
21-30 (6.1-9)	3D6
31-40 (9.1-12)	4D6
etc.	etc.

* Results less than zero means no damage.

Armor does not help a character withstand damage from falling. In fact, characters wearing plate armor will suffer an additional 1D6 of damage.

A major wound caused by a fall will be considered to be one or more broken limbs. Roll 1D6. 1 = left arm, see 67-72 on table [3.9.2.2] Major Wounds; 2 = right arm, see 73-76; 3 = left leg, see 83-86; 4 = right leg, see 87-90; a 5 = both legs, see

83-86 and 87-90; a 6 = internal injuries instead of a broken leg or arm, see 63-64.

Characters suffering a major wound from falling must receive some form of medical aid from themselves or others or else they will continue to lose 2 Hit Points per game hour until they die. Characters with both legs broken or internal injuries may not leave the scene of the fall under their own power.

[3.9.4.4] DAMAGE FROM DISEASE

Normally, all *Stormbringer* characters will be the picture of glowing good health, but the fiendish GM may decide to expose them to diseases in the course of play. The diseases of the Young Kingdoms are the same as those of our own world. When a character is exposed to disease, the player rolls 1D100 against twice the character's CON attribute or less. If the roll is missed, the disease is contracted; if it is made, the character remains healthy. Once a disease has been contracted the character rolls against twice its POW rating to see whether it gets well or not.

GMs should divide their diseases into two categories — the relatively harmless and the potentially fatal. If a character has a harmless disease such as a cold, and fails to recover from it, the GM should lower that character's CON rating by 1D4 points. If the character fails to recover from a potentially fatal disease, the GM should kill him. Characters who contract a potentially fatal disease and then do recover from it, should lose 1D4 CON points and Hit Points, but will gain 1 POW point for the experience.

At the GM's option, and only if the character is not an Agent of Law, Chaos, or the Elemental Rulers (see chapter 6), a character that has recovered from a disease may be a carrier and infect other characters that he comes in contact with later. Agents are protected by their deities from such ignominy.

[3.10] MASS CONFLICTS

It is possible for characters to be members of armies engaged in significantly large battles. The GM may handle this situation by one of two methods. One would be to fight a large number of melee rounds with a wide variety of pre-prepared enemies. The GM might pick some arbitrarily large number of combat turns such as 50 to represent the true rigor of a full-scale battle. For people who are fighting fools this might be great fun, but for the rest of us it has the disadvantage of taking forever to play out, and of requiring too much preparation by the GM.

Which leads us to the second method. The problem in a large-scale battle for individual fighters is not really how many of the foe one can slay, but whether or not one can stay alive while being assailed from all sides. The one attribute most important in such a huge random melee is POW. For each 30 minutes of battle time, the GM should have the player roll against POW x 5%. If the roll is successfully made, the character is not wounded in that time segment. If the roll is missed, the character must take 2D10 worth of damage in wounds with only his armor for protection. Since the range of possible hits is 2 to 20, the armor, unless it is great demon armor, may or may not fully protect the character.

If a character survives a battle with no more than minor wounds, he will have both hit and Parried successfully at one time or another. He is automatically entitled to try and roll for improvement on both Attack and Parry ability for the weapon or weapons used. If the character survives the battle but takes a major wound, he will be in too much pain afterwards to profit from the experience of fighting.

The GM should decide in advance which side is going to win the battle, and then manipulate the narrative to describe the large-scale flow of events.

Example

If simulating the sea battle of the Chaos Fleet vs. the Sea Lords of the southern continent, it is a foregone conclusion that the Chaos Fleet will win. The saga already tells us what happened, and regardless of how well the adventurers in the scenario do against the men of Pan Tang and the dead warriors of Pyaray, they are doomed to defeat. It is up to the GM to let them have a good time before killing or capturing them.

[3.11] NAVAL CONFLICTS

The Young Kingdoms is a maritime world. Anyone who plays the game much is bound to have to deal with battles at sea.

Small battles are no great problem. The ships run side by side; the crews board, and the GM conducts regular melee style combat until one side or the other is victorious.

Large battles can be handled as described above in section [3.10] Mass Conflicts.

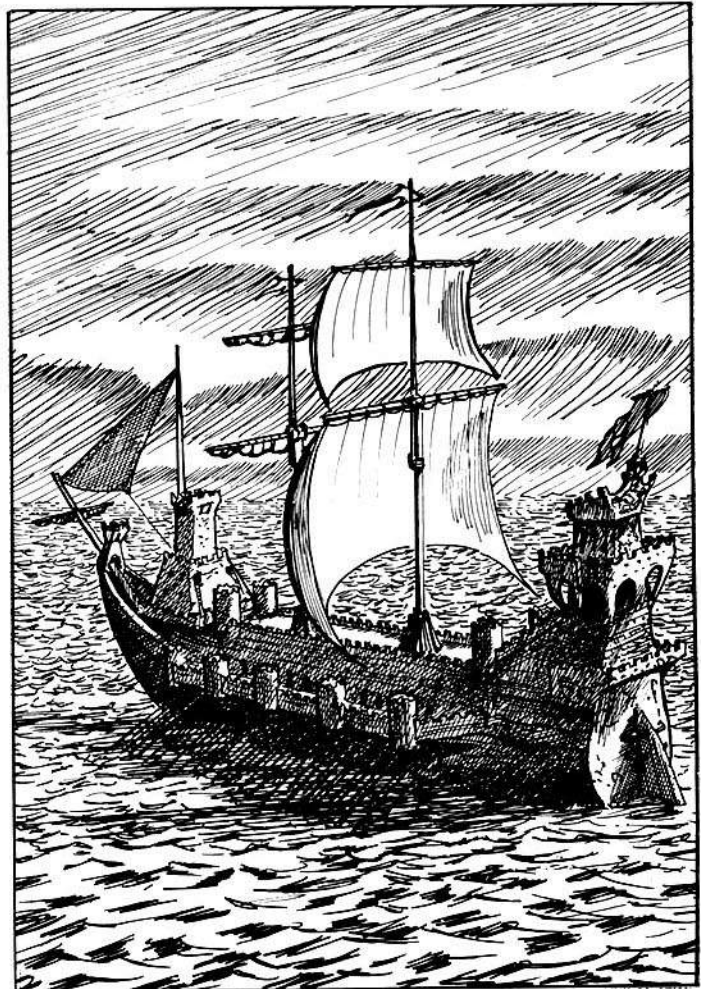
But it is possible that the GM and players may wish to reenact a real sea battle with the use of such things as ramming, Melnibonean fireballs, running away, boarding, etc. In such ship to ship encounters it basically comes down to the skill of the captains involved. Since there is no sea battle skill for mariners, it will come down to the respective Navigation skills plus their POW ratings. Add the POW rating to the Navigation skill rating for both enemy captains and then use those numbers as the basis for a POW vs. POW struggle. The GM will resolve such combats. As you remember, if the two POW rating are equal, then each captain has a 50% chance of winning. In this case though, each point of difference counts as only 1% advantage. Keep rolling the dice until one and only one captain makes his POW struggle successfully. Since catapults hurl rocks that can sink whole ships and fire that can burn them, the usual result of such a battle would be that one ship sinks and the other gets away. The captain who wins such a struggle may roll 1D4-1 for an increase in POW rating.

Example

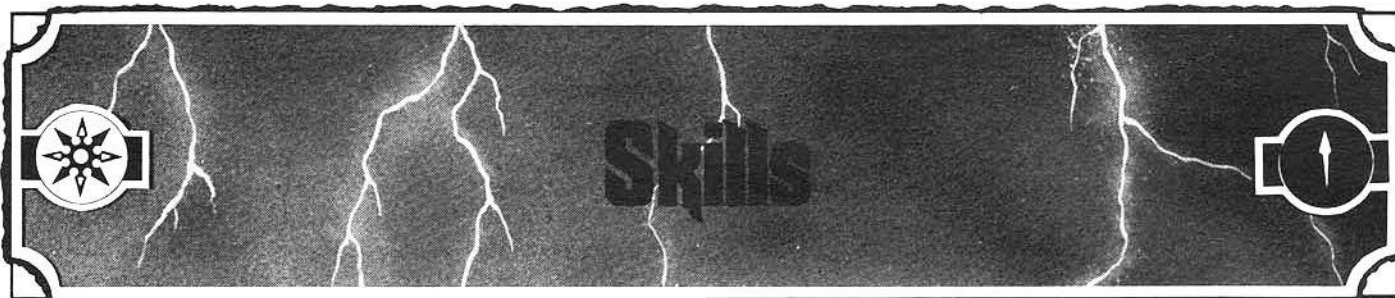
Captain Varan of Shazaar is encountering Captain Zaaen Gernn of Pan Tang in a sea battle in the Straits of Chaos. Varan has a Navigation skill of 95% and POW rating of 14 while Zaaen has a Navigation skill of 88% and POW rating of 18. The total is Varan 109, Zaaen 106; the POW vs. POW rating is 53 for Varan and 47 for

Zaaen. Varan is trying to stand off and sink the Pan Tang vessel with his catapult, while Zaaen is trying to ram and sink the Shazaarian ship. On the first combat round, representing 10 minutes of sailing, Varan rolls a 10 (which is a fumble, but there is nothing he could do to hurt himself in this kind of battle), while Zaaen rolls a 85 indicating that he failed to ram. (After a fumble like that, the GM might rule that Varan was slain by a chance arrow and the mate had to take over, which would change the POW balance to Zaaen's favor, but to keep it simple, we won't make that ruling this time.) During the second 10 minutes of combat, Varan rolls a 63 and Zaaen rolls an 11. Zaaen has fulfilled his victory conditions. He manages to ram and sink the Shazaarian ship. Varan and his men all perish while Zaaen rolls 1D4-1 getting a 3 to increase his POW rating to a 20. He would also get a chance to improve his Navigation skill, but he only rolled 73, so his Navigation skill stays at 88.

A captain who wanted to take the other ship as a prize, and who had a very strong crew might decide to grapple and board in such a conflict instead of trying to ram or catapult destruction onto the other. The various options are up to the GM and the players. Even a captain who just wanted to run away would have to win the POW vs. POW struggle as described above in order to do so, unless his ship was clearly superior in speed.







[4.1] THE CONCEPT OF SKILLS

The *Stormbringer* character's abilities to do various things, such as climb, swim, fight, read, etc., are not taken for granted, but are known as skills and are quantified as a percentage. Anything that is likely to be useful to a character in a fantasy role-playing environment can be regarded as a skill and can be assigned a percentage chance for success. In section [2.5] Attribute Bonuses you learned that your character is entitled to from three to eight other skills in addition to those granted to him by rolling on table [2.3.1.1] Class Background. This chapter explains what those other skills could be, defines them, and observes limits when there are any. If you are ready to choose other skills for your character, you should glance through this whole chapter to see which seem the most useful to you, then make your choices.

[4.1.1] DETERMINING SKILL PERCENTAGES

Presumably, the skills you choose for your character in this chapter represent the character's best abilities; they may start at fairly high levels. After you have decided on a skill, roll 1D100, divide by 2 (rounding up fractions), and add the character's ability bonus, if any.

Example

Lucria, a Trader of the Purple Towns has eight extra skills coming to her. For her first one she chooses Track. She rolls 1D100 and gets a 67. Half of this equals 33½ which is the same as 34. She adds her Perception bonus of 16% to the 34 for a Track skill of 50%.

It is possible for characters to have negative bonuses. Had Lucria's Perception bonus been -6% she would have ended up with a 28% skill in Track.



[4.1.2] IMPROVING SKILL PERCENTAGES

All skills may be improved after use in a game. If your character uses a skill while playing a game of *Stormbringer*, note that he has done so, and when the game is over you will have a chance to see if his skill has improved. Roll 1D100 – if the number thrown is greater than his current skill level, his skill has improved. (Thus, the closer your character gets to 100% in a skill, the harder it is to improve it.) If the character has an INT over 12, add the INT-12 to the roll of 1D100 before determining if the character improves.

If the character's skill does improve, roll 1D10 to see how many points to add to it. When the character's skill at anything reaches or exceeds 90%, you may no longer roll 1D10 when rolling to improve, but instead just add 1 point. Except by the aid of magic, no skill should ever exceed 100%.

Example

Lucria successfully tracks a wounded demon during the adventure. When the game is over (and she is still alive) she rolls to see if her Track skill improves. She throws 66 on 1D100 – good enough to improve – and then throws a 4 on 1D10. Her skill at Track has now risen to 54%.



[4.2] DIFFERENT KINDS OF SKILLS

There are seven different types of skills – classed roughly by the basic abilities needed for each. The seven skill types are: weapon, Stealth, Agility, Manipulation, Perception, Knowledge, and Communication. Each type and the skills that comprise that type are discussed separately below.

[4.3] WEAPON SKILLS

Although weapon skills could be regarded as a sub-class of Manipulation, they are so important in role-playing that they are presented as a separate category. Skill with each distinct kind of weapon is regarded as a separate skill, or rather it is two distinct skills, and Attack skill and Parry skill. If you choose to allocate any of your extra skills from [2.5] Attribute Bonuses to weapons, you must use two of those extra skills for each weapon chosen.

Weapon skills are discussed in detail in chapter 3. Please refer to that chapter for any weapon skills you choose in this chapter.

[4.4] STEALTH SKILLS

Stealth was discussed in section [2.5.7] Stealth Ability. Many skills are based on Stealth and are very important to the fantasy character. After rolling 1D100 and dividing by 2, remember to add your Stealth bonus to the skill. The following are Stealth skills.

[4.4.1] MOVE QUIETLY

This is the ability to walk, run, crawl, swim, jump, etc., as quietly as possible. On a successful roll, an opponent will be surprised. Wood or metal armor reduces one's ability to Move Quietly (it tends to clink and jingle). If wearing barbarian or plate armor, subtract 40% from your skill percentage before making the skill roll.

[4.4.2] HIDE

Unless one has the ability to be invisible, one cannot hide without cover. 'Cover' may be almost anything: boulders, brush, trees, a field full of corpses, etc. If one makes the roll, the hidden person will remain undetected by searchers unless they come within a yard (one meter) of the hidden person or make a successful See roll within 10 yards (10 meters).

If the character tries to move while staying hidden in cover, roll again at half the normal skill roll.

[4.4.3] AMBUSH

This is the skill of hiding one's intent to attack another.

A successful roll on one's Ambush skill means the character will probably get the advantage of surprise in the first combat rounds (see [3.4.2.1] Ambushes).

[4.4.4] CONCEAL

A successful roll allows one to secretly pocket or conceal any small item (less than a foot long in any direction) without anyone noticing. Furthermore, a successful roll will allow one to hide an object in bushes, furniture, rocks, etc., so well that only the hider or someone successfully using a Search skill will be able to recover it.

[4.4.5] CUT PURSE

This includes common pocket picking as well as the ability to cut purses, and also covers the theft of jewelry such as brooches or pins. Items in direct contact with the skin, such as rings, armbands, etc., force the operation of the ability at half the regular skill level. In addition, when trying to take an object from direct contact with the skin of a being who is awake and alive, the thief must make his saving roll against his DEX.

[4.5] AGILITY SKILLS

Agility includes all those skills needed to move one's body in a skillful, but not necessarily secretive, manner. Roll 1D100, divide by 2, and add your Agility bonus to obtain your skill percentage. Agility skills include:

[4.5.1] RIDE

While anyone can sit on a horse as it walks along quietly, the ability to ride a steed when it is bucking, galloping, or otherwise acting-up requires much skill. The Ride skill roll must be made whenever a character tries to fight from horseback (once for each combat round), or when the horse is trying to throw the rider, or if the horse gallops (one successful roll indicates the rider can keep his/her seat). The Ride skill includes being able to saddle an animal with unfamiliar gear, knowing what to feed it, and how to care for it. The GM may require a

Ride roll from any character using a steed on general principles; if the roll is missed, the GM is justified in having the animal bite or step on the person.

Players who fail their Ride skill roll during a dangerous situation (galloping, bucking, combat, etc.) should definitely be unseated and tumbled off the horse. In case of a fumble roll (99 and 00 for characters with skills less than 50% and just 00 for those with skills of 50% or more), the characters not only falls off the horse but takes 1D10 of damage from the fall.

Any character fighting from horseback will fight at the lesser of his Ride or his normal weapon ability.

Example

Dyvim Storm, fighting from horseback, has a 72% chance with sword, but a 61% Ride ability: he will fight at 61%, not 72%.

[4.5.2] SWIM

Whenever a character must do more in the water than flounder ashore, a Swim roll will be required. Characters have three chances to make their Swim roll — if they fail all three they drown unless some sort of rescue action is taken by another character. Missing the first or second roll takes 1 point away from the character's Hit Point total because of water in the lungs. Swim rolls must be made every 15 minutes the character is in the water.

Swim includes such things as swimming underwater while holding one's breath, diving from a height more than 5 feet, and treading water. To swim while rescuing or towing another person requires two successful Swim rolls back-to-back.

A drowning character, who has missed all three Swim rolls, will take 1D8 points of damage per melee round until he is dead. A rescued drowning character can have these points restored by a successful First Aid roll — see [4.8.5] First Aid.

[4.5.3] CLIMB

Climb includes the ability to scale walls, cliffs, trees, building faces, etc. The GM may require the use of a rope for especially difficult climbs, in which case the Climb skill includes the ability to climb a rope. Sheer walls may be climbed by using artificial devices such as pitons or suction cups for hands and feet, but the climber must roll against half his/her Climb skill.

If the Climb roll is missed, the climber will fall sometime during the climb. GM should roll 1D100 to determine how far the character fell. The faller takes 1D6 of damage for each 10 feet (3 meters) fallen — ignore fractions. For example, a fall of 28 feet would cause the character to roll 2D6 to determine how much damage was taken. If the indicated height fallen is greater than the distance to be climbed, the character will fall from the maximum distance possible. On a roll of 00 the GM will add 100 and roll again for total distance fallen.

For silent climbing, the GM will multiply the character's Move Quietly ability times its Climb ability. The character will be concentrating primarily on his climbing, so if the die roll is between the value needed for climbing silently and the value for just climbing, the character could make the climb, but would make noise doing it, losing the advantage of surprise.

Example

Merak Gren finds himself outside the walls of Cadsandria after all the gates have been closed for the night. Rather than camp out where any roving bandit could mug him, he decides to climb the walls, hoping that the night watch will not discover him. At this point in his career, his Climb ability is 70%, but his Move Quietly is only 50%. Multiplying the Climb by the Move Quietly, we find that he needs a 35% or less on D100 to make the climb quietly. His player rolls 47. This means that he made the climb because the roll was under 70%, but he did not do it quietly. Fortunately, the GM had already determined that no Nightwatchmen were near the scene of the Climb attempt. . . .

[4.5.4] JUMP

Jump refers generally to unusual situations such as jumping from roof to roof or across chasms, or hurdling a fallen body during a melee. Generally speaking, a character may clear three times its own height in a horizontal jump or its own height in a vertical distance. Missing the Jump roll indicates that the distance was not cleared with whatever logical results that entails. When taking a fall because of a missed jump, the character suffers damage shown in table [3.9.2.2] Major Wounds.

Subtract 4 feet from horizontal and vertical jump distance for a character wearing armor. Add 1 foot of horizontal distance that the character can cover for each STR point over 15 that the character has.

[4.5.5] TUMBLE

'Tumble' is jumping and falling under perfect control. A falling character must use his Tumble skill to try to break his fall, to avoid taking damage in falls of less than 30 feet (9 meters). Tumble does not help in longer falls.

It is also the skill used for such things as a dive and roll in combat. A successful use of the skill means that the character may move away from his attackers up to ¼ his normal move and they must subtract his Tumble ability from their normal Attack percentage to hit him.

Example

Merak Gren is attacked one night by four bandits in the back streets of Cadsandria. As he tries to attack he fumbles, and his sword flies away from him. Two of the thugs stand between him and the fallen sword and they advance with drawn knives.

Merak decides that his only chance is to get his sword back. He hurls himself at his attackers, declaring to the GM that he wants to use his Tumble ability at 35% to dive and roll between their legs, hopefully passing them and reaching his fallen weapon. The GM rules this is a possible plan, and tells Merak's player to roll 1D100. Merak rolls 22, neatly rolling right under the legs of the startled assailants. However they both cut at him as he passes. Coincidentally enough, they both are 55% with dagger. The first one rolls 37, which is too high because his 55% ability minus Merak's 35% ability means he only

has a 20% chance. However, the other thief rolls 13, and his dagger enters Merak's unarmored side. Merak does not die, however. The thieves suddenly hear the footsteps of an armored man and flee, leaving Merak to continue serving as an example for these rules.

[4.5.6] DODGE

This is the ability to avoid moving objects. If a character is not hemmed in by walls and other close quarters, he may Dodge to avoid a melee weapon, rather than Attack and Parry that round. More likely the skill will be used against a thrown object. One can Dodge a spear or rock; one cannot Dodge an arrow. If Dodging a sequence of objects during a melee round, the ability goes down by 20% for each object Dodged.

[4.6] MANIPULATION SKILLS

Manipulation includes all those abilities by which objects must be moved or manipulated in a skillful, but not necessarily secretive, manner. Roll 1D100, divide by 2, and add the character's Manipulation bonus to obtain his skill percentage. Manipulative skills include:

[4.6.1] TIE/UNTIE KNOT

The ability to create a complex knot in a short period of time (under 3 minutes) requires a skill roll; so does untying a complex knot. If the roll is missed, the knot is badly tied and will not function properly. Sailors with this skill may safely manipulate sailing tackle without fouling lines and sails.

[4.6.2] SET/DISARM TRAP

A successful roll is required to Set or Disarm a trap that will function as described by the setter. If the roll is missed while being set, the trap will look good, but will not work. If the roll is missed while disarming a trap, the trap will spring unexpectedly and catch the person attempting to disarm it.

[4.6.3] SLEIGHT OF HAND

This skill requires a minimum DEX of 15 or it will not be allowed. It refers to the old adage that the hand is quicker than the eye, and deals with all those aspects of magic generally known as conjuring. Pulling eggs out of ears, rabbits out of hats, and all other forms of stage magic come under this subject heading. When attempting the Sleight of Hand roll, a miss indicates that the viewer was not fooled, and saw what the character did. A fumble roll of 00 indicates that the character dropped whatever he/she was trying to manipulate. Characters may use flash powders and misdirection to accomplish the sleight of hand if such techniques are required by the logic of the situation. The only way to detect a successful use of Sleight of Hand is when a character suspects its use and makes a successful roll on his own Sleight of Hand ability.

[4.6.4] JUGGLE

Juggle is a skill generally reserved for performers, and consists of the knack of keeping two or more objects continuously spinning in the air. It requires a minimum DEX of 13. For

each 10% in Juggle skill, the player may keep another object in motion. A missed Juggle roll indicates that the objects in motion have fallen. A juggler adds half his Juggle skill to his skill with any thrown weapon.

[4.6.5] PICK LOCK

A successful roll allows the character to use a picklock or other small piece of metal to unlock any device normally locked by a key. Locks in the Young Kingdoms were generally crude, and the combination lock does not exist.

[4.7] PERCEPTION SKILLS

Skills of perception depend in part on the keenness of the senses and partly in being educated to know what to sense. Roll 1D100, divide by 2, and add the character's Perception bonus. Rolls for success with these skills are generally made by the GM, who will give appropriate information to the player, depending on whether the roll is successful. Perception skills include:

[4.7.1] SEE

This allows the character to visually notice normally unnoticeable items. It can be used to determine whether a character is wearing armor under his clothes or if someone is hiding behind the arras, to pick out details of dress or irregularities in the floor, etc. It can also be used to pick out details at a distance.

This skill can be used to seek out secret doors, although the later Search skill will be necessary to find concealed items, such as the latch for the secret door.

[4.7.2] LISTEN

This is just what it sounds like and permits the character to hear sounds that might not otherwise be apparent. Since most of the Young Kingdoms speak a common speech, it is generally not necessary to try and identify languages. It is usually either the Common Tongue or Melnibonéan when civilized men are speaking (see [4.8.1] Read/Write Common Tongue).

[4.7.3] SCENT

This is the ability to identify a substance, beast, or other being by its odor. Animals such as dogs have the highest skill at this, but trained humans can be quite good. The ability is reduced by half if the user is under the influence of alcohol, other drugs, or is in close proximity to a burning flame or an overpowering odor.

[4.7.4] TASTE

This is the ability to identify the composition of a substance by a very small taste. It is useful in determining whether a food is poisoned or not, and has other uses, such as identifying ambiguous substances. Of course, if the character uses it to identify a poison, the character may already be poisoned, but by tasting only a small portion the character earns the right to roll his CON $\times$ 5% to see if it had any effect or not. If the poison saving roll is missed against a deadly poison, the character subtracts his CON $\times$ 5 from the number actually rolled and

takes that many Hit Points in damage from the poison. Against a non-deadly poison, the character takes half the effects in points, length of unconsciousness, etc.

Characters may also use this ability to "taste" metals and identify the metal or alloy, but at half their normal rating.

[4.7.5] BALANCE

Balance is the perception of the balance point of the character's body or any other object. In situations where there is a good chance of falling, such as the character walking along a narrow ledge, the GM should call for a Balance roll from the player. The Balance check should also be made if the character is constructing some elaborate stack of objects such as coins, furniture, weapons, etc. This skill also allows the character to determine whether an area slopes, and in what direction(s) if so.

[4.7.6] SEARCH

This is the skill of finding hidden objects by a diligent, hands-on, examination of an area. If a secret door is found with the See ability, the Search is necessary to find the activating latch. If a room is to be ransacked, the Search skill is used. If a body is to be looted, use the Search ability. If using Search for a trap, and the roll is failed, the searcher will probably be caught in the trap.

[4.7.7] TRACK

This is the ability to trail a living being by means of the traces it leaves behind such as footprints, droppings, disturbed vegetation, etc. It includes such things as knowledge of how certain animals behave when trying to elude pursuers. When the quarry creature has been wounded, the tracker's Track ability increases by 20%.

The Track roll must be made every 10 minutes of game time. If the trail is lost, the tracker may cast about to see if he/she can pick up the trail again at a different point. This cast about roll is made against half the Track skill.



[4.7.7.1] OLD TRAILS

A trail should be considered recent if it was made anytime during the past day or night period. However, if a trail is more than 24 hours old, it will deteriorate and be correspondingly harder to follow. For each day or fraction of a day over the first 24 hour period when the trail is fresh, subtract 20% from the character's Track skill.

Example

Lucria of the Purple Towns has a Track skill of 54%, but the trail is two and a half days old. The spoor is not recent – it has deteriorated for one and a half days. Lucria's Track skill is reduced to 14% for the purpose of seeing if she can still follow it.

[4.8] KNOWLEDGE SKILLS

These skills depend on knowledge and practice. While most of them can be improved normally, there are three (Poison Lore, Plant Lore, and Music Lore) that require additional instruction in order for a character to improve in them. All of the skills depending on knowledge require a minimum INT of at least 12, unless the skill is granted to the character by table [2.3.1.1] Class Background.

Rolls for success with these skills are often made by the GM, who will provide appropriate information or misinformation, depending on the roll.

[4.8.1] READ/WRITE COMMON TONGUE

As has been mentioned before, the people of the Young Kingdoms, specifically Shazaar, Tarkesh, Vilmir, Ilmiora, Lormyr, Argimiliar, Pan Tang, Jharkor, Nadsokor, Island of Purple Towns, Pikarayd, and Filkhar, speak a common language. The people of Melnibone, Myrrhyn, and the Weeping Waste have separate languages of their own. Eshmir and the other unknown nations of the east speak the same language, while in the distant south Oin and Uy share a guttural speech that hardly qualifies as a language, since it consists of only a few hundred nouns, verbs, and adjectives. The people of Org have a unique barking language largely unknown to other nations, but their aristocrats are also skilled in the common tongue of the surrounding nations. While dialects and scripts differ from place to place, the variance is not incomprehensible, but it is chiefly this variance that requires characters who wish to read something in the common tongue to make their skill roll when trying to do so.

[4.8.1.1] READ/WRITE OR SPEAK LOW MELNIBONEAN

Although it is the common language of most Melniboneans, Low Melnibonean is also the pre-eminent language of arts and letters. The ability to read and write it marks the truly cultured person.

[4.8.1.2] READ/WRITE OR SPEAK HIGH MELNIBONEAN

High Melnibonean bears little resemblance to Low Melnibonean. The high tongue is the language of sorcery throughout the Young Kingdoms; knowledge of it is absolutely essential to any true wizard. Legend has it that it is the original language of the Lords of Chaos. It may be assumed that all true wizards speak it to one degree or another, and they must be able to read and write it. Knowledge of High Melnibonean requires a minimum INT rating of 16. While the common tongue and Low Melnibonean are written in simple phonetic script, High Melnibonean is written by the use of hieroglyphic runes of incredible antiquity. There are over a hundred thousand of them.

[4.8.1.3] READ/WRITE OR SPEAK OTHER LANGUAGES

Although most of the nations in the Young Kingdoms speak the common tongue or Melnibonean (see previous sections), there are other languages that characters might know. The dwellers of the far eastern countries of Elwher and Phum speak a language not related to Melnibonean or the speech of the western nations called 'pande. The tribes of the Weeping Waste have their own guttural speech known as Mong – it comes with several dozen distinct dialects. The people of Org have their own language, Orgjenn. In Pan Tang, the ancient language of the Mabden is nearly forgotten, but traces of it remain in the vocabulary. And on the southern continent, the barbarians of Yu and Oin preserve their ancient tongue of Yuric. Characters who wish to may use some of their extra skills to acquire one or more of these esoteric languages. Reading and Writing are considered to be different aspects of the same skill, but Speaking is a separate ability. Some of the languages do not have written forms. The various possibilities are summarized on table [4.8.1.4] Esoteric Languages.

When characters are adventuring in these outland regions and interacting with the natives, the GM should remember to have the NPCs speak the local language and make communication very difficult if a player-character doesn't have at least Speaking in the appropriate tongue.

Of course, a character who originally hails from one of the above areas must take at least Speak Common Tongue as a skill to be able to make his way among the Young Kingdoms.

When taking a language as an extra skill, the literate classes, Nobles, Priests, and Merchants, make one roll for both Speak and Read/Write. Characters from other classes must use up two of their extra skills if they want to both Speak and Read/Write another language.

[4.8.1.4] ESOTERIC LANGUAGES

Language	Where Spoken	Written Form
'pande	Eshmir, Phum	Yes
Mong	Weeping Waste	No
Orgjenn	Org	Yes (a dead language)
Mabden	Pan Tang	Yes (obsolete and unused)
Yuric	south of Lormyr	No

[4.8.2] EVALUATE TREASURE

This is the ability of a character to sum up the value of objects such as jewels, scrolls, carpets, or anything else of value in terms of the currency of that character's own country. These evaluations should be given as ballpark figures only, and in the actual process of selling an object its value may increase or decrease depending on how badly the buyer wants it. Of course, characters who do not succeed with this roll are likely to be cheated badly, or perhaps have an inflated notion of an item's worth.

[4.8.3] NAVIGATE

This is the ability to determine one's location by the position of the stars, the presence of landmarks, the movement and position of the sun, etc. It is chiefly used in sailing a ship from one country to another. It includes such things as the

knowledge of coastal waters, placement of reefs, etc., for those vessels that don't dare the open sea but only move up and down coasts. When a navigator misses his/her Navigate roll on the open ocean, the GM should see how many numbers it was missed by and take that as an angle of error either to left or right as the GM chooses. Getting a protractor, the GM may plot a new course on the map that deviates from the original heading by that amount and land the ship somewhere unexpected. It is suggested that this be done out of sight of the players who will only know that they missed their Navigate roll. Alternately, the GM can make the roll and the player's won't know if they missed or not until they make landfall.

[4.8.4] CRAFT

This is the ability to craft, or make, items out of metal, wood, stone, hides, wool, cotton, etc. The player-character must have the appropriate tools in order to practice his or her craft.

The craftsman states what item he/she is trying to make, and then rolls 1D6 to determine how many full days (working 12 hours a day) are to be spent on the job. The Crafts roll for the particular craft is then made.

If the roll is successful, a functional item of the desired type is turned out. If a critical roll (10% of the needed roll) is made, the item is especially durable, useful, and/or beautiful. Clothing will protect against another ten degree drop of temperature, weapons will do another die of damage, armor will add another 1D6-1 to the amount of damage taken, jewelry will be worth twice what it normally is, etc.

If the Craft roll is missed, the item will look functional, but will break, wear out, tarnish, etc., after very little use. If a fumble roll of 00 is rolled, the item was spoiled in the manufacture. Players buying items from a craftsman should always test them before using them in life-or-death situations.

There are a number of crafts in which a player-character might be proficient. Due to guild jealousy, it is unlikely the character, even as a craftsman, will be proficient in more than one of them. The following list is by no means exclusive.

BLACKSMITH – Works iron for use with horses and other household implements.

WEAPON SMITH – Makes all manner of metal weapons.

ARMOR SMITH – Makes metal armor.

LEATHERWORKER – Makes armor, horse tack, clothing, belts, etc.

BOWYER – Makes bows (will specialize in a type of bow).

FLETCHER – Arrow maker.

WEAVER – A fabric maker.

JEWELSMITH – Jewelry maker.

CARPENTER – Wood worker.

ROPE MAKER – Self explanatory.

[4.8.5] FIRST AID

Medicine in the Young Kingdoms is not a unified science. There is combat medicine for the treatment of wounds, and there are aspects of Plant Lore for dealing with disease and infection (see section [4.8.9] Plant Lore). First Aid generally mitigates damage caused by weapons, but may be used for any sort of physical injury; it includes such things as staunching the flow of blood, applying a tourniquet or a splint, setting a

broken bone, bandaging, performing artificial respiration, etc. If a player is uncertain whether a medical procedure belongs under First Aid, or whether it should come under Plant Lore or Poison Lore, he/she should get a ruling from the GM.

A successful First Aid roll in a gaming situation means that the injured character has been successfully treated, and therefore the character will not lose any more Hit Points because of delayed effects of the injury, regains 1D3 Hit Points, and, if given enough time, eventually will recover. Characters who suffer a major wound or a critical hit will usually need to have some other character successfully perform the First Aid roll in order to avoid dying from the serious after-effects of the wound.

Example

When we left Merak he had just been knifed and robbed in an alley. Dyvim Storm comes along a few minutes later and finds Merak lying there in a pool of his own blood. Dyvim decides to try to save Merak's life. The GM calls for a First Aid roll from Dyvim Storm to determine if he finds all the wounds and stops all the bleeding. The Melnibonean has a First Aid skill of 85%. Rolling 1D100, his player gets a 47, which means he manages to stop the flow of blood, bandage Merak's wounds, and get him to help. Because Storm stepped in, the GM rules that Merak recovers instead of bleeding to death. After the adventure is over, Dyvim Storm's player rolls 1D100 to see if his First Aid skill improves, getting an 18. It is obvious that Storm gained no new medical knowledge from his kindly act.

A missed roll indicates that instead of helping, the methods tried were ineffectual. A seriously injured character is likely to die unless some other character attempts to heal him. A character with only minor injuries isn't hurt so badly if the First Aid roll fails – he would have recovered anyway. A fumble on a First Aid roll indicates that the would-be doctor actually causes additional harm with his/her misguided efforts at medicine. The injured character takes half again as many hits as he has already suffered.

A critical hit on a First Aid roll will either heal 1D3+3 Hit Points or prevent the long-term results of a major or critical wound.

Example

Lucia of the Purple Towns is attempting to heal a wounded merchant who has taken a major wound of 12 points (there is no maiming, just a big scar). Lucia's player rolls 00, a fumble. The poor merchant takes another 6 points of damage.

Characters who have the skill and are still conscious may attempt to heal themselves after taking an injury. Regardless of who does the First Aid, that character will get only one attempt to do the job correctly. If one has five wounded characters and only one character with a First Aid skill, one would only get a single attempt to heal each of the five injured char-

acters. If the First Aid roll is missed on any of them, the would-be doctor would not know anything was wrong until his/her patient worsened and died.

[4.8.6] MAKE MAP

This is the ability to transcribe one's surroundings fairly accurately to paper (or other medium) without actually measuring or surveying the countryside. It comes in handy when a player says "My character is mapping." At the time when the player wishes to use the map, the GM will have said character make its Make Map roll, and if it is missed, the GM may gleefully lead the players astray while 'following the character's map.' However, if the roll is made, the GM must truthfully answer all directional questions about the area mapped.

[4.8.7] MEMORIZE

This is the ability to recall things: words, conversations, messages, maps, etc., perfectly. In effect, the GM becomes the character's memory so long as the Memorize roll is successfully made. (It is suggested that written copies of things to be memorized be kept by the GM and the players.) If the Memorize roll is failed, the GM should only state that the character has a mental block and can't remember at that time. Memory rolls may only be made once every game hour.

[4.8.8] POISON LORE

Elric's world is very much like our Earth in many respects. The Young Kingdoms have thousands of different poisons producing all manners of effect, from simple nausea to instant death. There are chemical poisons, poisonous foods, and venomous poisons extracted from the poison sacs of various snakes, spiders, and sea-creatures. When a character obtains a poison, he should try to do so from a Poison Master, who can guarantee that the poison will have the desired effect.

Example

A character trying to buy poison for his sword might state that he wants a substance that will remain on the metal for a long time (say one month), but dissolve in blood and poison the person who is cut such that a man would die within one minute after taking a wound. The Poison Master would roll against his Poison Lore skill, and if the roll is successful, tell the character that he had such a poison and sell it to him.

The person knowing poisons has the ability to concoct poisons by their appearance or odor, to know the antidote for various poisons. People skilled in Poison Lore may be able to so immunize themselves in advance against certain poisons that they could drink a glass of poisoned wine without any effect while another person drinking it would die.

Poison Lore cannot be gained by experience — it must be taught. After a successful poisoning, do not roll against your skill percentage to see if you improve. Characters keep the same Poison Lore rating they start with unless they meet someone who can teach them more. Such learning encounters may be set up by the GM by using a non-player character, or additional knowledge of Poison Lore could be gained from a

Demon of Knowledge. Other ways to improve include finding a grimoire of poisons, or to learn from another player-character. Player-characters who know Poison Lore are unlikely to know exactly the same poisons although they will undoubtedly know many in common. Therefore, when two characters knowing Poison Lore encounter each other for the first time, they may exchange knowledge if they sit and talk for an hour or more of game time. To do so they should each roll 1D10-1 to get a range from 0 to 9. A roll of 0 means the player gains no new knowledge, while a 9% increase is the most a character can hope for. The two cannot learn anything further from each other until they have each learned from another source.

Master of Poison Lore may get a skill percentage as high as 200%, because of the peculiarities of learning antidotes. No matter how high the Poison Lore skill, a roll of 00 is a fumble, and means that the character does not know that particular poison.

[4.8.8.1] ANTIDOTES

Masters of Poison Lore are also Master of Antidotes; however, antidotes are much harder to learn and to produce on demand. Therefore, when rolling to see if the character knows or can produce any particular antidote for a poison, roll against half the character's Poison Lore skill. As with poisons, so with antidotes that a roll of 00 is a fumble, meaning that the antidote desired is not known and cannot be produced.

[4.8.8.2] CLASSES OF POISONS AND THEIR LEVELS OF USE

Generally speaking, there are five classes of poison use, and two divisions within each class. When a character invents a poison, it must be one available to his level of expertise, but may otherwise be in any available class and of either division. Table [4.8.8.2.1] Classification of Poisons.

Antidotes for class 1 and class 5 poisons must be taken before ingesting the poison. Antidotes for the other classes may be taken after ingesting the poison. Note that a Poison Master must be over 120% with poison before he may concoct an antidote to class 4 and class 5 poisons.

Within each class there are two sub-classes distinguished by effect. The first kind are those poisons that are painless or almost painless. The second are those poisons that cause the victim to experience agonizing suffering. Any poison that causes noticeable pain falls into the second group, if only because the victim realizes that he/she has been poisoned and there is the mental agony of knowing one might die.



[4.8.8.2.1] CLASSIFICATION OF POISONS**Skill % Poison Class**

01-20	1. Causes limited damage immediately: roll 1D100
	01-15 1D20 damage
	16-30 1D10 damage
	31-50 1D8 damage
	51-80 1D6 damage
21-40	81-00 1D4 damage
	2. Causes slow death: roll 1D100
	01-10 In 1D4 x 10 minutes
	11-30 In 1D6 hours
	31-60 In 2D10 hours
41-60	61-00 In 1D6+1 days
	3. Causes temporary paralysis or unconsciousness (pick one) for 1D100 hours.
61-80	4. Causes symptoms like illness. Victim must successfully roll CON x 5% once a day for 2D10 days or suffer the loss of 1D6 CON points permanently from the "disease" for that day. Rolls must be made every day of the effect until the character is dead, the 2D10 days are up, or the antidote is taken (normal healing plants will not work).
	81-00 5. Causes instant or rapid death: roll 1D100
81-00	01-10 Instant
	11-50 In 1D6 melee rounds
	51-00 In 1D10 minutes

[4.8.8.3] NATURAL IMMUNITIES

There are no human beings with natural immunity to poisons in classes 2 and 5. Artificial immunity against such poisons can be developed by repeatedly taking the antidote for a given poison well in advance.

A very few humans may have a natural immunity to poisons that fall in classes 3 and 4. If a poison of one of these classes of poisons is used against your character, you are entitled to make a saving roll for the character equal to his CON as a percentage. If successful, the character is naturally immune to that specific poison, and takes no ill effects from it.

[4.8.8.4] NAMING POISONS

Whenever a poison is used, the character inventing it or the GM should name it and specify which class and sub-class it falls under. GMs should keep a notebook with a section for poisons. Named poisons will always have the same effects whenever they are used. Rattlesnake venom remains about the same regardless of which individual snake produced it, and a character with an immunity to the sub-class of rattlesnake venom ought to be able to laugh at that poison the minute it hits him.

[4.8.8.5] PROCURING POISONS AND ANTIDOTES

Every large city will contain apothecary shops where characters may purchase the raw ingredients for the brewing of poisons and antidotes. On a roll of 20 on 1D20 the shopkeeper will also be a Poison Master and could sell your player-characters specific poisons and antidotes for a slightly higher fee. Also, the would-be poisoner who makes the Poison Lore skill roll

will be able to find the ingredients to make some form of the desired poison in any wilderness area. Missing the skill roll indicates that the ingredients wanted for the specific poison are not available in the general area of the character or not recognizable by him.

[4.8.9] PLANT LORE

Plant lore is the ability to recognize the virtues of various plants and to locate those plants in a favorable environment, or to recognize them if they are encountered. This skill comprises most of medicine in the Young Kingdoms other than First Aid, since surgery is virtually unknown. It is also a skill needed by wizards, and one in which Elric was expert. Certain plants are needed for the summoning of demons, and the wizard should be able to recognize and procure those plants for him/herself.

There are ten plateaus of knowledge within the skill of Plant Lore, and a person that is only on the second level of knowledge cannot even attempt to operate on the fourth level of knowledge. Plant Lore is a skill that must be taught to a character — it cannot be gained by experience. After all, something either works, or it doesn't, and it takes far too long to learn all the things that don't work. There are a number of ways in which player-characters can improve their Plant Lore. The GM can arrange for the player to be taught by a non-player character. The player may learn from a Demon of Knowledge. The player may find a book on Plant Lore. Player-characters can also learn from other player-characters with a great-

[4.8.9.1] PLANT LORE SKILLS

On this table, each succeeding level includes all the levels above it.

Skill % Skill Level

01-10	1. Generally recognize plants, would like to learn more about their uses.
11-20	2. Recognizes and can find edible plants in the wild.
21-30	3. Recognizes any poisonous plants in sight. (If the character has no Poison Lore skill, this level of Plant Lore automatically confers a Poison Lore skill of 10%.)
31-40	4. Recognizes and can find plants useful in sorcery and the summoning of demons.
41-50	5. Recognizes and can find plants that make good healing poultices (1D6 regeneration of Hit Points after 1D6 hours on a wound).
51-60	6. Recognize and can find plants that make good healing potions (2D6 regeneration of Hit Points 2D6 hours after drinking — works for wounds, poison, and disease).
61-70	7. Recognize and can find plants that cure infections (complete healing of wounds or disease after 1D6 days).
71-80	8. Recognize and can find plants that are hallucinogens, and other emotion-affecting drugs such as aphrodisiacs, hate-agents, etc.
81-90	9. Recognize and can find plants to make drugs that affect the attributes (such as the drugs which contribute to Elric's strength).
91-00	10. Recognize and can find those rare plants which when combined will make the Potion of Invulnerability.

er knowledge by serving an apprenticeship to the more experienced player. The apprenticeship should last one week of game time for each point of skill gained, and the learner cannot surpass the master in this manner.

[4.8.9.2] PLANTS AND SORCERY

As mentioned in chapter 5, some plants have specific uses in sorcery. Wizards should recognize those plants useful and needful in magic. Hellebore, chaosweed, mandragore, and gratch are all equally efficacious for creating the trance fumes necessary in the summoning of lesser demons. Demonbane, lawfleur, garlic, and asphodel will all repel creatures of Chaos of lesser might than the Lords themselves.

The GM may require the use of other plants in the creation of certain spells given in grimoires and make the securing of the plants part of the players' quests. Other plants whose effects are wholly natural may seem magical to those who don't understand them, such as using ginseng as an aphrodisiac. The wizardly character will generally do well to learn as much Plant Lore skill as possible.

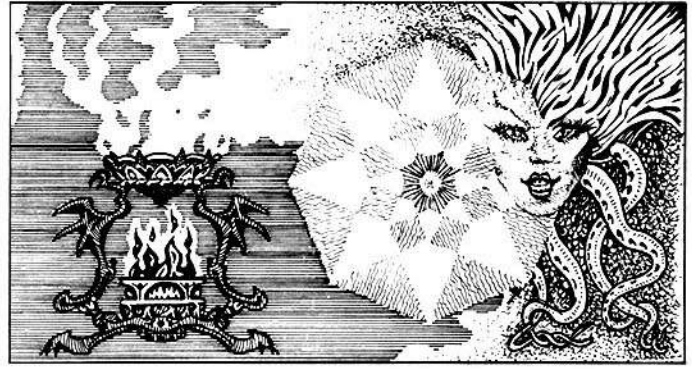
[4.8.9.3] PLANTS AND HEALING

On Earth today many plants when properly prepared have healing abilities. In the time of the Young Kingdoms, these powers for good were new and even more effective than they are today. Without going into detail as to which particular preparations of which particular plants are good for what, it can be stated that the results of the correct poultices and potions were little short of miraculous. In part this may be regarded as the benevolent workings of the Lords of Law who control all natural effects in the Young Kingdoms. Because of the difference in individual nervous systems, blood types, POW ratings, and a thousand other variables, a given plant preparation will not always have the same effect on different characters; thus, the plants on these levels have been given variable effects in varying lengths of time. (Players and GMs are encouraged to keep a notebook of plant recipes for various healing effects and develop their own medical lore based on games played.)

[4.8.9.4] DRUGS, PHYSICAL AND PSYCHOACTIVE

In the Young Kingdoms, knowledge of psychoactive plant drugs is a bit more common than knowledge of those with a marked physical effect. Medical drugs have already been discussed in the preceding section. It should be noted that simply putting a character to sleep would be the effect of a potion and thus learned in Plant Lore level 6. Psychoactive drugs include hallucinogens and those that affect the emotions. With the proper perfusion, whether as a potion, a substance to be eaten, or a perfume, the skilled master of Plant Lore can induce feelings of love, hatred, anger, fear, happiness, sorrow, obedience, rebellion, ecstasy, etc. The Plant Master first states what effect he/she is trying for — invents some likely combination of plants to do the job, and then makes the skill roll. If the roll is successful, the effect desired is achieved; if not, the player has messed up somewhere.

In the Young Kingdoms, there are also drugs that affect the physical attributes. Elric was a master of their use: he often



needed something to supply strength when he didn't own or wasn't using Stormbringer. The other five attributes can also be affected, either for good or for bad.

If the character makes his Plant Lore skill roll, then he has found a drug that affects a physical attribute. To determine which one, roll 1D6 with the following results: 1 = STR, 2 = INT, 3 = POW, 4 = CON, 5 = DEX, 6 = CHA.

The character may use a drug to either increase an attribute or decrease it, specifying which he/she wants when the drug is first discovered. After the drug is administered — it might be either eaten or injected into the bloodstream — roll 1D20 and add that number to the appropriate attribute (or subtract it) for 2D6 game hours. Drugs that reduce the attribute of STR, INT, CON, or DEX to less than 0 will have acted as a poison and slain the person involved. If those attributes are reduced by more than 50% when the drug is taken, the taker will become unconscious for 1D10 worth of game turns (at 5 minutes game time each) while the drug effect will last for 2D6 game hours.

The maximum increase or decrease is 19. A roll of 20 indicates that the character has developed an immunity to the drug (or started with one) and that it can no longer affect him/her. Players and GMs should name drugs used in this manner in order to realize, for instance, that character Merak Gren is now forever immune to dexwort.

[4.8.9.5] THE ELIXIR OF INVULNERABILITY

Certain rare herbs when combined and properly prepared have the power to temporarily render human (or animal) flesh as hard as metal without losing any of its flexibility. Called the Elixir of Invulnerability, the chief ingredient is a certain rare leaf which grows only in the forest of Troos. It is made into a pill with a little water, and while it is being prepared, the following spell must be said over it by a character with a POW of at least 20.

*Bone and blood and flesh and sinew,
Spell and spirit bind anew;
Potent potion work the life charm,
Keep its takers safe from harm.*

The proper dosage is one pill, which lasts for 1D6 game hours. The taker will be immune to any blow inflicted while the drug is working, though magical weapons will be able to cause half of normal damage. An overdose of the pills is poisonous and fatal.

[4.8.10] MUSIC LORE

Music Lore includes knowledge of songs and singing styles and playing a musical instrument. It may include such things as chanting, singing in harmony, or reciting epic poetry.

For each 10% of skill in Music Lore, the character may learn another musical instrument. Common instruments of the Young Kingdoms were the harp, the lute, the flute, the tambor, the rebec, and the skirling pipes (something like a bagpipe, but made with hollow animal horns twisted into bizarre shapes). The trumpet of aurochs horn was known, but usually reserved for sounding warnings.

Characters wishing to use their Sing skill (see [4.9] Communication Skills) must have Music Lore to match their Sing ability if they are to meet every demand made on them if singing for an audience.

Music Lore may not be improved by practice. Making a Music Lore skill roll does not entitle the character to see if the Music Lore skill is improved. It may only be increased by training, either in a situation set up by the GM, or by encountering another character with a Music Lore skill. When that happens, the character with the lower skill rating may roll 1D6 to see how much he can learn from the other bard, while the character with the higher skill rating may roll 1D4 to see how much he can learn. In order to learn anything, the two must be in each other's company for at least one game day.

[4.8.10.1] LEGENDRY AND LORE

Characters with skill in Music Lore also have a better than average command of the legends and folklore of their world. Characters who ask for a chance to make their Music Lore rolls during an adventure and then manage to roll half or less of the needed roll will remember a legend pertinent to the situation — even if the GM has to make up said legend on the spot.

Example

Merak has gained a Music Lore skill of 54%. Lost in the Weeping Waste, the player rolls Merak's Music Lore skill. He gets a 17, which is less than half of what he needed. The GM has Merak remember a story about how other travelers who were lost in the Weeping Waste found their way out of it.

[4.9] COMMUNICATION SKILLS

These three skills depend chiefly on the character's CHA rating. They deal with the character's ability to persuade others, to get one's way by dint of personality and oral skill. Like other skills, they improve through practice.

[4.9.1] PERSUADE

This is the ability to win arguments, to bring others over to your point of view. Subtract 10 points from your skill level if you are trying to persuade a character of the opposite alignment (Law vs. Chaos). The Persuade skill assumes that characters can address each other in a common language, and that the persuader isn't trying to get the other person to do something blatantly stupid. If two characters with this same skill

try to persuade each other of something the one who makes the lowest skill roll (assuming that both succeed in their skill rolls) will win the argument and persuade the other.

A roll of 00 is always a fumble, and indicates that the character has been persuaded of the exact opposite and may react to the attempt to persuade in a hostile manner if the GM so desires.

[4.9.2] CREDIT

When a character is first created, this skill, if he has it, will determine how much additional cash the character may start with. First roll the character's Credit ability. If the roll is made, roll 1D6 and 1D100. On a roll of 1-5 on the 1D6, multiply the roll 1D100 by 5 to how many LB the character has. If the roll of 1D6 is a 6, multiply the roll of 1D100 by 10 to determine the LB.

Characters will start either with the coinage of their own nationality (unless the character comes from a nation that doesn't have its own coinage, such as Yu or Oin) or with the coinage of the nation in which the character starts his adventures.

After a character has been established for some time, he or she may want to take a loan from another character. Any reasonable amount of money may be loaned or borrowed, and the collateral may be arranged just as it would be on Earth, but before the loan can be granted, the borrower must roll against his Credit skill. If the roll is successful, the loan will be granted; if the roll is missed, the lender will change his/her mind. Loans cannot be asked for more than once per game week from the same lender and no more than five loan applications may be made in any given city in the Young Kingdoms.

GMs should attempt to control the amount of money that can be freely borrowed by (1) having sources of credit few and far between, (2) not allowing a character to get more than one loan at a time in any given country.

The Credit skill may be used for panhandling for money that the character never intends to give back. This is begging pure and simple, and the character should never net more than 1D20 LB coins from it at one time.

[4.9.3] ORATE

This is the ability to sway crowds by one's voice — delivering an impassioned speech that rouses the emotions of many people. It can be highly effective, but the speaker must also be a leader and take the lead in any actions that he/she wants the crowd to perform. Oratory may also be used to good effect on such aggregates as a city council, a posse, or a group of cutthroats about to do in the character.

The skill of Orate may never get better than 99%. A roll of 00 is always a fumble, and it makes the listeners so angry that they will probably attack the speaker.

[4.9.4] SING

This is the ability to "sell" a song or story told to music, as well as any instrumental accompaniment. The character must know Music Lore in order to have songs to perform, but this is the skill of getting paid for it.

Players may try to earn a living by means of their Sing skill. When the skill roll is made on 1D100, he or she has performed well and the surrounding crowd, if there is one, will throw

money to the value of 1D100 LB pieces. If the skill roll is critical, 10% or less of the needed roll, the crowd will throw the equivalent of 1D100 x 5 LB pieces. Entertaining heads of state or other important personages will involve similar raises in pay.

Example

Moonglum is singing for his supper in Filkhar. He has a Sing ability of 50%. The roll is 04, which is within the critical margin. The citizens like his singing so much that they throw money at him, which when he counts it is the equivalent of 285 LB pieces. Not bad for a song in the marketplace.

Maximum Sing ability is 99%. A roll of 00 is always a fumble — it means that for some reason your character sounds like a rusty hinge or a gallows crow and nobody wants to listen. People may be angered and attack a character who fumbles a Sing skill roll. They expected better.

[4.10] OTHER SKILLS

It is possible that *Stormbringer* players will think of other skills not listed in this chapter. Feel free to add them to the skills already listed, but please take the care to define them. Before such invented skills may be used in a game situation, the logic of using them must be approved by the GM.

[4.11] SKILLS LIST

Type	Skill	Beginning %	Experience?	Pre-requisite
Stealth	Move Quietly	10% +	Yes	
	Hide	10% +	Yes	
	Ambush	Bonus	Yes	
	Conceal	Bonus	Yes	
	Cut Purse	Bonus	Yes	
Agility	Ride	Bonus	Yes	
	Swim	Bonus	Yes	
	Climb	10% +	Yes	
	Jump	10% +	Yes	
	Tumble	Bonus	Yes	
	Dodge	Bonus	Yes	
Manipulation	Tie/Untie Knot	Bonus	Yes	
	Set/Disarm Trap	Bonus	Yes	
	Sleight of Hand	Bonus	Yes	DEX of 15+
	Juggle	Bonus	Yes	DEX of 13+
	Pick Lock	Bonus	Yes	
Perception	See	10% +	Yes	
	Listen	10% +	Yes	
	Scent	Bonus	Yes	
	Taste	Bonus	Yes	
	Balance	10% +	Yes	
	Search	Bonus	Yes	
	Track	Bonus	Yes	
Knowledge	Read/Write Common Tongue	0%	Yes	
	Read/Write Low Melnibonean	0%	Yes	
	Read/Write High Melnibonean	0%	Yes	INT of 16+
	Read/Write/Speak Other Languages	0%	Yes	
	Evaluate Treasure	Bonus	Yes	
	Navigate	Bonus	Yes	
	Craft	Bonus	Yes	
	First Aid	Bonus	Yes	
	Make Map	Bonus	Yes	
	Memorize	Bonus	Yes	
	Poison Lore	0%	No	Training only
	Plant Lore	0%	No	Training only
	Music Lore	0%	No	Training only
Communication	Persuade	10% +	Yes	
	Credit	Bonus	Yes	
	Orate	Bonus	Yes	
	Sing	Bonus	Yes	

10% + — All characters start at 10% with these skills plus whatever ability bonus they may have.

Bonus — All characters start with whatever their ability bonus is in this skill category. This may be a minus bonus.

0% — The skill must be taught by a Master initially, before any ability bonus will apply.



Creatures and Beasts

Elric's world is meant to be the earth at a time before history. Though the continents bear no resemblance to those of our world, though the moon is never never mentioned, and though the world is infested with gods and demons and magical beings, we should still think of it as Earth. The gravity is the same and the air is the same, as are most of the beasts and plants. Since the fauna is almost identical with that of present-day Earth, it is no surprise to learn that it isn't much of a threat to the men of the Young Kingdoms. The supernatural menaces — intruders from other planes of reality — are far more deadly, at least as far as player-characters in this game are concerned.

[7.1] COMBAT WITH BEASTS AND MONSTERS

The general theory of combat between armed opponents was discussed at length in chapter 3. Beasts, monsters, alien creatures, strange unhuman races, etc., should all be considered "armed opponents" for purposes of combat, even though they will generally be fighting with claw and fang. All creatures in *Stormbringer* are given a DEX rating, and that DEX rating is used to determine attack order (see section [3.2.2] Determining the Order of Attack). If the creature has more than one attack coming (say 2 claws and 1 bite attack), all are taken at the same time. The use of a DEX rating for non-sentient creatures is specifically for use in combat and should not be construed to represent judgment about the clumsiness or manipulative abilities of the creature in question.



[7.1.1] BEAST SKILLS

Most of the beasts listed in this chapter will be described as if they were intelligent beings. In a sense they are. Creatures such as bears, apes, elephants, dragons, etc., can definitely think, solve problems, and sometimes even use tools. Each animal or creature will be listed as having certain skills, chiefly those you would expect the animal to have. For example, apes would have a Climb skill, and several others. If the beast's INT rating is less than 3D6, its skill levels are fixed and will not improve, no matter how often they are used. If the beast's INT rating is 3D6 or greater, then it should be treated just as if it were a player-character. In fact, players may choose to play such intelligent beasts if they so desire. Such creatures may improve their skills. However, all of the beasts, monsters, and assorted creatures listed in this chapter lack the ability to work or use human magic. If they have any magical abilities of their own, those will be listed in the description of the creature.

[7.2] EARTHLY ANIMALS

This section is devoted chiefly to large animals — mostly predators — that could threaten the life of a human being. Since animals like wolves and tigers should be familiar to everyone already, little effort is made to describe these common creatures. Generally speaking, these animals will not attack men unless driven to by fear or hunger, or if defending their lairs. In addition to setting parameters for the creature's attributes and skill ratings, each description will include a few words about the animal's normal behavior, habitat, and method of fighting. This background material should be considered by the GM in planning any animal encounters. Animals are not listed in any particular order.

[7.2.1] GREAT BLACK APES

<i>Attributes</i>		<i>Skills</i>	
STR	4D6+12	Climb	60%+1D10
CON	3D6+6	Track	40%+1D10
SIZ	2D6+12	Move Quietly	10%+1D10
INT	1D6+1	Hide	10%+1D10
POW	2D6	Search	10%+1D6
DEX	3D6+6	Scent	20%+1D10
Hit Points: CON+SIZ-12		Listen	20%+1D10
<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
Bite	45%	2D6	
Hand/claw	60%	2D6+2	30%

ARMOR — 2 point skin.

The great black ape is not particularly aggressive. Many of its natural combats are handled through ritual display, chest-pounding, fang-baring, and other such bluffing tactics. There is a 30% chance that it can be frightened away if it is suddenly subjected to a loud noise. However, if not scared away, it will charge to attack under such provocation. Black apes can attack with both hands and bite in the same combat round. If it hits with both hands it will grapple and do double damage each combat turn until its foe is either slain or has broken free. To break out of a black ape's deathgrip, the victim must make a successful STR vs. STR roll.

HABITAT — Great black apes are found naturally only in the forbidden jungles of the far southwest across the Boiling Sea and in the mountain jungles of northern Argimiliar. They are easily trapped and are frequently included in the menageries of the kings and lords of all the nations of the southern continent.



[7.2.3] FOREST BEARS

Attributes		Skills	
STR	4D6+6	Move Quietly	50%+1D10
CON	3D6+6	Hide	70%+1D10
SIZ	3D6+6	Ambush	30%+1D10
INT	1D6	Swim	70%+1D10
POW	2D6	Climb	30%+1D10
DEX	3D6+3	Search	25%
Hit Points: CON+SIZ-12		Listen	20%+1D10
		Track	90%
		Scent	90%

Weapon	Attack	Damage	Parry
Bite	25%	1D8	
Claw	40%	2D6+3	20%
Hug	*	3D6	

* The forest bear has two claw attacks every combat round. If it hits with both attacks, it will hold on and hug on the next combat round. A player-character caught in a hug cannot use any weapon against the bear except a dagger. To escape from a hug before death, the character must either be rescued by another player-character, kill the bear with a dagger, or make a successful STR vs. STR roll. STR vs. STR rolls are made at the beginning of the new combat turn before anything else happens. When a player escapes in this fashion, he/she may not attack for the remainder of the combat turn, but the bear may attack if it wishes. A bear cannot bite or claw while hugging a victim. Players caught in a hug while wearing armor may double the rolled protective value of their armor each combat turn.

ARMOR — 3 points for skin and fur.

The forest bear comes in a wide variety of sizes and colors, although the main colors are black and brown. They are solitary creatures except during the mating season in the fall when male and female consort for approximately one month. Two cubs are born to the female during the winter every other year, and they will spend a year and a half with the mother before being turned out on their own. Cubs fight at the same percentages but only half the damage dice when less than a year old, and should be treated as adult bears if older. The forest bear is omnivorous and has no fear of men, but it will not attack unless wounded, taunted, or tempted with something good to eat.

HABITAT — The forest bear is found wherever there are forests in the Young Kingdoms, from the northern reaches of Tarkesh to the southernmost borders of Lornmyr, and on every major forested island including Melnibone, Pan Tang, and the Island of Purple Towns.

[7.2.2] BABOONS

Attributes		Skills	
STR	3D6+6	Move Quietly	20%+1D10
CON	3D6	Hide	20%+1D10
SIZ	3D6	Ambush	10%+1D6
INT	1D6+1	Climb	70%+1D10
POW	2D6	Search	25%
DEX	2D6	Listen	20%+1D10
Hit Points: CON+SIZ-12		Track	30%
		Scent	30%
		See	25%

Weapon	Attack	Damage	Parry
Bite	35%	1D8+2	
Claw	40%	1D6+2	30%

ARMOR — 1 point of protection from skin and fur.

Baboons in the Young Kingdoms are not nearly as intelligent as their *RuneQuest* counterparts. They tend to wander in family tribes of 10-20 animals. They are both plant and meat eaters, generally killing small game, rodents, small ungulates, monkeys, and other small apes, etc. They are very aggressive, either singly or in groups, and will frequently attack creatures larger than themselves, even such formidable foes as men or big cats.

HABITAT — Baboons are widely scattered in the Young Kingdoms, wherever there are semi-arid steppes. They are common in southern Shazaar, the Silent Land, Pikarayd, Argimiliar, Oin, Yu, and the southern parts of the Weeping Waste.

[7.2.4] CAVE BEARS

<i>Attributes</i>		<i>Skills</i>	
STR	4D6+18	Hide	40%+1D10
CON	3D6+6	Ambush	40%+1D10
SIZ	3D6+18	Swim	35%+1D10
INT	1D6	Climb	30%+1D10
POW	2D6	Search	25%
DEX	3D6+6	Listen	20%+1D10
Hit Points: CON+SIZ-12		Track	90%
		Scent	90%
<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
Bite	65%	1D10+4	
Claw	45%	2D6+4	45%
Hug	*	7D6	

* Everything said in section [7.2.3] about the hug of the forest bear applies to the hug of the cave bear, except that the cave bear is larger and more powerful and does even more damage.

ARMOR — 4 points for skin and fur.

The cave bear is a solitary creature with no fear of men. It may attack once with each of its two forepaws and attempt to bite once every combat turn. For all its size, it is surprisingly quick, as reflected by the high DEX rating. If it hits with both claws, it will hold on and hug during the next combat round.

HABITAT — The cave bears lives as far from man as possible.

It is found in Myrrhyn, the Silent Land, the remoter reaches of Shazaar, the Sighing Desert, the Weeping Waste, and the far fringes of Oin, Yu, Argimiliar, and Lormv'r.

[7.2.5] TIGER

<i>Attributes</i>		<i>Skills</i>	
STR	3D6+12	Move Quietly	90%
CON	3D6+6	Hide	70%+1D10
SIZ	3D6+6	Search	40%+1D10
INT	1D6	Track	90%
POW	3D6	Scent	90%
DEX	3D6+6		
Hit Points: CON+SIZ-12			
<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
Bite	45%	2D6	
Claw	70%	1D8+3	50%
Ripping	*	3D8	

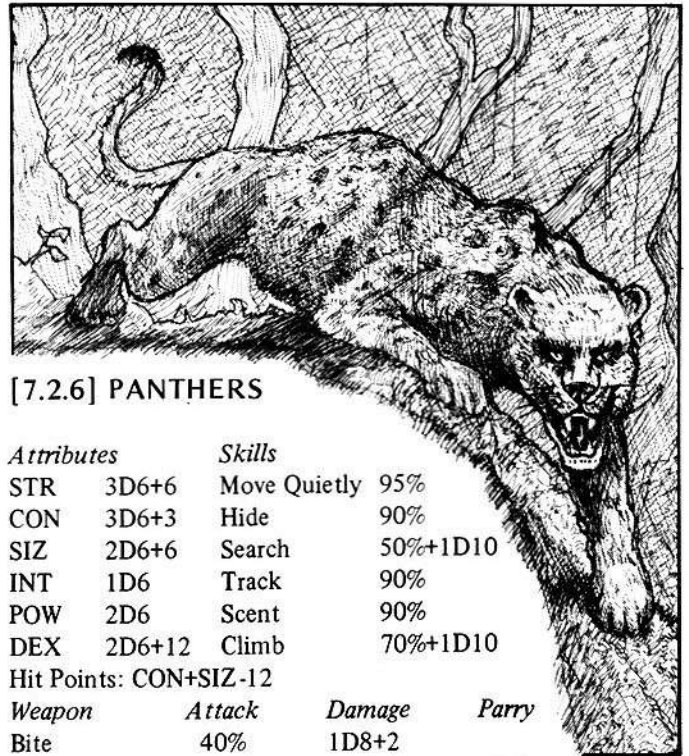
* If it hits with both claws, it will also rip with its hind claws on all future combat rounds, continuing to bite as well. Only the death of tiger or the prey will terminate a ripping attack. Because of the nature of the attack, ripping attacks hit automatically. A character or creature being ripped may not use any weapon against the tiger except for its own teeth and claws (or in the case of men, a dagger).

ARMOR — 2 points for skin and fur.

Tigers live in small family groups of 2-3 animals (generally mates and their cub), but hunt alone. It gets two claw attacks and one bite attack in that sequence in each combat round.

Tigers are highly intelligent, and may be trained to serve as hunting animals. In rare cases they act as a Pan Tang warrior's combat companion.

HABITAT — The tiger is a rare animal in the Young Kingdoms. Tigers roam freely only on the Isle of Pan Tang where it is the sacred totem animal of Chardhros the Reaper, Lord of Chaos. It can also be found in the southern jungles of the unknown east beyond the Weeping Waste, but those tigers are never used by men for war or hunting.

**[7.2.6] PANTHERS**

<i>Attributes</i>		<i>Skills</i>	
STR	3D6+6	Move Quietly	95%
CON	3D6+3	Hide	90%
SIZ	2D6+6	Search	50%+1D10
INT	1D6	Track	90%
POW	2D6	Scent	90%
DEX	2D6+12	Climb	70%+1D10
Hit Points: CON+SIZ-12			
<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
Bite	40%	1D8+2	
Claw	60%	1D6+2	50%
Ripping	*	3D6	

* If they hit with both claws, they will hold on and rip with their hind legs during the next combat round while continuing to bite. Because of the nature of their attacks, hitting is automatic. Victims of a ripping attack may use nothing against the panther but their own teeth and claws (and a dagger for humans). After one turn of ripping, the panther will always disengage, spring free for one combat turn, and then return to the attack if it intends to keep fighting. If a panther suffers serious wounds (more than ¼ of its Hit Point total), it will attempt to disengage and run for it.

ARMOR — 1 point for skin and fur.

Panther is a general term for all the large felines inhabiting the Young Kingdoms. It includes such things as leopards, jaguars, and pumas. The animal may be yellow with black spots, white with black spots, pure black, pure white, tan, or cream colored. They tend to be solitary except during the mating season. They often lurk in trees or thick brush. They have no fear of men and will often ambush a lone traveler. Although not particularly intelligent, they know better than to attack when they are outnumbered.

The panther gets two claw attacks and one bite attack during each combat round.

HABITAT — Panthers of one form or another are found in most of the Young Kingdoms. Notable exceptions are Pan Tang, the Island of Purple Towns, and Melnibone, where they were hunted to extinction.



[7.2.7] HAWKS

Attributes		Skills	
STR	2D4+1	See	75%
CON	2D6	Dodge	45% (in air)
SIZ	1D6+3		
INT	1D4		
POW	1D6+3		
DEX	2D6+12	Hit Points:	CON
Weapons		Attack	Damage
Beak		35%	1D4
Talons		35%	1D6+1
Strike*		80%	2D6+3

* Hawks can do far more damage than usual if they complete a strike, which is a long falling dive usually accompanied by surprise. Diving hawks do not open their wings and beat upward until after their talons have struck their prey. If a hawk misses its strike, it will fly away, perhaps to come back and attack again a few combat turns later. If the strike hits, but does not kill or disable the prey, the hawk will continue its attack by flying at the face or neck of the victim in its normal combat style.

ARMOR – None.

There are many different types of hawks in the Young Kingdoms. They are common in all forests, mountain ranges, wastelands, farming areas, etc. They are frequently domesticated for the use of the nobles. Although they will not commonly attack men, they can be trained to do so. The particular variety of hawk is determined by its SIZ and STR rating. A sparrow hawk would be at the lower end of the range, while a goshawk would be at the upper end of the SIZ and STR range.

Hawks normally get one talon and one beak attack in each combat turn, and they usually attack the face and neck.

HABITAT – Hawks may be located virtually anywhere in the Young Kingdoms. Player-characters who are of the Noble class may possess 1D6 worth of trained hunting or fighting hawks simply by stating their desire to do so when the character is created. Such “tame” hawks should be rolled up and named on the spot.

[7.2.8] EAGLES

Attributes		Skills	
STR	2D6+1	See	75%
CON	3D6	Dodge	30% (in air)
SIZ	1D6+6		
INT	1D6		
POW	1D6+6		
DEX	2D6+9	Hit Points:	CON
Weapon		Attack	Damage
Beak		35%	1D6
Talons		35%	2D6
Strike*		70%	3D6+3



* Eagles can do far more damage than usual if they complete a strike, which is a long falling dive usually accompanied by surprise. Diving eagles do not open their wings and beat upward until after their talons have struck their prey. If an eagle misses its strike, it will fly away, perhaps to come back and attack again a few combat turns later. If the strike hits, but does not kill or disable the prey, the eagle will continue its attack by fluttering about its victim striking with talons and beak.

ARMOR – 1 point for feathers.

Eagles are not as common as hawks in the Young Kingdoms; nevertheless, there are many different types of them ranging from the small fish eagle to the great golden eagle that is almost as large as a man. Eagles will attack anything smaller than themselves while hunting and will not fear to attack men when defending their nests. Trained eagles are non-existent.

Eagles get two talons and one beak attack in each combat turn, and will attack anywhere above the waist on a man, or anywhere on the whole body when fighting a beast.

HABITAT – Eagles are found in the upland forests and jungles of the Young Kingdoms, except for some of the fish eagles which are found at wilderness areas along the seacoasts. They are most common in Myrrhyn, and in the northern mountain jungles of the southern continent, but could be found in any of the Young Kingdoms.

[7.2.9] VULTURES

Attributes		Skills	
STR	2D6+1	See	60%
CON	3D6	Dodge	15%
SIZ	2D6		(in air)
INT	1D4		
POW	1D6+3		
DEX	2D6	Hit Points:	CON
Weapons		Attack	Damage
Beak		30%	1D6
Talons		25%	1D6+3

ARMOR – 1 point for feathers.



Vultures are carrion eaters and prefer to wait until a beast is dead before attacking it. Not being particularly bright, they can be fooled into attacking a motionless man who has evidenced signs of distress. Vultures tend to circle in flocks. To determine the number of vultures present, roll 3D6.

HABITAT – Vultures are most commonly found in the Weeping Waste, the Sighing Desert, and the Silent Land. They do not get along with eagles and are unlikely to be found in the same territory.

[7.2.10] WOLVES

Attributes		Skills	
STR	2D6+6	Track	80%
CON	3D6+3	See	60%
SIZ	3D6	Search	60%
INT	1D6	Scent	80%
POW	2D6	Move Quietly	70%+1D10
DEX	2D6+6	Hide	60%+1D10
Hit Points: CON+SIZ-12		Dodge	50%+1D10

Weapon	Attack	Damage
Bite	30%+1D10	1D8

ARMOR — 1 point for fur.

Wolves are generally pack animals. If it is a random encounter, roll 1D20 to determine how many wolves are in the pack. If the GM wants the average pack with no chance of meeting a lone wolf, roll 2D6+3. Wolves will generally avoid men unless they are starving. Highly intelligent, hunting wolves will often lay ambushes or herd their prey in a circle. They attack by leaping in and biting, then leaping back out again. Wolves get 1 attack roll and up to 3 Dodge rolls on every combat turn because of their great agility. For each minor wound they suffer they lose 1 of their Dodge rolls — a major wound will decrease the wolf's Dodge ability by 2 rolls per combat turn. Wolves who have lost all 3 of their Dodge rolls because of wounds have no defense except the hope that the attacker will miss them.

HABITAT — Wolves are found throughout the Young Kingdoms, but not on any of the islands. They usually stay in the deep wilderness and avoid cities. They prefer the cooler climes, but can also be found in the tropical jungles and the desert wastes.

[7.2.11] DOGS

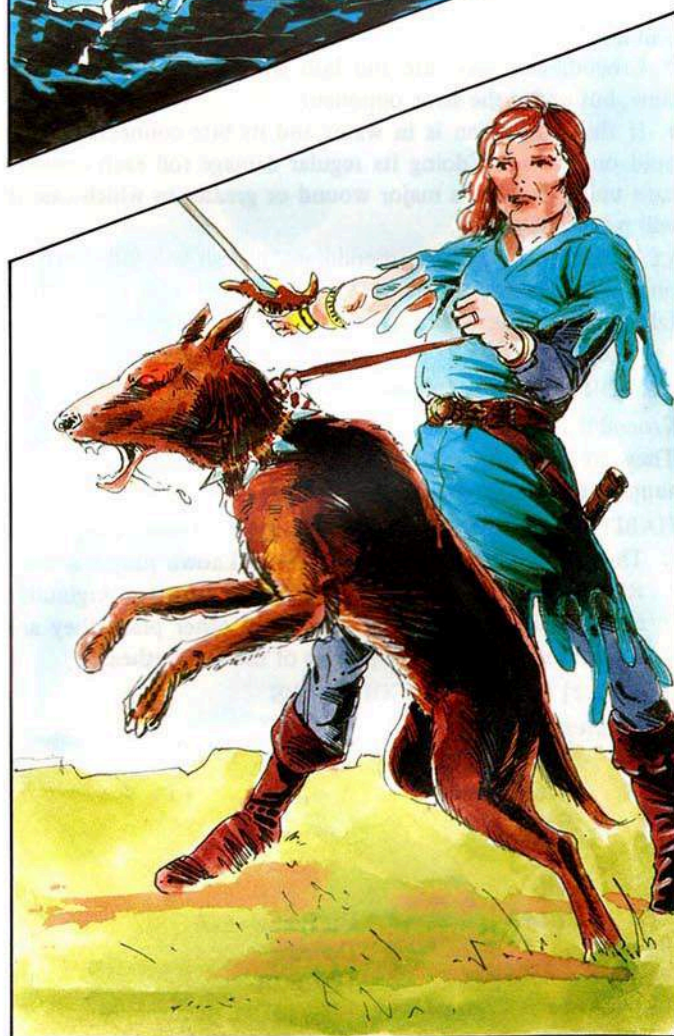
Attributes		Skills	
STR	2D6+3	Track	70%+1D10
CON	3D6	See	40%+1D10
SIZ	2D6+1	Scent	70%+1D10
INT	1D6	Hide	20%+1D10
POW	2D6	Dodge	25%
DEX	2D6+1		
Hit Points: CON			

Weapon	Attack	Damage
Bite	30%+1D6	1D6

ARMOR — None.

Dogs are common enough in the Young Kingdoms, being found wherever there are men. There are unnumbered breeds and cross-breeds, so the GM will be forced to describe the canine when he/she uses them. If you wish to assume dogs large enough to deal with wolves, create them as a wolf in section [7.2.10] and call the result 'dog.'

Dogs fight in much the same style as wolves, biting and then dodging away. Dogs get only 1 Dodge roll per combat turn and 1 Attack roll. If running in a pack, there will only be 2D6 animals, unless it is a specially created hunting pack. A wounded dog has no Dodge rolls in a combat turn.



HABITAT — Anywhere that men can be found. Any player-character may own a dog and train it to fight with him (and for him/her) in combat. Nobles may own whole packs of hunting dogs by merely stating their desire to do so. Generally, the use of packs of hunting dogs is not encouraged for general play, but if you have a Noble character who wants pack of wolfhounds, don't forget to roll up a 'master of hounds' human character to be responsible for them.

[7.2.12] CROCODILIANS

There are a large variety of aquatic lizards in the world. Alligators, crocodiles, gavials, and others will be found wherever there are swamps or jungles. The GM may choose the particular variety of crocodilian to suit him/herself. The tables given below are for small and large crocodilians respectively. The small ones would be the normal 4 to 10 feet in length while the large ones are anywhere from 12 to 30 feet in length.

[7.2.12.1] SMALL CROCODILIANS

Attributes		Skills	
STR	2D6+18	Swim	100%
CON	2D6+6	Ambush	25%
SIZ	3D6+6	Move Quietly	50%
INT	1D4		
POW	1D6		
DEX	2D6+3	Hit Points: CON+SIZ-12	
Weapon		Attack	Damage
Bite*†		40%	2D10
Tail lash*††		40%	1D10+2

* Crocodilians may bite and lash with the tail at the same time, but not at the same opponent.

† If the crocodilian is in water and its bite connects, it will hold on and spin, doing its regular damage roll each combat turn unless it takes a major wound or greater in which case it will release its victim.

†† A character hit by a crocodilian tail lash will fall down at once unless he/she can make a saving roll of STR x 2%. After falling, a character's Attack percentage is reduced by half until he regains his feet.

ARMOR — 5 points for scaly skin.

Crocodilians have no fear of men and will often attack them. They are not truly pack animals, though conditions tend to support them in large numbers wherever they can live.

HABITAT — Crocodilians are rare in the Young Kingdoms.

They are common enough in the unknown jungle around R'lin K'ren A'aa, and in the jungles of northern Argimiliar in the southern continent. The only other place they are found is in the unknown jungles of the far southeast.

[7.2.12.2] LARGE CROCODILIANS

Attributes		Skills	
STR	3D6+30	Swim	100%
CON	1D6+12	Ambush	10%
SIZ	3D6+12	Move Quietly	25%
INT	1D4		
POW	3D6		
DEX	2D6+3	Hit Points: CON+SIZ	
Weapon		Attack	Damage
Bite*†		60%	1D10+14
Tail lash*††		60%	1D6+14

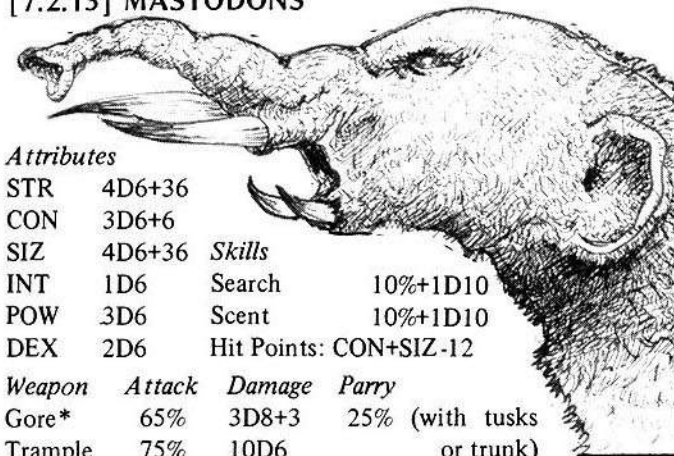
*, †, and †† mean the same as they did in [7.2.12.1].

ARMOR — 10 points for tough skin.

Large crocodilians don't develop naturally. It takes centuries to grow to such a size, so these creatures tend to be temple guardians or gods to some savage people. They are extremely rare and should be encountered only under the strangest of conditions.

HABITAT — Very large crocodilians are found only in the forbidden jungles around R'lin K'ren A'a and in the unknown jungles of the far southeast.

[7.2.13] MASTODONS



Attributes

STR	4D6+36		
CON	3D6+6		
SIZ	4D6+36	Skills	
INT	1D6	Search	10%+1D10
POW	3D6	Scent	10%+1D10
DEX	2D6	Hit Points: CON+SIZ-12	
Weapon		Attack	Damage
Gore*		65%	3D8+3
Trample		75%	10D6
			25% (with tusks or trunk)

* Instead of goring, a mastodon may attack with its trunk. The percentage chance of success is the same as its chance to gore, but no damage is done. Instead the victim must roll STR vs. half the animal's STR or be placed in position to be automatically trampled on the next round. Alternately, the beast may fling the victim away doing falling damage based on 3 feet (1 meter) per 3 points of the beast's STR.

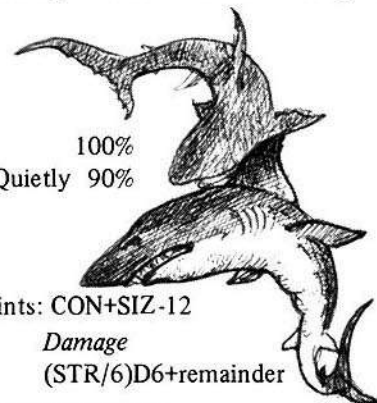
ARMOR — 6 points for skin.

The Young Kingdoms existed at a time in Earth's history when mammoths and mastodons were common and the elephants of today were unknown. Mastodons were reddish-brown, and their trunks and ears were a bit smaller than an elephant's, and they were quite shaggy. In the far eastern kingdoms beyond Eshmir, mastodons have been domesticated and are used in war and work.

HABITAT — Mastodons are found only on the eastern continent. The farther east one goes the more common they become.

[7.2.14] SHARKS

Attributes		Skills	
STR	6D6	Swim	100%
CON	2D6+6	Move Quietly	90%
SIZ	5D6+6		
INT	1D4		
POW	2D6		
DEX	3D6	Hit Points: CON+SIZ-12	
Weapons		Attack	Damage
Bite		50%	(STR/6)D6+remainder



ARMOR — CON/3, ignore the remainder.

Sharks come in many sizes. Their ferocity and fearsomeness depends mostly on their SIZ, which is proportional to their STR. Roll 1D100 to determine the percent chance of sharks being in the area. Then roll 1D100 again. If the roll is less than or equal to the percent chance just determined there will be 1D6 sharks in the water and they will attack any bleeding person or anyone who is thrashing about and creating a disturbance.

HABITAT — Sharks are found in all the oceans of the Young Kingdoms. GMs who wish to have a freshwater equivalent of this menace may roll as for a shark, but call it a pike, which is freshwater fish and dangerous. The chance of pike being present in a particular river or lake is only 1D100/4.

[7.2.15] SNAKES

There are hundreds of different types of snakes in the Young Kingdoms. While the great majority of them are harmless to men, there are many that are poisonous and a few large constrictors big enough to endanger a man. The poisonous snakes are generally not especially large, although the GM may create giant variants of some poisonous serpents if he/she wishes to.

[7.2.15.1] POISONOUS SNAKES

<i>Attributes</i>		<i>Skills</i>			
STR	1D10	Move Quietly	90%		
CON	2D6	Hide	80%		
SIZ	1D10	Ambush	70%		
INT	1D4	<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	
POW	1D6	Bite*	90%	(1D10)D6	
DEX	2D10	Hit Points: CON			

* The snake bite itself is usually an insignificant wound. The true danger comes from the poison. When the snake is created, 1D10 should be rolled to determine how many 1D6 worth of hits the poison is worth. Poison wounds take 1D6 combat rounds to take effect. Healing applied before the poison takes effect will reduce the effect of the poison by 50%. Armor may protect against snake bite. If a character is wearing armor when bitten, the player may roll POW x 5% to see if the bite reached through to the flesh. Failing the POW roll means he was bitten in a place the armor didn't cover. Serpentine venoms should be regarded as class 1 and 2 poisons – there are no natural immunities to them. A character who survives a snake bite will develop a partial immunity to the venom if given time to recover. If bitten by the same type of snake in a later adventure, the character may reduce the rolled damage by half because of its partial immunity. For this reason it is important for GMs to name their poisonous serpents – tell the player whether it is a cobra, rattlesnake, or fer de lance that has bitten him/her.

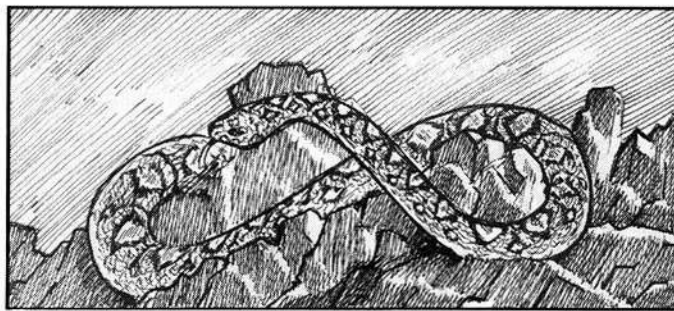
ARMOR – None.

HABITAT – Poisonous snakes are available throughout the Young Kingdoms, on all continents and all islands.

[7.2.15.2] CONSTRICTORS

<i>Attributes</i>		<i>Skills</i>			
STR	3D6+12	Move Quietly	80%		
CON	3D6+6	Hide	70%		
SIZ	5D6	Ambush	60%		
INT	2D6	<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	
POW	2D6	Bite	40%	1D6	
DEX	2D6+6	Crush*	60%	2D6	
Hit Points: CON+SIZ-12					

* Once a big constrictor has wrapped a character in its coils and begun to crush, there is little hope for escape unless the serpent can be quickly slain. After the snake first hits with a crush-roll it gets to continue crushing on all following combat turns until its victim dies or until the snake is slain. Armor will help protect against crushing – make the armor roll and subtract it from the snake's crushing roll. A character being crushed may keep his weapon arm free to continue fighting if the player makes the character's DEX x 3% roll. After each round of crushing, the character must roll his CON x 5% or pass out and lose the ability to fight back.



ARMOR – None.

Constrictors (usually pythons and boas) get 1 bite attack and 1 crush attack per combat round. They have no fear of men, and will attack them if they can catch the humans asleep or weakened. They are subtle and intelligent and will not attack stupidly or blindly. Constrictors in the Young Kingdoms have no special mesmeric powers.

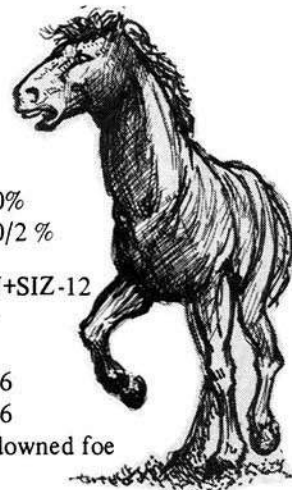
HABITAT – Constrictors are found throughout the Young Kingdoms, usually far from the haunts of men. They especially like abandoned ruins and earthen caves in hot climes. They are both arboreal and aquatic. They hunt when they are hungry, regardless whether it is day or night. There are no constrictors on the Island of Purple Towns, but they can be found everywhere else, being quite common on Melniboné, where they are often cultivated as pets.

[7.2.16] HORSES

Horses are the commonest riding animal in the Young Kingdoms, just as they have always been in our world. They are spread throughout the Young Kingdoms, existing everywhere except the jungle lands of R'lin K'ren A'a. They come in all sizes and colors from the sturdy brown ponies of the barbarians of the Weeping Waste to the huge and mighty grey war-horses of Jharkor. When creating a horse on the tables following, players may choose any normal equine color or combination of shades for their animal.

[7.2.16.1] COMMON HORSES

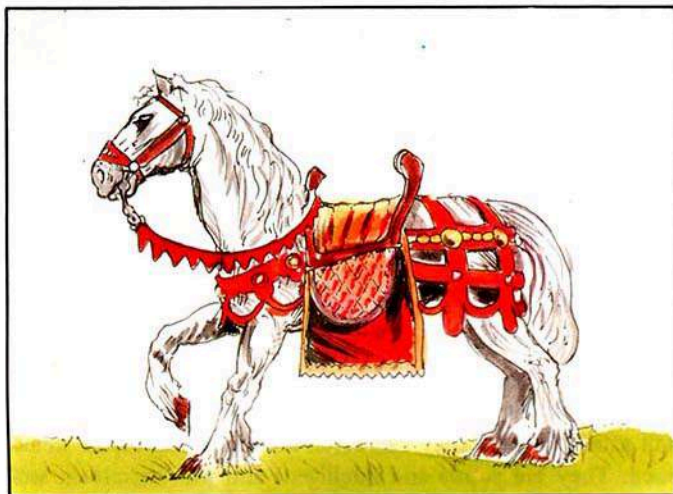
<i>Attributes</i>			
STR	3D6+18		
CON	2D6+6	<i>Skills</i>	
SIZ	4D6+12	Swim	1D100%
INT	1D6	Scent	1D100/2 %
POW	1D6		
DEX	3D6	Hit Points: CON+SIZ-12	
<i>Weapons</i>		<i>Attack</i>	<i>Damage</i>
Bite		5%	1D10
Kick		5%	1D8+2D6
Rear and plunge		5%	2D8+2D6
Trample		25%	4D6 to downed foe



ARMOR – 1 point for skin.

A horse strikes at its DEX rating when it is not carrying a rider. For each rider reduce its DEX rating by 1D6 each combat round. Horses may carry two riders if necessary. If the rating goes as low as 0, the horse cannot attack that round.

Horses may only use 1 of their attack modes each combat round, and may not use the the same combat mode twice in succession. Combat skills for horses do improve once they score hits.



[7.2.16.2] WAR HORSES

War horses are almost the same as common horses except that they are bigger, smarter, and meaner. Use the table in [7.2.16.2] creating a war horse, but let INT equal $1D6+3$. In combat, that is biting, kicking, and plunging, war horses start at $5\%+1D20$ in all skills and may improve as any fight would. Trampling a fallen foe remains at 25%, however. War horses should have a Minor Character Description form filled out for them, and should be named and treated almost as a character. Lastly, a war horse must be at least a 25 in its SIZ rating. Players who wish to add a little more detail to their description of the horse may roll $1D6$ to determine its sex: 1-3 = stallion, 4-5 = mare, 6 = gelding.

[7.2.16.3] BARBARIAN PONIES

Use the regular table for creating a horse, but subtract 6 from STR and SIZ ratings. Ponies are chiefly found in the Weeping Waste, Elwher and the unknown eastern nations, and the city-states of Ilmiora. Roll $1D6$. On a roll of 5 or 6, the player may treat the pony as a warhorse for combat purposes, although its attributes remain unchanged.

[7.2.16.4] MULES

Mules are chiefly used as beasts of burden in the Young Kingdoms. Merchants also sometimes use them as saddlebeasts. Their great virtue is that they are more intelligent and sturdy than most horses. Create them as you would create a normal horse, but roll $1D6$ for INT, and $3D6+3$ for CON. They will also be somewhat smaller than most horses. Give them $4D6+6$ for SIZ.

Because of their greater intelligence, mules are somewhat better fighters than horses. Start them with 10% to hit when attacking with a bite, kick, or rear. However, mules have delicate ankles and will not trample a fallen foe. There are no special war mules in the Young Kingdoms.

[7.2.17] OTHER COMMON EARTHLY ANIMALS

I have barely been able to scratch the surface with the types of animals listed so far. For other animals you may wish to include in your scenarios, see section 5 of Sandy Petersen's *Gateway Bestiary*. The GM who wishes to use such things as ants, bees, raccoons, wild pigs, wild cattle, etc., as monsters or foes use urged to figure out their attributes and skills and methods of attack for themselves.

[7.3] CREATURES OF CHAOS

All the animals described so far could be said to be the creatures of Law. There is no magic in their makeup, and they exist even today (with the exception of mastodons, which were driven into extinction by prehistoric men). The next creatures described in this chapter could never live in a world devoid of magic. There are some of the Chaos creatures that inhabited Elric's world.

[7.3.1] DRAGONS

Attributes		Skills	
STR	12D8	See	$50\%+1D10$
CON	6D8	Evaluate Treasure	$80\%+1D10$
SIZ	20D8		
INT	4D8		
POW	4D8		
DEX	3D8		
		Hit Points: $CON+SIZ-12$	
Weapon	Attack	Damage	Parry
Claw	$1D100\%*$	9D6	$1D100\%*$
Breath	80%	†	

* Dragons rely on their power of flame and are erratic with their claws. Nevertheless, the Attack or Parry percentage will never be less than 40%. Any roll less than 40% should be raised to 40%. Dragon claws are as long and at least as hard as short-swords or daggers; dragons can actually parry weapon blows with them.

† Dragon flames consists of a venom which ignites on contact with air. The amount of damage that it does is equal in hits to the dragon's POW attribute. It will cause anything that is flammable to burn on contact, and armor is no protection against dragon flame. For purposes of combat, dragon flame should be considered a magical weapon, and it can harm magical beings, even demons and Lords of Chaos if they are hit by it.

ARMOR — 10 points for scale-covered skin.

Dragons in the Young Kingdoms are quite large four-legged lizard beasts with wings. Their body is serpentine, but large enough to carry one or two men. They fly well and fast, being able to attain speeds around 60 miles per hour. In color they are a deep emerald green. Dragons are extremely intelligent — they understand both Low and High Melnibonean and remember the entire history of the Melnibonean race and Young Kingdom earth. Unfortunately, they cannot speak or write. Dragons spend most of their time sleeping. They do this in order to store the tremendous vitality they need to fly. Being magical beasts, they derive the bulk of their nourishment from the vibrations of Chaos in the world-plane itself, though they will not reject fresh hot meat if they can get it.

HABITAT — In earlier ages dragons were common, ranging throughout the world. However, after they were mastered by the Melniboneans, they began to decline in number and range. At the time of Elric the only known dragons are those that sleep in the caves near Imryrr. It is remotely possible that a few wilds ones still exist in the deepest wildernesses. (GMs should use non-Melnibonean dragons only with the greatest reluctance and for the most momentous of quests.)



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[7.3.2] CLAKARS

Attributes	Skills
STR 3D8	Climb 40%+1D10
CON 3D8	Track 20%+1D10
SIZ 3D8	Search 20%+1D10
INT 2D8	Scent 20%+1D10
POW 3D8	Listen 20%+1D10
DEX 4D8	

Hit Points: CON+SIZ-12

Weapon	Attack	Damage	Parry
Bite	40%	1D8+2	
Hand/claw	60%	2D6	30%
Wing buffet	90%	1D4-1	25%

ARMOR – None

Clakars are winged apes about the same size as men. They are creatures of Chaos and sacred to Zhorthra. They can fly at 20 miles per hour for as many hours as they have CON points. In combat they get two hand/claw attacks and one wing buffet. If they hit with both hands, they will hold on and attempt to bite. There is no way to parry a clakar bite, delivered as it always is from point-blank range, but armor can help take hits from it. Clakars have the chaotic ability to change their color at will, somewhat in the fashion of a chameleon, but instead of changing the color of scales, they change the color of their fur. Unfortunately, they cannot change the color of their feathered wings which are either white or black, and that eliminates their ability to hide effectively in cover.

HABITAT – Clakars prefer warm, jungled areas preferably with ruins that they can inhabit. They are found on Pan Tang, where they are often kept as pets or familiars by the nobles, the Isle of Sorcerers, and the jungles of the southern continents, as well as the forbidden jungles around R'lin K'ren A'a.

[7.3.3] OONAI

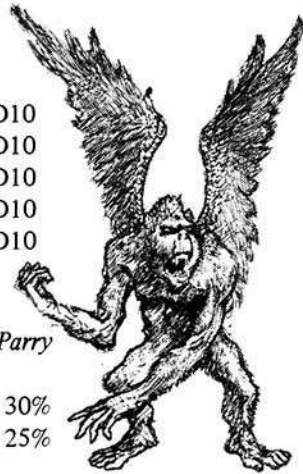
Attributes	Skills
STR 5D8	
CON 5D8	
SIZ 4D8+4	See 40%
INT 2D8	
POW 2D8+4	
DEX 3D8	

Hit Points: CON+SIZ-12

Weapon	Attack	Damage	Parry
Claw	50%	Same	50%
Bite	35%	Same	
Other	Same	Same	

ARMOR – Equal to the creature being imitated.

Oonai are shape-shifting Chaos beasts. They can change shapes to assume the form of any other beast or being. When killed, they revert to their own form. Though their outward form may vary, their natural powers do not: they always have their own chance to hit, not that of the creature being imitated. The damage they can do, however, depends on the natural armaments of the creature being imitated. The notation "Same" indicates that you should use the damage rating of the beast being imitated. Note that while the shape changes, the SIZ, in terms of mass, remains the same.



Example

An Oonai in the form of a clakar would do 2D6 damage when hitting with its claw, while in the shape of a dragon it would do 9D6. Obviously, the dragon form is preferred for combat.

The true form of oonai is something like a large, ugly pig with wings. They do not like it and spend almost no time in their true shape. Oonai are true Chaos creatures, and they lack the ability to maintain any one form for more than 4 combat rounds, so they are always shifting shape, and thus, giving themselves away. As intelligent creatures (of sorts) they have the ability to choose their next shape. However, they may not choose the same shape twice in any four consecutive manifestations. Oonai have the additional ability to retain their wings regardless of what they choose to be. If you see a winged tiger attacking you, you can bet it is an oonai.

The chimerical oonai do not live in the Young Kingdoms, but in a Chaos plane that is very close. They have the ability to cross into the Earth plane whenever they choose to, which they often do for purposes of hunting. The services of a pack of oonai may be commanded by a sorcerer through the use of a Demon of Desire (see section [5.7.5] Demons of Desire). Oonai hunt in packs of 1D100/2 creatures.

[7.3.4] HUNTING DOGS OF THE DHARZI

Attributes	Skills
STR 2D8+4	Track 90%
CON 3D8	Search 25%
SIZ 1D8+4	Climb 50%
INT 1D8	Dodge 40%+1D10
POW 3D8	
DEX Same as CON	

Hit Points: CON

Weapon	Attack	Damage	Parry
Claw	20%	1D8+1	5%
Beak	25%	1D6+1	

ARMOR – None.



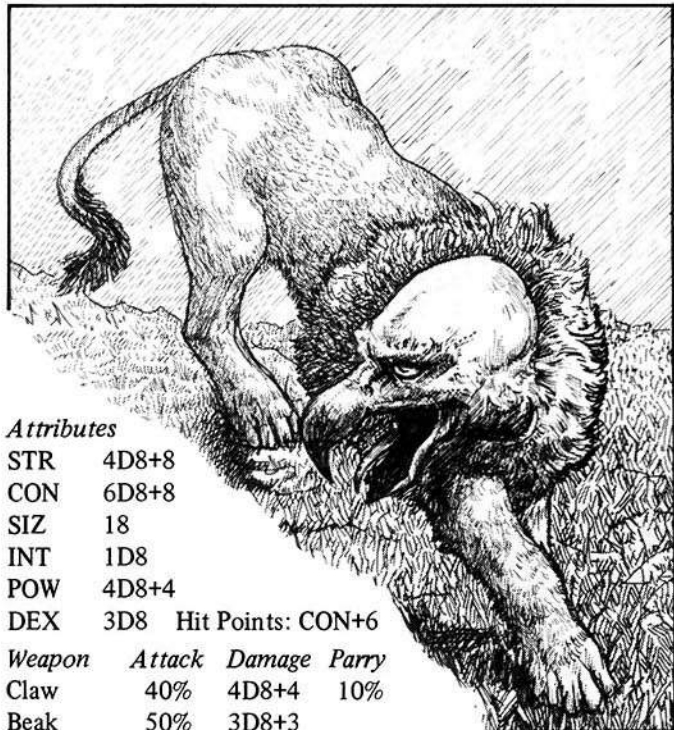
The hunting dogs of the Dharzi are not exactly dogs. Instead, they are a strange hybrid creature – part wolfhound and part eagle. They body is that of a large black canine, but the head and neck is that of a giant eagle. They are foul and dirty creatures with an unmistakable stench to them – a combination of rotting meat and sulphur.

The Dharzi were an ancient inhuman race of sorcerer-warriors who existed before the rise of the Young Kingdoms. They became extinct a millenium before the birth of Elric, and their dogs were thought to be extinct along with them, but in the time of Elric they reappeared in the Young Kingdoms, haunting the wastelands. The hunting dogs always operate in a pack of 2D10 x 3 animals.

The hunting dogs get 2 claw attacks and 1 beak attack during each combat turn. They are absolutely fearless, and nothing but death will keep them away from their prey. Although normally loyal only to the Dharzi lords, the services of a pack of hunting dogs may be acquired through the service of a Demon of Desire (see section [5.7.5] Demons of Desire). Once the hunting dogs of the Dharzi have been summoned to the plane of the Young Kingdoms, they must be loosed against a prey, or they will attack their summoner.

HABITAT — The hunting dogs of the Dharzi appear wherever they are summoned. Although not particularly powerful as monsters go, the Dharzi dogs have the peculiarity of continuing to fight so long as life lasts. For each point of damage that one suffers in combat, reduce its DEX rating by a point, but the dog will continue to fight at full strength as far as damage goes until it is completely dead.

[7.3.5] CREATURES OF MATIK



Attributes

STR	4D8+8
CON	6D8+8
SIZ	18
INT	1D8
POW	4D8+4
DEX	3D8
Hit Points: CON+6	
Weapon	Attack Damage Parry
Claw	40% 4D8+4 10%
Beak	50% 3D8+3

ARMOR — 10 points of enchanted skin.

The creatures of Matik hark back to the wars between the Dragon Masters of Melniboné and the sorcer-lords of the Dharzi. They were created from the stuff of Chaos itself by Matik of Melniboné in order to destroy the hunting dogs of the Dharzi. When the job was done and the Dharzi and their creations were all believed to be dead, Matik banished his creations to the Chaos planes, but he bound them to serve whoever uttered the proper charm. The text of this charm can be found in the story "The Coming of Chaos" from the book *Stormbringer*. It must be recited in High Melniboné to summon the creatures and make them obey the summoner.

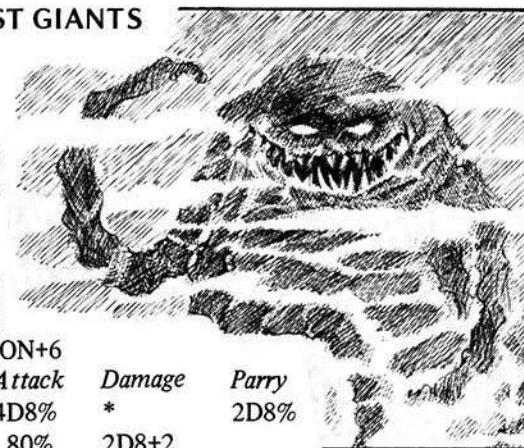
In form the creatures of Matik appear to be 15 foot (3 meter) tall lions with heads of vultures. They are incredibly fierce fighters, never stopping their attack until they are absolutely dead. Their greatest loyalty is to Melnibonéans, obeying the scions of Melniboné even over the commands of the Lords of Chaos themselves. Each creature gets 2 claw attacks and 1 beak attack each combat turn. Both beak and talons should be considered magical weapons with a POW rating equal to the POW rating of the creatures, and thus, they are able to slay other magical beings as well as mere mortals.

HABITAT — The creatures of Matik do not inhabit the plane of the Young Kingdoms, but 1D8 of them may be summoned into the Young Kingdoms by reciting the appropriate charm.

[7.3.6] MIST GIANTS

Attributes

STR	8D8		
CON	8D8		
SIZ	18		
INT	7		
POW	5D8		
DEX	4D8		
Hit Points: CON+6			
<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
Tentacles	4D8%	*	2D8%
Bite	80%	2D8+2	

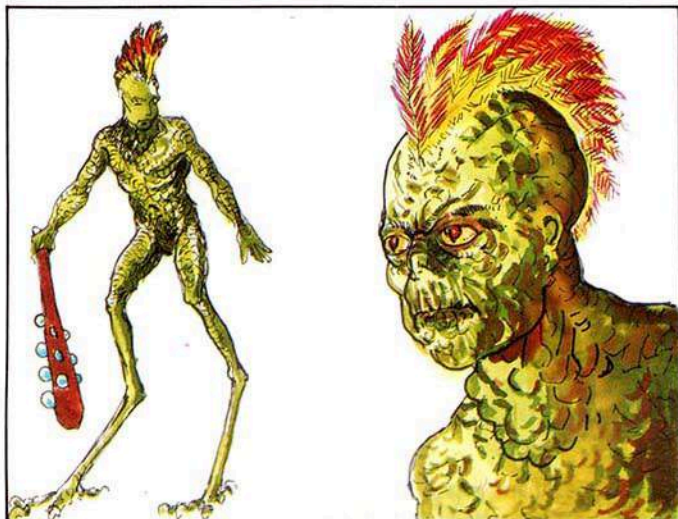


* The mist giant gets 4 tentacle grabs each combat turn until it scores an unparried, undodged hit, at which time it lifts its foe, and from then on will try to bite.

ARMOR — The mist giant is immune to all but magical weapons. For them to have any effect on it, the weapon (or its wielder) must win in a POW vs. POW struggle.

Even the wisest of wizards do not know if there is more than one mist giant. If, indeed, there is only one, then it is named Bellbane, because of a certain deep tolling sound that often accompanies it. The mist giant may be the most grotesque of all the creatures of Chaos that inhabit the Young Kingdoms. It has two eyes the color of yellow wine set high in its body and no distinct head at all. Just below the eyes is a long jaggedly curving slit filled with spikey yellow fangs. It has neither nose nor ears and is hairless. The body rises some 15 feet (5 meters) above the surface. From the upper body extrude four appendages, somewhere between arms and tentacles in nature, being both bony and flexible. The lower body slithers along the ground and fades away into wisps of putrescent fog. Its texture is more like water than flesh though it can solidify its form to the consistency of oozy mud if it so desires. Weapons ordinarily pass through it without harming it. It is a form of quasi-material ghoul that feeds on the blood and souls of men.

Combat with a mist giant is unusual. Its mere presence is a kind of psychic agony that all but numbs the consciousness of its foes. (Characters fighting a mist giant must roll INT x 3% each round of combat or pass out in agony, losing the ability to fight on.) Ordinary weapons are corroded by the mist giant, but have no effect on it, passing through its misty body without damaging it. Demon weapons, however, may do damage (and receive damage) if they or their wielder beats the mist giant in a POW vs. POW struggle. If the mist giant wins the Power struggle, the weapon must take 2D8 worth of damage to its CON rating. Mist giants fight by gripping their opponent and stuffing him, her, or it into its stinking maw. The tentacle arms do no damage themselves, but if they score an unparried hit, they will lift the unfortunate one toward the mouth which may attempt to bite on the next combat round. Elric defeated Bellbane once in the Marshes of the Mist in the Silent Land. No one else is ever known to have beaten it except by running away. A mist giant can only be summoned by a god or an unscrupulous GM. When a mist giant is slain (i.e., has its Hit Points reduced to 0), its body dissipates, leaving only a foul stench behind.



[7.3.7] OLABS

Attributes		Skills	
STR	4D8	Move Quietly	80%
CON	6D8	Hide	80%
SIZ	2D8+4	Ambush	75%
INT	2D8+2	Climb	20%
POW	3D8	Track	90%
DEX	3D8		
CHA	1D8+2	Hit Points: CON+SIZ-12	
Weapon		Attack	Damage
Crystal disks		4D8%	2D4+2
Clubs		8D8%	1D8+2

ARMOR – 8 points for inherently magical skin and feathers.

The olab are a race of manlike creatures that inhabit the dense jungles around R'lin K'ren A'a. They combine reptilian, avian, and human characters in one grotesque form. In appearance they are reptilian with scaly green skin, but they have feathery crests and neck wattles. Their faces, however, appear human, as do their forearms and upper torso. From the waist down they have incredibly long and storklike legs. On the whole they are considerably larger and stronger than men, and they seem to be infused with a supernatural vitality strong enough to resist even Stormbringer. When Elric encountered them he was reminded of his own people by their cast of countenance, and he was sure there was a relationship, but whether it was one of evolution or degeneracy, he didn't know.

The olab roam in hunting parties of 1D10+10 individuals. If the small group is not enough to overcome their foes, they will return with the whole tribe (1D100+100). They always begin their attacks with the advantage of surprise, creeping up through the underbrush until they are close enough to hurl their disk weapons. The olab fighting club is a bizarre creation. It is a stout piece of wood with many slits in it for the holding of razor-edged disks of obsidian or quartz. A whiplike motion of the hand and arm causes the disks to come spinning out as erratic but deadly missiles. Each olab warrior carries 1D8 worth of disks as ammunition, and usually will not move to close quarters until his ammunition is exhausted. Then they will rush to close quarters and try to bludgeon their opponents to death with their clubs.

[7.3.8] SEA SERPENTS

Attributes		Skills	
STR	12D8	Swim	100%
CON	5D8	Ambush	60%
SIZ	16D8		
INT	2D8		
POW	2D8+4		
DEX	2D8	Hit Points: CON+SIZ-12	
Weapon		Attack	Damage
Teeth		30%	4D8+4
Claw		1D100%	3D8+3
Ram		DEX x 2%	Destroys any ship struck
Tail		1D100/2 %	8D8

ARMOR – 10 points for scale-covered skin.

These sea-going dragons are almost as powerful and dangerous as their flame-breathing cousins. Large, scaly, reptilian, they may attack in any one of the four combat modes mentioned above. They especially like to prey on the ships of men: some merchants bring along slaves or beef carcasses to hurl overboard at the first sign of sea serpents.

In color they match the sea in which they dwell. Sea serpents come in all shades of green, blue, and grey. They have no wings and no fiery breath, and their claws are somewhat shorter and blunter than dragon claws, but they are extremely formidable creatures.

HABITAT – Sea serpents can be found in all the oceans of the Young Kingdoms, but they are especially plentiful in the Dragon Sea around Melniboné and off the coast of Shazaar near the Serpent's Teeth.

[7.3.9] OTHER CREATURES OF CHAOS

Many other Chaos-tainted creatures roam the wastes of the Young Kingdoms. It is left to individual GMs to create such beasts when they are wanted. Section [7.4] discusses the principles for creating Chaos creatures for use in this game.



[7.4] CREATING CHAOS CREATURES

As a GM, you may wish to create your own monsters for special scenarios. The suggestions below are offered to help you invent new creatures consistent with Moorcock's universe and the game rules.

[7.4.1] CREATIVITY ESCAPE CLAUSE

Feel free to ignore any of the following suggestions in your creation of Chaos-tainted creatures. The essence of Chaos is its unpredictability – let your imagination go.

[7.4.2] DEFINING CREATURE ATTRIBUTES

Because eight is the magical number of Chaos, I have defined all the attributes of Chaotic creatures in section [7.3] of this chapter in terms of 8-sided dice. To be consistent, you should also do so.

[7.4.3] ORDER OF ATTRIBUTES TO BE SELECTED

When inventing a new creature, you may find it helpful to ask yourself these questions and assign the attributes accordingly. How powerful is it physically? – STR. How hard would it be to kill? – CON. How big is it? – SIZ. How smart is it? – INT. How magical, or how lucky is it? – POW. How fast would it move in combat? – DEX. How impressive or fearsome does it appear to be? – CHA.

[7.4.3.1] HIT POINTS OF CREATURES

Hit Points of creatures equal the sum of CON+SIZ-12, except in those cases where SIZ is likely to be less than 12, where Hit Points should equal CON only.

**[7.4.3.2] ARMOR POINTS OF CREATURES**

Rating a creature's amount of armor is a subjective decision. I can only suggest that you look at what was done for the creatures in section [7.3], and remember that nothing less than a dragon could have an armor rating of 10 or greater. Many of your creations should have no armor protection at all. If you'd like to be fair, Chaotic, and random about it, roll 1D10-1 to generate an armor range between 0 and 9.

[7.4.6.1] SPECIAL CHAOTIC ABILITIES

1D20	Ability
01	REGENERATION – Roll 1D10 for the number of hit points the thing can regain each combat turn. It dies only if Hit Points are reduced to 0 or less for 2 combat turns.
02	INVISIBILITY – Either voluntary or involuntary.
03	TELEPORTATION – Roll 1D100 for a range in feet and roll 1D8 for the number of times it can do it in a single sustained combat.
04	SHAPE-CHANGING – The creature may change its outward-seeming form, but its attributes remain constant.
05	MAGICAL VITALITY – Creature is unharmed by non-magical weapons.
06	LOATHESOMENESS – Creature is particularly vile in appearance, odor, personal habits, etc.
07	CAMOUFLAGE – Ability to change colors and blend in with background.
08	TELEPATHY – Ability to read minds, or to converse mind to mind.
09	HYPNOTIC ABILITY – Roll 1D100. The creature has that chance minus the POW rating of its victim to hypnotize and gain control of the mind of its victim. If it fails one Hypnotize roll, it doesn't get another chance and may only try to Hypnotize one being during any given combat.
10	SPEED – The thing is much faster than normal. It gets 2 attacks per combat turn. The first attack is determined by double its DEX rating, and the second attack comes on its DEX rating number.
11	RETREAT – The creature may voluntarily leave the Young Kingdoms plane if it is losing in combat. It cannot return of its own will, however.
12	ILLUSION – The creature can create and project illusions that will seem real unless the victim makes either a POW x 1% or an INT x 1% roll.
13	FLAME – The creature breathes out (or otherwise produces) bursts of flame with a damage rating equal to half the creature's STR rating in Hit Points.
14	POISON – The mere touch of the creature inflicts poison damage equal to its POW rating minus the POW rating of the victim.
15	IMMORTALITY – The creature may die by violence, but otherwise would live forever.
16	WINGS – The creature has functional wings and can fly.
17	COMBAT LUCK – Your chance to hit this creature with a weapon is only half of your skill rating with your weapon.
18	PAIN – Being in the presence of this creature causes intense agony. Roll CON x 5% to retain consciousness each combat turn.
19	INSUBSTANTIALITY – The creature is only a ghost on the Young Kingdoms plane and must be beaten in a POW vs. POW struggle.
20	MAGIC RESISTANCE – The creature is immune to demons in all forms, but can be damaged by normal weapons.

[7.4.4] ASSIGNING DICE VALUES TO THE CREATURES

This is going to require good judgment on the part of the creator. Several creatures, both Chaotic and Lawful, have been described in the previous two sections ([7.2] and [7.3]). When creating new beasts, try to assign dice values for the various attributes by analogy with previously-imagined critters. If something is like a tiger in form, it should have the approximate STR rating of a tiger. You can always throw in a few automatic adds to the dice throw if you wish to differentiate your thingie from an ordinary tiger. If you have no idea what range the thing's attribute (or attributes) should fall into, feel free to roll 1D10 for the number of 8-sided dice assigned to the attribute.

[7.4.5] ASSIGNING WEAPONS, HIT PROBABILITIES, AND DAMAGE RATINGS

After your new Chaos creature has been developed in your mind, you should know what its natural weapons are going to be. The most likely weapons are claws, teeth, tails, horns, and the impact of the body, although one could easily imagine others. If your creature is fairly close to something that already exists, such as an invisible tiger, then you should give it the same damage ratings as the creature it resembles, and also the same mode of attack. But, if the creature is something completely bizarre and unheard of, such as a giant tentacled floating globe with poisonous spines, you're going to have to wing it according to what feels right to you, and how tough you want this stinglobe to be. (I think each poison spine that hits should be worth 2D8+2 in poison damage — roll against CON x 5% to see if the victim can resist the poison, etc.)

After the purely subjective method just described for determining natural weapons and damage ratings, you will be glad to learn that there is an objective and perfectly fair method of determining the probability of hitting with these weapons in combat. Just roll 1D100 for a percentage between 1 and 100 for the thing's combat skill. The same goes for Parry ability if the creature would logically have any. This will produce individualized creatures that can range from hopelessly inept to supernaturally tough.

[7.4.6] SPECIAL CHAOTIC ABILITIES

Since you are creating special creatures of Chaos, they may have unusual abilities denied to their Lawful counterparts. Roll 1D6 and divide by 2 for the number of such abilities, or just give them one. Table [7.4.6.1] Special Chaotic Abilities lists 20 such abilities (handy for randomizing on 1D20) — you could easily add to it.

[7.4.7] METHODS OF CHAOS CREATURE INVENTION

We will discuss some of the ways Moorcock used to invent his various monsters. If you use the same methods, you should produce creatures compatible with Elric's world and the planes of Chaos.

[7.4.7.1] COMBINATION

By far the easiest manner to invent a Chaos creature is to combine two or more real creatures to get something new. This is what Moorcock did to get clarkars and the hunting dogs of the Dharzi. If you want to achieve something ferocious and

vicious try combining a big carnivore with a large herbivore bird. Put the head and teeth of a great white shark on the body of an elephant and you've got something mighty mean. Imagine gazelle-like creatures with the teeth and appetites of crocodiles. Or combine creatures from different elements — such as air and water to produce winged and feathered crabs, or air and land to produce bat-winged panthers. The possibilities are endless. Remember that all creatures don't have to be, and shouldn't be, man-devouring monsters. How about a combination ostrich and orchid, with toe-claws that can serve as roots.

[7.4.7.2] MYTHOLOGY

Moorcock did not scorn traditional mythology as a source for strange creatures. The most notable examples are the dragons and sea serpents around Melniboné, but I have always felt that harpies, satyrs, basilisks, manticores, etc., would have been right at home in the Young Kingdoms or some of the closer Chaos planes. Demons are figures from several earthly religions. Thus, you can allow your *Strombringer* characters to occasionally encounter figures, personages, or things straight out of some mythology. However, such encounters should be rare.

[7.4.7.3] ANTHROPOMORPHIZATION

This is the process of turning animals or things into men. If you have a lion that walks upright, dresses in fancy armor, and uses metal weapons, you have anthropomorphized the lion. This is a very popular technique in both science fiction and fantasy. The classic example of this technique is the planet Mongo from the adventures of Flash Gordon with its lion men, hawk men, shark men, etc. When creating such characters, you should create them as ordinary humans, and then fudge a little on one attribute or another to make them formidable.

[7.4.7.4] ALIEN THINGS

The last class of Chaos creatures are things from the wildest corners of your imaginations that have no analogues in reality. Here you can really let yourself go. Imagine a sentient ocean of pink ectoplasm, or a flying cube of living flesh with an eye on each face and the power of psychokinesis. There are no guidelines for this sort of creation; Moorcock indulged in it but rarely. You are advised to go easy on alien things unless you really want to blow your players' minds.

[7.5] SUMMARY

In this chapter we have discussed the creation of ordinary earth-style animals, and of special Chaos-tainted beasts. Although it is impossible to discuss every one that exists, a wide variety was provided for normal situations. If you feel the need for other creatures, please use the descriptions in the *RuneQuest* rules or in *Gateway Bestiary*. Intelligent inhabitants of other planes were not discussed. Creatures such as the Grahuk, the Elenoin, and the Boatmen of Xerlerenes should be regarded as GM specials. They can be summoned into the plane of the Young Kingdoms by knowledge of a rune of power; however, such summonings fall outside the traditional laws of magic given in chapter 5. The summonings of such creatures is on the fourth level of magic, and is the equivalent of summoning a Beast Lord. The sorcerer who does it must have a combined INT+POW of at least 44.

Hints for the GameMaster

By this time you know all about Young Kingdoms characters, cities, beasts, monsters, treasure, history, and so forth. It's time to start thinking about actually setting up a game. If you are the lucky person who gets to be GM, this chapter is for you. If you are just a player-character, you can skip this chapter for the time being, but may wish to come back to it later when you're ready to GM a game or campaign.

GMs experienced with other game systems will have little difficulty in controlling Elric's world. The main thing to remember is that the Young Kingdoms is an already created viable swords & sorcery world. Everything has a reason for existing. It is either part of the natural history of the world, or a consequence of the great struggle between Law and Chaos. The ideal atmosphere for the GM to create is that great powers (Law and Chaos) are subtly manipulating their characters to set up the final great confrontation. The best means of doing this is to invest your adventures and campaigns with significance. How you go about doing that is left up to you.

However, for the benefit of relatively new GMs, I list the following hints for how to run a good exciting Young Kingdoms adventure.



[8.1] ESTABLISHING THE SETTING

Hopefully, your players will have read the rules and one or more of Moorcock's fine fantasies before sitting down to play, and they will have a good idea of what the world is like and what they can and can't do. The GMs major option at this time is to choose the time and place of the action. Many times and places are available.

[8.1.1] THE YOUNG KINGDOMS BEFORE THE TIME OF ELRIC

Everyone should understand that Elric is the key figure in setting the time and mood for this game. Before he lived or became emperor of Melniboné, the Young Kingdoms are a balanced sword & sorcery world where anything can happen on the individual level. After Elric's advent the fate of the world seems fore-ordained.

In the pre-Elric times there are some exciting possibilities for campaigns or adventures. Melniboné ruled the world for 10,000 years. The other Young Kingdoms have existed for only 400. That gives you as GM a lot of scope to set up situations.

Moorcock doesn't give us much of the history of Melniboné. About 10,000 years before the time of Elric they migrated to the Dragon Isle from R'lin K'ren A'a. Their first great feat was the capture and domestication of dragons. After that they spread out and conquered most of the surrounding world. Their opposition at the time could have only been stone age humans and certain inhuman races as old or older than the Melnibonéans themselves. In early history we can assume that the winged men of Myrrhyn were much stronger and widespread than in Elric's time. The Black Seers of Nihrain were also in existence, probably at the peak of their culture. The various Lords of Law and Chaos made frequent appearances in the world. Anything could happen.

During the middle millennia most strife was probably between Melnibonéans themselves in internal power struggles, and against various invading races from other planes of existence. The GM has an absolutely free hand in setting up adventures in this time frame.

About a millenium before Elric's time, Melniboné clashed in a great war with the Lords of the Dharzi. The Dharzi were a great semi-human race, possibly from another plane of existence with their own gods and powers. For some times the outcome was in doubt, but eventually under the Emperor Matik, and with the alliance of the various Beast Lords, the Melnibonéans beat the Dharzi at their own game, the creation of sorcerous beasts. Because Elric's forefathers aided the Beast Lords in times past, they are willing to aid him in the present.

It's extremely likely that Matik and other Melnibonéan sorcerers of that time freed the Beast Lords from the occult domination of the Dharzi. At any rate, the Melnibonéans won that struggle, and the Dharzi were destroyed, except for a small fragment of the race which took shelter in the Forest of Troos. Over the following centuries they degenerated into the present-time inhabitants of Org. The war must have been very terrible, however, because when it was done, Melniboné fell into national lassitude and declined in power. It is from that period that Imrryr gained the sobriquet The Dreaming City.



For the next 600 years the population of Melniboné declined. The power of Law in the world grew steadily. The number of dragons in the world declined drastically. The Melnibonéans abandoned one outpost after another, always falling back toward the Dragon Isle. The Lords of Chaos brought the Mabden to Pan Tang, once a Melnibonéan stronghold in the northern waters, and began to teach them how to ape Melnibonéan power and sorcery.



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Four centuries before Elric's time Aubec of Malador, Champion of the province-nation of Lormy led a series of revolts that cast off the final remnant of Melnibonean domination and established most of the Young Kingdom. In the end Aubec was captured by a Melnibonean sorcerer with the aid of Arioch of Chaos. Aubec's weapons and armor became Melnibonean heirlooms. No one knows what became of Aubec himself. The growing influence of Law in the world was halted, but the damage was already done. The Young Kingdoms were established and flourishing.

The 400 years between Aubec's time and Elric's time present a perfect opportunity for any number of adventures using all of the character types outlined in chapter 1 and players have a free hand.

[8.1.2] THE YOUNG KINGDOMS DURING THE LIFE OF ELRIC

Despite everything said above, the underlying assumption of this game has been that most people will want to play during the lifetime of Elric. This gives the GM a choice to make — whether to include Elric and other known Moorcock characters such as Moonglum, Yishana, Smiorgan Baldhead, Jagreen Lern, Theleb K'aarna, or Yyrkoon, in your adventures, or whether to avoid them entirely. While the GM makes the decision, it might be nice to poll your players. They might wish to match their characters against Elric or Yyrkoon. (They'll lose, of course, but there's some honor and distinction in having your character's soul stolen by Stormbringer.)

[8.1.2.1] ADVENTURES USING MOORCOCK'S CHARACTERS

After having decided to use Elric or some other of Moorcock's characters in your own scenarios, the GM and players have one more important decision to cope with — whether or not to abide by the writings of Moorcock. There are two possibilities. Either Moorcock's writings are law and players cannot cause them to deviate from the official saga, or your version of the Young Kingdoms is an alternate world where events do not have to follow the pattern outlined by the *Elric* stories.

There are advantages to each alternative. The GM and group who choose to play the game the way Moorcock wrote the stories already have a good framework for their adventures. Elric will inevitably slay Yyrkoon, meet Zarozinia, and fight the Lords of Chaos at the end of the world. Smiorgan Baldhead will perish in the sack of Imrryr. Etc. The best way to have good adventures in such a predetermined world would be to avoid the doom-laden albino whenever possible.

However, there is no reason why GM and players must limit themselves to such a future. One could have a great deal of fun by actually playing Elric as a player character, using Moorcock's writings as only a rough guide, and letting the character determine his own fate in the course of play. If Moorcock's writings are not regarded as sacred and unchangeable, anything could happen. This requires more imagination on the part of players and GMs, but it offers more hope, because you will be playing in a world that is not necessarily doomed to be destroyed by the Lords of Chaos. This is the choice that I prefer.

[8.1.2.2] ADVENTURES WITHOUT USING MOORCOCK'S CHARACTERS

This was my original idea of how the game should be played. The GM will only use Elric and other Moorcockian characters as background material. For example, the players may be adventuring in Dharijor and hear rumors of the sack of Imrryr from a passing sorcerer. A bunch of wildly different characters might get together to explore Eshmir and other unknown lands of the far east. Characters could find a dimensional gate and find themselves adventuring in Glorantha where they will have unusual powers for that world — and unusual weaknesses.

[8.1.3] CAMPAIGNS VS. ADVENTURES

This game, unlike most other FRP games on the market, is designed to allow players to start with fairly powerful character right from the beginning. You will not have to play for months to develop a character worth having. If the GM and his players wish to play out the life histories of their characters, they should set up some form of campaign game, with the GM keeping track of game time and giving an overall direction to play. On the other hand, if the players do not mind rolling up fresh characters once in a while, the GM may structure his play for distinct adventures, alternating between any of the ideas suggested above depending upon what people feel like playing.

[8.1.4] CHOOSING A GEOGRAPHICAL SETTING FOR YOUR GAME

The map of the Young Kingdoms in this rulebook is included to give you some idea of where you'll want to put your characters into play. It does not make sense to make each one of them start in their home country and try to meet some place for an adventure. More geographic and cultural information is given about each country in chapter 1. Any spot that is blank on the map is fair game for the setting of an adventure, and the GM with the knack for it will also be able to use the well-known places. Great things could be done by agents of Law in Hwamgaarl, for example.

Places not shown on the map may be even better. Moorcock has never indicated what lies west of Myrrhyn, south of Pikarayd, east of Elwher, or north of Tanelorn. The creative GM can invent just about any sort of sword & sorcery setting that he/she desires.

And do not forget that the characters may leave the Young Kingdoms entirely to adventure on other planes and other worlds. How would a Melnibonean sorcerer do on the bridge of the Enterprise? How about half a dozen Oinish barbarians in the streets of Los Angeles? Could that Lormyrian axman campaign with Conan on the plains of Shem? They can do these things if the imagination of the GM is up to it.

[8.2] PREPARING FOR PLAY

Because this game has a more specific premise than many other role-playing games, the GM will not be able to just whip out a dungeon and say, let's go. Most adventures will need to be prepared. The GM should know in advance the basic situation with which the characters will have to deal. Is there an old Melnibonean ruin to be explored? Is there a city to be attacked? Is there an ocean to cross, or a jungle to penetrate? What-

ever the situation the GM should have it set up and ready to go before sitting down to play, because the first hour of the game is likely to be used in helping your players get ready for the challenge.

[8.2.1] GETTING CHARACTERS READY TO ADVENTURE

If the GM has established a campaign, he will not often have this problem, but if he likes to run separate adventures, he may have to deal with this every time. When introducing new players to the game, there won't be time for them to read all of the rules, so the GM will have to help them make up new characters that are the best they can get with which to start.

The game aids in this box are meant to help with this process but the GM must be ready to elaborate on the necessary scanty information in the sheets.

In a game where adventures are episodic instead of continuous, players don't have time to start lowly and build up gradually to hero or demigod. The character-rolling rules in chapter 2 are designed to produce new characters with skills that might have taken weeks or months of play to produce under other rules. The important thing is to not be stingy. Let the players have the best characters they can get! As GM you will have enough horrible things, including demons, to use against them to make it more than even.

If you have a brand-new player you should probably walk him/her through the creation of the first player-character using the game aids. You, as GM, should know the rules much better than they. If you have any questions, try the index. It may enable you to put your finger directly on the section that answers it. If you can't find your answer quickly in the rules, make something up. As GM you have unlimited authority for creativity.

Once all characters have been rolled up and their basic skills determined, start them all together in some safe place like a city. Let them practice their skills there if they wish. However, skills may improve only once during a given session of play, so if they make a skill saving roll in the preparatory part of the adventure while they are perfectly safe, and then make the same skill saving roll later while in danger, they only get one die roll for improvement.

If characters have the money, let them buy whatever equipment they want in the beginning of the adventure. If a sorcerer wishes to conjure up and bind a demon for use later on, let him.

I suggest that you take about an hour for the preparatory part of the game. When you are done, the characters should be fully prepared for their challenge. They should have all the basic information they are likely to know, and you and they should both be ready for the real action.

[8.2.2] GETTING CHARACTERS INTO ACTION

The real fun of any FRP adventure is in watching the characters fighting for their lives and solving those problems that you as GM have taken so much time and effort to prepare. So, unless the journey itself is supposed to be the adventure, don't mess around in getting them to it. A simple "You sail for three days and come to the island. You can see the ruined tower atop the highest cliff," will do much better than a lot of dice

rolling to see whether any sea serpents, pirates, or unexpected hurricanes appeared to keep the adventurers away from the goal.

Alternately, if the adventure is meant to be the journey, go ahead and throw every hazard you can think of at them the moment they walk out of their nice safe town. For that matter, who says the town is really safe? But, whatever you do, get the action moving quickly once the preparatory stage of play is over.

[8.2.3] HOW TO TREAT YOUR PLAYERS DURING THE GAME

The GM is the single most important player in any FRP game, but don't let it go to your head. While you are busy simulating the world, you need the consent and participation of your fellow players. You are the conductor of an orchestra and the players are the instruments. Together the music you make is a collective fantasy that should entertain you all. It is not an excuse for an ego trip at the expense of your players.

Likewise, it should not be an ego trip for one of them while the rest sit around twiddling thumbs and being bored. It is up to you to make sure that everyone has a good time while playing the game. This means making sure that one player doesn't hog all the action. No matter how humble the player-character's talents may be, try to come up with something for him to do. If there are six characters in a playing group for instance, it is far more interesting for them if they run into six or more monsters so that everyone will be involved. Nothing is duller than watching one big tough character kill everything that pops up, while the rest of the group stands idly by.

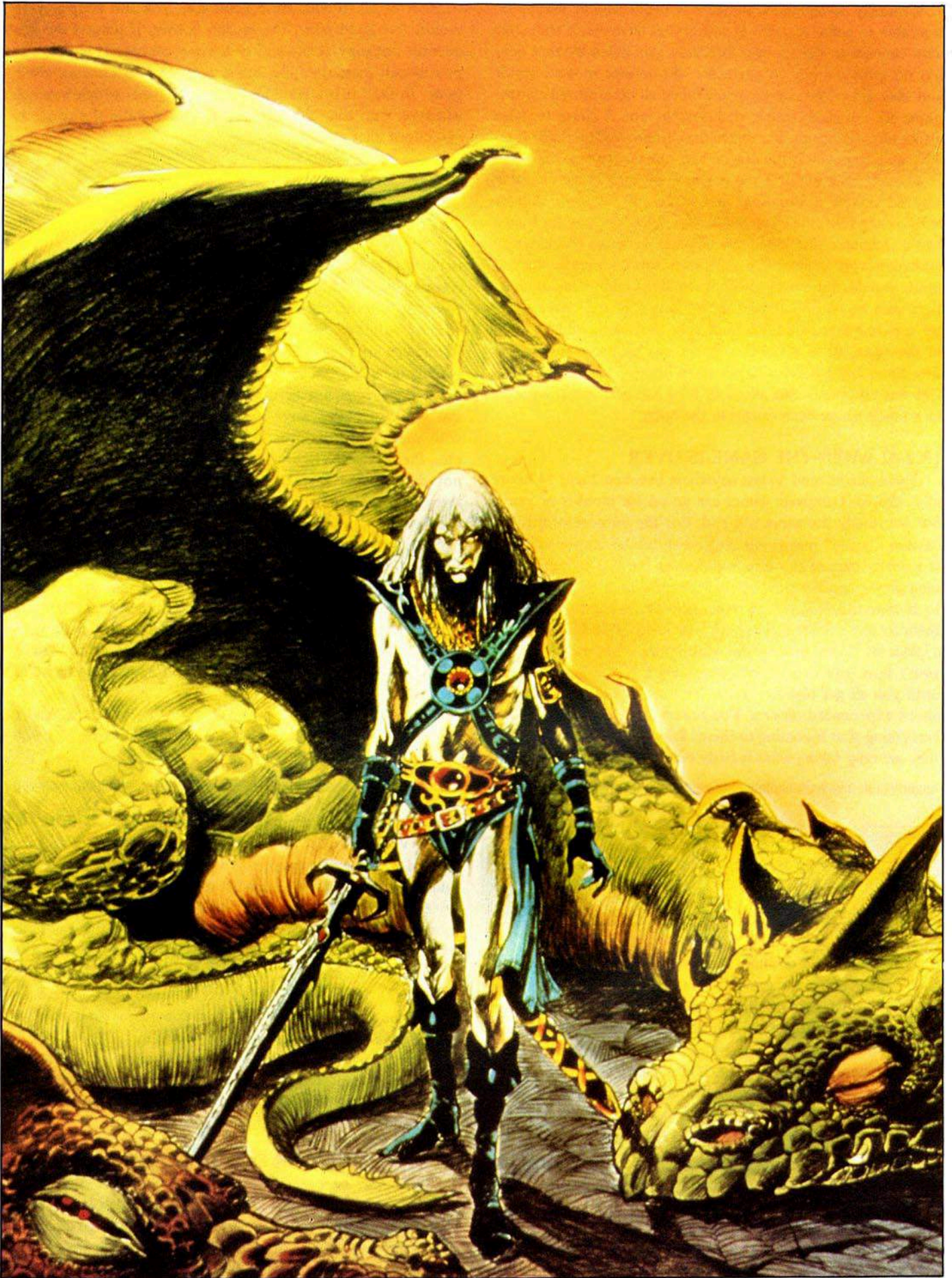
What I am getting at is that as GM you cannot let one player, no matter how talented or extroverted, hog the action. Keep everybody involved, and they'll love you for it.

It is between hard and impossible to keep everyone involved if you have a large number of players in a single game. Experience has shown me that 3 to 6 players are ideal for a FRP adventure, each with perhaps two or three characters. There will be times when you have more players, and there's nothing you can do about it but do your best.

At times there will be friction between the players themselves, which will often manifest as clashes between their characters in the game. Often this cannot be prevented; equally often it leads to continuing ill will between those two people in real life. If you can manage it without hurting someone's feelings, do not let people who dislike each other play in the same adventure at the same time. Their friction is quite likely to spoil the game for anyone else who plays.

[8.2.3.1] THE DEADLY GAME MASTER

The literary genre of swords & sorcery fiction is a particularly gory branch of heroic fantasy, and that is what this game simulates. Inevitably, this means that some players are going to get into situations that they can't get out of, and their characters will have to die. It is important that they realize this before the game ever starts, and that they know that you bear them no personal animosity. Then, when the character's number comes up, kill him without regret. As a GM it is poor form to become so fond of some character that you let him cheat death when his luck finally runs out.



Generally speaking, a character's death should always be traceable to some decision or action that he made. A character who chooses to fight a bear and then gets killed by that bear has no gripe coming. A character who refuses to wear armor and then gets killed by an arrow when all his armored companions are advancing safely deserves his fate. A character who walks into a dragon's den to avoid a certain death outside it really can't complain if the dragon eats him anyway.

On the other hand, if the player comes up with a plausible way to survive a situation, and makes the required skill or POW saving rolls, then you really should let him survive. I once had a character who killed one monster — a giant combination armadillo-wolf — and then burrowed into its innards and hid inside the dead monster for hours to avoid innumerable others that were wandering around. It worked, too, and that character survived that particular trap, only to die later when caught in the open by an aerial attack. He was happy to survive the first time, and I had no gripes when he died later because the GM was absolutely fair about it. If he had been smart enough, he wouldn't have been caught in the open.

[8.2.4] WHEN THE GAME IS OVER

These games tend to last anywhere between 2 and 14 hours at a stretch. Campaign games can go on for months or years, but eventually the game will end. For the purpose of this discussion, "game" means one single continuous session of play. It is really part of the responsibility of the GM to help beginning players do the final bookkeeping for their characters. See to it that they receive whatever skill increases are coming to them for their actions during the adventure. Talk them back to a place of safety. Even if the session is part of a campaign it won't hurt you to let them have a place of temporary safety until you all get together again. You needn't worry too much about experienced players. You can be sure that they will take everything that is coming to them. You might check to be sure they are only taking what is fairly coming to them.

Most of all, if you are a good GM, you and your players should feel good when the session is over. If players are frequently unhappy at the end of a game, perhaps it is time for you to quit masterminding things and get into someone else's game. In fact, it is a good idea to play in other people's games whenever you can. You'll enjoy the game more if you see it from both sides.

[8.3] CONCLUSION

In these chapters I have tried to develop a system for fantasy role-playing in Michael Moorcock's Young Kingdoms. When trying to impose rules and logic on a lengthy series of short stories and novels that knew no regulation except the author's fine imagination, it is inevitable that I will have created some inconsistencies with some parts of the text. I have implied much from fragmentary data, and, if you as gamers feel you can think of better ways to handle certain situations dealing with magic, or ethnic background, or creation of monsters, etc., then please go right ahead. Moorcock's world is nothing if not diverse, and there is room for alternate ways of doing things in it. Moorcock himself was not content with a single pantheon, but mentioned at least six different sets of gods from story to story. (Law, Chaos, the Dead Gods, the Gray Lords, the Elemental Kings, the Beast Lords, and a case could be made for the Seers of Nihrain.) If one expands the scope of coverage to include the Chronicles of Corum, several other sets of deities make their appearances. The important thing is to find something that works for you and then have fun with it. With the worlds of Michael Moorcock, Chaos is the name of the game.

— Best, Ken St. Andre
Nov. 11, 1980



What follows is the outline for a very simple adventure that I used in playtesting the game. It is included for two reasons: to show you what sort of thing can be easily done, and to give the GM an adventure he/she can use immediately with the other players. Complications, traps, and monsters have been kept to a minimum. This adventure is designed for 4 to 8 player characters, at least one of whom should be a fairly decent sorcerer.

[8.4.1] BACKGROUND INFORMATION

On a remote peninsula of the Argimiliar coast stands an old ruined eight-sided tower that dates back to the times when Melniboné ruled these lands. It is protected from the sea by a string of nearly unscalable cliffs that run for almost a hundred miles and by inshore water too shallow to allow any large ships to land. Behind it is a mountain range covered with nearly im-

penetrable jungle which runs down to almost touch the tower itself. Vered Veredan, a merchant prince of Cadsandria, has learned of the existence of this tower from one of his sea captains who accidentally noticed it on one of his voyages. Since he is also something of a scholar who studies old Melnibonéan lore, he desperately wants to explore this out-of-the-way relic. But, he is far too rich to take the risks himself, and that is why he has hired a group of adventurers to explore it for him (the players). If the GM wishes to make it sound more dangerous, he/she can tell the players that 2 or 3 previous groups of explorers failed to come back alive.

After preparing for the adventure in Cadsandria, the adventurers are transported by ship to the site and put ashore in a small boat at the base of a cliff. The players decide how they are going to get to the top and the adventure is on.

[8.4.2] FLOORPLAN FOR THE TOWER

Tower may be a misnomer for this building. It is only two stories (about 40 feet or 12 meters) high, though it may have been taller. There is evidence that it has been through an earthquake and a good deal of rubble and broken stone lies around the base of it while the third story above breaks off abruptly.

The wall is cracked in one or two places. There are some windows. From wall to wall across the octagon at the base, it is about 40 feet (12 meters).

[8.4.3] KEY TO LEVEL ONE

Level one was the tower's living area. The Melnibonean sorcerer apparently had two guards, a cook, and a woman who lived in the tower with him as his servants. The ground level is divided into five rooms: a rather large and well-equipped kitchen, a storeroom, a guardroom for weapons and armor, a barracks room for the men, and the wizard's bedroom. Several windows are spotted here and there around the tower circumference to admit light and air. These are all 10 to 12 feet from the floor and high and narrow so as to keep any enemy or night-flying beast out. The ceiling of this level is very high — 30 feet (10 meters) above the floor. The whole level has been repeatedly invaded by wild beasts and it is a mess of rubbish, bones, and ordure everywhere. Currently level one is inhabited by a pack of clakars (8-16 of them). To make things challenging, the GM should arrange it so that there are two clakars for each player-character. The clakars have nests of soft leaves and branches that they dragged in from the jungle in rooms C, D, and E. The clakars may appear and fight in any room in the tower. Some will try to get away, and others will lay ambushes inside certain rooms. The attributes for eight clakars are given below. The GM may roll up eight more if he/she wishes, or use these twice if necessary.

All clakars get 3 attacks with the possibility of a fourth: 1 wing buffet and 2 claw attacks. If both claw attacks hit, they will attempt to hold on and bite. The bite attack comes at a time determined by DEX/2. All clakars have the same attack percentages.

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
Bite	40%	1D8+2	
Claw	60%	2D6	30%
Wing buffet	90%	1D4-1	25%

CLAKAR 1

STR 16 CON 18 SIZ 20 INT 10 POW 12 DEX 17
HIT POINTS — 26.

SKILLS — Climb 44%; Track 27%; Spot Trap 30%; Identify Odor 21%; Listen 27%.

CLAKAR 2

STR 17 CON 16 SIZ 19 INT 8 POW 14 DEX 23
HIT POINTS — 23.

SKILLS — Climb 44%; Track 23%; Spot Trap 22%; Identify Odor 21%; Listen 24%.

CLAKAR 3

STR 14 CON 17 SIZ 9 INT 5 POW 9 DEX 14
HIT POINTS — 17.

SKILLS — Climb 48%; Track 30%; Spot Trap 21%; Identify Odor 24%; Listen 23%.

CLAKAR 4

STR 22 CON 11 SIZ 11 INT 10 POW 16 DEX 13
HIT POINTS — 11.

SKILLS — Climb 44%; Track 25%; Spot Trap 28%; Identify Odor 21%; Listen 30%.

CLAKAR 5

STR 11 CON 15 SIZ 15 INT 11 POW 6 DEX 25
HIT POINTS — 18.

SKILLS — Climb 41%; Track 24%; Spot Trap 28%; Identify Odor 26%; Listen 24%.

CLAKAR 6

STR 17 CON 9 SIZ 12 INT 13 POW 17 DEX 23
HIT POINTS — 9.

SKILLS — Climb 49%; Track 27%; Spot Trap 27%; Identify Odor 25%; Listen 27%.

CLAKAR 7

STR 16 CON 15 SIZ 17 INT 12 POW 11 DEX 6
HIT POINTS — 20.

SKILLS — Climb 46%; Track 30%; Spot Trap 30%; Identify Odor 25%; Listen 21%.

CLAKAR 8

STR 18 CON 13 SIZ 16 INT 7 POW 12 DEX 8
HIT POINTS — 17.

SKILLS — Climb 46%; Track 23%; Spot Trap 28%; Identify Odor 28%; Listen 28%.

Remember that clakars can fly, communicate among themselves, and change colors at will. Once one of them knows that men are about all of them will soon know. If the adventurers arrive during the day, there is a 50% chance that all clakars would be asleep, though they would be certain to wake if a man entered the same room. Because of their high DEX ratings and Hit Point values one might think that these clakars would be very tough for the players to defeat, but remember they are only animals. They are afraid of fire and will run away if they can, rather than fight. However, they will fight to escape, and once in combat will only break and run if seriously wounded. Although they can fly and have room to do so in this level, they must get within weapon range of the men in order to do any damage.

Because the clakars are large and numerous, there will be no other large dangerous creatures on this level. There may be vermin, however, such as bats, rats, serpents, and poisonous insects.

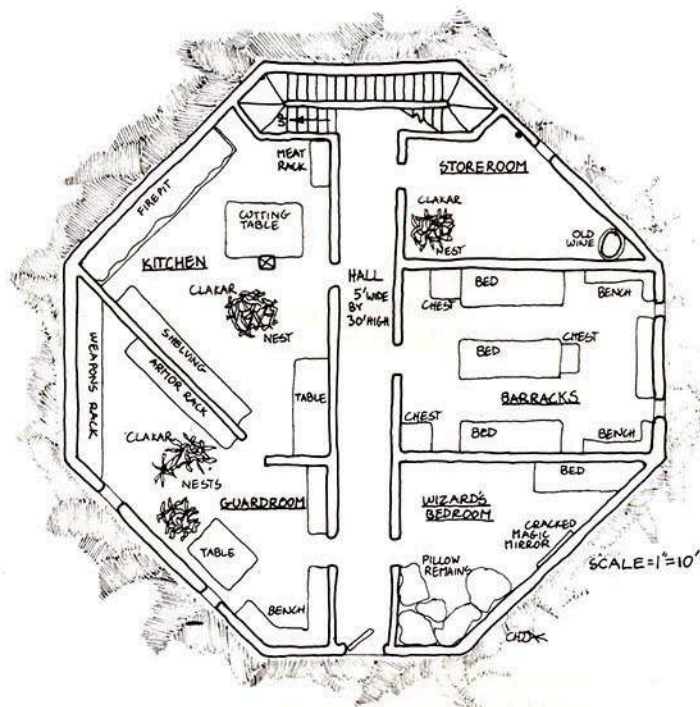
[8.4.3.1] THE HALL

The hall bisects level one and is 40 feet long and 5 feet wide. It begins on the side of the tower facing the cliff and ends in the stairway at the opposite face of the building. Except for a small area near the front door, it is very dark, as a cave would be. The front door was once 4 inches (10 cm) of solid oak, but it is ripped off its hinges, broken, rotten, and partially eaten. The rooms inside were once separated from the hall by similar doors, though not nearly as massive, but they are rotten, broken, and eaten away by termites. The floor of the hall is of the same stone as the tower, but it has been covered with tracked-in dirt, mud, and the bones of animals.

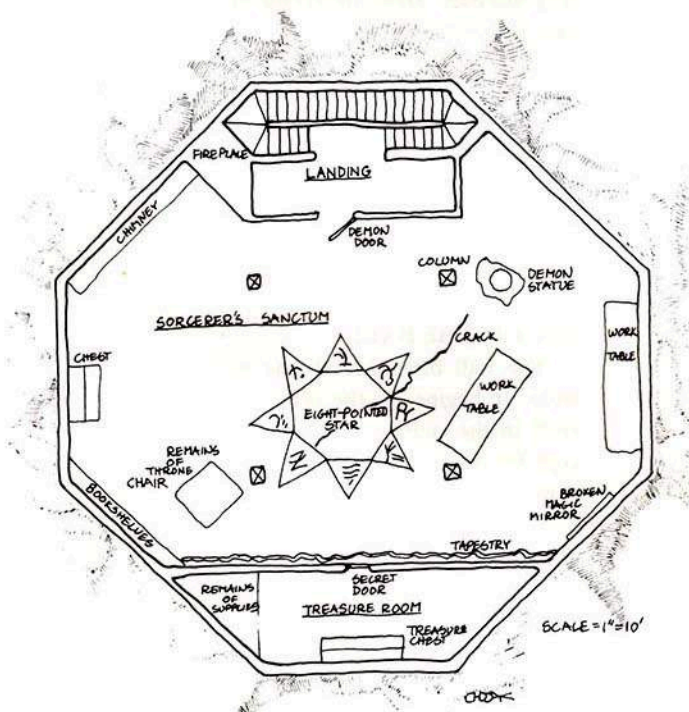
[8.4.3.2] WIZARD'S BEDROOM

This room is very dark. It has no windows and the door has held up better than any of the others (it still has hinges). The furniture inside is badly broken and decayed, especially the silken pavilion. The once-gorgeous silks are completely ruined,

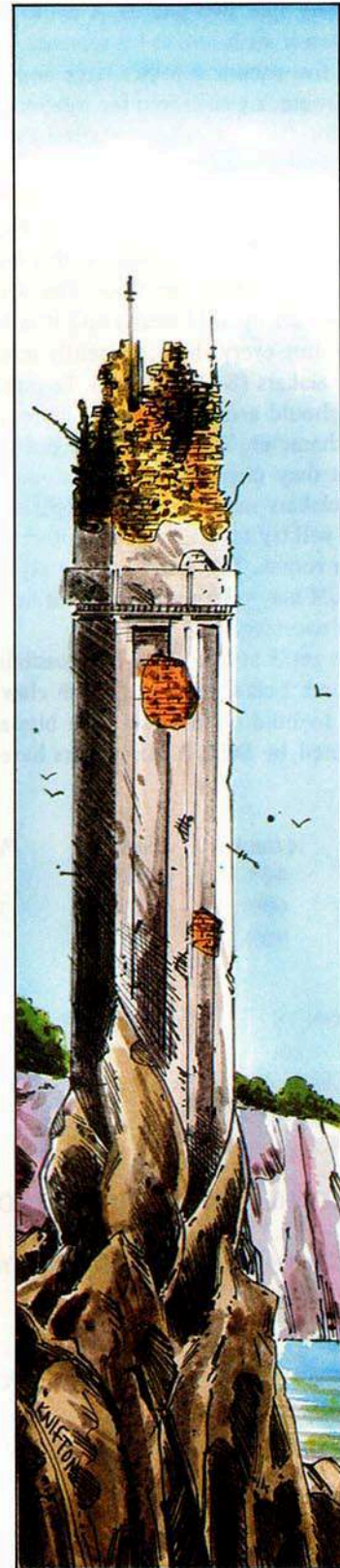
THE SORCERER'S TOWER



LEVEL ONE



LEVEL TWO



and tangled in them is the skeleton of the wizard's mistress with the skull almost completely crushed. Nearby is a large piece of stone from the ceiling. Scattered through the room is more rubble from the ceiling and the walls, though nowhere are the walls completely pierced. When exploring the room, all characters must make a saving roll against their POW attribute. Those in armor make it against POW x 5% and those without armor make it against POW x 3%. Those who miss the roll will be bitten by poisonous insects doing 1D6 worth of damage to the CON. The POW roll must be made once for each 5 minutes spent in the room.

There is nothing of interest or value remaining in this room except a mirror of polished brass, now smudged and tarnished. The sorcerer used this as a gateway to other worlds and planes of existence. It exudes bad vibrations and a feeling of nervousness. Getting within a yard (1 meter) of it will cause the permanent loss of 1 CON point, and touching it will cause the toucher to be sucked rapidly through to another world. Characters in the Young Kingdoms will not know where their comrade went, but if the GM is generous, he/she may permit the transported character to materialize in the wilderness somewhere in *RuneQuest's* Glorantha. The mirror is damaged and not functioning properly — it should not automatically suck people into it, and it does not provide a return portal as it once did.

[8.4.3.3] BARRACKS

This room was the sleeping quarters for two soldiers and the cook. It has an ancient rug on the floor and with three beds, three personal chests, a bench, a lamp, and garbage, it is too crowded to be used as a nesting place by the clakars. There are two windows set high in the outside wall and some light penetrates so the atmosphere is dark but not impenetrable. There are two human skeletons mangled by animals in the debris on the floor, and three chests. Chest 1 is fully intact. Inside it are some mildewed and rotted clothing. Beneath all that is a pouch with 10 Melnibonean silver dragons in it. Chest 2 also has ancient clothing and a collection of 12 LB and 4 SB coins, buckles, pots, and a dagger. Chest 3 has been broken into at some time in the past and looted. It is now the home of an old cobra. There is a 30% chance of the cobra being in the chest if it is disturbed and the cobra has a 90% chance of striking anyone putting a hand into the chest. They may roll POW x 5% if wearing armor. If successful, the bite did not penetrate armor. The venom is worth 9D6 poison damage and will take effect in 4 combat turns — just slightly less than a minute. Anyone making a Search roll while searching this chest will find a ruby worth 200 LB.

[8.4.3.4] STOREROOM

This was once the storeroom for all the food for the tower. Its chief contents now are a nest of 2D4 clakars. The floor is piled one to two feet deep with broken crockery, wood, metal scraps, dirt, and clakar body wastes. Atop that is a huge woven nest of tree branches, vines, and soft leaves. It is about 10 feet (3 meters) in diameter. High in the outside wall is one window. The clakars have ripped and worried at it over the years until it is large enough for a small clakar with wings folded to squeeze through.

In the far corner of the room is one undamaged cask of ancient wood. It is completely full of 500 year old Melnibonean lotus wine. It smells great, exuding an odor to mask even the stench of the clakars, but it has become poisonous. Anyone who drinks any of it must make a saving roll against their CON rating. If they roll less than their CON rating on 1D100 they live, but become horribly ill and lose half their Hit Points for 1D6 days. If they roll their CON rating or higher, they die within 10 minutes. Spread on a weapon, this poison is not as effective, doing only an additional 1D10 worth of damage.

[8.4.3.5] KITCHEN

In this room all meals were prepared and eaten. Now it is chiefly a home for clakars. 2D4 clakars are bound to be present when the adventurers enter the tower. The floor is piled with rubbish of all sorts. The tables and chairs are mostly broken scraps of wood, just enough being left to tell what they once were. The spit over the firepit, the huge old kettle, and the smaller pots and pans are eaten out with rust and corrosion. The shelves on the wall are sagging and mostly empty.

The only treasures in this room are the old eating utensils of the Melniboneans. These plates, bowls, knives, and spoons are made of pure beaten silver and are elaborately decorated. They are all tarnished to a horrible black by this time, but with enough polishing their former luster and worth could be restored. To find them in the muck of the room, a player-character must make his Search roll. Each plate or bowl is worth about 100 LB, and the knives and forks are worth about 10 LB. There are a maximum of ten plates and bowls and 50 knives and forks to be found if the room is thoroughly searched. There is also a side door in this room leading into the guard room:

[8.4.3.6] GUARD ROOM

In this room the Melniboneans stored their arms and armor. There was also enough room for two men to practice combat against each other, though that open space is mostly filled with clakar nest at present. When the adventurers enter the tower 2D4 clakars are bound to be present in this room.

A good supply of old Melnibonean weapons will still be in the weapons rack. Although age and rust have weakened these weapons to the point where there is a 50% chance of them breaking if they hit anything, they are still functional. There is one greatsword, one battle ax, two broadswords, one long spear, four daggers, and several dozen arrowheads. The arrow shafts and the bows themselves have rotted away or been eaten.

In the armor cabinet there are two sets of old Melnibonean plate armor. The metal is intact although the leather fastenings, padding, and undergarments have disintegrated. Although not currently functional, this armor could be rehabilitated for about 100 LB per suit and could be worn by men of large build with SIZ ratings between 14 and 18 inclusive.

[8.4.4] KEY TO LEVEL TWO

Level two was the wizard's personal level, reserved for his use alone, and it remains in much better shape, even after centuries of abandonment. It consists of three rooms: a landing at the top of the stairs from level one, the large chamber and

laboratory of the sorcerer, and a secret storeroom for treasure. Except for the landing, which is partially open to the sky, no beast or insects have penetrated this level. There are no windows piercing the walls.

[8.4.4.1] LANDING

The landing is an unadorned rectangle of stone some 7 x 12 feet with a height of 10 feet. Stairs lead up to it from level one and up from it to level three. Part of the outer wall and roof has broken away leaving the sky visible. Clakars frequently enter and leave from here. Some dirt and debris from the outside world has blown in, but most of it has fallen down the stairs. There is nothing of interest in the room except for the door to the sorcerer's chamber.

The door itself is 10 feet high and 6 feet wide and appears to be made of ebony. However, it is not ebony — it is a Demon of Protection bound into the form of a door. Carved on the door is an eight-pointed star along the edge of which run runes in High Melnibonean. If anyone can read them they say "Call on Vezhan and enter freely." Inside the star is the face of a demon frowning most mightily. Its eyes glow sometimes with green lambence.

This demon door has an INT rating of 10, a POW rating of 30, and a CON rating of 60. Non-magical weapons striking it will do their damage once. In subsequent rounds they have a 50% chance of shattering and doing no damage each time they are used. The demon can speak in either High or Low Melnibonean and will do so if it is addressed or attacked. The demon is obliged to utter a warning before letting anyone open it who has not called on Vezhan, Lord of Wings.

The door itself is not locked. It will open freely, but passing through it causes the demon to attack the intruder in a POW vs. POW struggle if the intruder has not given the password. A successful attack kills the intruder. After one person has entered, the door will snap shut, destroying anything that tries to keep it open. The POW rating of the demon door will increase if it kills anyone because it drains their POW and adds half of it to its own base of 30. If a person is not killed by the demon's POW vs. POW attack, the binding will be broken and the demon slain. It is possible to physically destroy the door if enough hits can be applied to it during one single combat turn to exceed its CON rating of 60 (see section [5.7.2.1] Demon Armor).

The door can be lured into talking by someone who can speak Melnibonean, but it will not give the following information: the password, its POW rating (though it may lie about this to lure characters to their doom), its CON rating, or the contents of the room behind it.

[8.4.4.2] SORCERER'S SANCTUM

This is the most important room in the tower — it is the reason for the existence of the tower. Here the old Melnibonean sorcerer did all his conjuring and summoning — here he kept almost all of his magical apparatus.

The furnishings of the room are shown on the map. Among the work tables, chairs, chests, book shelves, mirrors, tapestries, etc., three things stand out more clearly than anything else. One is a horribly lifelike statue of a demon. The other

two are in the middle of the polished white stone floor — a large eight-pointed star in crimson, and scattered about it the broken and mangled bones of a human skeleton.

1. OCTAGON

Painted in crimson on the center of the snowy white floor is a regular octagon about 8 feet in diameter. From each of the sides extends a triangle to form an eight-pointed star. In each triangular star point is a rune in High Melnibonean. Scattered around the floor in what was once the center of the room are the bones of what was once a large and powerful man. The surface of the floor in the room is cracked in several places. One of the cracks starts near the center of the octagon, and extends across the crimson boundaries of the star in a direction that points toward the statue of the demon.

2. DEMON

In case you haven't guessed yet, this is not the statue of a demon, but an actual Demon of Combat that has been trapped in this chamber for centuries since it slew its summoner. When an earthquake rocked the tower and cracked the floor right through the star of containment, the Demon of Combat escaped and killed its summoner before it could be bound to service. However, it found itself trapped on the Young Kingdoms plane, for there was no one to say the word of release, and it could not pass the walls or the demon door. With nothing to do the demon eventually took a motionless pose and waited for something to release it. It has been in that pose for over two centuries and will take several minutes before it becomes aware that intruders have entered the room and attacks them.

The appearance of the demon is that of a pantherish figure standing erect on its hind feet. The body is both man and cat-like, bulging with muscles no cat ever had, but covered with a heavy black fur. The head is that of a panther, but the forehead is much too high and broad, and the eyes slant upwards in the face at a 45 degree angle. Protruding from the flattened muzzle are two sets of curving black fangs that are too large for the face — they seem grotesquely out of place. Nor are there any cat-whiskers beneath the large and flaring nostrils. The thing has hands instead of paws with eight fingers each, and each finger tipped with a 4 inch long knife-sharp claw. There is no opposable thumb. The feet look much like the hands except that the claws are shorter, and the fingers spread out more to cover more of the floor. After three or more people have entered the chamber, or after one person has been inside for 5 minutes game time, the demon will come to life and attack whoever is nearest to it. It will continue to attack until all intruders have been slain or driven off. If possible, it will then leave the room to seek other victims.

DEMON OF COMBAT

STR 30 CON 20 SIZ 18 INT 5 POW 9 DEX 18
HIT POINTS — 26

The demon gets two claw attacks per turn. It cannot use anything but its own natural weapons — claws and fangs, but they are fearsome enough. It will attempt to bite only if it is grappled by an opponent, or if it hits with both claws and drags its foe toward its mouth. (Its DEX rating is halved for attempts to bite.) There is a 48% chance of it hitting with either claws or

bite, and if it hits in combat it will have the same chance to improve afterward that a normal fighter would. For damage it gets 1D4+2D6 with its claws and 1D10+2D6 for its bite. As you can see, it does horrible damage either way, being quite powerful enough to go through the best of mortal armor as if it weren't there. It will score a critical hit on a roll of 01-05.

Because of its low INT rating this demon can neither shape-shift, speak more than a few words of Melnibonean, be reasoned or bargained with, or plan anything like a coherent defense for itself. It is totally an offensive creature with little but its unnatural vitality to protect it from mortal weapons. Unlike some demons, it can be damaged by mortal weapons that hit it. Because it is a demon and knows not the meaning of the word pain, its fighting ability will not be affected by anything less than a major wound (see section [3.9.2] Major Wounds); i.e., it must receive at least 13 hits worth of damage from a wound to be bothered by it. If it is slain, the body will vaporize with a sulphurous stench, and the demon will be released from the Young Kingdoms plane of existence.

3. TREASURE

If the demon is slain or otherwise defeated, the adventurers will have a chance to search the room for treasure. There is a silver amulet in the same form as the demon, but only 3 inches (8 cm) high among the bones of the dead wizard. Engraved on the reverse of it is an eight-pointed rayburst. It was intended to be the binding object for the demon. If a character grasps the amulet and defeats the demon in POW vs. POW struggle, the demon becomes his. If the character loses, the demon attacks him, exclusively.

In the old chest, off to one side of the room, are old packets of herbs and some very fine Melnibonean robes, almost perfectly preserved. They have value as collectors' items of 1D100+100 LB. There are four of them. There is an ancient tapestry on the back wall easily worth 2000 LB. Although most of the pottery and glassware that once filled the two worktables has been broken, there is one vial still intact with a fluid stoppered up within it. This is a special potion of STR and POW. There are three doses inside it. For each dose drunk, the effect would be to add 1D6 to STR and 1D4 to POW for a period of 24 game hours – the effect varies from individual to individual, but the normal effect is doubled for a Melnibonean. On the old bookcase are three intact scrolls. They are dry and brittle and would crumble to powder if handled roughly, but if they were suitably moistened – say by being in a room with some steam, they could be opened and read. Scroll 1 is a treatise on demonology in old High Melnibonean. The effect of studying it for a month or two of game time would be to raise one's POW and INT rating by 1 point each. Of course, one would have to know how to read High Melnibonean to do so. Scroll 2 is a recipe book of Plant Lore in Low Melnibonean. The effect of studying it assiduously would be to improve one's Plant Lore skill by 1D20%. The third scroll is in an unknown language (English). It is quite lengthy. If anyone could translate it, they would learn that it appears to be a fantastical romance by a scribe named Moorcock with the title of *The Eternal Champion*. Go ahead and tell your players this *sub rosa* as knowledge for them but not for their player characters. It should give them a smile.

4. SECRET DOOR

In the event that the tapestry is taken down or someone tries to explore behind it and asks to make their Search roll, there may be a chance that they will find the secret door leading to the treasure room. If the Search roll is made, the door will be located. Although it is not a demon door, it is so cunningly locked, that short of knocking the wall down, the only way to get through it is to make a saving roll against the character's INT rating. (Roll 1D100. If the INT rating or less is rolled, they figure out how to open the door.)

[8.4.4.3] TREASURE ROOM

You might expect the most horrible monster of all would be hiding in this last room, but Young Kingdoms is a world based on a more realistic premise. The sorcerer who lived in this tower had his normal defenses in the form of men and never planned to fill his building with monsters. This room was where he kept his most precious supplies and treasures, and he thought it needed no special guardian because he was the only one who knew how to get into it. Once the demon outside is dead, its only protection is its secrecy.

To your right as you enter the room are a series of shelves and bins that once held some of the rare ingredients necessary for different forms of sorcery. Everything of an organic nature has long since perished. Remaining are some ingots of copper, tin, iron, and silver (three each, weight 6 lbs each). There is some powdered zinc and antimony. There is some magnesium ribbon in a tightly sealed vase. Some of the jars, now empty or broken on the floor must have contained creams, salves. One bin still has some coal in it.

Against the rear wall is an old Melnibonean treasure chest. Inside it are one of the great Melnibonean golden wheels, 47 Melnibonean silver dragons, 41 of the large gold pieces of old Lormyr, two solid silver armbands (worth 3000 LB each), one gold ring set with a 40 carat opal (worth twice the value of the opal alone), and a small leather pouch with five gems in it. You can randomly determine what the gems are yourself by using table [1.3.7.1] Eight Great Gems.

Of moderate interest but of no danger whatsoever is the fact that this room is lighted not by natural means, but by a bound flame elemental who is trapped in an iron flambeaux set above the chest. Any sorcerer with the power to control salamanders could take the flambeaux and order the elemental within it to supply light at will. At present the elemental has instructions to "come on" when the door is opened, and to wait in dormancy when the door is closed or no human is in the room. A sorcerer can talk to it and change its orders and purpose although other men cannot.

[8.4.5] KEY TO LEVEL THREE

Level three was once a parapeded rooftop suitable for archery or for holding mass audiences, etc. At present most of the parapets have fallen to the ground and smashed, and part of the roof itself is missing around the stairway leading up from level two. It is a thoroughly boring and lifeless place and needs no further description. If the GM wishes to spice up the place, he/she may use it as a mating site for clakers.



AF⁸⁶

Characters Alive In The Time of Elric

The stats in this section show what Elric and the other major characters in his story would look like if they were evaluated in terms of the *Stormbringer* game mechanics. Also included in this section is a brief biographical note about who each character is and its importance in the saga.

ELRIC OF MELNIBONE

Elric is the last of the Melnibonean Emperors. An albino, sadly deficient in iron in his blood, Elric is intellectually active in an age when most Melniboneans preferred to dream of past glories. Curious about the developing civilization of the Young Kingdoms, he gives his power-mad cousin Yyrkoon a chance to rule the empire while Elric goes adventuring. This ultimately leads to the ensorcelment of Elric's love, Cymoril, the death of Yyrkoon, and the fall of Melnibone to the forces of the Sea Kings.

After the fall of Melnibone, Elric becomes a wanderer, involved in many quests and adventures which bring him no peace. Gradually he shifts his allegiance from the forces of Chaos to those of Law. By no wish of his own, he becomes the key figure in the struggle between Law and Chaos in the Young Kingdoms, and his efforts to sidestep his fate only continue to make things worse. Because of the innate malignity of both Chaos and his demon sword Stormbringer, Elric succeeds only in bringing doom to everyone whose fate crosses his, although his actions may seem to be for the good in the short run.

ELRIC OF MELNIBONE

Noble

STR 12* CON 12* SIZ 15 INT 25 POW 35 DEX 20 CHA 25
Hit Pts 15 Armor: plate ELAN: 99

* without drugs or Stormbringer, Elric's STR and CON are reduced to 5 each.

Weapon	Attack	Parry	Damage
Stormbringer	112%	98%	2d8 + 3d6 + 1d6 + drains 1d100 POW
Greatsword	92%	98%	2d8 + 1d6
Sea Axe	84%	73%	2d6 + 2 + 1d6

AGILITY SKILLS (+28 bonus): Climb 48%, Dodge 100%, Jump 100%, Ride 94%, Swim 70%, Tumble 100%

MANIPULATION SKILLS (+44 bonus): Juggle 64%, Pick Lock 100%, Sleight of Hand 55%, Set Trap 45%, Tie Knot 54%

PERCEPTION SKILLS (+36 bonus): Balance 100%, Listen 82%, Scent 36%, Search 100%, See 100%, Taste 100%, Track 65%

STEALTH SKILLS (+18 bonus): Ambush 41%, Conceal 49%, Hide 63%, Move Quietly 96%, Cut Purse 72%

KNOWLEDGE SKILLS (+26 bonus): Evaluate Treasure 100%, First Aid 81%, Music Lore 49%, Make Map 54%, Memorize 100%, Navigate 65%, Plant Lore 95%, Poison Lore 52%

LANGUAGES: Read/Write Common tongue 100%, Read/Write Low Melnibonean 100%, Read/Write High Melnibonean 80%, Read/Write Mabden 26%, Speak Common Tongue 100%, Speak Low Melnibonean 100%, Speak High Melnibonean 85%, Speak 'pande 26%, Speak Mabden 27%, Speak Mong 29%, Speak Orgjenn 28%, Speak Yuric 28%

COMMUNICATION SKILLS (+49 bonus): Credit 85%, Orate 82%, Persuade 49%, Sing 54%



SUMMON ELEMENTALS: Air 95%, Fire 91%, Earth 93%, Water 98%

SUMMON DEMONS: Combat 93%, Protection 90%, Knowledge 94%, Travel 91%, Desire 93%, Possession 90%

OTHER SUMMONINGS: Arioch, Grome, Kakatal, Lassa, Straasha, Missha, Graoll, Nnuuurr'r'r'c', Haaashaastaak, Fileet; several other special summonings not detailed in the *Stormbringer Magic Chapter*, such as the ability to summon the Grahuk, vulture-lions, or the greater demon Quaalnargn (this latter ability became pointless when Elric killed Quaalnargn).

NOTES: Elric can keep up to a dozen demons on call at any one time. He generally does not keep his full allotment on hand for greater flexibility - thus, he can summon and bind whatever demon is ideal for the task at hand, rather than being forced to rely on what he already possesses. However, especially when Elric has temporarily settled down, the gamemaster is justified in permitting him whatever demons seem sensible and unobtrusive (a knowledge demon, demon armor for wartime, and a few demon doors sound fair as a minimum).

POSSESSIONS: the Ring of Kings and the demon sword Stormbringer. If given time, can have a wide array of drugs and herbs available.

THE RING OF KINGS: This ring acts as a focus for the ancient pacts between the Emperors of Melnibone and the various Elemental and Beast Lords they allied to. Elric can automatically summon any Beast Lord or Elemental Lord (even those he does not normally have the ability to summon) and command said Lord to his will. Instead of the usual lengthy summoning process, he need only repeat some simple poems. He can only do this once per Lord, after which he is reduced to summoning them in the usual fashion and the Lords are no longer obliged to obey him. Only an Emperor of Melnibone can use this ring. By the end of his Saga, Elric is known to have used up this power by summoning Straasha, Haaashaastaak, Nnuuurr'r'r'c', and Fileet, and possibly others. He has probably used his power on Lassa, forcing her to give him the power to summon her sons Missha and Graoll, since he uses this latter ability on at least one occasion.

STORMBRINGER

A demon, bound into the form of a black sword by long dead gods, Stormbringer is fully sentient and very evil. Only Elric or another member of the Melnibonéan royalty (or perhaps a god) can use Stormbringer and its brothers. This sword has the ability to "steal souls," that is, such forth life energy and store or redistribute it. Elric, using Stormbringer, becomes a sort of psychic vampire, stealing the life energy of those he slays to compensate for his own deficiencies. Stormbringer manages to slay most of Elric's friends during the albino's career and finally disposes of Elric himself. The final revelation of the Elric saga is that Stormbringer has been the motivating power in everything, including the struggle between Law and Chaos, using Elric merely as a chess piece. Stormbringer was originally created to destroy a race of gods, and that seems to be its continuing motivation, for in the end it brings about the demise of both Law and Chaos while it survives.

STORMBRINGER, DEMON WEAPON

STR 30 CON 200 SIZ 3 INT 10 POW 70 DEX 80 CHA 20
Weapon *Attack* *Parry* *Damage*
 Itself 90% 90% 2d8+3d6+drains 1d100 POW

APPEARANCE: a black, two-handed sword which moans in combat. The blade is carved with runes which glow red in battle.

CHAOTIC POWERS: Fights on its own at 90%; flies through the air at human walking speed to reach its owner; when it wounds a target, sucks 1d100 POW from that target and transfers that POW to itself. Other powers are occasionally realized in the stories.

Keep track of the amount of POW Stormbringer steals. For every 10 points drained, Stormbringer can either increase its own combat skill by 2% or increase Elric's STR and CON by 1 each. Increasing Elric's STR above 12 also increases his Attack and Parry percentages by 1% each, of course, and after it has provided him with 14 additional points of STR, his damage bonus goes up by 1d6 - for every 10 points of STR past that, it goes up another 1d6. For each point of CON Elric gains, he gets another hit point. These "extra" hit points are the first ones damaged in combat. Hence, if Elric's CON is increased by 17, and he takes 19 points of damage in the ensuing fight, when his CON returns to normal, he will have sustained only 2 points of damage.

Stormbringer loses its stolen POW at the rate of 30 points an hour. It is possible for Stormbringer to be gluttoned, incapable of taking more POW, but this takes hundreds of points of POW to achieve. If Stormbringer takes in too much POW all at once from a single target, it can harm Elric - for each 10 points of POW above Elric's POW which is so received, Elric takes 1d3 points damage.

COMBAT BONUSES: Under normal conditions, gives +7 STR, +7 CON, +20% attack, and +3d6 damage to Elric. When feeding on souls, this increases.

JAGREEN LERN

Theocrat of the Church of Chaos, and ruler of Pan Tang, he is, after Elric, the greatest sorcerer in the world. He is more in tune with the desires of his masters, the Lords of Chaos. He is Elric's greatest, longest-lasting foe, and the most evil man in all the Young Kingdoms.

JAGREEN LERN, Theocrat of Pan Tang (Priest)
STR 18 CON 21 SIZ 12 INT 26 POW 26 DEX 15 CHA 17
Hit Pts 21 **Armor: Demon** **ELAN: 99**

Weapon *Attack* *Parry* *Damage*
 Demon Axe 103% 64% 1d8+2+3d6+1d6
 Demon Sword 47% 87% 1d8+1+1d6+1d6
 Demon Buckler 38% 94% -

AGILITY SKILLS: (+23 bonus): Climb 43%, Dodge 91%, Jump 42%, Ride 79%, Swim 100%

MANIPULATION SKILLS (+31% bonus): Pick Lock 32%, Sleight of Hand 82%, Set Trap 49%, Tie Knot 54%

PERCEPTION SKILLS (+28 bonus): Balance 50%, Listen 86%, Search 100%, See 32%, Track 43%

STEALTH SKILLS (+17 bonus): Ambush 100%, Conceal 83%, Cut Purse 29%, Hide 21%, Move Quietly 100%

KNOWLEDGE SKILLS (+100 bonus): all non-language skills at 100%



LANGUAGES: Read/Write Common Tongue 100%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 100%, Read/Write Mabden 100%, Speak Common Tongue 100%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 60%, Speak Mabden 100%

COMMUNICATION SKILLS (+33 bonus): Credit 100%, Orate 56%, Persuade 46%
SUMMON ELEMENTALS: Air 97%, Fire 98%, Earth 93%, Water 91%

SUMMON DEMONS: Combat 96%, Protection 94%, Knowledge 91%, Travel 93%, Desire 96%, Possession 93%

OTHER SUMMONINGS: Chardhros, Kakatal, Lassa, Grome, Straasha

POSSESSIONS: Demon axe, sword, armor, shield, horse, door and demons of knowledge and desire. His demon armor is inhabited by 100 salamanders. Has three magic rings, one of which holds 10 gnomes, the second of which holds 10 undines, and the third of which holds 10 sylphs.

JAGREEN LERN'S AXE (DEMON OF COMBAT)

STR 30 CON 86 SIZ 2 INT 0 POW 22 DEX 40
APPEARANCE: War-axe

CHAOTIC POWERS: Life Drain - upon hitting, if its POW overcomes its target's POW, it drains 1d6 CON from the victim and adds it onto its own CON (it started out with a CON of 0!)

JAGREEN LERN'S SWORD (DEMON OF COMBAT)

STR 10 CON 100 SIZ 2 POW 23
APPEARANCE: Ordinary steel broadsword

JAGREEN LERN'S ARMOUR (DEMON OF PROTECTION)

CON 110 SIZ 12 POW 13
APPEARANCE: Plate armor, glowing red-hot.

CHAOTIC POWERS: Contains 100 salamanders which flame up at Jagreen Lern's command, causing the armor to become red-hot to touch, or to permit him to hurl amber bolts of flame at his foes.

JAGREEN LERN'S BUCKLER (DEMON OF PROTECTION)

CON 22 SIZ 2 POW 31
APPEARANCE: A blood-red shield emblazoned with the arrows of chaos.

CHAOTIC POWERS: Possesses Wardpacts vs Fire and Missiles. Note that if Jagreen Lern successfully parries with the shield, any attacking weapon damages the shield, rather than the armor and man beneath.

JAGREEN LERN'S STEED (DEMON OF TRANSPORTATION)

STR 5 CON 72 SIZ 31 INT 7 POW 10 DEX 10
APPEARANCE: Ugly, hairless horse-thing
MOVEMENT: 100 kph for up to three full days

JAGREEN LERN'S DOOR (DEMON OF PROTECTION)

CON 61 SIZ 35 INT 7 POW 60
APPEARANCE: This is the door to Jagreen Lern's bedroom. It appears to be a normal door.

CHAOTIC POWERS: Regeneration - regrows 1d6 hit points per combat round after being damaged. This demon door has been fed victims to increase its POW rating.

JAGREEN LERN'S RING (DEMON OF KNOWLEDGE)

CON 2 INT 99 POW 34
APPEARANCE: Ring with clear glass sphere

JAGREEN LERN'S COMPANION (DEMON OF DESIRE)

STR 5 CON 10 SIZ 7 INT 12 POW 12 DEX 20 APP 69
APPEARANCE: Stunning, but changeable

NOTES: Purely a sex object - when Jagreen Lern has a need for something, he commands one of his priests to get it for him, using that priest's demons of desire, rather than Jagreen Lern's own.

RACKHIR, THE RED ARCHER

Elric's ally and friend, Rackhir is a renegade warrior-priest of Chaos, who goes on to become the greatest Champion of Tanelorn.

RACKHIR THE RED ARCHER OF ESHMIR/TANELORN (Warrior-Priest)

STR 18 CON 18 SIZ 14 INT 15 POW 16 DEX 19 CHA 18
Hit Pts 20 Armor: Leather

Weapon	Attack	Parry	Damage
Desert Bow (with magic arrow)	100%	25%	1d10 + 2 + 1d4
Shortsword	62%	100%	1d6 + 1 + 1d6

AGILITY SKILLS (+14 bonus): Climb 100%, Dodge 90%, Jump 100%, Ride 51%, Swim 35%, Tumble 74%

MANIPULATION SKILLS (+20 bonus): Juggle 44%, Pick Lock 21%, Sleight of hand 97%, Set Trap 64%, Tie Knot 77%

PERCEPTION SKILLS (+7 bonus): Balance 85%, Listen 100%, Scent 35%, Search 69%, See 42%, Track 64%

STEALTH SKILLS (+8 bonus): Ambush 54%, Conceal 65%, Cut Purse 13%, Hide 21%, Move Quietly 87%

KNOWLEDGE SKILLS (+36 bonus): Evaluate Treasure 82%, First Aid 44%, Make Map 45%, Memorize 50%, Music Lore 100%, Navigate 67%, Plant Lore 49%, Poison Lore 58%

LANGUAGES: Read/Write Common Tongue 64%, Read/Write 'pande 88%, Speak Common Tongue 100%, Speak Low Melnibonean 40%, Speak High Melnibonean 40%, Speak Mong 75%, Speak 'pande 100%

COMMUNICATION SKILLS (+13 bonus): Credit 79%, Orate 80%, Persuade 65%, Sing 50%

POSSESSIONS: Demon Bow, plus 8 demon arrows.

RACKHIR'S BOW (DEMON WEAPON)

CON 85 SIZ 3 POW 16

APPEARANCE: Extremely fine composite bow

CHAOTIC FEATURES: Doubles normal chances for delivering a critical hit.

COMBAT BONUSES: None, except the x2 critical hit chance.

DEMON ARROWS: (EIGHT IDENTICAL DEMON WEAPONS)

STR 50 SIZ 1 POW 19

APPEARANCE: Red-fletched arrows

COMBAT BONUSES: +5d6 damage

DYVIM SLOM

Dyvim Slorm is a distant cousin of Elric's and a Dragon Master. After the sack of Imryrr, Dyvim Slorm led a company of Melniboneans out into the world as soldiers of fortune. In Elric's later adventures, Dyvim Slorm becomes his greatest ally.

DYVIM SLOM

Warrior-Noble

STR 15 CON 14 SIZ 13 INT 20 POW 23 DEX 12 CHA 13
Hit Pts 15 Armor: Plate

Weapon	Attack	Parry	Damage
Battle Axe	79%	56%	1d8 + 2 + 1d6
Mel. Bone Bow	55%	25%	2d6 + 1 + 1d4
Long Spear	78%	60%	1d8 + 1 + 1d6
Great Sword	98%	98%	2d8 + 1d6

AGILITY SKILLS (+13 bonus): Climb 87%, Dodge 75%, Jump 96%, Ride 90%, Swim 34%, Tumble 47%

MANIPULATION SKILLS (+22 bonus): Juggle 60%, Pick Lock 88%, Sleight of Hand 25%, Set Trap 44%, Tie Knot 39%

PERCEPTION SKILLS (+19 bonus): Balance 100%, Listen 43%, Search 83%, See 46%, Track 53%

STEALTH SKILLS (+7 bonus): Ambush 46%, Conceal 91%, Cut Purse 38%, Hide 50%, Move Quietly 29%

KNOWLEDGE SKILLS (+26 bonus): Evaluate Treasure 67%, First Aid 76%, Music Lore 84%, Make Map 93%, Make Weapon 100%, Memorize 31%, Navigate 91%, Plant Lore 80%, Poison Lore 31%

LANGUAGES: Read/Write Common tongue 97%, Read/Write Low Melnibonean 100%, Read/Write High Melnibonean 60%, Speak Common Tongue 100%, Speak Low Melnibonean 100%, Speak High Melnibonean 50%



COMMUNICATION SKILLS (+20 bonus): Credit 41%, Orate 72%, Persuade 73%

SUMMON ELEMENTALS: Air 95%, Earth 51%, Water 72%

SUMMON DEMONS: Desire 51%, Possession 29%, Protection 72%, Travel 91%

OTHER SUMMONINGS: Lassa

POSSESSIONS: Right-hand gauntlet containing 12 bound sylphs; ring containing 3 bound undines; left-hand gauntlet containing 2 bound gnomes; demon armor; demon horse barding; demon saddle; large gorget binding two demons of desire; and a demon of possession bound into a horse's body. For a time he wielded Mournblade, which is a demon sword with statistics identical to those of Stormbringer.

DYVIM SLOM'S DEMON ARMOUR (DEMON OF PROTECTION)

CON 76 SIZ 13 POW 21

APPEARANCE: Ordinary, if rather fancy, Melnibonean plate armor

DYVIM SLOM'S HORSE (DEMON OF POSSESSION)

STR 53 CON 16 SIZ 30 INT 7 POW 20 DEX 15 CHA 15

Hit Pts 34

Armor: Demon barding

Weapon	Attack	Damage
Bite	60%	1d10
Kick	45%	1d8 + 4d6
Rear & Plunge	30	2d8 + 4d6
Trample	25%	8d6 to downed foe

APPEARANCE: Large handsome gelding

NOTE: Carries Demon Saddle of transportation and wears Demon Horse Barding

DEMON HORSE BARDING (DEMON OF PROTECTION)

CON 65 SIZ 30 POW 15

APPEARANCE: Dark metal horse barding in the Melnibonean style.

DEMON SADDLE (DEMON OF TRANSPORTATION)

STR 4 CON 12 SIZ (43) POW 14 CHA 10

APPEARANCE: Good leather saddle with excellent stitchery and sheaths for bow and sword plus saddlebags.

CHAOTIC POWERS: Actual SIZ is only 4, though for purposes of transport, its SIZ is 43. The saddle is mindless, and its movement powers can only be activated by forcing the horse wearing it to gallop for at least a full minute.

BONUSES: Transports horse and rider at 80 kph for up to 12 hours.

DEMON OF DESIRE ONE

STR 20 CON 16 SIZ 8 INT 10 POW 16 DEX 10 CHA 20

APPEARANCE: Beautiful young Melnibonean slave girl. She is kept at Dyvim Slorm's home base and summoned to him by use of a wish when needed. Note that her CON is partially used up.

DEMON OF DESIRE TWO

STR 14 CON 28 SIZ 8 INT 10 POW 18 DEX 10 CHA 20

APPEARANCE: Beautiful young human slave girl. She is kept at Dyvim Slorm's home base and summoned to him by use of a wish when needed. Note that her CON is partially used up.



YYRKOON OF MELNIBONE

Yyrkoon is cousin to Elric and is a more typical example of modern Melnibonéans. Considering Elric to be a weakling, he wishes to seize the throne of Melniboné for himself. His efforts include attempted murder (of Elric), the ensorcelment of his sister Cymoril, and the original summoning of Mournblade and Stormbringer to the Young Kingdoms plane. Despite his albinism, Elric is the greater sorcerer and better man, thwarting all of Yyrkoon's schemes and sparing him his treason more than once. Finally Elric is forced to slay Yyrkoon and destroy Imryrr in the process.

YYRKOON OF MELNIBONE (Noble)						
STR 12	CON 15	SIZ 15	INT 15	POW 29	DEX 14	CHA 15
Hit Pts 18	Armor: Demon					
<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>			
Demon greatsword	111%	90%	2d8+4d6+1d6			
Demon shortsword	66%	82%	1d6+1+1d6+1d6			
Sea Axe	85%	71%	2d6+2+1d6			
Dagger	48%	31%	1d4+2+7d6+1d6			

AGILITY SKILLS (+16 bonus): Climb 41%, Dodge 81%, Jump 63%, Ride 51%, Swim 23%, Tumble 59%

MANIPULATION SKILLS (+22 bonus): Juggle 39%, Pick Lock 37%, Sleight of Hand 60%, Set Trap 35%, Tie Knot 74%

PERCEPTION SKILLS (+20 bonus): Balance 100%, Listen 51%, Search 32%, See 100%, Taste 28%, Track 45%

STEALTH SKILLS (+2 bonus): Ambush 62%, Conceal 89%, Cut Purse 97%, Hide 61%, Move Quietly 57%

KNOWLEDGE SKILLS (+6 bonus): Evaluate Treasure 100%, First Aid 16%, Make Map 81%, Memorize 89%, Music Lore 32%, Navigate 100%, Plant Lore 99%, Poison Lore 50%

LANGUAGES: Read/Write Common Tongue 100%, Read/Write Low Melnibonéan 75%, Read/Write High Melnibonéan 50%, Speak Common Tongue 100%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 75%

COMMUNICATION SKILLS (+23 bonus): Credit 100%, Orate 70%, Persuade 70%

SUMMON ELEMENTALS: Air 60%, Fire 93%, Earth 74%, Water 97%

SUMMON DEMONS: Combat 93%, Protection 77%, Knowledge 51%, Travel 53%, Desire 78%, Possession 95%

OTHER SUMMONINGS: Kakatal, Straasha, Meerclaw

POSSESSIONS: Demon sword, dagger, armor, shortsword, maidservant, mount and satchel guard. Also possesses a magic necklace holding four amulets. One amulet contains a dozen fire elementals, a second contains a dozen undines, a third contains four sylphs, and the last contains four gnomes.

YYRKOON'S SWORD (DEMON WEAPON)

STR 40 SIZ 3 POW 25 DEX 80 CHA 5

APPEARANCE: Long, glimmering greatsword

COMBAT BONUS: +20% attack and +4d6 damage

YYRKOON'S DAGGER (DEMON WEAPON)

STR 70 SIZ 1 POW 19

APPEARANCE: None

CHAOTIC POWER: Invisibility; adds +7d6 to damage done

YYRKOON'S ARMOUR (DEMON ARMOUR)

CON 85 SIZ 15 POW 24 CHA 9

APPEARANCE: The torso resembles the huge carved silver face of a demon, while Yyrkoon's limbs are encased in silvery flared plates.

CHAOTIC POWER: Fear - all beings with 10 meters are affected except the wearer. This power can be activated or turned off by Yyrkoon at will.

YYRKOON'S STEED (DEMON OF TRANSPORTATION)

STR 15 CON 48 SIZ 15 INT 12 POW 14 DEX 10 CHA 1

APPEARANCE: Changeable, but always retains purple, warty, skin.

YYRKOON'S MAIDSERVANT (DEMON OF DESIRE)

STR 21 CON 38 SIZ 5 INT 12 POW 9 DEX 10 CHA 20

YYRKOON'S SACHEL GUARD (DEMON OF PROTECTION)

STR 1 CON 45 SIZ 1 INT 15 POW 20 DEX 10 APP 1

APPEARANCE: A tiny wizened man, no more than a foot or so tall. Can alter shape.

CHAOTIC POWERS: Fear, Sleep, and Invisibility. This demon of protection rides inside Yyrkoon's satchel, which is where he stores his most important valuables.

YYRKOON'S SHORTSWORD (DEMON WEAPON)

STR 10 CON 100 SIZ 1 POW 4

APPEARANCE: Blackened, sawtoothed, shortsword

COMBAT BONUS: +1d6 damage

COUNT SMIORGAN BALDHEAD

Elric meets Smiorgan Baldhead of the Isle of Purple Towns during one of his earliest adventures. The two men grow to like each other, and for some time Smiorgan is Elric's sidekick. The Count is a trader of the Isle of Purple Towns, and his actions are frequently motivated by the urge to make a profit. He is one of the instigators of the sack of Imryrr, and though he is Elric's personal friend, Elric cannot save him from the dragons after Imryrr has fallen, when the Sea Kings attempted to flee with their loot.

SMIORGAN BALDHEAD OF THE PURPLE TOWNS, Merchant

STR 16 CON 11 SIZ 11 INT 13 POW 9 DEX 11 CHA 11

Hit Pts 11 Armor: Plate

Weapon	Attack	Parry	Damage
Lormyrian Axe	55%	43%	3d6+1d6
Sea Axe	47%	39%	2d6+2+1d6
Dagger	30%	19%	1d4+2+1d6

AGILITY SKILLS (+5 bonus): Climb 87%, Dodge 21%, Jump 99%, Ride 42%, Swim 48%, Tumble 84%

MANIPULATION SKILLS (+5 bonus): Juggle 94%, Pick Lock 29%, Sleight of Hand 15%, Set Trap 56%, Tie Knot 43%

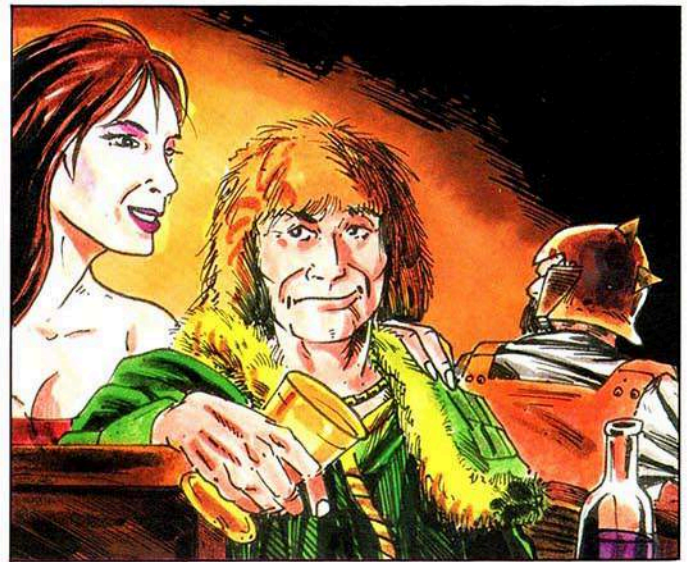
PERCEPTION SKILLS (+1 bonus): Balance 45%, Listen 38%, Search 54%, See 43%, Track 21%

STEALTH SKILLS (+1 bonus): Ambush 57%, Conceal 56%, Cut Purse 3%, Hide 37%, Move Quietly 26%

KNOWLEDGE SKILLS (+12 bonus): Blacksmith 47%, Evaluate Treasure 100%, First Aid 93%, Make Map 59%, Memorize 47%, Music Lore 55%, Navigate 65%, Plant Lore 41%, Poison Lore 34%

LANGUAGES: Read/Write Common Tongue 100%, Read/Write Low Melnibonean 100%, Speak Common tongue 100%, Speak Low Melnibonean 100%, Speak High Melnibonean 10%, Speak Mong 25%, Speak 'pande 15%, Speak Yuric 25%

COMMUNICATION SKILLS (+1 bonus): Credit 45%, Orate 86%, Persuade 31%, Sing 21%



MOONGLUM

This wandering easterner from Elwher would be a hero in his own right if he weren't running around with Elric. A likeable rogue, he helps insulate Elric from the world (and the world from Elric) for several years. After Elric's marriage to Zarozenia, Moonglum returns home only to return seeking Elric's help against Terarn Gashtek. Thereafter he remains with Elric until the end.

MOONGLUM OF ESHMIR

(Warrior)

STR 16 CON 16 SIZ 19 INT 13 POW 17 DEX 18 CHA 12

Hit Pts 16

Armor: Leather

Weapon	Attack	Parry	Damage
RH Scimitar	93%	90%	1d8+1+2d6+1d6
LH Shortsword	86%	98%	1d6+1+1d6+1d6
Dagger	90%	90%	1d4+2+1d6
Thrown Dagger	86%	-	1d4+1d4

AGILITY SKILLS (+15 bonus): Climb 91%, Dodge 38%, Jump 85%, Ride 79%, Swim 76%, Tumble 63%

MANIPULATION SKILLS (+12 bonus): Juggle 27%, Pick Lock 65%, Sleight of Hand 86%, Set Trap 97%, Tie Knot 100%

PERCEPTION SKILLS (+6 bonus): Balance 82%, Listen 23%, Scent 15%, Search 44%, See 35%, Track 68%

STEALTH SKILLS (+11 bonus): Ambush 41%, Conceal 76%, Cut Purse 65%, Hide 72%, Move Quietly 70%

KNOWLEDGE SKILLS (+2 bonus): Evaluate Treasure 47%, First Aid 50%, Leatherwork 45%, Make Map 30%, Memorize 20%, Music Lore 47%, Navigate 62%, Plant Lore 78%, Poison Lore 25%

LANGUAGES: Read/Write Common Tongue 75%, Read/Write Low Melnibonean 10%, Read/Write 'pande 75%, Speak Common Tongue 90%, Speak Low Melnibonean 40%, Speak 'pande 100%, Speak Mong 60%

COMMUNICATION SKILLS (+6 bonus): Credit 72%, Orate 89%, Persuade 64%, Sing 75%

OTHER POSSESSIONS (+6 bonus): Elric has magicked Moonglum's weapons (ie, made them into magical possessions). He has not provided Moonglum with a suit of demon armor, as such armor is difficult to conceal and he and Moonglum go through many times when it is more important to be unobtrusive than it is to be armored.

MOONGLUM'S SCIMITAR (DEMON WEAPON)

STR 20 CON 98 SIZ 2 POW 10

APPEARANCE: Ordinary battered scimitar

WEAPON DAMAGE: +2d6 damage

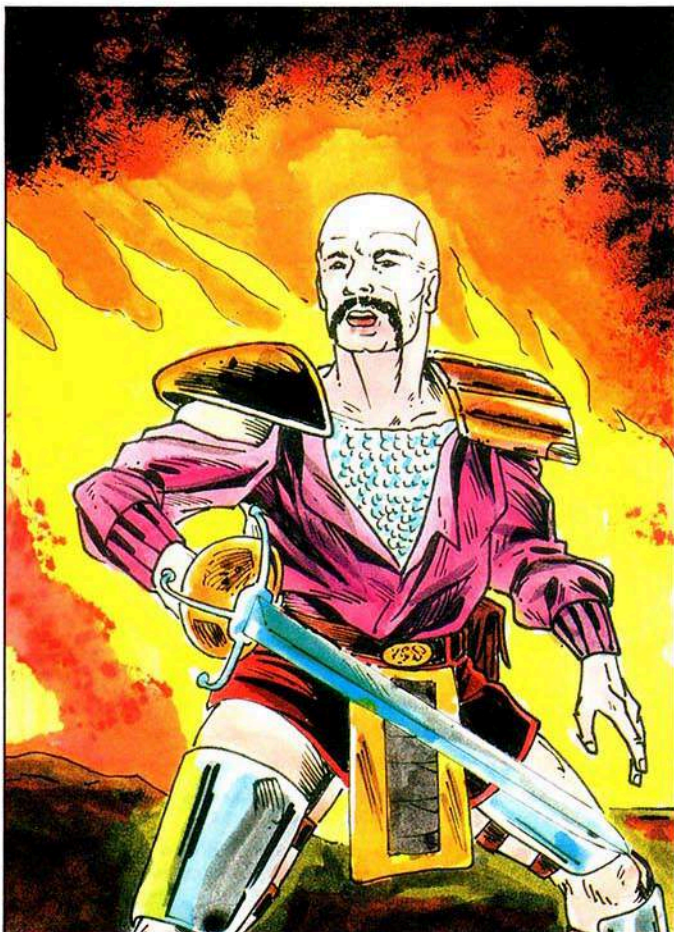
MOONGLUM'S SHORTSWORD (DEMON WEAPON)

STR 10 CON 70 SIZ 2 POW 16 DEX 32

APPEARANCE: Ordinary steel shortsword

CHAOTIC POWERS: The DEX bonus of this sword is added to the user's Parry, rather than his Attack.

COMBAT BONUSES: +1d6 damage, +8% parry





MYSHELLA, THE SLEEPING SORCERESS

Mistress of Kaneloon, one of the forces instrumental in the creation of the Young Kingdoms through her effect on Aubec of Malador, she is the oldest and greatest of the Agents of Law. She seeks Elric's help against the Chaotic minions of Theleb K'aarna, and comes to Elric's aid against the same wizardly foe later on. Taken hostage by Theleb K'aarna, she is eventually slain by him.

MYSHELLA, THE SLEEPING SORCERESS

(Agent of Law)

STR 12 CON 36 SIZ 10 INT 30 POW 24 DEX 16 CHA 24

Hit Pts 36 Armor: None ELAN: 99

Weapon	Attack	Parry	Damage
Dagger	100%	90%	6

AGILITY SKILLS (+16 bonus): Climb 86%, Dodge 69%, Jump 39%, Ride 100%, Swim 100%, Tumble 75%

MANIPULATION SKILLS (+34 bonus): Juggle 79%, Pick Lock 46%, Sleight of Hand 92%, Set Trap 99%, Tie Knot 100%

PERCEPTION SKILLS (+30 bonus): Balance 91%, Listen 86%, Search 100%, See 100%, Taste 100%, Track 35%

STEALTH SKILLS (+22 bonus): Ambush 100%, Conceal 86%, Cut Purse 46%, Hide 100%, Move Quietly 48%

KNOWLEDGE SKILLS (+100 bonus): all non-language skills at 100%

LANGUAGES: Read/Write Common Tongue 100%, Read/Write Low Melniboncan 100%, Read/Write High Melniboncan 100%, Read/Write Mabden 30%, Read/Write 'pande 30%, Speak Common tongue 100%, Speak Low Melniboncan 100%, Speak High Melniboncan 100%, Speak Mabden 20%, Speak 'pande 50%

COMMUNICATION SKILLS (+42 bonus): Credit 45%, Orate 85%, Persuade 100%, Sing 100%

SUMMON ELEMENTALS: Air 92%, Fire 94%, Earth 91%, Water 95%

SUMMON VIRTUES: Combat 94%, Protection 93%, Knowledge 98%, Travel 96%

OTHER SUMMONINGS: Arkyn, Straasha, Kakatal, Lassa, Grome; also, just like Elric, Mysheila knows how to summon many other things, such as the oonai, noose of flesh, and so forth.

NOTE: Mysheila heals at twice the normal rate and gains twice the normal benefit from First Aid and healing plants. She cannot be healed by a Demon of Desire.

POSSESSIONS: Amulet of Law, Virtuous Dagger, Virtuous Metal Bird, Virtuous Oracle Statue, and a dozen Virtues of Defense embodied as doors in her fortress.

MYSHELLA'S DAGGER (VIRTUE OF ATTACK)

POW 24

APPEARANCE: Ordinary jewelled dagger.

MYSHELLA'S METAL BIRD (VIRTUE OF TRAVEL)

STR 26 CON 36 SIZ 24 INT 12 POW 24 DEX 42

Hit Pts: 96

APPEARANCE: Huge metal bird. Can fly at 100 kph.

MYSHELLA'S ORACLE STATUE (VIRTUE OF KNOWLEDGE)

POW 24

POWERS: 150% chance of answering any of Mysheila's questions correctly.

ZAROZINIA

A noblewoman of Karlaak by the Weeping Waste, she wins Elric's love and marries him, getting him to lay aside Storm-bringer for a couple of years. In the final confrontation between Law and Chaos, she falls hostage to Jagreen Lern and the forces of Chaos who hope to control Elric through her.

ZAROZINIA OF ILMIORA

(Noble)

STR 13 CON 11 SIZ 10 INT 12 POW 8 DEX 16 CHA 22

Hit Pts 11

Armor: None

Weapon	Attack	Parry	Damage
Dagger	43%	34%	1d4+2
Self Bow	21%	6%	1d6+1

AGILITY SKILLS (+4 bonus): Climb 14%, Dodge 21%, Jump 14%, Ride 45%, Swim 34%

MANIPULATION SKILLS (+4 bonus): Tie Knot 35%

PERCEPTION SKILLS (-1 bonus): Balance 78%, Listen 51%, Search 84%, See 12%

STEALTH SKILLS (+4 bonus): Conceal 39%, Hide 88%, Move Quietly 90%

KNOWLEDGE SKILLS (+0 bonus): First Aid 68%, Make Map 42%, Memorize 55%, Music Lore 76%, Plant Lore 18%, Poison Lore 38%

LANGUAGES: Read/Write Common tongue 100%, Read/Write Low Melniboncan 30%, Speak Common tongue 100%, Speak Low Melniboncan 60%, Speak Mong 30%, Speak 'pande 45%

COMMUNICATION SKILLS (+9 bonus): Credit 48%, Orate 85%, Persuade 99%

THELEB K'AARNA

A wizard of Pan Tang, Theleb K'aarna becomes Elric's enemy when Yishana, Queen of Jharkor, prefers the albino to him. All of his attempts to slay Elric fail, and each time he fails he invokes ever-greater forces of Chaos to aid him in the next attempt. Elric and Moonglum spend several years trying to chase him down and slay him; after the death of Myshella, Elric is finally able to slay this foe.



THELEB K'AARNA OF PAN TANG

(Priest)

STR 13 CON 14 SIZ 17 INT 22 POW 22 DEX 18 CHA 7

Hit Pts 19 Armor: Half plate ELAN: 80

Weapon	Attack	Parry	Damage
Shortsword	44%	89%	1d6+1+1d6
Dagger	89%	66%	1d4+2+1d6

AGILITY SKILLS (+12 bonus): Climb 30%, Dodge 92%, Jump 36%, Ride 45%, Swim 31%

MANIPULATION SKILLS (+27 bonus): Sleight of Hand 41%, Set Trap 100%, Tie Know 82%

PERCEPTION SKILLS (+20 bonus): Balance 38%, Listen 60%, Hide 83%, Move Quietly 79%

STEALTH SKILLS (+11 bonus): Ambush 64%, Conceal 96%, Hide 83%, Move Quietly 79%

KNOWLEDGE SKILLS (+95 bonus): all non-language skills at 100%

LANGUAGES: Read/Write High Melnibonean 50%, Read/Write Mabden 60%, Speak High Melibonean 00%, Speak Mabden 60%

COMMUNICATION SKILLS (+18 bonus): Credit 29%, Orate 54%, Persuade 99%, Sing 25%

SUMMON ELEMENTALS: Air 52%, Fire 97%, Earth 73%, Water 48%

SUMMON DEMONS: Knowledge 53%, Travel 93%, Desire 78%, Combat 99%, Protection 77%, Possession 29%

OTHER SUMMONINGS: Kakatal, Grome; plus, like Elric, has access to several other impressive spells when given time and material with which to prepare, such as summoning the Elenoin or other trans-dimensional races.

POSSESSIONS: Ring of teleportation and two demons of combat. These demons vary from time to time and this is only a representative sampling. Standard practice for Theleb K'aarna is to dispose of enemies by quickly summoning as many demons as possible (without binding them) and sending them after his foe.

Has ring containing 60 fire elementals, amulet containing 4 undines, and a second amulet containing 5 gnomes.

THELEB K'AARNA'S RING (TELEPORTER DEMON)

STR 34 CON 12 SIZ 0 INT 7 POW 25 DEX 34 CHA 1

APPEARANCE: Large pearl set in thumb ring.

THELEB K'AARNA'S BODYGUARD (DEMON OF COMBAT)

STR 36 CON 26 SIZ 15 INT 7 POW 10 DEX 18 CHA 1

Hit Pts 29 Armor: None

Weapon	Attack	Parry	Damage
Scimitar	90%	45%	1d8+1+3d6
Target	45%	90%	1d6+3d6

APPEARANCE: Obese, pig-headed man.

THELEB K'AARNA'S OTHER BODYGUARD (DEMON OF COMBAT)

STR 21 CON 25 SIZ 20 INT 7 POW 6 DEX 13 CHA 1

Hit Pts 33 Armor: None

Weapon	Attack	Parry	Damage
Lormyrian Axe	82%	41%	3d6+2d6
Bite	41%	-	1d6+2d6+poison

APPEARANCE: Snake-headed, long-necked creature with human torso and limbs.

CHAOTIC POWERS: Can bite each round in addition to axe attack -- bite injects poison. Anyone bitten dies within 1d6 hours unless antidote is administered -- the venom counts as a class 2 poison for this purpose.





Magic

[5.1] STRUGGLE BETWEEN LAW AND CHAOS

Michael Moorcock is not a simple man, and he does not write simple stories. The implications behind his theology of Law and Chaos at war with each other are profound, and would bear considerable philosophizing, but this is not the place for it. Unfortunately, in order for this game to work well, I must simplify and abbreviate many of Moorcock's concepts.

The world of the Young Kingdoms is a cosmic chessboard. The contending powers are the gods of Law and the gods of Chaos. The gods of Law represent the forces of order, stability, peace, and ultimately entropy. The gods of Chaos represent the forces of unlimited creativity, beauty, power, war, disorder, and anarchy. Neither side is good or evil in itself. Qualities of both are needed to make a liveable world. In the Young Kingdoms, the forces of Law and Chaos are controlled by an impersonal third party called the Cosmic Balance. As long as the Balance is nearly even, the world is healthy — a good place in which to live and adventure. In Elric's time, the Balance has been upset — largely through the actions of Elric himself — and is tipping ever more strongly to the side of Chaos.

In order to understand how this came to be, it is necessary to understand something of the history of the Young Kingdoms.



[5.1.1] A BRIEF HISTORY OF THE YOUNG KINGDOMS FROM THE CREATION OF THE WORLD TO THE TIME OF ELRIC

The gods of Chaos actually created the world of the Young Kingdoms but the gods of Law managed to establish a toehold in it. This toehold was named the Castle of Kaneloon, and until the time of Aubec of Malador in Lornyr it stood on the verge of Chaos itself.

Chaos brought forth life in abundance. Law caused it to evolve into men and man-like creatures. Chaos spawned many inventions such as fire, the wheel, the working of metals, etc. Law shaped these new creations into the basis of civilization.

The first great civilization in the world of the Young Kingdoms rose in the jungles of R'lin K'ren A'a. In those primeval days they were not jungles, but fertile plains. A non-human, but very humanoid race reared the first cities and learned to worship the demon gods of Chaos. Arioeh and his fellow deities of Chaos ultimately expelled them from their paradise, and caused them to migrate to the Dragon Isle in the middle of

the sea. There they found and tamed the great dragons, and with the aid of their new draconic allies, conquered all the lands shown on the map of the Young Kingdoms in this book. Men lived in those lands, but they were men of the stone age. Thus rose the Chaos-inspired Empire of Melnibone, and for 10,000 years it ruled the world. (A fuller history of Melnibone is given in chapter 1.)



But the power of Law slowly and steadily grew. It began far from Melnibone with men who had learned the arts of civilization from outlying fragments of the Bright Empire, and culminated 400 years before the time of Elric.

As the Cosmic Balance swung ever more to Law, the forces of Chaos waned from the world, and the Empire of Melnibone also declined. A Champion of Law arose named Aubec of Malador, and it was he who led the initial revolts that established the existence of the Young Kingdoms. Although he was finally defeated and slain, the world-spanning empire of Melnibone was broken, and the Young Kingdoms became a world mostly controlled by natural law. But the forces of Chaos watched and bided their time, for they had not relinquished the struggle. This, then is the setting of the Elric saga, a world torn between two sets of deities, each group striving for total domination, and each using men as their pawns in the great game.

[5.2] THE NATURE OF MAGIC

Magic is defined as the opposite of Law. Law is predictable, reproducible, and constant. Magic is unpredictable, not reproducible, and random. Law is the essence of the Gods of Law, while Magic is the essence of the gods of Chaos. In the Young Kingdoms there are some creatures that are primarily Lawful and some that are primarily Chaotic — the latter have the ability to work magic.

Man, in the Young Kingdoms, is not an inherently magical race. Men in this game can do no magic by and of themselves. All magic must be performed by magical beings — most of whom exist in other planes of existence. Some of these magical beings are known as demons and elementals. Others are called gods or beast lords. Some beasts that live in the Young Kingdoms such as dragons and clakers are inherently magical.

But, through knowledge and power, men may control certain of the lesser supernatural beings (lesser demons and lesser elementals). By entering into bargains (see section [5.12] Bar-

gaining with the Gods), men may have commerce with and sometimes gain service from the greater supernatural beings such as the Lords of Law and Chaos.

Since the world was created from the stuff of Chaos, enough Chaos (which is only a convenient term for endless possibilities) remains in the fabric of reality to allow magic to function, but not without great difficulty. For example, the Lords of Chaos were banished from the plane of the Young Kingdoms, probably in the time of Aubec, and it was only when Elric managed to summon Arioch that they regained access to that plane after several hundred years.

[5.2.1] THE REQUISITES OF MAGIC

Magic is rare in the Young Kingdoms. Its use is restricted to individuals of high INT and high POW combined. There are five ranks of sorcery in the Young Kingdoms, and they are described below:

[5.2.1.1] FIRST RANK – ELEMENTAL CONTROL

To be a sorcerer of the first rank, capable of summoning and controlling a lesser elemental (one capable of minor feats) requires a total INT and POW of 32 or greater. In addition, it requires the knowledge of certain words of power, chants, or minor sacrifices employing the principles of sympathetic magic. This requires a minimum INT of 16. A character who is a Priest would have this kind of information available to him – other character classes must quest to obtain such knowledge.

The elementals that may be summoned and controlled, and the effects possible, are discussed in greater detail later in this chapter.

[5.2.1.2] SECOND RANK – LESSER DEMON CONTROL

Lesser demons are inhabitants of other planes of reality, owing fealty to the Lords of Chaos. To be a second rank sorcerer capable of summoning and controlling demons requires a total POW and INT equal to 36 or better. It also generally requires knowledge of certain formulae, sacrifices, herbs, etc. A character who has achieved the first rank of sorcery will have already acquired the basic knowledge to go on to the second rank.

[5.2.1.3] THIRD RANK – SUMMONING AND BARGAINING WITH ELEMENTAL RULERS

The third plateau of sorcery is the power to summon and bargain with an Elemental Ruler. There are four of them: Strasha, lord of water elementals; Grome, lord of earth elementals; Lassa, lady of air elementals; and Kakatal, lord of fire elementals. They are equal in power to each other, and have vast power within their own elements. They cannot be bound, only persuaded. They will be discussed more completely later in this chapter and in chapter 6. The total POW and INT required to summon one of them is 40 or greater.

[5.2.1.4] FOURTH RANK – SUMMONING THE BEAST LORDS

The fourth level of sorcery adds the power to summon a Beast Lord. Beast Lords are archtypal deities representing a broad general class of animal, such as Haaashaastaak, Lord of the Lizards, or Fileet, Lady of the Birds. Only four of them are mentioned by name in all the *Elric* books, but every type

of beast has its own lord. Only Melniboneans, who made treaties of perpetual aid and friendship with the various Beast Lords long before Elric's time, have the ability to summon them, but the GM may allow a Melnibonean wizard to teach the summoning spell to a mortal sorcerer under extremely special circumstances. Summoning a Beast Lord requires knowledge of a certain poetic rune which acts as a calling spell – putting the summoner and Beast Lord in communication with each other – along with a combined POW and INT equal to 44 or greater.

[5.2.1.5] FIFTH RANK – SUMMONING THE LORDS OF LAW AND CHAOS

Greatest of all the supernatural beings that infest the Young Kingdoms are the Chaos Lords and the Lords of Law. They can be summoned but never controlled by player-characters, and if summoned, must be played by the GM. Lords of Law always help those who summon them if they are acting in a Lawful cause, but the Lords of Chaos do whatever they please. Short of destroying the world with a wave of their hands, there are no limits on the powers of the Law and Chaos Lords. The *Elric* books list an extensive pantheon of the Lords of Chaos but only two Law Lords are listed by name. However, the Lords of Law seem to have a bit more power, for they and their champions have been slowly pushing the forces of Chaos back in the Young Kingdoms for thousands of years until the time of Elric. To summon either a deity of Law or Chaos requires a minimum combined POW and INT equal to 48 or greater.

[5.2.2] THE EIGHT-POINTED STAR

The demons discussed in this chapter are creatures of Chaos. They owe allegiance to the signs and symbols of the Lords of Chaos. The sign of Chaos is eight arrows radiating from a common center, symbolizing that Chaos includes all possibilities, and that it may move in any direction. Connecting the points of the arrows produces an octagon. Connecting the points of an eight-sided star would do the same, and indeed the central polygon of the star is an octagon. On Earth today we use pentagons to enclose demons. In the Young Kingdoms, an octagon is needed to enclose Chaotic demons.

[5.2.3] THE TRIANGLE OF LAW

The first regular polygon that can be produced is the triangle. It is the perfect manifestation of Law, because it abides by laws familiar to every student of geometry. A triangle determines a plane, and a plane is an ordered level of existence in Elric's universe. Thus the triangle, the symbol of stability, opposes the octagon. Together they are the two greatest magical symbols in all the Young Kingdoms.

[5.3] SORCERERS AND WIZARDS

Player-characters with INT and POW adding to 32 or more, with a minimum INT of 16, have the potential to be sorcerers or wizards (the names are interchangeable). A Melnibonean, Pan Tangan, or Priest character of any country may be assumed to be trained to the level of ability shown in table [5.3.1] Sorcerous Abilities.

[5.3.1] SORCEROUS ABILITIES

Rank	INT+POW	Abilities
First	32	Roll 1D4. 1=Air Elementals, 2=Water Elementals, 3=Earth Elementals, 4=Fire Elementals. Sorcerer may learn to summon the type of elemental rolled.
Second	36	May learn to summon two types of elementals (second type is chosen by sorcerer). Roll 1D6 two times. 1=Demon of Combat, 2=Demon of Protection, 3=Demon of Knowledge, 4=Demon of Transportation, 5=Demon of Desire, 6=Demon of Possession. Sorcerer may learn to summon the demon types rolled. If same number rolled twice, roll again.
Third	40	May learn to summon three types of elementals (third type is chosen by sorcerer). May learn to summon two more types of demons (chosen by sorcerer). If surrounded by the proper type of element, sorcerer may attempt to summon the Elemental Ruler tied to the type of elemental he first learned to summon.
Fourth	44	May learn to summon all types of elementals. May learn to summon all types of demons. May attempt to summon Elemental Rulers for the two types of elementals which he first learned to summon, when surrounded by proper element for ruler summoned. If Melnibonean, may summon one Beast Lord (chosen by sorcerer).
Fifth	48	May learn to summon all types of elementals and all types of demons. May attempt to summon any Elemental Ruler when surrounded by proper element for Ruler summoned. If Melnibonean, may summon three Beast Lords (types chosen by sorcerer). May attempt to summon one Lord of Law or Chaos, if the proper ceremony and sacrifice have been offered (exact Lord is chosen by sorcerer).

A Noble or Merchant character has a 50% chance of having been trained as a sorcerer if he qualifies as one.

Any other character with a combined INT and POW of 32 or more may be given the chance to become a sorcerer in the course of the game. This chance may come through earning training by the priests of his god, finding a comprehensible ancient grimoire, or receiving divine aid or some other windfall of chance.

Beginning characters who qualify to have had previous experience with sorcery should roll for their abilities on table [5.3.1] Sorcerous Abilities.

[5.3.2] IMPROVING SORCEROUS SKILLS

Characters who gain more INT or POW, to the extent that they qualify to go up in rank in sorcery, must still be trained in the higher arts. This also applies to a character who was unable to start as a sorcerer, but gains the ability through play.

There are three ways for this to happen.

1. A character may have already found a grimoire or other information on how to operate as a higher rank sorcerer. If he studies the tome for 40-INT game months, he will emerge as a sorcerer of the next rank. However, he must also make a roll of his POW x 3% or the character will have misread something and died in the attempt.



2. The character may go to a non-player character sorcerer, who may or may not take him on as a student. He must spend 30-INT game months to attain the next rank. The GM must determine how accessible the other sorcerer is and how much extra in the way of time, money, or service the training may cost the character.
3. The character may go to a player-character sorcerer of higher rank and get the same training as from a nonplayer-character. The player of the higher-ranking sorcerer can determine what he wants to get in return for his effort. The time spent in learning is still 30-INT game months, and both characters are effectively out of action until the training is done. Player-characters as well as nonplayer-characters should charge high prices for such training.

[5.3.3] BEGINNING SORCEROUS ABILITIES

The player-character who has just learned the spells and disciplines of a new rank is not as proficient as the beginning character who, by attributes, heritage, and/or profession, has attained the abilities of his rank before play begins, and therefore has more experience. Beginners in each rank have a skill equal to their INT in each of their sorcerous abilities.

Sorcerers improve in their magic skills of summoning elementals and demons in the same manner they do with combat or other skills, as described in the preceding chapters.



[5.3.4] IMPROVING THE SORCERER'S INT AND POW

A sorcerer's INT may increase through divine aid or by reading certain arcane scrolls. His/her POW will increase

[5.3.3.1] STARTING SORCEROUS ABILITIES

(for beginning sorcerers only)

Rank	Abilities
First	Summon one elemental (type determined on table [5.3.1] Sorcerous Abilities) at 50%.
Second	Summon first elemental at current ability. Summon second elemental at 50%. Summon one demon (trainer's choice) at INTx4%. Summon second demon (trainer's choice) at INTx3%.
Third	Summon first two elementals at current ability. Summon third elemental at 50%. Summon first two demons at current ability. Summon demon of choice at INTx3%. Trained to summon Elemental Ruler of elemental most efficient at summoning.
Fourth	Summon first three elementals at current ability. Summon fourth elemental at 50%. Summon demon types already known at current ability. Summon remaining demon types at INTx3%. Summon Elemental Rulers of two elemental types most efficient at summoning. If Melnibonean, learn one poetic rune to summon a Beast Lord (choice of type).
Fifth	Summon all elementals at current ability. Summon all demons at current ability. Summon all Elemental Rulers. Summon three Beast Lords, if Melnibonean. Learn to summon one patron Lord of Chaos or Law.

through binding elementals and demons, as described in the sections on these activities.

[5.4] SUMMONING LESSER ELEMENTALS

The four elements are Air, Water, Earth, and Fire. Each element is inhabited by billions of its own elemental type of spirit, respectively, sylphs, undines, gnomes, and salamanders. The first and easiest skill a sorcerer learns is to summon one type of elemental, usually the type most in affinity with the wizard's own nature.

To summon an elemental, the wizard must first have the proper element at hand. You cannot summon a Fire Elemental from water, nor an Earth Elemental from air. Secondly, the wizard must have a combined INT and POW equal to 32 or greater.

Summoning an elemental requires an altered state of consciousness that is generally achieved by chanting; thus, it is not an instantaneous thing. To summon any elemental requires uninterrupted concentration on one's chanting for a period of time that may be as short as two minutes, or as long as 20. The summoner rolls 2D10 minutes that he/she must maintain the chant. On the average, an elemental will be summoned in 11 minutes or less, but it will often take longer. Once summoned, the elemental is required to perform the first command the summoner utters, if it is within the elemental's power to do so. Once the command has been performed, the elemental is free again. Elementals, however, may be bound.

[5.4.1] BINDING LESSER ELEMENTALS

The sorcerer who wishes to build up his/her POW (in more ways than one) will do it by summoning and binding as many spirits (elementals or lesser demons) as he/she can. A bound elemental does not require resummoning, but can be instantly commanded to perform its function.

For an elemental to be bound, there must be a material object present to bind it to: a ring, a sword, a wand, a hat, a stone, anything appropriate. It is not advisable, however, to bind elementals to inappropriate objects. (Binding a salamander to your shirt will produce a flaming shirt, and when the shirt is gone, the binding will be destroyed.)

Elementals must be bound before receiving any commands. Otherwise, they will perform the command and disappear again. Binding is accomplished by stating the intent to do so and to what object the elemental is bound. Then roll the character's POW x 3%. If successful, the elemental is bound and must obey the binder from then on, including returning to its binding object in immaterial form once it has accomplished its task. If the binding fails, the elemental is released, and the sorcerer has his POW temporarily reduced to 1. The wizard will recover POW points at the rate of 1 per hour as long as he does not attempt any other magic until his/her full POW rating is reached once again.

A bound elemental may be called upon four times in one hour. However, the fourth time will release the elemental.

[5.4.1.1] POWER GAIN FROM BINDING ELEMENTALS

If and only if the sorcerer's binding roll is a *critical success*, the sorcerer has the opportunity to gain or lose in POW. Roll 1D4-2. There is a 50% chance of gaining POW, a 25% chance of remaining the same, and a 25% chance of losing a point of POW. If POW is gained, the sorcerer takes it directly from the

elemental. If POW is lost, the elemental drains it directly from the sorcerer. In any case, the elemental remains bound and at the sorcerer's command, even if he lost the ability to summon other elementals due to POW loss.

[5.4.1.2] LIMITS TO BINDING ELEMENTALS

For every elemental a sorcerer binds, there is a chance he will irritate the lord of that element. Binding one elemental is no hazard. Any character binding more than one elemental of any kind must roll more than the number of elementals of that type he has bound, on 2D6. If a higher number is rolled, there is no problem. If not, he will have drawn the attention of the lord of those elementals. GMs may wish to exact an immediate retribution, or simply make a note for future reference.

Of course, if the character is already of the third rank, capable of dealing directly with the lords of the elementals (see [5.9] Summoning the Elemental Rulers), or an agent or priest of the particular element (see chapter 6) he may be able to deal directly with the lord ahead of time and make a deal for free access to the elementals.

Summoning elementals to do immediate tasks, without binding them, does not irritate the elemental lords.

Rebinding Elementals — A character may bind an elemental originally summoned and bound by another if the original binder is dead or gives permission. He need only make the same POW x3 roll that the original binder needed. If the roll fails, the elemental is free.

[5.5] ELEMENTAL EFFECTS

A single elemental may only accomplish minor effects. For example: one sylph could produce a small breeze with a speed of 1D6 miles per hour — it couldn't produce a hurricane. One undine could materialize about a bucket of water — it couldn't cause a stream to spring up in the middle of a desert. To get major elemental effects, such as a storm or a deluge or an avalanche or a volcanic eruption, requires the summoning of an Elemental Ruler which is the third level of magic.

One elemental also has the power to neutralize one other elemental of the opposite sort. Fire neutralizes (destroys) Air, Earth neutralizes Water, and vice versa.

[5.5.1] POWERS OF AN AIR ELEMENTAL

Sylphs are normally as invisible as the air from which they are made. A single sylph has very limited power, it can accomplish as much as a puff of wind. They have the following abilities:

1. They can fly.
2. They can produce 1D6 miles per hour worth of breeze for 1D6 minutes.
3. They may move light objects, one pound (½ kg) or less for 1D6 minutes.
4. They may blow arrows off course.
5. They may carry messages at 1D6 miles per hour for 1D6 minutes.
6. A sylph may bring words spoken by another within a mile of the being's master back to that master, and take their master's words the same distance.
7. They may produce enough air to last one person 1D6 minutes underwater or underground, but doing so will slay the sylph.

Example

To demonstrate how the summoning and binding of elementals would be handled in a game situation, here is the story of two young Chaotic Priests of Dharijor. They were called Vadin-gor and Zarr. Vadin-gor became a priest of Kakatal while Zarr served Chardhros the Reaper. Vadin-gor had an INT rating of 16 and a POW rating of 16 while Zarr had an INT rating of 18 and POW rating of 14. Both were minimally qualified to become sorcerers. Accordingly, they were both trained in the lore and theory of magic. Vadin-gor had a natural affinity for Fire Elementals – only to be expected in a devotee of Kakatal, while Zarr's elemental type was water. (Zarr's player would roll 1D4 and get a 2 in order to determine this.) Both were practiced doing elemental summonings until their high priests thought them ready to go on to the next stage, binding an elemental.

Vadin-gor decided that he would like to have a flaming sword – one that could act as a torch in darkness and as a magic weapon in combat. He bought the finest shortsword he could afford, had it blessed by his high priest, and then went to his chamber and built a large fire. He began to chant the litany of fire, concentrating on the image of flame in his mind's eye, repeating the words over and over until he fell into a trance. (Roll 1D100. He has a 50% chance of summoning a Fire Elemental. With a roll of 06 he is very successful and a salamander, taking the form of a little flaming lizard, emerges from the fire and asks what he wants. Vadin-gor brandishes his prepared sword and commands the salamander to merge with it, to be bound henceforth. (Again he rolls 1D100, having correctly made the bind-

ing attempt before giving any other command. He rolls a 04 which is less than 3 times his POW rating of 16. In fact, this is a critical success, and Vadin-gor has a chance to raise his POW from this binding!) The salamander answers, "Your will is my command, master," and merges with the sword. To all appearances it is still an ordinary weapon, but at the command of Vadin-gor it will flame for 1D6 turns. At this point the player checks to see whether Vadin-gor has gained POW or not from his critical binding success. He rolls 1D4 and receives a 3 result. $3-2=1$, so Vadin-gor gains 1 point of POW from this binding and his POW value raises from 16 to 17. He is quite pleased with himself and seems to be well on his way to a wonderful career as a priest of Kakatal and a sorcerer of Chaos.

His friend Zarr, however, is not so fortunate. He intended to bind a Water Elemental to his signet ring. He summons the undine without difficulty (rolling a 32 on 1D100 when he needed a result of 50 or less), and binding it successfully (by rolling a 02 on 1D100 when he needed a 42 or less). He even got a chance for a POW gain roll because, just like Vadin-gor, he received a critical success in the binding attempt. When he checked to see if he gained or lost POW, however, bad luck finally caught up with him. Rolling 1D4 he gets a 1. $1-2=-1$. His POW value falls from 14 to 13. This is very depressing for he no longer has the ability to work with even the lowest level of magic, which will severely handicap his future career in the priesthood. Remember, however, that even though he is no longer an effective sorcerer after losing 1 point of POW to the undine, the elemental still must obey his every command. It was bound as his slave before he lost the POW.

8. A sylph may destroy a salamander at the cost of its own existence.
9. Players may invent powers or attributes for their bound sylphs so long as the invented use seems reasonable to the GM.
10. Multiple Air Elementals working together may multiply the powers of one by the number in the group. For example, two sylphs could produce a breeze at 2D6 miles per hour for 2D6 minutes.

[5.5.2] POWERS OF A WATER ELEMENTAL

Undines are normally invisible within a body of water. If summoned forth on land, they usually take the form of a beautiful blue-green woman about a foot (30 cm) tall, whose skin is damp to the touch. They have the following abilities:

1. They can move at will through water at a speed of 2D6 miles per hour.
2. They can transport a single person of SIZ 9 or less over or through water for 1D6 hours and protect the person from drowning.
3. They can materialize up to one gallon of water at any time or place.
4. An undine may destroy one Earth Elemental (gnome) at the cost of its own existence.

5. It may cause metal weapons to rust almost instantaneously, halving the hit damage for that weapon, at the cost of its existence.
6. It may enter the respiratory system of a target and do drowning damage to the target for 1D6 melee rounds (see [4.5.2] Swim).
7. Players may invent powers or abilities for their bound undines as long as the invented usage seems reasonable to the GM.
8. Multiple Water Elementals working together may multiply the powers of one by the number in the group.

[5.5.3] POWERS OF AN EARTH ELEMENTAL

Gnomes are rocky, stony beings who can merge with the earth. When on top of the ground they take the form of a crudely hewn man, eyeless, mouthless, and hairless. Almost mindless as well, they are only capable of simple tasks. They have the following abilities:

1. They may merge with and pass through all natural barriers and walls made of stone or earth. They cannot pass through such things as wood or worked metal.
2. They are tremendously strong. A single gnome may lift as much as 2000 pounds (1000 kg).

3. Gnomes are immune to normal weapons. Any non-magical weapon striking their rock-like bodies has a 50% chance of breaking. (A fine weapon made by a Craftsman with a critical roll has only a 25% chance). Magical weapons and effects must do 30 points of damage to the gnome before it is destroyed.
4. In combat, a gnome strikes last on any given combat round with a 25% chance of hitting. It will attack with both hands, each of which can do 3D6 damage. A gnome cannot be combined with a normal weapon.
5. Gnomes have an affinity for precious metals and can tell if gold, silver, or any other desired metal is within 100 yards (100 meters) of their current location. They can also lead people to mineral deposits or metallic objects.
6. An Earth Elemental may neutralize (destroy) a Water Elemental at the cost of its own existence.
7. Players may invent powers or abilities for their bound gnomes so long as the invented use seems reasonable to the GM.
8. Many gnomes in proximity remain a collection of individuals. They cannot merge their powers as all the other elementals can.

[5.5.4] POWERS OF A FIRE ELEMENTAL

Salamanders are shapeshifters. They may appear as simple flames, or take the shape of a human, beast, or demon, though always limned in fire. They are the hardest elemental to contain and must be bound to a stony or metallic object or they cause the binding object to be consumed in flame. They have the following abilities.

1. They may ignite any flammable object.
2. They may produce a burst of flame doing 2D10 damage to anything it hits. The target must be within 10 yards (10 meters) of the salamander and the salamander has a chance equal to 100%, minus 10% times the number of yards away the target is, of hitting. The salamander may only do this three times in an hour. The fourth time destroys the salamander.
3. They may inhabit any metallic weapon or object and cause it to flame for 1D6 melee rounds. Flaming weapons do an additional 1D6 damage to objects struck and have a 25% chance of igniting flammable objects such as clothing or wooden shields. The wielder of a flaming weapon must wear some sort of flame-resistant gauntlet to avoid being burned by his/her own weapon.
4. A salamander may neutralize (destroy) one Air Elemental upon contact at the cost of its own existence.
5. A salamander may confuse and immobilize an Earth Elemental for 1D6 minutes by hitting it with a burst of flame.
6. Salamanders can produce light in darkness without actually burning anything.
7. Salamanders may melt soft metals such as gold, raw iron, copper, or lead. They merely heat up such things as bronze, steel, tempered iron, etc.
8. The flame damage of a salamander counts as a magical attack when used against any form of demon or elemental. The salamander does not need to overcome the demon's POW to do its full damage.
9. Salamanders may inhabit and control any free-burning

flames, such as controlling how fast the fuel is consumed and what direction it moves in when there is little or no wind. A flame is defined as one discrete mass of burning substance not to exceed a diameter of 2 yards (2 meters) from side to side.

10. A Fire Elemental can detect hidden living objects by their heat and give its master a rough idea of the direction and distance. This will not work through more than one foot of stone or similarly dense material.
11. Players may invent powers or abilities for their bound salamanders so long as the invented usage seems reasonable to the GM.
12. Fire Elementals may merge together to produce a gigantic Fire Elemental whose power equals the product of all the individual elementals. For example, three elementals acting as one in a flaming weapon would deliver 3D6 extra damage and have a 75% chance of igniting any flammable object they contact. However, if shooting flame, elementals may be combined either to increase the amount of damage with the same chance of hitting, or to increase the chance of hitting by shooting each salamander separately. Of course, one could take four elementals and shoot two of them together twice, getting the normal chance of hitting twice for 4D10 damage each time.

Vulnerability of Elementals — Any elemental can be harmed by a Demon of Combat or Protection. All elementals have 30 hit points. Undines can be harmed by normal weapons. Salamanders and Sylphs are invulnerable to normal weapons, and Gnomes (as well as being invulnerable) can break normal weapons 50% of the time.

[5.6] SUMMONING LESSER DEMONS

The Lesser Demons are the inhabitants of other planes of reality dominated by the Lords of Chaos. Such planes are known as hells. Because they come from Chaotic worlds, these creatures have Chaotic powers that manifest as magic in the world of the Young Kingdoms. There are millions of Chaotic planes, and each has billions of inhabitants; thus, for a sorcerer to achieve any desired magical effect it is simply necessary to summon the correct demon to do the job.

(Likewise there are millions of planes dominated by the forces of Law. Inhabitants of those worlds are known simply as Others in the Young Kingdoms. In these worlds magic is not common, and the inhabitants of Lawful planes find themselves with no special powers when summoned to the Young Kingdoms. An example of such a Lawful plane is our own Earth. While inhabitants of Lawful planes may have advanced scientific knowledge and weapons, their powers, whatever they may be, derive from the application of science according to the natural laws of their home planes. Others are almost never summoned to the world of the Young Kingdoms, and the ability to do so is reserved solely to the GM. Others may consist of aliens, robots, machines, or humans from non-magical universes, and their use is discouraged for campaigns attempting to simulate the *Elric* saga.)

Generally, a sorcerer will need hours of time and much preparation in order to summon a demon. Sometimes, though, wizards may need to summon a demon on-the-spot to aid in some emergency. This may be done in as short a period of time as two minutes, or it may require up to 20 minutes. (Roll 2D10 for the amount of time, in minutes, required to complete an impromptu summoning.) Any interruption of the

Example

To demonstrate how demon-summoning and control should work, let us look in on the magical progress of Vadin-gor several years after his initial success with the Fire Elemental. After the young Dharijorian had spent several years in the priesthood and had reached the age of 28, his INT rating has gone up to 19 because of all his study. With an INT of 19 and a POW of 17 he had reached the threshold of the second rank and could hardly wait to summon up his first demon. His trainer determined that he had a natural ability to summon Demons of Desire.

He prepared meticulously. First he bought a young virgin slave girl from Vilmir. Then, in his most private chamber he drew a large eight-pointed star upon the ground, and in the eight points he inscribed runes des-

cribing a succubus of incredible beauty. He procured some mandragore roots to serve as the demon summoning herb. He chose to summon the demon in the name of Chardhros the Reaper, a god of Chaos and a patron deity of his nation. Outside the Octagon of Chaos he drew a Triangle of Law for himself to stand in and inscribed the sides with the names of Arkyn, Donblas, and Goldar. Then when all was ready, he fasted for two days and nights to purify himself.

Finally the big moment arrived. He built the balefire in the center of the eight-pointed star and burnt his mandragore in it, inhaling deeply of the noxious fumes. His consciousness expanded until it seemed that he could look down on a thousand different worlds, and in one of them he noticed the demon of his wishes. Chanting the words of power, the name of Chardhros, and the formulae of compulsion, he drove a dagger into the heart of

summoning process breaks the spell and denies the demon access to the plane of the Young Kingdoms.

There is a general form for the summoning of any demon, and these things or something similar to them must be done whether the summoning is spur-of-the-moment or planned for months in advance. First, the sorcerer must draw an eight-sided star. In the center of the octagon thus created, a fire must be built and in it hellebore (or some other demon-summoning, mind-expanding substance) must be burned. The sorcerer will breathe these fumes in order to achieve the proper altered state of consciousness to enable his/her will to pass beyond the plane of the Young Kingdoms. In each of the eight points of the star the wizard must inscribe the runes for the demon's name. If the demon's name is not known, but just any demon of a given type is desired, then the sorcerer inscribes eight runes of power that describe the desired demon. Finally, the sorcerer must offer an appropriate sacrifice for the demon he/she wishes to summon and throw it into the flames while calling out the incantation of summoning. Needless to say, the wizard who can accomplish all this in under five minutes is a marvel of dexterity and power.

With such a complex procedure required, only wizards who are both fortunate and powerful can succeed in impromptu summonings, and their chances for success are only half normal. If the summoning is successful, the desired demon materializes out of the fire, which is then extinguished. The summoned demon is held prisoner within the octagon, and generally promises to perform one service in exchange for being freed.

Most demons belong to one of six classes which are distinguished by their abilities and attitudes. The six classes are: combat, protection, knowledge, travel, desire, and possession. The individual powers and limitations of these classes are explained later.

Sorcerers are mystically limited by their own natural abilities as to what demons they can summon. Demons usually have the same total attribute points as the summoning character, but only their POW values are determined by random dice rolling. The summoner or the GM rolls 3D8 to determine the demon's POW. The summoning character then totals his own

STR, CON, SIZ, INT, POW, DEX, and CHA, subtracts the demon's rolled POW, and allocates the remaining points among the demon's seven attributes (if it has that many attributes). If he wishes he may add points to the demon's POW but he can never, through this process, reduce the demon's POW to less than the value rolled on the dice.

Some demons require minimum values for some of their attributes. For example: demons intelligent enough to be shapeshifters need a minimum INT value of 12. These restrictions are explained under the descriptions of the various classes of demons.

A sorcerer may need only a minor demon for a particular job. He can voluntarily summon a demon with a rolled POW of only 2D8 or even 1D8, in which case the demon's total attributes are limited to a maximum of 2/3 or 1/3 (respectively) of the sorcerer's attribute total, rounding fractions down. Such puny demons are naturally safer to bind, though are less useful.

For herculean tasks on the other hand, a sorcerer may wish to risk summoning a much stronger demon than usual. He can voluntarily summon a demon with a rolled POW of 4D8 or greater. For each extra 1D8 added to a summoned demon's potential POW, the demon's attribute total increases by a maximum of 1/3 the sorcerer's attribute total (dropping fractions). Thus, a demon with a potential POW of 6D8 would have total attributes equalling twice the summoner's attribute total. These more powerful demons are not only more difficult to bind due to their high POW, but they are also harder to summon in the first place: for each extra 1D8 of potential demon POW subtract 20% from the sorcerer's chances of successfully summoning the demon.

[5.6.1] CONTROLLING DEMONS

Demons are not always happy to be summoned. Frequently, they are very displeased, and will vent their anger upon the summoner if given the chance. To protect him/herself from an angry demon, the summoner should stand within a triangle (sign of Law) whose three sides have been inscribed with the runes for three of the Lords of Law. This erects an intangible

the helpless slave girl and threw her fresh corpse into the balefire. The fire blazed up until it seemed to fill the octagon and then, just as suddenly, went out leaving a cloud of sweetly-scented smoke. (Having described Vadin-gor's actions, his player rolls 1D100, trying to get a result of 19 or less. 19 is the value of Vadin-gor's beginning summoning skill and is equal to his INT. Suppose that a 06 is the result. The summoning would then be successful.)

As the smoke clears Vadin-gor sees a beautiful naked woman standing in the center of the octagon where the fire had been. She probably snarls something like "What do you want, mortal?" (At this point the player must interrupt the flow of the game narrative and determine the attributes of this demon. The first thing the player does is roll 3D8 to determine the demon's minimum POW. He

gets an 8. The player subtracts 8 from the sum of Vadin-gor's attributes, which happens to be 96, to see how many attribute points he has to distribute among the demon's other attributes. The player should be filling out a Demon Character Description Form as this Demon of Desire takes form. She has 96 attribute points. Eight of them go to POW, 20 go to CHA, and 10 go to SIZ. Vadin-gor wants the demon to be able to change shape, so he allots 12 of the attribute points to INT. Now he has 46 attribute points left for STR, CON, and DEX. He gives her STR and CON of 15 each, allowing 16 for DEX. The demon has now been fully described in terms of attributes. Since she is a shapeshifter, her external appearance can be whatever Vadin-gor wants it to be.)

Vadin-gor has successfully summoned his demon — now he must bind her.

barrier that no Chaotic demon can pass.

Demons, unless bound, must generally be persuaded to perform the function for which they were summoned. The sorcerer's most common promise is to return the demon to its own plane if it will perform the desired service. The sorcerer should also exact a pledge from the demon to do the summoner no harm before releasing it from the octagon to perform its mission.

To see whether the demon agrees to the sorcerer's bargain, the GM should roll 1D100. If the roll is less than or equal to five times the summoner's CHA rating, the demon will obey. If not, the demon will betray the summoner and possibly attack

him/her. The GM should keep the number rolled secret until the demon is released. Dealing with demons is always risky business.

Players whose lives or souls are being threatened by a demon may attempt to bargain their way out of it. In such cases the GM should play the demon and choose one of the player's attributes such as INT, POW, or CHA to roll 1D100 against. If the number rolled is less than or equal to twice the player's selected attribute, the demon will accept the new bargain and spare the player.

Exception: demons with INT of 5 or lower cannot be bargained with.

RESISTANCE TABLE

		POW of Attacking Force																				
		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
POW of Defending Force	01	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—
	02	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—
	03	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
	04	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

The number indicated is the percentage needed for success.



[5.6.2] BINDING DEMONS

The best way for a sorcerer to control a demon is to bind it into his/her service permanently. The binding object needs to be some material thing with an eight-pointed star either designed into it, or painted on it, or inscribed in it, etc. To bind a demon requires a struggle of Power. The sorcerer's POW rating is compared to the demon's POW rating. If the two POW ratings are equal, the sorcerer has a 50% chance of binding the demon. For each point of POW the sorcerer has higher than the de-

mon's his/her chance (to win the POW struggle) increases by 5%.

Note that the binder is not necessarily the master of a bound demon. It has to serve whoever controls the binding object. Control of a binding object may pass to another if the binder wishes it, or is dead. Thus, non-magical player-characters may acquire magical implements with demons bound into them and use them magically even though they have no magical skills or knowledge.

However, the new master of the object must make a successful POW vs. POW roll against the demon or it is freed. If the wizard or new master fails to make the necessary percentage roll, then the demon has won in the POW struggle and the containment ability of the octagon on the object is negated — it may either attack the binder/possessor or return to its own plane. Demons of Combat will always attack. Demons of Protection, Travel, and Desire will always return to their home planes. A Demon of Possession will attack and try to possess the summoner.

Failure to bind will also cause any other demons already bound by the summoner to attack him in a POW versus POW struggle. Any which are successful will also either flee or attack, depending on their natures.

Demons of Combat will attack until they kill the summoner or suffer the equivalent of a serious wound, at which time they will flee. Demon weapons will turn in their putative master's hand and strike with their own natural striking ability until successful or an hour passes. Demons of Possession will attack once. If unsuccessful they will leave.

Immediately after any Demon of Possession or other bound

Example

Dyvim Slorg is a Melnibonean sorcerer who wants to bind a Demon of Knowledge. He has a POW rating of 18 and has managed to summon a demon with a POW rating of 10. His POW rating is 3 points greater than the demon's. $8 \times 5 = 40$. $50 + 40 = 90$. He has a 90% chance of binding the demon. If he rolls 90 or less on 1D100, the demon is bound and must serve him until one of the following things happen: (1) Dyvim Slorg or someone else destroys the binding object, setting the demon free to return to its own plane, (2) Slorg verbally releases the demon from its binding, freeing it to roam the Young Kingdoms, or (3) Slorg gives it a command that is contrary to its type of function. If Dyvim orders his Demon of Knowledge to fight for him, the terms of the binding would be broken and the demon could return to its own plane.

Example

We left Vadin-gor having successfully summoned a Demon of Desire who asked "What do you want, mortal?"

The Dharijorian sorcerer now announces that he intends to bind this demon to his service. At the GM's option the demon might protest, argue, carry on disgracefully, etc., but it cannot yet leave the octagon. Vadin-gor produces an amulet inscribed with the eight-pointed star of Chaos to act as the binding object and utters the Formula of Binding. (The player checks on the POW vs. POW struggle to see if his binding succeeds. Vadin-gor has a POW rating of 17 while the demon only has an 8. Vadin-gor has a 9 point advantage. $9 \times 5 = 45$, add that to 50, and it is obvious that Vadin-gor has a 95% chance of binding this particular demon. He rolls 1D100, and unfortunately, throws a 96.) With a fiendish laugh the demon begins to shimmer and fade back into a sweet-smelling smoke, finally dissipating entirely. The power of the octagon to contain it was negated by the sorcerer's failure to actually bind the demon. It returned to its own plane. Vadin-gor feels terrible. Because he lost the struggle, his POW has been temporarily used up. His POW rating falls immediately to a 1. It will build up again by 1 point per game hour until it reaches 1 point lower than it was when he tried the binding. If he had

been in the midst of a life and death situation, this could be a very serious penalty, but since he was in a protected environment, he is not too badly harmed. In 15 game hours his POW attribute will have recovered to its new maximum of 16. With INT of 19 and POW of 16, he has fallen back to the first rank of sorcery, but this is something he can recover from in time.

Had Vadin-gor won the Power struggle, which he certainly should have according to the odds, the Demon of Desire would have been bound into his service, and would have had to obey his every wish. However, since this demon had a lesser POW rating than he had, there was no chance for him to gain POW from this binding.

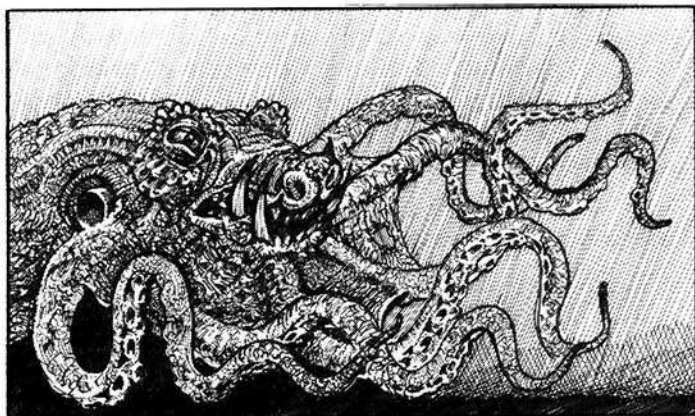
If Vadin-gor had not attempted to bind the demon, he would have had to bargain with it to get it to perform one service for him. The usual bargain is to allow the demon to return to its home plane. To get out of the octagon, she would eventually accept the bargain. From then on she would follow Vadin-gor around until he expressed a wish or desire that she could satisfy. Her typical powers are described in the section about Demons of Desire. Once she had satisfied a wish for Vadin-gor she would be able to return to her own plane if she so desired. Generally, the GM should see to it that unmotivated and unbound demons do not linger on the Young Kingdoms plane.

demon attacks, the wizard who has failed a binding loses all but one point of POW. This will regenerate at one point per game hour, but will cease at one point less than it was previously.

When a sorcerer *critically succeeds* in binding a demon whose POW is equal to or greater than his own, the sorcerer earns a chance to gain POW. Roll 1D4 and subtract 1. Add the difference to the binder's POW. (This formula differs from the POW gain system for binding Elementals.) Great quantities of POW can be gained in this way but the risks are correspondingly great — you risk your life and/or soul.

[5.6.3] LIMITS ON BINDING DEMONS

No one, sorcerer or not, can maintain control over more bound demons than a number equal to one-half his or her CHA. Thus Vadin-gor with a CHA of 12 can bind and control six demons. If he gives over a bound demon to someone else, such as a trusted retainer, that demon no longer counts against his limit and he may bind another. The demon does count against his retainer's limit, however. A sorcerer can give one bound demon (such as demon armor) to another bound demon (such as a demon fighter), but both demons still count against his limit since both are ultimately controlled by that sorcerer.



[5.7] DEMON ABILITIES AND POWER

It is necessary to remember that we are talking about Lesser Demons in this section and that their powers are not that much greater than a man's. They do not have the ability to create and uncreate things arbitrarily. In order to have a physical effect, they must take a physical form, and in their physical form they can be destroyed. Demons with low INT ratings cannot be purveyors of information, demons with low CHA cannot function as succubi or incubi, etc. This caution is primarily for the GM. Do not let players get away with anything they want just because they have a demon at their command.

Any type of demon may be a shapeshifter — that is, take a form appropriate for the desired function. However, in order to have this ability, the summoner must specify it when summoning the demon, and must allot at least 12 of his attribute points to the demon's INT rating. All demons when bound have the ability to take the form of the binding object and merge with it. They do not add to the mass (weight) of the object unless points are allocated to that effect (see [5.7.1.1.] Demon Weapons). Those without the ability to shapeshift

must remain in that form thenceforth.

Unlike mortals, demons may have some attributes listed at 0. For example: a Demon of Protection bound into a suit of plate armor could have STR of 0, INT of 0, POW of 10, CON of 80, DEX of 0, and CHA of 0, with a SIZ equal to the SIZ of the wearer. The armor would then have a protection value of 80, and no unmagical weapon could do anything to harm it. Neither demons nor mortals can have negative attributes without perishing.

Vulnerability of Demons — Any demon, unless it has a ward pact, is vulnerable to normal weapons unless it is in weapon or armor form. Special demon abilities can modify this situation but not negate it. Of course, with demons such as Gateway Openers, one must find the demon before one can hit it.

[5.7.1] DEMONS OF COMBAT

Demons of Combat are the only ones that will gladly engage in warfare and fighting on a physical level. They may take whatever form the summoner wishes, whether humanoid, or biped pig, or octopus, or giant cockroach, but must have INT of 12 or greater to be able to shift shapes. Demons of Combat are frequently bound into the form of weapons. When this occurs, the demon in the weapon can increase the hitting power of the weapon and/or increase the percentage chance to hit with the weapon. Elric's sword Stormbringer is a special case of a Demon of Combat; however, it was not a Lesser Demon, but a Greater, so that its powers were greater than the average magic sword. While in physical form, a Demon of Combat may be destroyed and slain. Injured Demons of Combat cannot regenerate or repair themselves while on the Young Kingdoms plane unless they have the special ability (see table [5.7.1.4] Special Demon Abilities).

The proper sacrifice to summon a Demon of Combat is a human being. No Combat Demon will answer a summons without the gratification of at least one human soul to devour.

[5.7.1.1] DEMON WEAPONS

To function as a magical weapon, a demon must be bound into that weapon's form according to the binding rules in [5.6.3] Binding Demons. Once the demon is bound into a weapon form, it consumes it and replaces it entirely including the binding sigil, and thus is its own bond in such cases. Attribute points may be allotted to all seven of the demon's attributes.

All demon weapons are considered magical, and only magical weapons may wound or penetrate demon armor. Any hits inflicted by them against demon armor come directly off the demon armor's CON rating which is the same as the armor's protection rating for the person inside.

If the binder wishes a weapon with an increased chance to hit, he/she should put many of the demon's attribute points into DEX. For each four points put into DEX, the weapon gets a 1% better chance of hitting during a combat turn. It is possible to get a combination of weapon and user in excess of 100% which means it connects every time it is used. Demon DEX points in such instances not exactly divisible by 4 manifest not as extra chance to hit, but as a magical aura around the weapon.

Demon attribute points may also be allocated in such a way as to generally improve the striking power of the weapon in question. Every ten points allotted to STR adds 1D6 to the weapon's normal damage rating.

Example

A broadsword is normally rated at 1D8+1. If it is a demon broadsword with 24 STR points, it strikes at 1D8 +2D6+1. The extra 4 STR points manifest as magical aura, but do not add to the damage rating.

Points can also be put into the demon weapon's other attributes. Demon weapons with CON ratings may roll the CON or less on 1D100 to avoid breaking on a critical hit or parry. Demon weapons without CON will break like normal weapons (see [3.3.3.2] Broken Weapons). (Thus, if one wishes to have an indestructible weapon, one must put a very high CON rating into it.) Putting points into SIZ establishes the size of the weapon. One point means a dagger-sized weapon, 2 points gives a broadsword or battle ax size, and 3 points is needed for a greatsword. A shapchanger needs 3 points. Demon weapons with INT of 12 or more may shift shapes to another weapon form upon demand. The metamorphosis takes one combat turn while the weapon cannot be used. CHA points on a demon weapon tend to make it showy and beautiful. The demon weapon's POW rating will be determined by a roll of 3D8 when summoning the demon, just as for normal demons of combat, and is used in the POW vs. POW struggle that the sorcerer must win in the first place in order to bind the demon into weapon form.

Demon weapons, like other demons of combat, may have a special ability (see section [5.7.1.3] Special Combat Abilities). However, there are two limitations to a weapon's use of these abilities.

1. Demon weapons and armor must be given specific abilities at the expense of 20 attribute points per ability because some of the abilities are not available to weapons or armor.
2. In most cases, the weapon or armor must touch the target of the ability, rather than be in range of the target. See section [5.7.1.3] Special Combat Abilities for specifics.

Demon weapons parried by or parrying an ordinary weapon or shield (even one containing an elemental) should roll normal damage. Take the result of that dice roll and attempt to roll that number or less on 1D100. If successful, the ordinary weapon or shield is broken.

[5.7.1.2] DEMON FIGHTERS

Demons of Combat, when not bound into weapon form, prefer the shape of a living being; generally, the more fantastic and repulsive the better. Nevertheless, they are limited by the number of attribute points they have. For example: if you give the demon a SIZ rating of 20, something else is going to have to be correspondingly low. Demon fighters must have a rating in all seven attributes of at least 1. They generally appear naked and unarmed, and if they wish to fight with weapons, the armaments must be supplied. Demon fighters can also be bound, and may retain their own shape as long as they wear the binding object upon their person. Demon fighters with an INT of 12 or greater also have the ability to be shapeshifters and in shifting shape they may also shift their attribute points around, but they will do so only at the specific command of

their master. Shapeshifters may take an immaterial form and occupy a ring or some other such binding object if that is the summoner's will, but those without the ability to shapeshift have to go around in their physical form, whatever it might be. As such, demon fighters, when fighting unarmed have a striking power of 1D6 with claw plus their normal STR+SIZ damage bonus (see [2.5.3] Damage Ability). Those with a mouth suitable for biting get 1D10 plus their normal damage bonus, and those with horns get 2D6 plus their normal damage bonus for a successful stabbing. Their initial chance to hit and parry in unarmed combat equals the sum of their INT, STR, and DEX. However, they may improve after combat just as a player character does.

When a demon fighter is summoned in the first place, the summoner should take five minutes or so to write out a full description of it: color, size, protuberances, bad breath, whatever, and fill out either a Character Description Form or a Demon Description Form. Some demon fighters will have special abilities.

[5.7.1.3] SPECIAL COMBAT ABILITIES

If the summoner so desires, he/she may summon up a Demon of Combat with any of the special abilities listed on table [5.7.1.4] Special Demon Abilities. In keeping with the theme of Chaos that pervades demon summonings, these abilities appear randomly unless the summoner makes an extra effort to obtain a specific one. A random power on the table costs ten attribute points that may not be allocated to the demon's attributes. To get a specific power, the summoner must spend 20 attribute points. The effect is that a demon can be summoned with a specific power, such as invisibility, but it will start 20 points weaker in attribute total than a regular demon. Demon weapons and demon armor must have 20 points allocated for a specific ability because some are not available to demons in objects. See table [5.7.1.4] Special Demon Abilities.

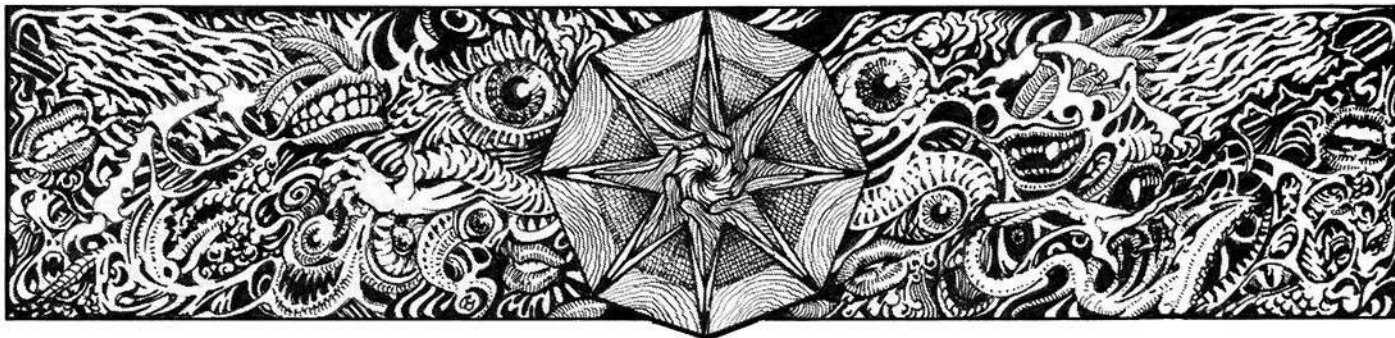
This principle may be extended for as many attribute points as the summoner wishes to spend. Two random abilities may be achieved by giving up 20 attribute points. Two specific abilities would cost 40 attribute points. One random and one specific would cost 30. Etc.

[5.7.1.4] SPECIAL DEMON ABILITIES: next page

[5.7.2] DEMONS OF PROTECTION

Demons of Protection are much like Demons of Combat except that they will never voluntarily start a fight. Their duty is to guard and defend things (or beings) and they will strike only in self-defense, or if a being invades a protected area. Demons of Protection come in three varieties: (1) those that take the form of inanimate objects such as shields, armor, walls, (2) those that take a living physical form and guard against a physical attack, and (3) those that take a spirit form and guard against trespassers. The first class of Protector is called Demon (or Magic) Armour; the second class is called Guardians; the third class is called Spirit Wards.

The proper sacrifice to summon a Demon of Protection is a domestic animal, preferably a dog, cat, or rooster. These are



[5.7.1.4] SPECIAL DEMON ABILITIES

1D10	Ability	Notes
01	Invisibility	The demon and anything it is holding may become invisible. It halves the chance to hit it with weapons, and doubles its basic chance to surprise others. A demon in weapon or armor may only make itself invisible.
02	Life Drain	The demon may be able to drain 1D6 worth of CON points from any one being (short of deities) within 10 meters of it during a combat turn. It must overcome the POW rating of the target in a standard POW vs. POW struggle in order for this power to work. The lost CON points are added to the demon's CON rating and cannot be regained by the loser. If the demon is in a weapon, the weapon must touch the skin of the target to use this ability.
03	Strength Drain	The demon may be able to drain 1D6 worth of STR points from any being (short of deities) within 10 meters of it during a combat turn. The demon must overcome the POW rating of the target in a standard POW vs. POW struggle in order for this power to work. The lost STR points are added to the demon's STR rating and cannot be regained by the loser. If the demon is in a weapon, the weapon must touch the skin of the target to use this ability.
04	Regeneration	The demon may heal wounds to itself on the Young Kingdoms plane (normally forbidden to demons) at the rate of 1D6 points of healing each combat turn.
05	Fear	The demon inspires panic in all beings (short of deities) within 10 meters of itself, by overcoming each one in a POW vs. POW struggle. Panicked beings cannot run, fight, or think — all they can do is whimper, whine, and cower until the demon moves out of range.
06	Sleep	The demon may cause loss of consciousness to any one selected being (short of deities) within 10 meters by overcoming them in a POW vs. POW struggle. This magical sleep will last 1D6 game hours or until the demon is moved out of range. If the demon is in a weapon, the weapon must touch the skin of the target to use this ability.
07	Invulnerability*	Not a total invulnerability. The demon's skin has an armor rating of 20. More than 20 hits must be delivered before the demon can be hurt. Non-magical weapons have a 50% chance of breaking on impact. Demon weapons bypass the 20 points of armor as if it didn't exist (it doesn't to them).
08	Acid*	The demon's skin exudes a strong acid which does 1D6 of damage every combat turn to whatever it touches or whatever touches it. If not washed off, the acid will continue to do 1D6 of damage for three additional combat turns or until it is somehow neutralized.
09	Speed*	The demon is very fast. It always gets in the first blow and the penultimate one during a combat round.
10	Teleport*	The demon may teleport itself a maximum distance of 50 feet (16 meters) once on any given combat turn. In combat, this ability to teleport comes when the demon's DEX rating is reached or anytime thereafter.

* These abilities may not be used by demons in weapons or armor.

Demons of Combat may not use their special abilities against their summoner unless the summoner tries and fails to bind the demon, or unless the summoner lets the demon out of the octagon without obtaining a valid promise of safety from that demon.



animals that guard human homes, and Demons of Protection have an affinity for them. Also, not being as ferocious as Demons of Combat, they will accept a lesser sacrifice in their summoning.

[5.7.2.1] DEMON ARMOR

The first class of Demons of Protection are those that are bound into one inanimate physical form such as a suit of armor or a shield or a wall. The eight-pointed star must be inscribed upon, or painted or drawn upon or worked into the object in some way for the demon to be bound to it. Such demons customarily have a certain number of attribute points allotted to SIZ, especially if they are being shaped to fit one special person, and all the rest put into CON and POW. This CON rating then becomes the protection value of the shield or armor, etc., and the person being protected by it takes no harm until the CON rating is exceeded in a single weapon stroke. Non-magical weapons have a 50% chance of breaking when coming into contact with Demon Armor.

However, Demon Armor is vulnerable to demon weapons. If a person wearing Demon Armor with a CON (protection value) of 80 is struck by a demon broadsword doing 1D8+3D6+1, the armor's CON will go down by whatever the demon weapon rolled, let us say 24. On the next combat round the armor will have a protection rating of only 56. Demon Armor, once damaged, cannot be repaired on the Young Kingdoms plane unless it has the regeneration demonic ability (see [5.7.1.4] Special Demon Abilities).

It is, however, possible to partially protect Demon Armor from demon weapons. The demon's POW rating resists (or partially resists) the magical attack of a demon weapon. In the example above, the demon weapon's POW would have to overcome the POW of the armor. If it didn't, subtract only half the damage done from the CON. Thus, its original CON would have started at 80. If the armor's POW was 20, the attack of 24 hits would have done only 12 hits of damage to the demon's CON. The problem with this is that a demon with a high POW rating may be able to resist the original binding needed to shape it to the desired form in the first place. Demon Armor's POW gives it no protection from the flame of a salamander.

Demon Armor is most commonly found in the form of human armor, but could be made for horses, dragons, or any other living creature if desired. This armor is not limited by the bounds of ordinary armor, but at the summoner's desire may take any fantastic form he/she wishes. Demon armor may be invisible (although it would cost 20 attribute points to get that specific power — see [5.7.1.4] Special Demon Abilities), or may look like a simple robe emblazoned with the signs of Chaos, or maybe a jumble of curves, spires, points, and gargoyle faces worked in gleaming metal. The same can be true for shields, walls, gates, of whatever other form into which the demon is bound. If the demon is given 12 INT or greater, it may change form among these different kinds of defensive armor.

Demon armor bound into the form of walls, gates, doors, or other boundary markers must be given an INT rating of at least seven so it may give warning before it acts to stop intruders from passing it. The GM or player controlling the demon must warn any other player attempting to pass the demon that such an attempt may cause his/her death.

Demon walls, once set up, cannot be moved by the summoner or anyone else. Any unauthorized attempt to pass this wall by purely physical means just results in the person bumping into an impassable wall. Magical attacks upon the wall with magic weapons succeed in the same manner as against armor.

Demon Armor in the form of doors or gates can be somewhat trickier. Such things are meant to be passed through, but only by the proper beings. In addition to the minimum of 3D8 attribute points required for their POW rating, they must also have an INT rating of at least seven to recognize their master and obey his/her commands. Furthermore, they must have a SIZ rating to indicate their relative size — a demon door with a SIZ 2 could not possibly admit a man with a SIZ of 13 even if it wanted to — and a CON rating to indicate how much damage the demon can take before being destroyed.

Demon doors can be destroyed, of course. They are subject to attack by demon weapons which can affect them in the same way that demon weapons affect Demon Armor, or they can be destroyed by physical means. If enough hits are applied to a demon door or gate during a combat turn to exceed its CON rating, subtract the excess hits from the CON rating to reduce the demon's CON rating to a new value. When a CON rating reaches 0 in this fashion, the demon under attack crumbles and dies, and the passageway is open. However, when attacking a demon barrier of any sort with merely natural weapons, there is a 50% chance the unmagical object will break while inflicting its hits.

If, despite being warned, an unauthorized being tries to pass through an intact demon door or gate, the intruder and the demon must have a POW vs. POW combat. If he/she wins, the character passes through and the demon door is destroyed; if he/she loses, the character passes through and dies immediately. One-half the victim's POW rating is then added to the POW rating of the demon portal which becomes that much tougher to pass without authorization. This extra POW only stays with the demon door for one week, but it gets a permanent 1D4-1 increase in POW.

[5.7.2.2] GUARDIANS

Demons of Protection may be summoned and bound into a living form, either human, bestial, plantlike, or mythical and left behind as a guardian of a treasure, a place, a being, an object, etc. Such demons must be given positive values in all seven attributes. Their powers and abilities are exactly the same as demon fighters (see section [5.7.1.2.]) except that they will not leave their area of guardianship to pick a fight. Summoners should take the time to write out a complete description of such a Guardian demon including its exact orders and make up a Character Record Form for it. Guardians may have any of the ten special abilities that Demons of Combat may have on the same conditions, namely the spending of attribute points to gain a random or specific ability.

Guardians must warn intruders before attempting to destroy them. If an intruder retreats and quits trying to pass the demon's guard, the Guardian must let him/her go.

[5.7.2.3] WARDPACTS

At a cost of 40 attribute points when summoning a demon, the summoner may provide a Guardian or any other sort of demon with a wardpact against any one class of things.

Example

There is no such thing as a wardpact against all weapons, but there is a wardpact against all swords – including magical swords. Even Stormbringer could not harm the demon guarding the Beggar King's treasure in Nadsokor because the demon had a wardpact against swords.

Wardpacts are charms powered by the Lords of Chaos themselves, and as such are proof against anything lesser powers send against them. A wardpact protects the demon from the effects of whatever object it is warded against by destroying the object when it is used against the holder of the wardpact.

Although the following list is not complete or exclusive, it is included to give you some sort of idea of the types of wardpacts that are available.

Swords	Axes	Spears
Polearms	Daggers	Stones
Missiles	Teleportation	Demon Fighters
Demons of Travel	Demons of Desire	Transformations
Men	Women	Fire
Water	Earth	Wind
Poison	Sleep	Fear
Acid	Demons of Possession	

[5.7.2.4] SPIRIT WARDS

Spirit Wards are demons that are not given a physical form of any kind, and hence cannot be injured by any physical force. They exist in an intangible spirit body with only two attributes: INT and POW. They are the most effective possible form of Guardian, for they cannot be harmed by anything except the magical power of whatever is sent against them. They are also the hardest to summon and bind, because, to be effective, they must have a high POW rating, and demons with high POW are extremely dangerous to bind.

Spirit Wards have two means of protecting whatever they are guarding. The first relies upon their INT. They may attempt to fool the intruder by projecting magical illusions to frighten or mislead any intruder. To determine whether an illusion works, subtract the intruder's INT rating from the Spirit Ward's INT rating, and multiply the difference by 2. Then roll 1D100. If the number rolled is less than or equal to the product reached above, then the illusion worked, and the intruder leaves without the object of his quest. In such cases, the intruder's INT rating will be reduced by 1 point. If the illusion fails, the Spirit Ward will be forced to engage in a POW vs. POW struggle. In a Power struggle, multiple intruders may combine their POW ratings in the attempt to beat the Spirit Ward. If the intruder combination loses, they die, and half their POW rating is added to the POW rating of the Spirit Ward in the same way a demon door acquires it. If the intruders win, the Spirit Ward dies and all intruders may roll 1D4-1 to see how much POW they gain from the conflict.

When created, a Spirit Ward is given a definite area of no more than 100 square metres to guard. Its influence will not extend beyond this area.

[5.7.2.5] LAST WORD ABOUT DEMONS OF PROTECTION

Although I have spoken of the Demons of Protection as if the summoner must always bind them in order to get service out of them, that is not true. They may be summoned for a one-time use only, if the summoner so desires. If summoned for a single use, their term of service is not to exceed one game day.

[5.7.3] DEMONS OF KNOWLEDGE

Demons of Knowledge are not warlike and will not fight under any circumstances. Their sole purpose is to impart knowledge to their sorcerous summoners. Sometimes the knowledge they purvey is spurious, worthless, random, or out-of-date. The GM must take the part of all Demons of Knowledge.

All Demons of Knowledge do not know all things. The percent chance of a given demon knowing the answer to any given question is equal to the number of attribute points allotted by the summoner to that demon's INT rating. If the demon does not know the answer and has not been bound, it will lie, in whatever fashion the GM believes will cause the most harm to the player-character. If the demon has been bound and doesn't know the answer, it will attempt to find out through its occult sources on its home plane. Its percent chance to succeed is equal to its POW attribute.

Demons of Knowledge may be bound, either into an inanimate object such as a mirror or a ring (or a weapon, though it does not enhance the fighting ability of the weapon in any way), or into a living form as a familiar. If a living form is chosen, the sorcerer must feed it with some of his/her own blood from time to time. Those in non-living forms require only three attributes: INT, POW, and CON. You already know what the INT and POW ratings are for. The CON rating is used to see how many hits of damage it takes to shatter the binding object and thus free the demon within. If in living form the demon must have all seven attributes, and must be treated as any other living being.

When summoning a Demon of Knowledge it is necessary to sacrifice some piece or form of art, such as a book, a statue, a fine piece of jewelry, etc., instead of the blood offering required for demons of Combat and Protection.

[5.7.3.1] LIMITS TO DEMONS OF KNOWLEDGE

A sorcerer may never have more than one Demon of Knowledge in bondage at any one time. They are very jealous of their positions as councilors. If a sorcerer attempts to bind a second Demon of Knowledge, neither will answer his questions.

A sorcerer may summon another Demon of Knowledge on a one-time basis without permanent harm to his relationship with a bound Demon of Knowledge, but the GM may rule that the bound servant will sulk and be evasive for a day or so.

[5.7.4] DEMONS OF TRAVEL

Another relatively harmless kind of demon is the Demon of Travel. These beings exist solely to facilitate getting from here to there, wherever there may be. There are three classes of Travel Demons: Gateway Openers, Transporters, and Teleporters. Each serves a somewhat different function.

The summoning procedure is much the same as for other classes of demons, but the preferred sacrifice is some sort of bird, as birds are the greatest travelers in the normal world. However, one's easiest task is to open a doorway to another plane, and the most difficult thing is to be teleported instantly from one location to another. Theleb K'aarna, Elric's arch foe, must have had a Demon of Teleportation bound in his service for use in all the fast escapes he made.

[5.7.4.1] GATES AND GUIDES

It may often happen that the sorcerer will wish to enter some other plane of existence, such as the Crimson Hell. Access to other planes of existence is gained by summoning a Gateway Opener. If it is the GM's purpose to have his players adventuring in other planes, he/she should let the summoning always succeed. If it is not to the GM's purpose, the summoning should always fail. (You can always claim that the stars weren't right for such a transfer.) Such gateways are opened by demons who remain invisible and undetected so that only the gate is apparent. Gateway Openers cannot be bound by mortal sorcerers. When the GM doesn't care if the gateway opens or not, he/she should roll 1D100 against one-third times the sorcerer's summoning ability for Demons of Travel. If the number rolled is less than needed, the desired gate opens.

Other planes of existence may be so bizarre that normal humans would be completely disoriented in them. In such cases, the GM should have the Gateway Opener manifest in a physical form to guide his players to whatever it is they are seeking. Demon forms and behavior in such cases are limited only by the imagination of the GM playing the demon; however, the GM, to be fair to his/her players should assign attribute points to the demon's seven attributes. It may also be given whatever special abilities or idiosyncracies the GM thinks will be useful to enliven the game.

[5.7.4.2] CREATING OTHER PLANES OF EXISTENCE

A book larger than the entire *Stormbringer* rulebook could be written about this subject. World-designing is *the basic skill* for anyone intending to be a GM in a fantasy role-playing campaign. Nevertheless, some hints or shortcuts can be suggested for quick creation of alternate planes of existence to go along with the Young Kingdoms.

Probably the best method of creating alternate planes of existence for this game is to take such worlds directly from the writings of Michael Moorcock. He describes a number of such places during the *Elric* saga, and develops them in detail in other series such as the Corum series (see bibliography) or the Hawkmoon/Runestaff series.

Example

There is the strange neutral world of the Boatmen of Xylerenes. These creatures are not demons. They are humanoid race with an alien science that allows them to sail their boats through the air.

In general, the worlds that Moorcock himself has invented will be most consistent for use with the *Stormbringer* rules.

However, if you wish to do something else, you may. Gate opening demons can open portals to any fantasy world (or fictional world) that you or any other person can imagine. It would be both possible and logical to open gates between the Young Kingdoms and the world of Glorantha as described in the *RuneQuest* rulesbook. Travelers between these two worlds would find many things different, but many things the same. Because both worlds are intimately involved with gods of Chaos, there is no reason why *RuneQuest* magic wouldn't work in the Young Kingdoms or why *Stormbringer* summonings shouldn't be equally effective in Glorantha. If the two cultures should clash, it is hard to say which would get the better of it.

You may also open portals into different periods of the Earth's history.

Example

To obtain the Horn of Fate, Elric had to travel to Roland's tomb in some fantasy version of medieval France. His sword Stormbringer was lifeless and inert there – it was a world of Law and the forces of Chaos had very little power.

There is no reason why you can't have a Melnibonéan sorcerer helping William achieve the Norman conquest or aiding Montezuma against Cortez if those happen to be historical worlds that you as a GM are familiar and comfortable with. Remember, the GM does not have to allow players to open gates to worlds in which you do not wish to play. If one of your friends insists on sending Pan Tang raiders to ancient Cathay, and you don't wish to do it, let the player GM the situation for those other players who will go along.

In addition to using worlds that already have some historical or literary basis in fact, you may invent completely new ones by the following steps. First consider the environment. You could vary the gravity, atmosphere, weather, terrain, colors, temperatures, length of the days, means of providing light and heat, etc.

Second, after you have described the physical conditions of this new world, ask who would logically live in it – assuming it has intelligent life at all. Will this be a demon world, subject to Chaos? If so, are there two classes of beings, the tormentors and the tormented, or is it one vast chaotic melange of beings? Are the dwellers humanoid, octopoid, rhomboid, or completely alien? Are animals intelligent? Did evolution take a strange turn and produce the Reptile Men of Pio with their dinosaurian mounts and bizarre crystal science?

Lastly, you might consider the religious alignment of the world. Is it ruled by Arioch or some other Lord of Chaos? Or does it owe homage to Arkyn or some other Lord of Law? Perhaps it writhes in bondage to H.P. Lovecraft's Great Old Ones with Cthulhu, Hastur, and Dagon ruling the subservient human race. Maybe it is a version of Dante's Hell, with Lucifer as top demon. You could invent your own pantheon, imagining a world of swamps where all worship Nook-nook – a deity based loosely on the Creature from the Black Lagoon. I could go on forever, but by now you should have the idea.

The important thing to remember is that you are sending the game characters to this alternate world — this other plane of existence — for some reason that has a bearing on their situation back in the world of the Young Kingdoms. Perhaps they must obtain a magical artifact that cannot be constructed under the magic rules of this game. (Stormbringer itself is such an artifact, and Elric had to enter another plane originally to obtain it.) Perhaps someone is being held captive in this other universe and must be rescued. Perhaps Tanelorn, or some other city, needs military help that could only come from another world. There are lots of good reasons for using other planes, and Moorcock used them constantly in his writings. But, there is no purely mechanical way of creating them with any satisfactory results. If you wish to create and use other planes of reality in *Stormbringer*, you are going to have to use your own imagination.



[5.7.4.3] CREATURES OF LAW FROM OTHER PLANES

Creatures of Chaos from other planes have been defined as demons, while creatures of Law from other planes have been called Others. Others may not be summoned in the way that demons are summoned, but they can appear in the Young Kingdoms. The way to do it is to have a Gateway Demon open a portal into their Lawful world (there is always enough Chaos, no matter how Law-oriented the world is, in a world-plane to enable a Gateway Demon to open a dimensional gate into it.) and then just have these beings come through that portal. (This is the sort of thing that Theleb K'aarna did when he brought the Reptile Men of Pio into the Young Kingdoms to attack Elric in Tanelorn.)

And though Others are defined as creatures of Law, there is no reason why they can't work with Agents of Chaos if they wish to. It is possible to be both Lawful and evil at the same time, or Chaotic and good. Just remember when you are inventing various powers for these Others that they rely not on magical effects, but on scientific ones. If you give them ray weapons, you must also give them a power supply and a constant effect.

[5.7.4.4] TRANSPORTERS

The sorcerer may wish to have a demon in physical form to help him/her travel through the Young Kingdoms. This requires summoning a demon, investing it with a given shape, and then binding it into the form of that shape for permanent service. The speed that the demon will be able to achieve once bound into any given shape is directly proportional to the STR rating given to the demon. Furthermore, if one hopes to be

able to transport much, one should give the demon a fairly large SIZ rating. In all cases the SIZ rating should be as large or larger than the rating of the person being transported.

To successfully summon a Transporter Demon, the wizard's player must roll less than the character's summoning ability on 1D100. The demon's form and attributes must be specified before the summoning attempt is made. For more than a one-time use, the demon must also be bound in the normal way, though the demon may be bound into its own form by merely attaching the binding object to it.

Transporter Demons may come in any shape desired — horse, bird, boat, skis, whatever. They will have a top speed of 20 times their STR rating in km per hour.

Example

You have a transport bird with a STR of 20 and a SIZ of 13. It has the ability to carry any man of SIZ 13 or less at 400 km per hour. If you must travel 4000 km, it will take 10 hours of game time.

Transporter Demons are not tireless. For each point of CON that one has, it can carry its burden for one hour.

After traveling for their full CON rating in hours, Transporter Demons must then rest for their CON rating in hours. If they fail to get the needed rest, they die and vanish from the Young Kingdoms plane.

Example

In the previous example, if the bird had a CON of only 5, it would be able to travel for 5 hours, then it would have to rest for 5 hours, then it could travel for 5 more, making the journey last 15 hours.

Transporter Demons may be shapeshifters if given an INT of 12 or greater. They must have an INT of at least 7 in order to understand verbal instructions and to speak.

Transporter Demons must have a form appropriate to their function. You cannot have a flying demon horse unless you give it wings. A demon fish without legs wouldn't be much good on land. Etc.

Transporter Demons may not pass or bypass demon barriers unless their POW rating is higher than that of the barrier. They will not even try, since they don't want to die. Even then, it requires a POW vs. POW struggle to attempt to pass the magical barrier.

Transporter Demons will not fight for their masters. If attacked, they will do whatever they can to protect themselves only.

[5.7.4.5] TELEPORTERS

Teleport Demons have the ability to instantaneously appear wherever they wish within the Young Kingdoms. Their abilities seldom work on any other plane except their home plane where they are also teleporters. A Teleport Demon must be given at least six attributes — you may ignore SIZ. In their natural form they are invisible and immaterial, but they may be bound into physical objects.

To successfully summon a Teleport Demon, the sorcerer must roll equal to or less than half his/her summoning ability on 1D100. Binding is accomplished in the usual way. Teleport Demons, once bound to a physical object, may not shift shapes unless they are first unbound.

Teleport Demons are limited in what they can move. They must have at least one of STR for each point of SIZ that they wish to transport. A Teleport Demon with a STR of 12 cannot move a man with a SIZ of 13. Furthermore, Teleport Demons should be given a relatively high DEX rating. When being teleported, there is always a chance that the demon will not reassemble your atoms in precisely the correct manner. Each time a character or object is being teleported, the player must roll 1D100 for each person or object being teleported. Roll separately to see if the move was accomplished safely. If the number thrown is smaller than the demon's DEX x 3% or equal to it, then the journey was made in complete safety. If the number thrown is higher, the results vary from the ludicrous to the fatal. See table [5.7.4.6] Teleportation Mishaps.

[5.7.4.6] TELEPORTATION MISHAPS

1D10 Mishap

- | | |
|-------|--|
| 01 | FATAL — Horrible reassembly — character is dead. |
| 02 | GHASTLY — Character's head and legs are put on backwards but everything works. Reduce DEX by half. |
| 03 | HORRIBLE — GM may rearrange character's looks arbitrarily. May reduce any three attributes by 3 points each. |
| 04-07 | SERIOUS — GM may exchange any two parts of character's anatomy except your head. May reduce any one attribute by 3 points. |
| 08-09 | COMIC — Feet are on backwards. Reduces DEX by 3 points. Skin may be discolored and hair turned into feathers or scales. |
| 10 | MINOR — The placement of eyes, nose, and mouth has been scrambled around on character's body. Lose 3 from CHA. No other ill effects. |

Of course, like Demons of Desire and other demons with special demon abilities, the Teleport Demon can teleport itself with no problem. Only teleporteas may have problems.

Teleport Demons cannot teleport beyond a demon barrier unless they have a POW rating higher than the barrier. However, they will try if commanded to do so, and in trying will kill themselves and lose the player-character in limbo. To get a player-character back from limbo, he/she must be summoned by another wizard as if he/she were a Demon of Combat.

Teleport Demons must also be given a CON rating. If the object that they are bound into takes enough hits to exceed the CON rating, the object is destroyed and the demon is unbound — it will return to its own plane. Each time a Teleport Demon uses its ability in the Young Kingdoms, decrease its CON rating by one point. This CON rating is not rechargeable

unless the demon is released to return to its own plane. When the rating reaches 0, the demon has completely expended itself and perishes.

[5.7.5] DEMONS OF DESIRE

The Demons of Desire are the wish granters. They will not provide their summoner with knowledge, will not transport him/her, will not protect him/her, and generally won't fight for him or her. They will, however, materialize physical objects, act as all-purpose servants within their limits, serve as a sex object, or procure one if the demon is not suitable.

To obtain a Demon of Desire requires the sacrifice of a virgin of an intelligent species. Such demons always appear as a highly attractive member of the opposite sex of the species of the summoner. At least 20 attribute points must be allotted to CHA.

Demons of Desire procure physical objects for their masters by teleporting to some place where the desired object is available, stealing it, and teleporting back. They will never go farther than they have to in order to fulfill a request.

Example

A disarmed warrior who commands a Demon of Desire says, "I wish I had a sword" while in the middle of a fight. The demon immediately procures the nearest (non-magical) sword and gives it to its master, whether that means taking it from the hand of your brother two feet away, or from a charging enemy, or going 500 miles to the nearest sword shop.

Demon of Desire are limited chiefly by their STR and CON ratings. A demon may not steal something with a SIZ larger than the demon's STR rating. If your demon has a STR of 15 — don't wish for a boat with a SIZ of 25. Overtaxing a demon in this fashion destroys it. Each time a Demon of Desire grants a wish, its CON rating decreases by at least one point. When CON reaches 0, the demon has expended its body, and returns to the demon planes.

Sorcerers who command a Demon of Desire are warned to be specific with their wishes. The demon obeys the letter, not the spirit of the wish. If you're in the middle of a desert and starving, and order the demon to bring food, it is likely to pop back with that cactus that was ten feet away and say, "This is edible, master." A wish to bring meat and win is really two wishes and will take two points off the demon's CON.

Although not shapeshifters themselves, Demons of Desire have the ability to alter the shapes and forms of others. If your character wished to be a bear for some reason, a Demon of Desire could transform him/her into one. Shapeshifting, however, is much more difficult than ordinary wish granting. Roll 1D10 and subtract the number shown from the demon's CON rating.

Demons of Desire may provide their masters with magical objects such as Demon Armor or demon weapons, but only if their POW rating is higher than the POW rating of the magical object involved. Such a wish, however, expends 3 CON points on the Demon of Desire. If the Demon of Desire is told to procure a magical object with a greater POW rating than its own, it will be destroyed.

A Demon of Desire may also be used to heal Hit Point damage taken by its binder, or anyone else he chooses to heal. For each Hit Point healed by the demon, it loses a CON point, permanently.

Demons of Desire may be bound, though they do not take the form of the binding object and do not enter into it. Instead, they retain their original physical form while they are the Young Kingdoms. Whoever owns the binding object, usually a ring, or some other small sigil, is the demon's master and may command it. The demon will generally trail three steps behind its master, but may be ordered to remain in one place and summoned to its master's presence by expending a wish.

[5.7.6] DEMONS OF POSSESSION

Demons of Possession have no body of their own. Instead, they possess the body of whatever is sacrificed to them by entering and controlling it. In the case of human sacrifices, the demon will then have the same exact physical attributes of STR, CON, DEX, and SIZ as the sacrificial victim, with any excess or lack of attribute points being added to or subtracted from the INT, POW, or CHA. If not bound immediately to a body, they will wait for the summoner's will for one day, then leave if not given a body.

Demons of Possession are bound in the usual manner. The risk is proportionately greater to the sorcerer because the demon's POW must be high for it to accomplish its purpose.

Demons of Possession may also be summoned into the forms of beasts or monsters, and in such cases the summoner arranges all attributes into STR, INT, POW, DEX, and CHA. The CON and SIZ of the creature remain as they were and the demon's attributes are not put into these attributes.

If put into an inanimate object, all the attribute points go directly into POW, making the demon excessively hard to bind. Mortal sorcerers rarely attempt this.

Whoever controls the demon's binding object controls the demon and may order it to do whatever the body it wears is capable of doing. Demons of Possession may also change bodies on command. To take over the body of a free human or beast, the demon must have a higher POW than its projected victim and overcome the POW of the victim in a POW vs. POW attack. Attempting to possess an unsuitable host or losing the attack will cause the destruction of the demon.

Trying and failing to bind a Demon of Possession results in a possession attack against the sorcerer. If the attack succeeds, the player may continue to play the possessed character, but he/she is definitely a subject of the Lords of Chaos, and may be ordered to take certain actions by the GM to the detriment of any other players in the game.

Demons of Possession have no pressing desire to remain on this plane of existence. If their physical form is slain without a replacement ready, they will leave for their home. Possessed bodies not slain, but deserted by the demon, become mindless, soulless, automatons and will soon die unless repossessed or given special care.

[5.7.6.1] CHARMS AGAINST POSSESSION

Whoever holds the demon's binding object may not be possessed by that demon. It is also possible to make certain herbal charms that will ward off Demons of Possession. Hints on their construction and use is explained in chapter 4 under Plant Lore.

[5.8] FREQUENCY OF DEMON ENCOUNTERS

Although I have gone on at great length about the different varieties of Lesser Demons, their powers and restrictions, it should be borne in mind that actual use of demons in the play of the game is likely to be very rare. The number of sorcerers who are player-characters is likely to be very small, and the risk of using demons is fairly high. It seems most probable that most demons encountered will be generated safely by the GM who needs worthy opponents and rewards for the players in his/her adventures. GMs should not hesitate to do so, because the world of the Young Kingdoms is not especially rich in natural menaces other than the ill will of other men.

[5.9] SUMMONING THE ELEMENTAL RULERS

When the sorcerer wants an effect that one or two elementals or a couple of demons cannot accomplish, such as a tidal wave, a volcanic eruption, a hurricane, etc., it is time to summon the appropriate Elemental Ruler. Each Ruler is the supreme commander of all the elementals of its kind.

The Elemental Rulers were seldom seen by mortal sorcerers. (Elric, undoubtedly the greatest sorcerer of the age, met only two of them during his life, and one of them, Grome, was hostile to him.) The actual summoning process requires putting the sorcerer into a trance of concentration wherein the sorcerer thinks only of the name and essence of the Elemental Lord he is trying to contact. This requires a minimum INT and POW total of 40 or higher. Once the trance state has been achieved, the summoner rolls 1D100. If the number thrown is less than or equal to the sum of his POW and CHA the summoning has been successful.

The Elemental Rulers are too mighty to come at the summons of a mere mortal. What usually happens is that a troop of elementals arrives and carries off the summoner into another plane of existence where the Ruler has its capital. Such capitals are always in the midst of the element that the Ruler controls. The mortal wizard, however, is magically protected from the adverse effects of being immersed in fire, water, or earth as the case may be. (No ill effects are generated from being in the midst of air, but the mortal is protected from falling to his/her doom.)

Beings of such power cannot be compelled by mortal sorcerers. They must be either bargained with, or persuaded. The GM should play the part of the Elemental Ruler when summoned, and listen to the bargain that the sorcerer offers. If it is tempting enough, the GM should grant the Ruler's aid. If not, he/she should reject it. (Again, the decision-making is placed on the GM's broad and capable shoulders.) If the sorcerer does not have a compelling bargain to offer, he/she may try to persuade the Ruler. This is attempted by rolling 1D100 and comparing it to either your INT or CHA, whichever is higher. If the number rolled is less than or equal to the attribute in question, then the Ruler has been persuaded and will grant the wizard's request. The mortal is then returned to mortal lands at whatever place he/she wishes to be. The wizard doesn't have to return to the same location and situation he/she started from, though he/she may if so desired.

One last note on summoning. Elemental Rulers should of course be summoned while the sorcerer is surrounded (literally) by the proper element. When trying to summon Straasha, Lord of the Water Elementals, the wizard should be immersed in water to at least the neck. When trying to summon Kakatal, Lord of Fire Elementals, the wizard should be inside a ring of flame.

[5.9.1] STRAASHA LORD OF WATER ELEMENTALS

Straasha is the Lord of Water. The following types of things are within his power:

1. To control any number of undines at one time for any given purpose.
2. To create huge waves, both at sea, or even on rivers and lakes. Such waves may be used to destroy things on land that are within their range.
3. To create magical artifacts constructed of water or ice.
4. To give a mortal the temporary or permanent ability to breathe water.
5. To neutralize any offensive magic of Kakatal, Lord of the Fire Elementals if it takes place in the elements of air or earth.
6. Such other powers as the GM shall deem reasonable in game situations.

[5.9.2] GROME LORD OF EARTH ELEMENTALS

Grome, the Lord of Earth, was represented as greedy and none too clever. As the only "solid" elemental, Grome has great powers of movement and magic that do not rely much on the fore-brain. The following types of things are within his power:

1. To control any number of gnomes at one time for any given purpose.
2. To cause avalanches and earthquakes.
3. To construct magical artifacts of solid material, especially of metal.
4. To produce great wealth on demand — mountains of gold or silver or gems.
5. To confer on mortals the ability to pass through natural earthen materials such as stone, dirt, or metal.
6. The ability to neutralize the offensive magic of the Lady of the Air Elementals, close to the surface of the ground (close being defined as within ten feet).
7. Such other powers as the GM shall deem reasonable in game situations.

[5.9.3] LASSA LADY OF AIR ELEMENTALS

Lassa, Lady of the Air, has countless minions arrayed in sub-kingdoms below her. She rules all of the sylphs as well as the Storm Giants, the Maruts, Wind Giants, and many others. (Storm Giants are responsible for the production of ordinary thunderstorms, while Maruts produce all forms of whirlwinds. The Wind Giants, Missha and Graoll, are Lassa's sons, secondary rulers of the air.) Her servants are the trees and the other

plants, for when she wants a great wind, she causes all the trees to bow and sway and drive the air before them. The following types of things are within her power:

1. To control any number of sylphs for any given purpose.
2. To call up storms of any level of intensity.
3. To control the movement of air molecules, such that, if desired, she could create a vacuum at ground level.
4. To make objects lighter than air, thus giving them the power of flight.
5. To neutralize any offensive magic of Straasha on land or in the sky.
6. To give the petitioner the ability to call her sons Missha and Graoll.
7. Such other powers as the GM shall deem reasonable in game situations.



[5.9.4] KAKATAL LORD OF THE FIRE ELEMENTALS

Kakatal, Lord of Fire, is a force of destruction. He alone of the Elemental Rulers is like unto the Lords of Chaos, and he alone demands human souls as the price of cooperation. Kakatal's capital is in the heart of the sun, though he has a summer place in the molten core of the earth. He rejoices in the unrestrained spread of flame, and he was responsible for the evolution of dragons, which are the beast other than man able to produce fire at will. The following types of things are within his power:

1. To control any number of salamanders for any given purpose.
2. To cause the sun itself to burn more vehemently and thus raise the temperature of the earth by as much as 20 degrees Fahrenheit.
3. To cause and control volcanic eruptions, particularly the flow of the molten lava.
4. To imbue the ability to flame within any non-combustible material, such as a metal, at the will of the user.
5. To endue combustible materials (such as human flesh) with the ability to resist flame and not burn.
6. To neutralize the offensive magic of Grome in a blaze of heat.
7. Such other powers as the GM shall deem reasonable in game situations.

[5.10] THE BEAST LORDS

The Beast Lords are perhaps the strangest beings in all of Moorcock's varied mythologies. Although they have names and powers over their subjects on earth, they do not appear to be beings as much as they are archtypes. Meerclaw, Lord of the Cats, is essentially an Idea, an Essence that includes all of Catness within itself. The Beast Lords are both deities and abstractions; perhaps the two things are the same.

In bygone ages Melnibonéan sorcers made pacts of perpetual aid and friendship with many of the Beast Lords. These ancient treaties served Elric well in his struggles with Theleb

K'aarna. Only the sorcerers of Melnibone know the ancient summoning runes for the various Beast Lords, and any one of them would know only a few. In addition, the sorcerer's INT and POW must add to a minimum sum of 44 for the summoning to possibly work. However, although only Melniboneans will know the chants and runes to summon a Beast Lord, they may teach these cantrips to mortal sorcerers of other races, providing that the pupil has a sufficiently high total of INT and POW.

The Beast Lords seem to exercise generic dominance; that is, there is a Lady of the Birds, a Lord of the Lizards, a God for all Cats, etc. There are no separate deities for lions and tigers — both are cats, they both serve Meerclaw. As the *Elric* saga does not enumerate all of the Beast Lords, I find it necessary to invent a number of them to fill out the range of possibilities. Beast Lords have names based on onomatopoeic principles, and I have kept those that I created consistent with these principles.

[5.10.1] POWERS OF THE BEAST LORDS

The Beast Lords have the power to make all of their subjects behave as if they were intelligent beings acting with a purpose. Thus they can command a single creature to act in an intelligent manner, or can produce armies of their subjects at will who will then fight against even the most unnatural of menaces. It is up to the summoner to specify what services he expects from the Beast Lord and its subjects, and up to the GM to determine if it is a service that could be reasonably performed.

[5.10.2] SUMMONING A BEAST LORD

Each Melnibonean wizard with sufficient INT and POW may be able to summon one or more Beast Lords. If they meet the requirements they may make one Beast Lord summoning attempt per game hour by rolling 1D100. If the number thrown is less than or equal to the sum of the summoner's INT and POW then the Beast Lord will honor its ancient covenant and do its best to aid the summoner. The effectiveness of a Beast Lord's aid is up to the GM to determine.

The above applies only to Melniboneans. Sorcerers of other races who may have learned the summoning rune and have sufficient INT and POW will not have as good a chance to succeed. They also are limited to one attempt per game hour, but they roll 1D100 against their POW rating only. If they succeed in making the POW roll, the indicated Beast Lord will manifest, but it may still decline to help. To determine whether the Beast Lord will help this person with no ancient pact or treaty to rely on, roll 1D100 and compare that to the summoner's CHA rating. If the die roll is equal to or less than CHA, the Beast Lord agrees to help; if not, it merely takes enough POW away from the summoner's rating to prevent him/her from summoning the Beast Lord again. (In effect, it reduces the sum of INT+POW to less than 44.)

Lastly, the runes necessary to summon a Beast Lord are all cast in the form of poetry. If the GM would like to challenge his/her players, he could require that the player doing the summoning improvise a poem on the spot. If the GM should make this requirement, he/she might forego the rolling of dice and judge the effectiveness of the summoning by the quality of the poetry produced.

[5.10.3] BEAST LORDS

Name	Lord of
Nnuuurr'r'c'c	Insects
Haaashaastaak	Lizards
Fileet	Birds (Lady of the Birds)
Meerclaw	Cats
Roofdrak	Dogs (including wolves, foxes, jackals)
Jaanumaarh*	Apes (including monkeys, gorillas, etc.)
P!p!pp'h'hhh'p*†	Fish
Skweeeeeee*	Rodents (especially mice, rabbits, etc.)
Uurr-Rzzzrr*	Bears
Hhaabar'mmpa*	Batrachians (frogs, toads, etc.)
Shwa-Shwaa*	Spiders
Keheheh*	Turtles
Sssss'sss'ssaan*	Snakes
Vvwy'hunnh'*	Horses
Muru'ah	Cattle (also deer, antelopes, etc.)

* Indicates that St. Andre rather than Moorcock invented this particular deity.

† P! is pronounced by filling your cheek with air, then putting your finger in your mouth and popping it back out to produce a plosive sound.

Obviously there are many classes of animal life that I could not cover in a table as short as table [5.10.3] Beast Lords. Those listed should be enough for most gaming situations. If players and GMs should feel the need for others not on the list above, they should feel free to add their own candidates for Beast Lordship. Since many different names may be invented for the same Beast Lord under the permission just granted, let it be noted that it is not the name itself that is so important, but the class of animal under the Beast Lord's dominance.

Melniboneans may choose their one to three Beast Lords from table [5.10.3], or, as just noted, may take some other, not listed there, with the approval of the GM at the time.

[5.11] THE LORDS OF LAW AND CHAOS

The supreme gods of the Young Kingdoms are the Lords of Law and Chaos. The two groups represent opposites and are antagonistic to each other. At times the struggle between Law and Chaos seems to be some great game; at other times it is the fiercest imaginable war. In general terms it can be said that the Lords of Law represent and defend all that is good and sane and beautiful. Likewise the Lords of Chaos stand for all that is evil, insane, and grotesque. However, it should be clearly understood that these are oversimplifications. The Lords of Chaos have the power to be good and beautiful, if not quite sane, and it seems likely that they were forced into the grotesque forms they assumed in the *Elric* saga just because the Lords of Law had already pre-empted the ordered, rational forms available.

Over and above the Lords of Law and Chaos is an ill-defined supreme "being" called the Cosmic Balance. Whether the Balance be a Force, a Being, or a Concept, it exerts a restrain-

ing impulse on the Lords of Law and Chaos. The ideal condition would be for Chaos and Law to exactly counterbalance each other. But, in the Young Kingdoms the Balance had been upset. For centuries before the time of Elric, the scale had been slowly tilting toward the forces of Law. With the birth of Elric and Yyrkoon, however, the scale reversed and swung wildly in favor of Chaos. I estimate that the time between the fall of Imrryr to the complete destruction of the Young Kingdoms by the forces of Chaos was only a little over seven years. That's a pretty fast swing of the Cosmic Pendulum.

[5.11.1] ABOUT THE LORDS OF LAW

The Lords of Law rarely appear in Elric's saga. Only two of them are expressly named in any of Michael Moorcock's novels. To get the second one I had to go to the Corum novels.

There are bound to be more than two of them but, rather than invent an extensive pantheon of deities for the Lords of Law who would exist only in my own imagination, I am going to leave it up to individual GMs and their players to call forth the identities of Law Lords other than Arkyn and Donblas. I have invented one (see table [5.11.1.1] Lords of Law) to show what sort of thing can be done. The principal of balance suggests that there must be one Lord of Law for each Lord of Chaos. As you will see later, the pantheon given for Chaos is quite extensive, so feel free.

The Lords of Law prefer to work through the natural laws of the world. They control such things as gravity, heat flows, evaporation, and all the other physical processes that make the world work. If natural law should be inadequate for working their will, they maintain agents in the Young Kingdoms: the greatest is the sorceress Myshella who lives in the castle of Kaneloon in the wilds of Lormyr. (More concerning her anon.) They may act directly if it is necessary to check the power of a Lord of Chaos.

Though the power of the Lords of Law is virtually infinite, they will never extend any more of it than absolutely necessary to accomplish their purpose.

[5.11.1.1] LORDS OF LAW

Lord	Deity of
Donblas	Justice
Arkyn	Natural law
Goldar*	Business, money, barter

* The deity was invented by St. Andre, not Moorcock. GMs should feel free to extend this table when they feel the need.

[5.11.1.2] SUMMONING A LORD OF LAW

To summon a Lord of Law the sorcerer must have a combined POW and INT rating of 48 or greater. The summoner should be standing within an equilateral triangle and have three threes of magical implements, such as three forms of metal, three musical instruments, and three sacrificial beasts. (Any other combination of three threes of things would also work, but they may influence the nature of the deity you sum-

mon.) The summoner rolls 1D100. If the number thrown is less than or equal to the sum of the character's POW and INT, the Lord of Law is summoned.

A Lord of Law who takes earthly form will base his appearance on that of the summoner. The earthly plane of the Young Kingdoms is not sufficient to contain all of the transcendental glory of a god, so the summoned being takes on an avatar, using but a tiny fraction of his/her total powers. The deity bases its attributes on those of the summoner, but multiplies them by 10 (except for SIZ which can be variable at the GM's or player's option). When they are summoned, the Lords of Law will come fully equipped with whatever tools and weapons they will need to accomplish their purpose. Such objects may be thought of as manifestations of the god's power, instead of being captive demons bound into various forms.

A Lord of Law can have combat skills also, if it should become necessary or desirable for the avatar to fight. The god of Law has a weapon's skill of 95% with any and all weapons of its choice, and it always gets to strike first. The god's weapon is, of course, super-magical, and contact with it will destroy non-magical weapons in the first clash. When it hits and does damage, the god's weapon may do any multiple of the damage rolled between 1 and 10.

Example

Donblas fighting with a magic mace against a demon strikes first and hits for seven points. He (or the player running him) may multiply by 10 if desired for Hit Points of 70. Other possibilities, depending on how much damage the player wants to do are 63, 56, 49, 42, 35, 28, 21, 14, and 7 Hit Points.

If a Lord of Law is successfully summoned, the GM may still choose not to have it act under certain circumstances. The Lord of Law will always help a Lawful summoner obtain a Lawful end, and it will always act to combat or restrain a Lord of Chaos or a Chaotic minion that has manifested on the Young Kingdoms plane. In any other situation, it is up to the GM to decide whether the Lord of Law will take any action or not.

[5.11.1.3] THE SLEEPING SORCERESS

Not counting those priests that worship them, the Lords of Law limited themselves to one agent on Young Kingdom earth. This is Myshella, known as the Sleeping Sorceress, who is the mistress of Castle Kaneloon in the wilds of Lormyr.

Myshella is a sorceress in every sense of the word. Her attributes are sufficiently high to permit her to do all the normal sorts of magic; in addition, she owns a number of magical artifacts created by the Lords of Law to help her deal with Chaotic situations. Chief among her tools is a giant mechanical eagle with its own intelligence, used mostly for transportation.

When not engaged in some Lawful struggle, Myshella spends her time in a magic slumber. This has enabled her to live for thousands of years. See the appendices for her attributes as a non-player character.

[5.11.2] ABOUT THE LORDS OF CHAOS

Whereas the Lords of Law are but seldom seen and only vaguely described, the Lords of Chaos manifest frequently and in great numbers.

The Lords of Chaos prefer to work through magic and demonology. The idea of anything remaining a constant is repulsive to them. They love to take a personal hand in affairs, and they are not at all impartial. Arioch loved Elric, and thought of him as a very clever pet, but this didn't stop him from working against the albino from time to time.

The essence of the Lords of Chaos is unpredictability. When a Lord of Chaos is summoned, it will bring with it whatever subservient demons it desires to act as weapons, armor, transportation, etc., etc. Since the demons are subject to the Lords of Chaos and are effectively bound by the Chaos Lord's will, there is no chance that they will be able to revolt. This gives the GM and the players the opportunity to create some really powerful demon artifacts which could remain in mortal possession long after the Lord of Chaos returned to its Hell.



A formal summoning requires several elements. The summoner needs a minimum total INT and POW of 48. In addition, the summoner must stand upon an eight-armed sign of Chaos and offer up one or more human sacrifices. The chance that the desired Lord of Chaos will manifest is equal to the sorcerer's POW rating plus the number of human sacrifices offered.

Lords of Chaos cannot be compelled by mortal sorcerers. The human must offer some form of bargain to gain the Chaos Lord's cooperation (see section [5.12] Bargaining with the Gods). The player doing the summoning should be aware of this and have some sort of offer ready. A promise of eternal service might suffice, or a hecatomb of sacrifices, or the destruction of a Lawful magic artifact, etc. Let your imagination be your guide.

Lords of Chaos may assume whatever form they wish (it's up to the GM and the summoning player to determine the Chaos Lord's semblance). If they choose to fully materialize on the earthly plane, their chosen form will be called an avatar. Avatars have attributes that are ten times those of the summoner, with the exception of SIZ which can be freely chosen. In fact, they are in all respects equal to the Lords of Law when they choose to manifest in corporeal form.

Lords of Chaos may accomplish anything up to the destruction of the world (that remains beyond them because its existence is maintained by the Lords of Law) by fiat. That is, they make a statement, and it is done. The exception to this is when they are actively opposed by another Lord of Chaos, a Lord of Law, or an Elemental Ruler. In such cases, they must physically accomplish their will by slaying or defeating in combat the opposing deity.

Lords of Chaos often use magical implements. These are always bound demons (see section [5.6.3] Binding Demons). Lords of Chaos have the ability to bind demons with tremendous POW ratings, however, thus creating some truly awesome magical devices. Such demons, as usual, must serve whoever controls the binding object.

A Lord of Chaos may indulge in physical combat if it is in avatar form. It would have a Demon of Combat bound into a weapon form for its weapon, and its skill with that weapon would be 97%. Lords of Chaos, being sporting types, always strike second during a combat round, regardless of their DEX rating. Their enchanted weapons shatter non-magical arms and armor on contact, and either slay or wound depending entirely upon the whim of the wielder.

[5.11.2.1] LORDS OF CHAOS

Lord	Titles
Pyaray	The Tentacled Whisperer of Impossible Secrets, the Chaos Lord who commands the Chaos fleet (dead ships manned by dead warriors)
Arioch	Knight of the Swords, Lord of the Seven Darks, Lord of the Higher Hell
Orunlu	The Keeper (7' tall, wreathed in flame, scaly purple with bulging muscles and reptilian physiognomy)
Chardhros	The Reaper — patron deity of Pan Tang
Balo	Jester of Chaos
Narjhan	Lord of the Beggars
Checkalakh	The Burning God
Xiombarg	Queen of the Swords
Mabelrode	King of the Swords, the Faceless
Vezhan	Lord of Wings
Hionhurn	The Executioner
Eequor	Mistress of the Unholy Fortress
Darnizhaan	The Dead God
Balan	A Duke of Hell
Maluk	A Duke of Hell
Malchin	A Duke of Hell
Zhortra	A Duke of Hell
Slortar the Old	The Eldest Deity
Urleh	(A vassal of Arioch)
Teer	A Duke of Chaos (vassal of Mabelrode, has a human body and the head of a boar)

Doubtless there are many other Lords of Chaos, but in this case we have enough to make us happy. GMs and players may invent others if they feel the need.

[5.11.2.2] SUMMONING A LORD OF CHAOS

On the evidence of Elric's relations with Arioch it takes "blood and souls" to summon a Lord of Chaos. In the *Elric* books, the Lords of Chaos are painted as arch-demons with the power of gods, so that is how we will play them.

[5.11.2.3] INFORMAL SUMMONING

After a Lord of Chaos has been successfully summoned by a mortal sorcerer one time, there will be a psychic bond between the two and it may be possible for the mortal to resummon the Chaos Lord under any condition by just calling upon it. The chance of succeeding equals the sorcerer's combined POW and CHA (to be rolled on 1D100). Even if the Chaos Lord refuses to manifest, it will usually speak and tell the sorcerer not to bother it or some such message. (Elric frequently summoned Arioch to him in this manner, and half the time Arioch refused to manifest.)

[5.11.2.4] ELRIC

As Myshella is the greatest sorceress of the Young Kingdoms and is the prime agent of Law, so Elric of Melniboné is the greatest sorcerer and is the prime agent of Chaos. Myshella usually knows what she is doing, and Elric usually doesn't, but the fact remains that Elric's power struggles with two other wizards, his cousin Yyrkoon and Theleb K'aarna, were the chief cause of the growing strength of Chaos in the Young Kingdoms. Although Elric fought the forces of Chaos at the end of his saga, it was because of his love for Zazoenia, his wife, and because the Lords of Chaos and the sorcerers of Pan Tang had offended him so deeply.

GMs and players are advised to keep Elric out of your games if possible. The albino is a walking jinx and has a way of bringing doom to all those around him, but if you can't resist the temptation to use Elric in a game based on his saga, then the description of the Elric non-player character, along with Stormbringer and Moonglum, is in the appendices.

[5.12] BARGAINING WITH THE GODS

When mortals are dealing with gods, there is seldom any way for the mortal to compel the deity, so it becomes necessary to bargain with them. It is hard to imagine what men could have that gods might desire, but they must have something; otherwise the gods wouldn't bother with them. We are talking now about direct man/woman and deity confrontations, not the sort of divine intervention invoked by worshippers of any particular deity. Only the most powerful of sorcerers can meet the deities face to face and retain his sanity. Such sorcerers have the power to bargain to obtain their desires, giving value for value.

Gods cannot be bribed with physical things — they can have all the gold, luxury, delicious food, or any other sort of thing they want. There are really only two things that men can offer to deities — life force and services. Life force, sometimes called the soul, is a sort of divine food — some gods must have it in order to exist. Service, on the other hand, is not so much a nutrient for deities as a tool for accomplishing their ends.

When offering life force to a god, the mortal may offer his/her own, or that of others. Worship is a form of offering life force. It is the highest and purest form since it transmutes very small quantities of life force into very potent nutrient for the receiving deities. Human sacrifice is the other extreme of the scale. When a being is sacrificed the god must take all the life force at one time in its very crudest form. Much of the life

force is lost and wasted. In between are the possibilities of giving part of a mortal's life force. A character's life force in *Stormbringer* is measured in its attributes, particularly its CON, POW, and CHA ratings. Any of these three attributes may be decreased for a player-character as an offering to a deity.

Service can be even more valuable than life force. Gods need their agents and servants to act for them in the Young Kingdoms in order to gain their ends without constantly expending power to do it themselves. A willing servant makes the best tool; thus when a powerful mortal sorcerer offers to serve a god for a given length of time, it is usually a more powerful argument than a mere human sacrifice or two; especially if, in serving the deity, the sorcerer is compelled to gather life force from others for his/her supernatural patron.

When thinking about service let us not forget that gods have the power to compel mortals to obey them. However, in order to do so the god must waste more power/life force than it can regain from the unwilling service of a single agent. Hence it is better to have servants who serve of their own free will. Such service costs the deity nothing in power/life force, and often gains it much.

In such bargains the GM must take the role of the deity. Depending upon what the character wishes done, the GM should adjust the deity's demands. If the service is rather minor, the GM should only ask for one sacrifice, or 1D6 worth of points from one of the three attributes: CON, POW, or CHA. In fact, the gods will almost never take life force from a character's POW rating (unless it is a hostile character), as this would lessen the effectiveness of the character in future dealings for the deity.

Gods can get life force from humans or other living beings in three forms: (1) they can take it directly by reducing one of the attributes of CON, POW, or CHA; (2) they can soak it up like a sponge absorbing water when all the life force is released in one sudden burst in the form of a sacrifice; or (3) they can bask in it, like a sunbather on a beach, in the form of sincere worship. Some gods prefer one form, and some prefer others. Generally speaking the Lords of Chaos prefer sacrifice which doesn't keep them from demanding worship, while the Lords of Law prefer worship, but will occasionally accept sacrifices. The reduction of an attribute is technically called a Curse, and any form of god may profit from it.

Worship is the most utilitarian of the three forms because it entails additional service by the worshippers. Faithful followers of a given deity will act in such a manner as to increase the prestige and power of that deity on the Young Kingdoms plane. From the ranks of the faithful come most of a god's agents in the mortal world.

[5.13] NON-MAGICAL SORCEROUS SKILLS

While a wizard's primary powers come from the supernatural beings he/she can summon or control, it is wise to provide sorcerous characters with some natural trickery, too, such as can be obtained through human skills like Plant Lore, Poison Lore, Music Lore, and Sleight of Hand. And every prospective wizard should develop at least moderate skill with some weapon.



Cults of the Young Kingdoms

[6.1] ORGANIZED RELIGION



Wherever men exist in large numbers and wherever men have raised a civilization, there will be found organized religion. This is equally true of Elric's world, where three major churches flourished: the Church of Law, the Church of Chaos, and the Church of the Elements. Each church is further subdivided into a number of cults whose members worship only one deity with true fervor, though they would be willing to admit that other gods do exist. Depending on the number of gods that manifest themselves on the Young Kingdoms plane, there are a large number of Chaotic cults, a smaller number of Lawful cults, and exactly four elemental cults.

[6.2] PURPOSE OF THE CULTS

In *RuneQuest's* Glorantha, the purpose of the various cults is basically benevolent. Initiates, Rune Lords, and Rune Priests of the various cults gain certain abilities from their worship of certain deities; the existence of the various gods and cults is fundamental to the existence of Glorantha itself. Not so in the Young Kingdoms. Cults exist primarily to channel worship, which is a modified form of life force, directly to the deity. They have as a secondary purpose the maintenance and improvement of their deity's prestige and power in the world. The more prestige and power a deity can maintain through its cult, the more worship it will ultimately obtain.



[6.3] MEMBERSHIP OF CULTS

All Young Kingdoms cults contain three different levels of membership. The first and lowest level is the common worshipper, or lay member. This includes the great mass of the worshippers of any particular god. These are ordinary people. They attend the rites and rituals, pay their fees and make their appointed sacrifices, do what the priests tell them to do, and understand almost none of the history and theology of their deity. They do not have direct relationships with their deity, and as a force in the play of *Stormbringer*, they can be ignored. On this level of worship a character could belong to more than one cult as long as they were not of opposing alignments (i.e., no character may belong to a cult of Law and a cult of Chaos at the same time).

The priesthood is the second level. All Priest characters should belong to a cult appropriate for their nationality. Priests see to all the business details of managing the religion. They conduct worship services and sacrifices. They get temples built. They collect knowledge. They scheme for greater power and influence for their deity in the secular affairs of their nation. They speak directly with the god and its representatives. They are powerful characters indeed, and their powers will be described in detail by individual church later in this chapter.

The third and highest level is the Agent. Agents are individuals who have promised their souls to their chosen deity, and who act directly in the interest of their particular deity on the Young Kingdoms plane. Some Agents are also Priests; some are not. Agents have the ability to sometimes invoke divine intervention in their mortal affairs.



[6.4] ELAN AND DIVINE INTERVENTION

Priests and Agents of any given cult perform certain actions in honor of their deity, and in so doing gain in virtue with their god. This special virtue is called Elan, and it is rated on a scale of 0 to 100. A character's Elan is a measure of how likely it is that the character's god will magically intervene for the character if called upon to do so. The actions needed to gain Elan vary from cult to cult.

Only characters dedicated to one certain god may gain Elan by their actions. It doesn't matter whether the god is an elemental, a Lord of Chaos, or a Lord of Law — what matters is the intent to serve one special deity by one's actions.

Elan has a slight relationship to POW — it can be changed to POW, though POW cannot be converted into Elan. Fifty Elan points equal one POW point. Characters with more than 50 points of Elan may convert 50 Elan points into one additional POW point at any time. (Subtract 50 from your Elan rating and add one to your POW attribute rating.) Characters who reach or exceed 100 Elan points must convert at least 50 of them to a POW point. Using this rule, the best possible Elan value is 99 — there will always be a chance that the character cannot successfully invoke Divine Intervention (see [6.4.1] Invoking Divine Intervention).

[6.4.1] INVOKING DIVINE INTERVENTION

Characters who have the ability to invoke Divine Intervention should save it for the direst of circumstances. If a situation arises that requires a god to help our protagonist, such as

being trapped in one of the Chaotic Hell planes, or facing a dragon in one-to-one combat, then the procedure for invoking Divine Intervention works as follows. The player checks his character's Elan rating, and then rolls 1D100, trying to roll the same number or less. If the Elan saving roll is missed, the Elan rating is halved and nothing happens — the god does not intervene to save its follower. But, if the Elan roll is made, the character subtracts whatever number actually rolled on the 1D100 from its Elan rating to get a new Elan rating; then the character states what form the Divine Intervention will take. GMs should only give the player a minute or two to describe the Divine Intervention, and once the action has been outlined, the GM should see that the intervention is made with minimum effort and effect on the part of the deity. It is up to the GM to keep Divine Intervention from being too devastating — do not let a player cause its god to bring a volcano up through the streets of downtown Aflitain, or any other history-changing request of world-shattering scope. In such cases the GM is justified in having the Divine Intervention manifest as a disembodied voice saying "Not this time, Clyde," or something equally final. As long as a request is reasonable, like banish this demon, or get me out of here, it should be complied with; when the request transcends the bounds of good taste and restraint, the GM should find some way to refuse or alter it.

[6.5] BECOMING AN AGENT

While Priests are created by a random roll on table [2.3.1.1] Class Background, any character may become an Agent for a god. Acquiring Agent status is something a character would usually do in the set-up phase of the adventure before the real scenario begins. It is not a step to be taken lightly, for it involves a certain sacrifice of POW, which is one of the character's most important attributes, but if one succeeds the benefits of being an Agent far outweigh the disadvantage of some loss of POW. Agency is only for the daring and the dedicated.

(Incidentally, the GM should see to it that the player only has one chance to attain Agent status in any given session of play, and also that the character does not reduce his POW attribute by unwise sacrifice to less than 3.)

This is the procedure for trying to become a new Agent: (1) Locate and visit a temple of the desired deity during the course of a game. (2) Offer a sacrifice of a certain number of POW points to the deity. Whether the character becomes an Agent or not, the POW points sacrificed are permanently lost to the character (see [6.10] Sacrificing Attribute Rating Points). The more POW points sacrificed, the better the chance of achieving Agenthood, but a player should never offer more than he is willing to lose. (3) Total the number of POW points being sacrificed with the character's CHA rating; then roll 1D100; if the roll is less than or equal to the sum of CHA and POW sacrificed, the character is accepted as an Agent of the god.

[6.5.1] RESTRICTIONS ON ATTEMPTING TO BECOME AN AGENT

No character can become an Agent of more than one deity. No god will accept an Agent already promised to some other god. No character may try more than once to become an Agent for any one deity.

Example

After Vadin-gor's attempt to bind the demon failed, he decided to give up ordinary priesthood and attempt to become an Agent of Kakatal. He has a CHA rating of 9 and decides to sacrifice the minimum of 1 point of POW. His sum is 10, giving him a 10% chance of succeeding. Vadin-gor is already located in a temple of Kakatal, so that's no problem for him. Having explained what he is trying to do, he rolls 1D100, getting an 80. Kakatal rejects him as an Agent, and he has permanently lost the 1 POW point he sacrificed. He cannot attempt to gain Agent status again during this adventure, and he can never again attempt to be an Agent of Kakatal. This should be noted on his Character Record Form somewhere.

However, characters who fail to achieve Agent status the first time may try again in some other adventure with a different deity if they wish. Maybe they will get lucky before their POW runs out entirely.

[6.5.2] AGENTS AND AMULETS

Once a character achieves Agent status, he is given a special amulet that must be worn or kept on his body at all times. All of the special powers and abilities that the character gains from being an Agent will come through the amulet. If the amulet is lost, stolen, or laid aside, the character forfeits his Agent status and all Agent powers until such time as it is recovered. Amulets are personalized magic items — they do not work for anyone except the original owner. It does no good to steal or find one and then claim to be an Agent.

More will be said about these amulets under the descriptions of the individual cults.

[6.6] THE CHURCH OF THE FOUR ELEMENTS

The Church of the Four Elements is a theoretical concept and doesn't actually exist in the Young Kingdoms. What actually exists are the cults of the four Elemental Rulers. Grome, Strasha, Lassa, and Kakatal are beings of divine power. The elements they control in all their permutations and combinations make up the very fabric of reality itself. Since sorcerers first learned to interact with the elementals and their Rulers, men have worshipped them. In time a priesthood developed for each discrete element. In the time of Elric the priesthoods and their respective cults were well-established.

Not all of the elementals are worshipped in all lands. Melniboné, where there are more wizards with the ability to summon and command elementals than anywhere else, does not worship them at all. But generally, the church of the elementals is the widest spread and the best known. Elemental priests should out-number the combined clergy of Law and Chaos together by at least two to one.

[6.6.1] TEMPLES OF THE ELEMENTALS

Each type of elemental has a distinctive form of temple in the Young Kingdoms. The number of priests and priestesses vary proportional to the local population. Only the largest of

the cities and towns of the Young Kingdoms are indicated on the map, and in any of those there will be at least twenty priests and priestesses per temple. Development of temple hierarchies, rites, special ceremonies and fees, etc., is left to the initiative of the GM.

[6.6.1.1] TEMPLES OF EARTH

The temples to Grome, King of the Earth Elementals, have the same general form. On the outside the temples are simply a huge mound of dirt, often covered with growing plants and sometimes serving as a park. On the inside they are a mass of dark tunnels and secret rooms. Generally there is a very large chamber just inside the main entrance for conducting rites of worship for the city populace, for offering sacrifices, and performing displays of Earth magic. Beyond this Cathedral of Earth are lightless corridors and small rooms where the priesthood dwells and stores the treasures of Grome. The temples of Grome are very rich in precious metals and fine jewels. These things originally came from the earth and Grome believes they belong to him. His priests and Agents are dedicated to recovering such valuables for him. There are usually numerous Earth elementals in various forms stationed throughout the deeper recesses of the temple, guarding Grome's wealth. Priests and Agents may go safely through the temple because of their amulets of Grome, but intruders without amulets would be swiftly sought out and attacked.

Raiding a temple of Grome is a possible scenario for GMs. The GM should be prepared with at least ten Earth elementals plus the fanatical priesthood itself.

Rooms and corridors in Grome's temples are kept in absolute darkness except when they are in actual use. Each priest is allowed only one candle per week for light. Priests with years of experience know the maze so well that they often do not need or use light to go from place to place. Priests with real work to do spend a great deal of time above ground in the light of the sun. The parklike outside of Grome's temples is also their province. They must tend the plants and answer the questions of the people.

[6.6.1.2] TEMPLES OF WATER

The temples of Straasha, King of the Water Elementals, are always located beside large bodies of water. Whether by the ocean, a lake, or a flowing river, the temples of Straasha depend on water for their beauty and fascination. Generally they take the form of a fair palace, built with many tall columns and curving walls. Artificial streams, pools, and waterfalls are everywhere to be seen, as are small patches of garden between the shaded marble walkways. Blue, green, and gray stone form seascape murals, bordered by the alabaster brightness of the temple walls. Priests and priestesses in skimpy robes of light blue and green wander throughout. Though there is no difficulty with vision, the air often takes on a shimmery quality as if looking down through pellucid waters. There is always one very large chamber with the most magnificent murals and a representation of Straasha surrounding a central pool between one and seven feet deep (there is always a deep part). Massive worship services are conducted in this room, and priests perform the rare sacrificial drowning in the pool. Straasha's priests do not hoard wealth as do the priests of Grome but in

the quarters of the higher ranking acolytes can be found treasures of the sea such as pearls, coral, mother of pearl, and strangely-carven bones from the bodies of weird sea creatures.

[6.6.1.3] TEMPLES OF AIR

The temples of Lassa, Lady of the Air Elementals, are always found at the highest location in a city. They consist of a number of roofless rooms with pure white marble walls. Each room is the responsibility of one priest who may do with it as he or she wills. They are forbidden to close out the sky, except with a light screen of cloth or canvas for protection against sun and rain — it is sacrilege to seek protection against the wind. Often the priests and priestesses use their chambers to grow trees and other plants. In the center of this maze of open-topped rooms is a roofless tower that rises at least 100 feet (30 meters). This is the dwelling of the high priest and on the internal walls is painted the story of Lassa and the creation of the clouds. At the very top is a little platform from which sacrifices are hurled out into the sky. Lassa's temples are sanctuaries for all birds and other sky creatures such as butterflies. There is no wealth for the taking in the temples of Lassa, for the priests carry off all the offerings and spend them on themselves.

[6.6.1.4] TEMPLES OF FIRE

The temples of Kakatal, Lord of the Fire Elementals, are mansions like unto those of Straasha, but wherever Straasha has water, Kakatal has fire. The halls are lined with hundreds of flambeaux, burning constantly day and night. Every room has its hearth, and in every fireplace the flames leap and crackle. Thousands of candles burn steadily in shrines of fire, and the smell of incense barely masks the aroma of burnt flesh. The priests of Kakatal work the hardest of all elemental priests. The lower ranks are always tending the countless flickering fires, while the higher priests spend their time overseeing the smelting and casting of precious metals, or binding Flame elementals into useful forms. They wear little save a loin-cloth, these priests and priestesses of Kakatal, and their bodies are often luridly scarred where flame has kissed them. Those with sufficient POW learn to summon and master the lesser Flame elementals and then they begin the never-ending battle against the enemies of Flame, Straasha and the Water elementals. In the largest room of every temple, where there is room for a thousand to gather and worship Kakatal at one time, there is always a flame pit whose walls are lined with tempered gold. Ten great Flame elementals are bound to that pit, and there the sacrifices to Kakatal meet their incendiary doom.

[6.6.2] THE ELEMENTALS AS PATRONS OF CERTAIN PROFESSIONS

Each elemental deity draws the greatest number of its worshippers from among those classes of the common people whose work is associated with that aspect of nature. The common professions may have more than one divine patron, and that is permitted (though it breeds contention among the gods). Player-characters who are not Priests or Agents may worship any deity at the lowest level without effect on the character or the game mechanics. Each elemental deity does concern itself with the general welfare of those groups that worship it, but always express and focus that concern through the actions of a Priest or an Agent.

[6.6.2.1] PROFESSIONS PATRONIZED BY GROME

Grome is the patron deity for farmers, architects, smiths, jewellers, potters, and undertakers. He is very concerned with the fertility of the earth, and with the production of fine material objects but, being jealous, Grome always wants to have the things of earth eventually returned to his keeping. Thus, there are many rites involving burial of dead people, animals, plants (plowing under the stubble left in the fields), treasures, ruins, and pottery. Grome likes to allot things an active life of a certain span (always very short compared to the lifespan of a god) upon the surface of the earth, and then reclaim it, whatever it was, by burying it in his rich earth.

[6.6.2.2] PROFESSIONS PATRONIZED BY STRAASHA

Straasha is the patron deity of fishermen, sailors, laundry workers, painters, and to a lesser degree, farmers. Straasha also is concerned with fertility and life, but Straasha is not particularly greedy, and doesn't care whether his gifts are returned or not. He attempts to keep his waters pure and vibrant. In this respect he is opposed by Pyaray, Lord of Chaos, who uses water as the agent and symbol of death and all corruption.

[6.6.2.3] PROFESSIONS PATRONIZED BY LASSA

Lassa is the patron deity of singers, orators, nobles, and kings. She also favors hunters, glassmakers, and other fine craftsmen, and to a lesser degree, farmers. She is often worshipped by traders, explorers, and other far-wanderers who need a good wind in their sails. She is a goddess of life, although she can be cruel. Most of her rites involve singing, chanting, or the playing of great trumpets.

[6.6.2.4] PROFESSIONS PATRONIZED BY KAKATAL

Of the four elementals, Kakatal is the most destructive and evil. He is the patron of mining, of smelting, and of smithcraft. He is a patron of warriors in their aspect as destroyers, and the patron of wizards because they furnish him with souls. Kakatal is also a patron of medicine, because flame can be used to cauterize wounds and burn away impurities. Rites in the worship of Kakatal always involve the burning of some sacrificial object, whether it be a human sacrifice or a straw effigy. They are often held to spite Grome whom he dominates and Straasha, whom he hates.

[6.6.3] PRIESTHOODS OF THE ELEMENTALS

The clergy of the various religions of the Young Kingdoms are described in general terms in section [2.3.7.1] Membership in a Cult. Both men and women can be members of the Church of the Elementals. New priests and priestesses are picked at the age of 6 by old priests and priestesses from among the general population. Usually, only individuals with superior INT and POW are chosen to serve in the priesthood, but occasionally mistakes are made and more ordinary people are accepted. Until the age of 20, new priests and priestesses are known as acolytes, and it is their duty to serve the needs of the elder priests. Doing chores appropriate to their age, and receiving instruction from the older priests, they move gradually into their roles.

The duties of the elemental priests are to run the temples, collect the offerings, worship their deities, and keep the common worshippers happy. Those with greater INT and POW will

rise in the hierarchy and may hope to become high priest or priestess some day. Those who are especially fervent in their worship may attempt to become Agents. Occasionally, a priest or priestess is expelled from its order, or sent out to serve the world at large. Priests may also leave their temples any time they wish to go adventuring as long as they promise to deliver all spoils won on such expeditions to a temple of their god. Although priests may leave their order and never return to it, preferring instead to be an adventurer, in the eyes of the world they will remain a priest (or priestess) of whichever god they formerly worshipped until their death, at which time they must square spiritual accounts with their deity in the after-world.

There is rivalry between the different elemental cults, and often enmity. It is always an act of merit or destroy, damage, or hinder the priests or Agents of another elemental. While alliances are not impossible, they are always short-term. Strangely enough, while mostly hostile among themselves, the elemental priesthood maintains strict neutrality to the priesthoods of Law and Chaos.

[6.6.4] THE AGENTS OF THE ELEMENTALS

Becoming an Agent is explained in section [6.5] Becoming an Agent. Agents are not bound to remain in any one temple. The more they wander, and the more adventures they have, the more effective they are as Agents. Players may wish to conceal the fact that they are Agents for some deity from other players. The GM, of course, has to know. Players who have Agents should keep track of their own Elan ratings, and they are on their honor. GMs may spot-check once in a while to see that the players are accounting accurately.

[6.6.4.1] ADVANTAGES OF BEING AN ELEMENTAL AGENT

In addition to being able to call for Divine Intervention by using Elan points, elemental Agents have two main advantages:

1. Whether they are a magician or not, Agents will always have one lesser elemental of the appropriate type as a bound servant. (In the event that an Agent's elemental familiar is destroyed, he or she may acquire another one by expending one Elan point and asking the Elemental Ruler for it.) Agents who are great wizards may have many elementals on tap, but they will always have at least one as long as they have any Elan and their amulet.



Example

Merak has gone on to become an Agent of Straasha. In one adventure he calls upon his elemental to neutralize an Earth elemental that is attacking his party. The two elementals clash and are destroyed. Next chance he gets, Merak prays to Straasha, expends one Elan point, and receives the services of another Water elemental.

2. Agents will never be attacked or harmed by elementals of their own cult.

Example

A foolish wizard who can only control Water elementals decides to drown Merak in his sleep by using a Water elemental. The undine reaches Merak and discovers that he is an Agent of Straasha. The undine now comes under the direct authority of the Elemental Ruler, Straasha, and may disobey the wizard. At the GM's option, the Water elemental may return and attack the wizard, or the wizard could find himself summoned to Straasha's presence to explain himself if he could, or maybe nothing at all would happen.

[6.6.4.2] DISADVANTAGES OF BEING AN ELEMENTAL AGENT

All elemental Agents have certain prohibitions that they may not break without forfeiting both life and Agenthood on the spot. (Their souls are already forfeit at the time of death — Stormbringer or Mournblade are the only things that could successfully steal away the soul of an Agent from its assigned deity.)

1. Agents may not participate in worship services of any other deity.
2. They must never lose their special amulet.
3. Agents of Grome must not disinter corpses or allow others to do so while in their presence.
4. Agents of Kakatal must not extinguish flames, although they may allow others to do so in their presence.
5. Agents of Straasha must not eat fish or any other creature that lives completely in water.
6. Agents of Lassa must never kill or eat any bird.

[6.6.6] AMULETS OF THE FOUR ELEMENTALS

The amulets of the elementals are distinctive and highly valuable, although only priests and Agents may use them to invoke Divine Intervention. They are available only from the

[6.6.5] GAINING ELAN FROM ELEMENTALS

The following table shows the means by which priests and Agents may gain Elan in the service of the Elemental Rulers.

Points Action

FROM ALL FOUR ELEMENTALS

5	For each year spent as a priest (game time)
10	For each year spent as an Agent (game time)
1	For each 100 LB worth of treasure or goods sacrificed to the Elemental Ruler
1	For each attribute point sacrificed to the Elemental Ruler
3	For each elemental of another type bound into service
1	For each elemental of your own type released from service
-2	For each elemental of your own type bound into service
1	For each elemental of another type slain
3	For each human sacrifice to your Elemental Ruler
6	For each priest of another Elemental Ruler slain
12	For each Agent of another Elemental Ruler slain
2	For each additional Agent of the same elemental recruited

FOR GROME ONLY

5	For each human body or creature with INT rating of 10 or greater interred in the earth with proper rites during active play of a game
1	For each point of improvement in the skill of Smithcraft over and above the character's skill when he became an Agent
1	For each 5 LB worth of treasure buried and abandoned in the earth during the course of play
2	For each son or daughter born

Points Action

FOR STRAASHA ONLY

5	For each shipwreck survived
1	For each point of improvement in the skill of Navigation over and above the character's skill when it became an Agent
1	For each point of improvement in the skill of Swimming over and above the character's skill when it became an Agent

FOR LASSA ONLY

1	For each point of improvement in the skill of Song Lore over and above the character's skill when it became an Agent
1	For each point of improvement in the skill of Oratory over and above the character's skill when it became an Agent
3	For each meeting with a separate King or Queen of a Young Kingdom nation in the course of play (meeting the same ruler more than once doesn't count)

FOR KAKATAL ONLY

1D6	(Rolled by GM) For each building successfully burnt to ruins during the course of play
1D20	(Rolled by GM) For each major conflagration caused
2	For each point of improvement in the skill of First Aid over and above the character's skill when it became an Agent

high priest of the cult when the character actually becomes a priest or Agent. Amulets for priests only have a design on one side, the rune for their particular god. Amulets for Agents have the god's rune on the front while having the Agent's name rune on the reverse. GMs and players should invent their own name runes, but the runes for the four elementals are shown on table [6.6.6.1] Runes of the Four Elementals.

The amulet for Grome is square and made of a thin plate of iron hung on a silver chain.

The amulet for Straasha is shaped like a drop of water and made of polished mother of pearl.

The amulet for Lassa is disk-shaped and is made of transparent glass. The runes are etched into the glass but are normally invisible.

The amulet for Kakatal is triangular and is made of pure gold hung on a golden chain.

[6.6.6.1] RUNES OF THE FOUR ELEMENTALS



[6.7] THE CHURCH OF LAW

Approximately half of the nations in the Young Kingdoms are religiously and politically aligned with Law. These are the countries that use the circular coins produced by the temples of Goldar. Only a few of the deities of Law are known by name to the masses, Arkyn, Donblas, and Goldar.

ARKYN is a god of natural science and progress. He almost never manifests on the Young Kingdoms plane, but works through natural law. His priesthood, although it numbers wizards among the membership, are mostly scientists and the secrets of Arkyn's cult are the secrets of science and numbers.

DONBLAS is the god of justice. His adherents tend to be legalists, members of the political hierarchy of the nation, and those who believe themselves to be oppressed. The priests of Donblas control the local police forces wherever that deity is worshipped. They are trained in invoking the Virtues (see [6.7.4] The Virtues – Demons of Law)

GOLDAR is a god of money and trade. His adherents are mostly Traders and Shopkeepers. Only in the Isle of Purple Towns is he considered to be the supreme deity.

Although the gods of Law can produce items through binding elementals and invoking Virtues, they are far more likely to use the tools of science and super-science. Intelligent robotic birds and applied psychology are more their style than demons in the night. Their power is no less than that of the gods of Chaos, but it is applied logically, not magically. When dealing with the powers, creations, and actions of the gods of Law, GMs and players should let themselves think in the naturalistic and science fiction modes as opposed to the heroic fantasy mode.

It is an oversimplification to say that the gods of Law are the gods of goodness and light; however, in the Young Kingdoms at the time of Elric that is about the way things worked out.

[6.7.1] TEMPLES OF LAW

The temples of Law come in two styles. The ancient variety are designed like the castle of Kaneloon. For a description of that see Moorcock's *The Vanishing Tower*. The modern temples are somewhat more comfortable. They are fine rich palaces with luxurious living quarters for the priesthood, plenty of laboratories and libraries along with the chapels and shrines, and facilities for entertaining a large crowd. Brief services are held daily, but the true spectacles come once every 21 days.

Worshippers of Chaos and outlaws frequently attempt to raid and rob the temples of Law. Knowing that supernatural guardians are unlikely, they think the temples should be easy prey. However, thieves seldom succeed because the temples are guarded by numerous human guards, many mechanical traps, and cunningly designed mechanical illusions. On occasion the temples also serve as a prison for captured Chaotic beings and artifacts.

[6.7.2] LAW AND THE PROFESSIONS

The gods of Law support and encourage all human skills impartially. Everything except the worship of Chaos and the practice of magic is held conducive to progress. To that end, the priests of Law often establish and support colleges teaching various skills to those who wish to learn and can afford the price. The price is 10 LB per skill point with the maximum of 10 points in any one skill. After the money is paid, the character must roll his INT x 5% to see if he actually was able to assimilate the new knowledge offered by the priests of Law. Such skill learning should take place during the set-up phase of an adventure and should not be merely assumed.

The priests of Law, however, are not competent for teaching weapons skills. They admit that such skills are valuable, but they are usually not fighters.

[6.7.3] THE PRIESTHOOD OF LAW

The clergy of the lords of Law is open to both men and women. Cumulative skill percentage totals determine rank, except for the high priest of any given temple. His procedure is given in section [2.3.7.1] Membership in a Cult.

Priests of Law exist to instruct the populace, maintain the temples, advance science and order, and to fight Chaos. In that last role they will use any means they can get, including Chaotic artifacts such as demon weapons. While they are generally considered to be good and benevolent, they believe that the end justifies the means, and they balk at nothing in their fight against Chaos. Priests of Law with the necessary INT and POW may become wizards if they so desire; however the summoning of demons or elementals is frowned upon and inhibits the accumulation of Elan for them. Only the use of Virtues is rewarded.

Myshella, the ageless sorceress of Kaneloon, could be considered to be the supreme head of the Church of Law, but she thinks the scientific religion of Law as practiced in the populous cities of the Young Kingdoms is corrupt, and won't have anything to do with it.

Priests of Law are always urging those who worship the Lords of Chaos to convert to the faith of Law. They welcome such converts eagerly. However, anyone who converts from Law to Chaos is considered a traitor and an outlaw, and the outlaw's life is forfeit should he/she ever fall back into the hands of the church.

[6.7.4] THE VIRTUES – DEMONS OF LAW

While sorcerers of Law have no prohibition against binding demons, priests and Agents who are also sorcerers can lose Elan from summoning demons, whether the demons are bound or not. However, priests and Agents may, at the same ranks of sorcery, manifest Virtues to embody devices to use in the struggle against Chaos.

[6.7.4.1] MANIFESTING AND EMBODYING VIRTUES

Virtues are entities of power available to the gods of Law for their worshippers. Rather than steep himself in a drugged trance, the sorcerer of Law meditates upon his god (usually Donblas) and attempts to comprehend the Virtue he is attempting to manifest. This takes 2D10 hours. A beginner in the rank may be trained to manifest one Virtue at INT x 5%, and all others at INT x 2%. A beginning character who is already a sorcerer of the second rank may summon one Virtue at 90% and the others at 50%.

Unlike demons, Virtues have only one characteristic, POW. The manifested Virtue will have a POW of 4D6. To embody this Virtue after manifesting it, the sorcerer must match his INT vs. the POW of the Virtue on the Resistance Table. If successful, the Virtue will become a part of the object forever, even if broken.

If the embodied Virtue's POW is the same or greater than the summoner's, he gets an INT gain roll of 1D4-1. There is no POW gain from embodying Virtues.

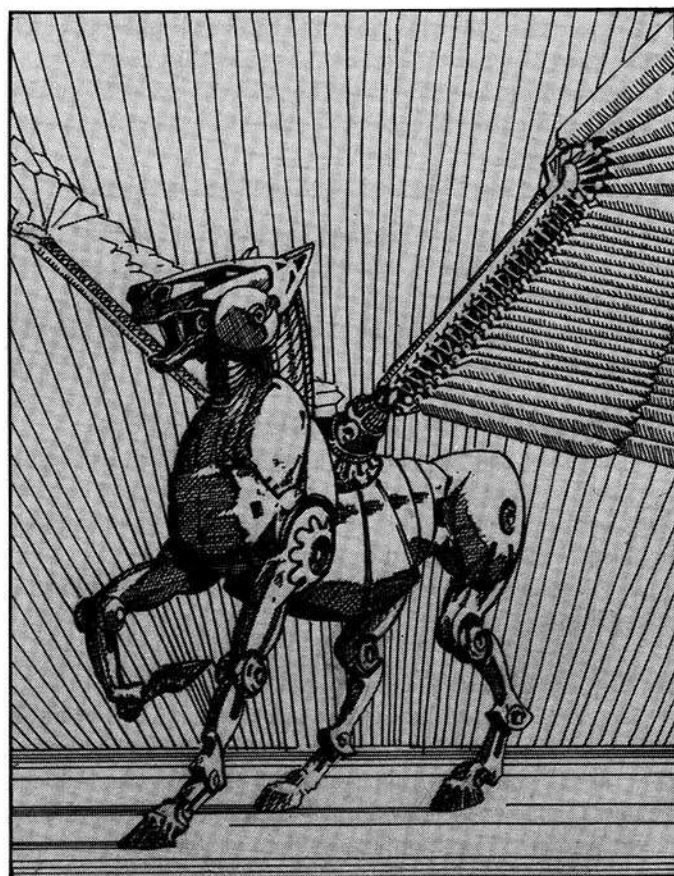
[6.7.4.2] TYPES OF VIRTUES AND THEIR ABILITIES

For the purposes of this game, there are four types of Virtue; the Virtue of Attack, the Virtue of Defense, the Virtue of Knowledge, and the Virtue of Travel.

THE VIRTUE OF ATTACK may be manifested and questioned, or it may be embodied into a weapon. If questioned, it will increase all the character's Attacks and Parries for a weapon by a roll of 1D6%. This may only be done once per weapon known. If embodied into a weapon, it has the following effects:

1. The weapon will always strike for its full damage (thus, a broadsword will always do 9 points of damage), though damage bonuses of the character must still be rolled.
2. If it strikes the flesh of a target, or the body of a demon, it makes a POW vs. POW attack on the target. If successful, the target dies.
3. If broken, as long as at least 90% of the weapon is part of the repair, it retains its Virtue.

THE VIRTUE OF DEFENSE may be manifested and questioned, or embodied into armor or a door. If questioned, it will increase the character's Dodging skill by 1D10%. This may only be done once by a character. If embodied into armor, it has the following effects:



1. The armor will always protect at its maximum (leather will always stop 5 points of damage, etc.).
2. If a demon weapon strikes it, the Virtue will also absorb its POW in damage before letting further damage penetrate. Just with Demon Armor, if attacking weapon overcomes the Virtue's POW, the demon weapon does full damage to the Virtue's wearer once the normal armor absorption of damage is subtracted.
3. Any attack against the POW of the wearer must first overcome the armor's. If embodied into a door, the Defense Virtue has the following abilities.
4. It will not open to anyone without the correct password.
5. Any demon touching it or attempting to pass through (even by teleporting) must overcome its POW or be slain.

THE VIRTUE OF KNOWLEDGE may be manifested to answer an immediate question or embodied into some item. If questioned, its chance of answering a question is equal to the character's INT x 5%, for it is actually tapping the character's unconscious for the answer. If embodied, it will perform this service whenever asked.

THE VIRTUE OF TRAVEL may be manifested for creating a temporary gate or for embodying, for it has no purpose as a simple manifestation. It may be embodied into a constructed statue of a natural beast, and that beast will then act as if alive and the embodier may use it for transport. The beast will have the following abilities:

1. A wooden beast will have the normal attributes of the natural beast, with the addition of 3 point skin.

2. A stone beast will have twice the Hit Points and about half the speed of the natural version. A stone beast cannot fly.
3. A metal beast will have twice the Hit Points and 2/3 of the speed of the natural version. It can do anything that a normal beast may.
4. None of the beasts will need food and they never tire.

For a Virtue to act as a gateway, the user must already know where he wants to go. In this way, the Virtue acts an alternate plane gateway, and teleport.

There is no Virtue equivalent to the Demon of Desire and the Demon of Possession.

[6.7.4.3] LIMITATIONS TO VIRTUES

A character may embody no more than half his INT (drop fractions) in Virtues at anytime in his career. He may only replace one if the Virtue has been destroyed. Anyone may use an object, once a Virtue has been embodied.

A Virtuous object may not have a demon or an elemental bound into it.

[6.7.5] THE AGENTS OF LAW

Becoming an Agent is explained in section [6.5] Becoming an Agent. Agents of Law are considered to be Champions of Law, taking the title from Aubec of Malador who was the greatest Champion of Law during the rise of the Young Kingdoms. Agents of Law are expected to be great warriors who will roam the world seeking out the forces of Chaos and destroying them wherever they meet.

[6.7.5.1] ADVANTAGES OF BEING A CHAMPION OF LAW

Because Champions of Law are supposed to fight Chaos in all its manifestations, they are specially prepared for the task. After being accepted as an Agent, they are given a special potion that increases their hardiness. Double their CON rating and increase their number of Hit Points to reflect their toughened CON. Champions also heal at double the normal speed and take twice the normal benefit from First Aid and healing plants. They cannot be healed by a Demon of Desire. In effect their flesh and muscle are twice as hard and durable as those of normal people. This draught of hardihood must be renewed once every year or so, but it is available to Champions of Law and the high priest at every temple of Law in the Young Kingdoms.

A side effect of drinking this potion regularly is that the character does not physically age. Tough and virtually immortal, Champions of Law should be everywhere, but the forces of Chaos usually make a great effort to eliminate them whenever they appear. Few of them live more than five or ten years after becoming a Champion.

Champions of Law can use their accumulated Elan to call for Divine Intervention, but since the Lords of Law absolutely hate to purposefully intervene unless in direct confrontation with Chaos, the Champions only win Divine Intervention when fighting some Chaotic force. Lords of Law will not intervene to save their Champions in natural situations, or against elemental enemies.

Champions of Law are given one each of the Virtues.

[6.7.5.2] DISADVANTAGES OF BEING A CHAMPION OF LAW

All Champions of Law have certain prohibitions that they cannot break without forfeiting both life and Agenthood on the spot. (Their souls are already forfeit — or according to Lawful theology — assured of paradise.)

1. Agents may not participate in worship services of Chaos or the elementals.
2. They may not lose their special amulets. (If it is stolen, rather than lost, the Agent does not die, but does lose Agenthood until it is regained.)
3. They may not cooperate with an Agent of Chaos, but must attempt to slay him.
4. They may not summon and bind demons (even if they know how); although they may use demon weapons and Demon Armor if they are able to obtain them.

In addition, the Elixir of Durability causes sterility as a side effect. No Agent of Law may propagate him or herself after becoming an Agent.

[6.7.6] GAINING ELAN FROM LAW

The following table shows the means by which priests and Agents may gain Elan in the service of any deity of Law.

Points	Action
5	For each year spent as a priest (game time)
10	For each year spent as an Agent (game time)
3	For each Chaotic human converted to Law
1	For each Chaotic human slain (during a game)
*	* Half demon's POW for each demon slain
†	† Half beast's POW for each Chaotic beast slain
20	For making a pilgrimage to Kaneloon
15	For meeting Myshella
1D10	For participating in a military attack on a Chaotic nation
1D6	For each new temple of Law founded
1	For each elemental slain
2	For each elemental priest slain
3	For each elemental Agent slain
3	For each Chaotic priest slain
5	For each Chaotic Agent slain
5	For each Virtue embodied
-5	For each demon summoned

[6.7.7] AMULETS OF LAW

The amulets of Law consist of a small silver arrow pointing upwards embedded in a clear crystal disk hung on a chain of flat silver links. Priests wear the arrow only. Agents have the rune for their name inscribed on their arrow. These amulets have the virtue of glowing in the presence of Chaotic forces or creatures. They will also become warm, rising one degree in temperature for every 10 points of Chaotic POW within 100 feet (30 meters) of the Agent. Because these amulets can grow quite hot when there are a lot of Chaotic beings around, the Champions usually insulate them from their bare skin. They also have the ability to negate the glow and the heat for 1 game hour by expending 1 point of Elan.



[6.8] THE CHURCH OF CHAOS

The Church of Chaos is an invention of the men of Pan Tang. Before the gods of Chaos brought the Mabden to Pan Tang, they were too disorganized to be interested in even having a church. In Elric's time, the Church of Chaos has spread into every nation of the Young Kingdoms not totally dominated by the forces of Law.

There are an enormous number of beings who deserve the title Lords of Chaos. A list of those that manifest on the Young Kingdoms plane during the time of Elric is given in table [5.11.2.1] Lords of Chaos. There are far too many to be useful for purposes of play, so I will limit my examples to just those deities appearing extensively in the *Elric* saga: Arioeh, Pyaray, Chardhros, Narjhan, and Balo.

The religion of Chaos depends primarily upon magic. The gods of Chaos wish to reflect infinite possibility, and they delight in flouting the conventions of Law. Travel among the many different planes of the multi-verse is fundamental to the Lords of Chaos, and they delight in opening gates between worlds and allowing new combinations to mix just to see what will happen.

[6.8.1] TEMPLES OF CHAOS

The temples of Chaos come in every imaginable style, but all will be crammed with the artifacts of Chaos. Demons of all six types bound into every conceivable form will serve as the tools of the priesthood. Many of these demons will have INT ratings less than 7 and as such may be treated as inanimate but magical things.

GMs should see to it that their temples of Chaos have suitable guardians. The beasts of Chaos are commonly used in some places. Several of them are described in sections [7.3] to [7.4]. Other Chaotic creatures created from whole cloth (see section [7.4] Creating Chaos Creatures) could also be used as temple guardians. Lastly, every temple of Chaos should have at least one Demon of Combat in some bizarre form to guard its treasures.

Human sacrifice is a common ritual in all temples of Chaos. The gods of Chaos all demand blood and souls. Victims die by the knife, by burning, by drowning, by strangulation, at the hands of demons, and most horrible of all, of sheer terror when the gods sometimes manifest directly on the Young Kingdoms plane and take their sacrifices in person. Players intending to role-play a priest of Chaos should be prepared to perform any sort of villainy.

[6.8.2] CHAOS AND THE PROFESSIONS

Chaos is not the best alignment for a serious profession. Warriors, priest, and artists are the only ones who can claim Chaotic patronage. Some kings and nobles believe that they have the protection of Chaos, but in fact they are puppets to the Theocrat of Pan Tang.

[6.8.3] THE PRIESTHOOD OF CHAOS

At the top of the Church of Chaos is the Theocrat. The Theocrat is the spiritual and military ruler of Pan Tang's theocracy. Beneath the Theocrat are the high priests of the various cults of Chaos. Each temple has its own high priest. Below the rank of high priest, prestige and position are determined solely by magical skills. To be a priest of Chaos, one absolutely needs to be a wizard and preferably one of great power. Higher ranking wizard priests — those who function at a higher level of sorcery — outrank lower ones. Generally priests of Chaos do not fight among themselves for rank and power, but use surrogates in the form of Demons of Combat.

Priests of Chaos exist to maintain the temples, instruct, amuse, and terrify the people, to advance the power of Chaos and Pan Tang, and to fight Law. Strangely, they are more tolerant of Law than Law is of Chaos and will not always insist on carrying conflict through to a climax. Priests of Chaos are more self-serving and self-motivated than priests of Law, and they will take whatever alliances best suits them personally.

[6.8.4] THE AGENTS OF CHAOS

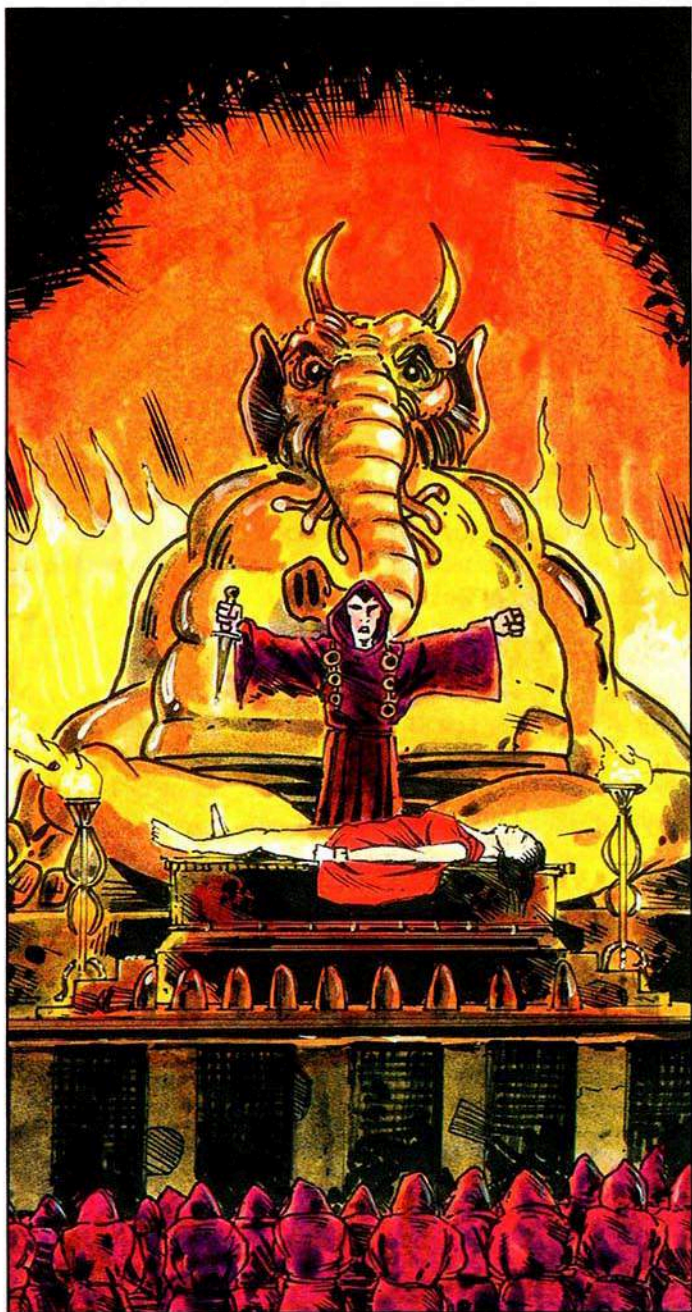
Becoming an Agent is explained in section [6.5] Becoming an Agent. Agents of Chaos have no purpose except to serve the whims of their patron deity. Each new Agent must choose one particular god to serve. From that time on the Agent should call upon his/her deity whenever engaging in battle and by doing so dedicate the souls of those slain to that particular god of Chaos. Agents of Chaos should work against the designs and creatures of Law, but only by accident or at the suggestion or command of a priest of Chaos. Agents of Chaos who are also wizards tend to be most successful.

[6.8.4.1] ADVANTAGES OF BEING AN AGENT OF CHAOS

The Lords of Chaos are not particularly kind or generous to their Agents. However, they keep track of their Agents with a minute fraction of their godly consciousness, and are ready to manifest and save their minion if he or she does not interfere with something more important. At the very least they will always tell their Agents when not to expect any help.

Agents of Chaos will frequently find themselves in Power struggles with demons. Because the Agent is partially protected by his or her deity, it never has to fight a Power struggle at odds of less than 50%. That is, Agents always have at least an even chance to win in a POW vs. POW struggle with any demon, and may have better odds when their own POW attribute is greater than the demon's.

Agents of Chaos can also count on having at least one bound demon in their service whether they are wizards or not. When Agents of Chaos make their initial POW sacrifice and are accepted, the high priest will gift the new Agent with a bound demon of his/her choice. The GM should create the demon to order, basing it on the attributes of the Agent. Such gift de-



mons should have low POW ratings, certainly below 10. If the Agent wishes to control a more powerful demon, then the Agent must summon and bind it him/herself.

[6.8.4.2] DISADVANTAGES OF BEING AN AGENT OF CHAOS

Unlike Agents of Law or Agents of the elementals, the Agents of Chaos have the option of defecting if they wish. Instead of suffering instant death they are liable to a more protracted doom as the offended deity sends various powerful demons to reclaim or kill the erring minion. Other disadvantages include:

1. Agents may not participate in worship services of Law.
2. Agents must not lose their amulet. If they do, they are subject to demon attacks as mentioned above. This is really a disadvantage for the GM who must create various demons to attack the erring Agent at least once each game.

3. Agents must take orders from any priests of their own deity. They may ignore orders from other priests of Chaos, but must obey any order that comes to them from the Theocrat.
4. Agents may not settle in any one city or location for more than a month of game time. The gods prefer to keep their Agents on the move. Thus, they are more likely to encounter many opportunities for action.

[6.8.6] AMULETS OF CHAOS

Amulets of Chaos are octagonal and made of whatever substance the player desires. On the front of the disk are the eight arrows of Chaos radiating from a central point. On the reverse are two runes, one for the particular deity that the Agent serves, the other for the Agent's own name. These amulets are magical devices. They serve to warn their owners of a multitude of dangers.

1. If a god of Chaos has manifested on the same plane anywhere within 100 miles of the Agent, the amulet will begin to sparkle with a rainbow of colors.
2. If a priest or Agent of Law is within one mile of the Agent, the amulet will emit a great chill. The intensity is stronger for Agents than priests.
3. If some person or creature within 100 feet (30 meters) is thinking of killing or hurting the Agent, the amulet will emit little electrical shocks.

Persons unaware of the powers of the amulet have commented that Agents of Chaos never seem to be caught by surprise.

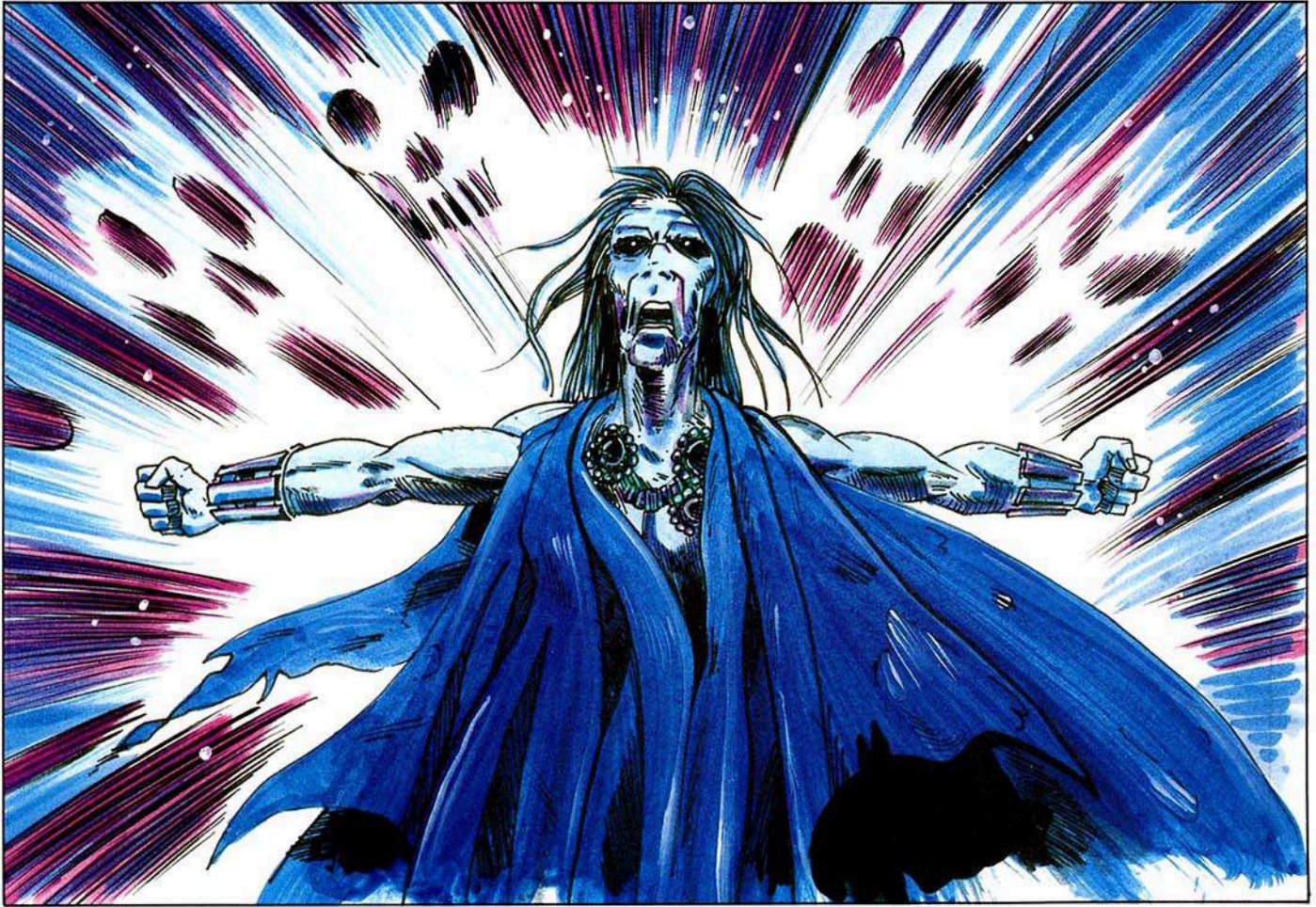
[6.9] OTHER GODS AND RELIGIONS

As has been mentioned before there are other deities worshipped in Elric's world and other religions in addition to the three just described. The barbarians of the Weeping Wastes, for example, believe in the spirits of rocks, trees, rivers, mountains, clouds, and animals in a primitive animistic sort of way. The degenerate inhabitants of Org have a kind of justified ancestor worship. The winged men of Myrrhynn have their own pantheon of winged deities who no longer have any power on the Young Kingdoms plane. The ten Black Seers of Nihrain exist and thrive in their underground city. If other religions and supernatural beings are desired, however; it will be up to the GM and the players to create the rules and benefits of these additional systems.

[6.10] SACRIFICING ATTRIBUTE POINTS

While human sacrifice is common in the world of the Young Kingdoms, the gods do not always demand such extreme measures. Any character may sacrifice any number of his attribute rating points at will to any particular deity. The priests of the various temples and Agents of various gods will know the procedure for accomplishing this. This is something that GMs might have non-player characters do during the course of a worship service to lend color to the game. Adventurers may also do so, but there is no reason for it unless the character is a priest or Agent. Priests and Agents can gain Elan by sacrificing attribute points — for everyone else it's stupid.

Sacrificed attribute points do not return with the passage of time. They are gone forever. Sacrificing attribute points will also affect the character's ability bonuses for the worse.



[6.8.5] GAINING ELAN FROM CHAOS

The following table shows the means by which priests and Agents may gain Elan in the service of Chaos. It is somewhat incomplete as I cannot take the space to list all the different Lords of Chaos, but GMs may award 1D10 worth of Elan points to Agents who do something especially Chaotic in the service of any Lord of Chaos not listed below.

Points Action

FROM ALL DEITIES OF CHAOS

4	For each year spent as a priest (game time)
6	For each year spent as an Agent (game time)
10	For making a pilgrimage to Hwaamgaarl in Pan Tang
6	For meeting the Theocrat of Chaos
1	For each human soul slain and dedicated to your deity
1D10	For participating in a military attack on a Lawful nation
1D6	For each new temple of Chaos founded
1D4	For each time the character uses a random method to decide its next course of action in the course of the game
2	For each Lawful priest slain
4	For each Lawful Agent slain
2	For each attribute point sacrificed to Chaos

FOR ARIOCH ONLY

1D4	For each companion slain on an adventure
1D4	For each demon object created and left in the world
2D4	For each unbound demon released in the Young Kingdoms to wreak havoc freely

FOR PYARAY ONLY

10	For each ship sunk on the high seas
1	For each person drowned on the high seas

FOR CHARDHROS ONLY

1	For each helpless person executed
1D3	For each art object destroyed

FOR NARJHAN ONLY

2	For each person maimed and left to live as a beggar
15	For each attack led against Tanelorn

FOR BALO ONLY

1	For each practical joke on companions during an adventure*
2	For each bad pun made in the course of play*

* These are jokes and puns perpetrated by the character, not the player.



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Additional Creatures



Since the publication of *Stormbringer* in July, 1981, I have received a lot of cards and letters saying how much people liked the game. The one request that has been repeated over and over is for more beasts and monsters. Often I have thought about sitting down and inventing a plethora of new abominations to loose on you gamers, and I may yet do so, but this time I'm going to limit myself to creatures actually mentioned in the fiction of the master himself. The mentions may have been brief, and in some cases I'm inventing names for otherwise nameless creatures, but all of these chaotic things have appeared in Moorcock's fiction somewhere.

Bronze Gryphs

Attributes	Average		
STR 8D8+8	44		
CON 5D8+5	28	Skills	
SIZ 16D8	72	See	70% + 1D10
INT 2D8	9	Track	8D8%
POW 3D8+4	18	Fly	99%
DEX 3D8	14	Hit Points:	CON+SIZ-12
Weapon	Attack	Parry	Damage
Claw	50% + 3D8	25% + 3D8	5D8
Beak	8D8%	8D8%	4D8+4
Wing Buffet	32%	—	3D8
Tail Lash	4D8+4%	—	3D8+3

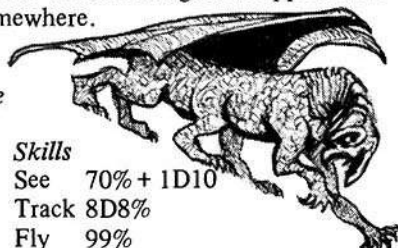
Armor — 8 points of bronze-hard scales

Bronze gryphs are large winged reptiles that haunt the high mountains of the most remote wastelands of the young kingdoms. They are ancient beasts from the times before the coming of Man, and they have very long lifetimes.

Gryphs stand around 15-18 feet high at the shoulder. They look something like a scaled, six-legged lion with huge batwings attached along the length of the spine. They have six lower limbs, each tipped with six sharp and steel-tough claws. The set of legs closest to the heavy flat serrated tail is thicker than the others and mounted on the wide pelvis in such a way that the gryph could walk erect upon them. The gryph's head is relatively small, being not much bigger than a normal man's body, and is set at the end of a long, sinuous neck. The mouth is within a narrow, down-hooked beak, made of the same steel-hard material as the claws, and holding an upper and lower set of molars. Gryphs range in color from dark greenish-bronze to brilliant gold.

They are intense predators, and will attack any creature smaller than themselves. They especially like men in armor, whom they devour whole. Mere flesh and blood cannot fully satisfy their appetite — they need to ingest metals in order to keep up their fantastic strength.

Gryphs were created originally from the primal stuff of Chaos itself, and their attack is harmful to all creatures of



Chaos, even demons and gods. They are untameable, and almost uncapturable. They have ravenous appetites which must often be satisfied in the wild by eating herds of deer and metal-bearing stones. If a gryph eats a great deal of food at once (such as ¼ their own weight in a single sitting), it will be satiated and sleep for several weeks (up to 8). It is said that the Patriarch of Pan Tang has a captive gryph kept in a remote part of the island. It is supposedly kept full-fed most of the time.

Crimson Xoar

Attributes	Average		
STR 64D8+64	352		
CON 128D8	576		
SIZ 128D8	576		
INT 1D4+1	3-4	Skills	
POW 16D8	72	None needed	
DEX 2D8	9	Hit Points:	CON+SIZ-12
Weapon	Attack	Parry	Damage
Horns	2D8%	2D8%	100D8
Roar/Bellow	Auto.	—	Special



NOTE: The roar of the giant crimson Xoar is practically equivalent to the explosion of a volcano. Anyone within a mile of the monster as it bellows is automatically deafened, and must roll attempt to roll CONx3 or less on 1D100. For each point the CON roll is failed by, the individual will take the difference missed by in damage, as internal blood vessels and membranes rupture under the impact of the tremendous sound. Characters especially close to the monster may need to roll CONx1. Those that are shielded from the impact in some way may only need to roll CONx5.

EXAMPLE: Albagetis is unluckily caught nearby as a Xoar moos. He is deafened automatically. His CON is 13. To avoid further damage, he must roll 39 or less on 1D100. He rolls 48, and must take the difference to his hit points as damage. The total is 48-39 = 9 points of damage. His total hit points are only 15, so this does count as a Major Wound, but he has escaped lightly from the dread roar of this fearsome beast.

Armor — The Xoar is so huge that its mere skin is worth 20 points of armor.

The crimson Xoar is not native to the Young Kingdoms, and can only be brought there through the action of a Lord of Chaos. They dwell on a plane of Chaos where everything is gigantic, and they seem to be nothing more than an ordinary, rather loud, red buffalo of that world.

The crimson Xoar looks rather like a South African water buffalo, except that all parts of its body are different shades of red. It is an innately sorcerous creature, and can damage even gods or demons. In human terms, it appears to be an ox or buffalo that is somewhat larger than a castle, towering over 60 feet in the air and being proportionately long, wide, and deep.

Viridian Shriekers (River Dragons)

Attributes	Average	
STR 4D8+8	26	
CON 4D8+8	26	
SIZ 3D8+4	18	
INT 2D8	9	
POW 2D8	9	
DEX 3D8	14	
Weapon	Attack	Parry
Bite	10D8%	—
Shriek	Auto.	—

Skills	
Swim	100%
Track	50%
Ambush	50%
Dodge	8D8%



NOTE: The shriek of the river dragon is one of the most frightening things in the Young Kingdoms. Heard at close range it can paralyze a being with fright for up to five minutes, giving the shrieker plenty of time to attack unopposed. When a character hears the shriek of the river dragon close at hand, he must roll under his POWx2 or less on 1D100 or be paralyzed with fright for 1D6 minutes. This roll need only be made once per combat.

Armor — 4 points of scaly skin

Viridian shriekers live in lonely, little-used rivers in the remoter reaches of the southern continent, and in the jungle lands around R'lin K'ren A'a. They might also be found in the bogs of the Silent Land.

The viridian shrieker is a kind of large water serpent with some unusual features. The head resembles that of a horned crocodilian, and the skin consists of dark green very strong bony plates. The river dragon can leap out of the water up to heights of 10 feet, can live on land, and sometimes hunts in packs. (Hearing more than one shriek at a time gives no additional effect.)

Golden Ice-Hounds

Attributes	Average	Skills
STR 4D8+4	22	Track 80%
CON 6D8+4	31	See 60%
SIZ 6D8	27	Search 60%
INT 1D8	4-5	Scent 80%
POW 4D8	18	Move Quietly 70%
DEX 4D8+4	22	Hide 60%
Hit Points: CON+SIZ-12		Dodge 50%
Weapon	Attack	Parry
Bite	30%+1D8	—
Freeze	100%	—



NOTE: Each round, the ice-hound may either bite, or simply make contact with its opponent. If it attempts the latter attack, it automatically succeeds, and may not be parried. Each round that the victim is in contact with the ice-hound's body, he will feel extreme chilling cold, coldness so intense that it sucks the heat from the prey's body, doing 1D8 points of damage each round. This damage is not stopped by any sort of armor, even demon armor. The victim can still swing back at the ice-hound.

The ice-hound cannot inflict a major wound with this freeze power. Also, this damage will repair itself at the rate of 1 point per 2 minutes out of contact with the ice hound.

Armor — 1 point for golden-furred skin

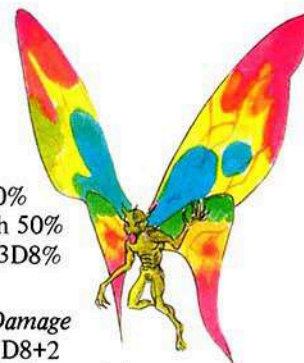
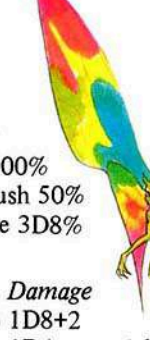
This creature normally inhabits the planes of chaos. Balo is known to have kept one as a guardian or pet, and it may

be assumed that other gods and godlets of Chaos do likewise. Ice-hounds may be summoned to the Young Kingdoms either by having them procured by a Demon of Desire or through a regular summoning. The summoning ceremony is similar to that for summoning a Demon of Combat, though the rituals are slightly different, and must be learned separately. When summoned as per a Demon of Combat, the ice-hound must be rolled up as given in the stats above, and must be bound before it will obey the summoner.

Ice-hounds look like huge golden dogs with blind eyes of red demon-fire. They are inherently chaotic and can harm other beings of Chaos. They prefer to freeze the life from their victims rather than savage them to death.

Chaos Butterflies

Attributes		Average	
STR	6D8+6	33	
CON	8D8+8	40	
SIZ	3D8*	14	
INT	3D8	14	
POW	3D8	14	
DEX	4D8	22	
* plus 50-foot wings			
Hit Points: CON+SIZ-12			
Weapon		Attack	Parry Damage
Talons		12D8%	6D8% 1D8+2
Wing Buffet		6D8%	— 1D4 + special



NOTE: Chaos butterflies have 50-foot butterfly-like wings, gorgeously patterned in delicate hues. These wings have a sticky covering that can pull weapons out of men's hands on contact. If the wing buffet hits, and is parried, the weapon's user must roll his STRx3 or less on 1D100 or his weapon is pulled out of his hand. If the attack is not parried, the victim must roll his STRx3 or less on 1D100 or he becomes hopelessly entangled in the wing and will be unable to defend himself for the next 1D4 rounds. For that time period, the chaos butterfly will be able to strike at him with double normal chances for a hit (and a critical hit).

Each round, the chaos butterfly can attack three times; twice with talons, and once with the wing buffet, both wings striking together.

Armor — These entities cannot be harmed by mortal weapons. Demon weapons must win in a POW vs. POW attack to inflict damage.

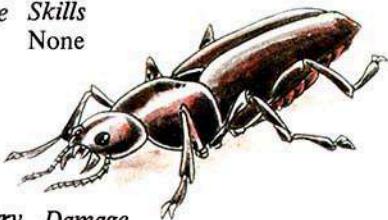
Chaos butterflies come somewhere from among the infinite planes of Chaos. Theleb K'aarna either summoned or manufactured one of his own, and other sorcerers could likely also do so. Whether manufactured or summoned, the technique used is the same as summoning the Lords of Chaos (if the butterfly is being manufactured, the sacrifices used are considered to be raw material in the process), but once they arrive, their stats are rolled up as given above, and they must be bound before they will serve.

Chaos butterflies have basically human but sexless bodies with the hideous face of a demon. Their fingernails grow into knife-like talons nearly as hard as steel. Body size ranges from 5 to 9 feet long, while wings range from a mere 30-foot span to an immense 75-foot coverage. They can use human weapons at 1D20% for attack and parry, but prefer their own talons and wings.

Beetles of Kaleef

Attributes	Average	Skills	
STR 4D8+32	50	None	
CON 8D8+8	40		
SIZ 4D8+32	50		
INT 1D4	2-3		
POW 2D8	9		
DEX 2D8	9		
Weapons	Attack	Parry	Damage
Mandibles	8D8%	—	4D8
Forelegs	4D8%	2D8%	2D8+4

Hit Points: CON+SIZ-12



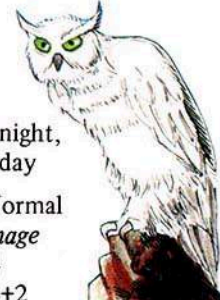
NOTE: Each round, the beetle may either attack with its bite, or parry and attack with a foreleg.

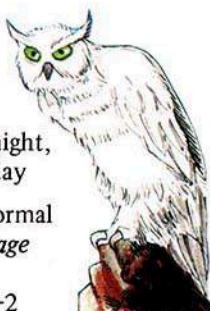
Armor — 12 points of chitin

These inhabit the (possibly insect-dominated?) plane of Kaleef. They could be brought to the Young Kingdoms only through the direct intervention of a god or GM.

These beetles are too large and heavy to fly. They are basically rather cockroach-looking beetles the size of mammoths.

Owls of Xerlerenes

Attributes		Average		
STR	4D4+2	12	<i>Skills</i> Fly 100% See 90% by night, 20% by day Hit Points: Normal	
CON	4D6	14		
SIZ	2D6+6	13		
INT	2D4	5		
POW	2D6+6	13		
DEX	4D6	14		
Weapon	Attack	Parry	Damage	
Beak	35%	—	2D4	
Talons	35%	15%	2D6+2	



NOTE: May attack with both talons each round. If at least one talon hits, may also attack with the beak.

Armor — 4 points for thick feathers

The plane of Xerlerenes is doubtless dominated by air elementals in many forms. Lassa, Lady of the Air Elementals, is the ultimate ruler, and the various airborne beasts of Xerlerenes may be brought through to the Young Kingdoms by successfully bargaining with her.

These giant owls are white, and man-sized or larger. They may go in flocks of 1d6+1 birds.

Air Sharks of Xerlerenes

Attributes	Average	Skills	
STR 6D6	21	Fly 100%	
CON 3D6+6	17	Move Quietly 90%	
SIZ 5D6	17	Dodge 30%	
INT 1D4	2-3		
POW 2D6	7		
DEX 3D6	11	Hit Points: CON+SIZ-12	
Weapon	Attack	Damage	Parry
Bite	50%	—	2D6+3

Armor — CON/3 (ignore any remainder) points of tough granular hide.

These also come from the plane of Xerlerenes. The air sharks look a lot like common ocean sharks, but their bellies are sky-blue rather than white. Their dorsal surfaces are usually black or gray. They have wide wing-like fins on their sides to steer their movement.

A hideous chaos version of the ordinary air shark is sometimes seen. These horrid creatures can crush victims with their wings and are nearly unkillable. Fortunately, their statistics are not available at this time.

**Boatmen of Xerlerenes**

Attributes	Average	Skills
STR 3D6+3	14	This is a humanoid race. If they are being played as anything other than mere sword fodder, roll for their skills as if they were either nobles or warriors. (See <i>Stormbringer</i> , chapter 2).
CON 3D6+3	14	
SIZ 3D6+1	12	
INT 3D6	11	
POW 3D6	11	
DEX 3D6	11	

Hit Points: Normal

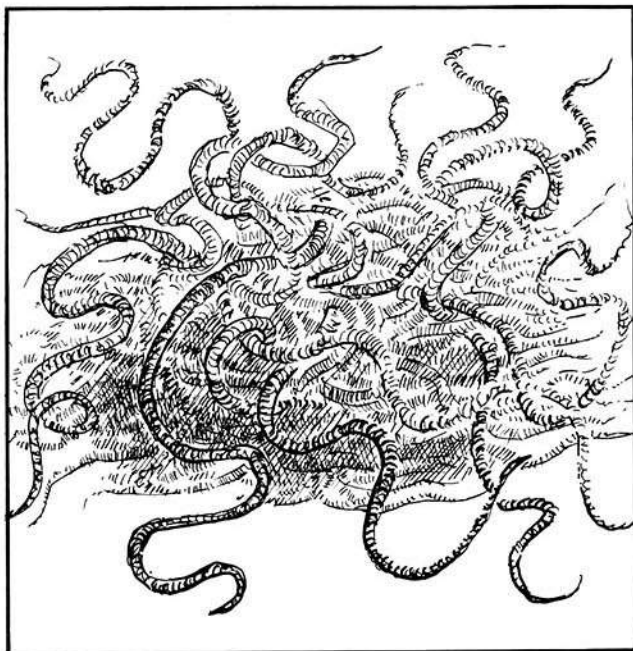
Weapon	Attack	Parry	Damage
Trident	1D100%	1D100%	2D6
Nets	1D100%	—	Special

NOTE: The boatmen usually fight from their flying boats, which resemble open-decked Viking longships more than anything else. Flying above their foes, they let down their nets to entangle their prey, which are then dragged back up into their boats and speared to death with tridents.

If a character is hit with the net, and does not parry successfully, he is entangled and cannot get out by himself. The nets are large affairs, and can hold several victims at once (and by the same token, must be wielded by several boatmen at once).

Armor — none. The boatmen wear no armor in battle.

These fellows are from the plane of Xerlerenes, where they are the dominant humanoid form. They appear to be large, sturdy, black human men and women. The men are quite hairy and have great bushy beards of black and silver hair. The women are veritable Amazons with beautiful faces and magnificent physiques. Though these boatmen wear little in the way of armor or clothing and appear to be quite primitive, they are actually an advanced scientific race, and their boats can not only fly, but can cross the barriers between planes. They are vassals of Lassa, Queen of Air Elementals, and may have some distant link with the Black Seers of Nihrain. Each boat contains 20 to 30 warrior boatmen.



The Kyrenee

Attributes	Average	Skills
STR Incalculable	—	None
CON Incalculable	—	
SIZ Huge	—	
INT None comparable to human life		
POW Does not apply		
DEX 3D8	14	Hit Points: innumerable

The kyrenee takes the form of a huge roiling cloud of black tentacles that floats in the air. Tentacles strike out at random — characters in the vicinity of a kyrenee must roll POWx2 or less on 1D100 or be taken. Once a tentacle has seized prey, it will crush and poison its victim. The crushing does 6D8 damage per round, while the acid based poison does another 4D8 damage per round. Mortal weapons corrode and shatter on contact with the kyrenee, but they may sever a single tentacle (possibly freeing a victim) if at least 20 points of damage is done. Demon weapons, including Stormbringer, must roll their POW or less on 1D100 or be corroded and destroyed.

The Kyrenee has a special lightless plane of Hell reserved for itself, and when summoned, it extrudes only a minute manifestation. The environment of the Young Kingdoms is nearly as poisonous to it as it is to all earthly life. Conceived as the purity of poisonous evil, the kyrenee is so alien that attempting to describe it in the usual *Stormbringer* terms is pointless. There is a special spell for summoning the kyrenee, known to the Lords of Chaos and a very few mortal sorcerers. The spell requires a combined INT and POW of 60, and consists of an invocation only. The kyrenee will never attack its summoner, but will mindlessly attack anything else.

The kyrenee has but one weakness — flame. It burns reluctantly, but still burns if vigorously lighted. The proper defense against the kyrenee is a wave of fire elementals. As it begins to burn, the kyrenee will shred into many fragments, each of which is still intensely poisonous. Finally, the entire extrusion into the mortal plane will dissolve and the horror will withdraw back into its own plane. The kyrenee is a monster to be used with extreme reluctance.

Elenoin

Attributes	Average
STR 3D8+12	26
CON 3D8+12	26
SIZ 2D8+4	13
INT 2D8	9
POW 3D8+4	18
DEX 3D8	14

Skills

Each Elenoin has 1D8 skills of the summoner's choice

Hit Points: Normal

Weapon	Attack	Parry	Damage
Greatsword	8D8% + 20	8D8% + 10	3D8+4
Hair	3D8%	—	grapple*
Bite	2D8%	—	1D8
Claw	3D8%	2D8%	1D8+2

NOTE: Each round, in addition to using her greatsword, one of these demons can attack with her entangling hair. If the hair strikes, the victim is held and cannot break off combat. In addition, each round after the initial hit, he will take 1D4 points of damage as it begins to constrict. A character can strike at the hair to sever it. Any successful hit with this in mind that does at least 10 points of damage will sever the hair.

The elenoin prefer to use their greatswords if at all possible. If disarmed or in close combat, they will use their formidable natural weaponry instead. Each round, an elenoin will attack on her DEX with her claws and then on ½ her DEX with her bite, getting one claw and one bite attack each combat round when not using the sword.

Armor — The elenoin go into battle completely naked. They have no armor. Their own demonic vitality is such that they hardly feel anything less than a mortal wound, and will continue fighting despite major wounds up to the point of death.

The elenoin are one of the demonic races inhabiting the Eighth Plane of Chaos. Although not native to the Young Kingdoms, they thrive in its environment. They may be summoned using a similar ritual to that used to call a Demon of Combat by any sorcerer knowing their invocation and having a combined INT and POW of 40 or more. Once summoned, the elenoin must be bound or she will attack the summoner. However, if the summoner can evade the elenoin after summoning, they will attack the first targets of opportunity instead. Once summoned, a series of elenoin can be called, arriving one at a time from a red mist which forms as the incantation succeeds. As each elenoin appears, the sorcerer can attempt to bind it. Upon beginning the invocation, the sorcerer must specify how many elenoin he is attempting to summon. The elenoin will not attack each other, so if one of those he summons assaults him, those he has bound cannot help him.



At first glance, the elenoin appear to be slim and beautiful women with clear complexions and crimson hair. The hair falls to their knees and is alive — like thousands of fine tentacles it will move to grip and entangle a foe. Their eyes are large, animal-like, and solid orange — nevertheless, they see. Their teeth are long and pointed with several fangs jutting both above and below their perfectly formed lips. Their fingernails grow into long daggerlike talons 2-4 inches long. Both teeth and talons have the appearance of sharpened steel. Their blood is bright green and slightly corrosive, doing 1 point of damage to anything it comes in contact with. The elenoin shriek and sing shrilly in unison when in battle, and one can hear their glee for carnage in their voices. The elenoin speak a tongue of chaos which is close enough to Melnibonean to be understood by Elric and his fellow Melniboneans; however, the chances of getting one to parley instead of fight are extremely slim.

The elenoin are natural foes of the grahluk, whose lands they stole long ago, and fear them greatly. Luckily for the elenoin, the grahluk are more difficult to summon.

Grahluk

Attributes	Average	Skills
STR 4D8+12	30	The grahluk are extremely bestial. They have no skills requiring intelligence save their combat abilities, which are mostly instinctual.
CON 4D8+12	30	
SIZ 2D8+8	17	
INT 1D8+3	8	
POW 3D8+4	18	
DEX 3D8+2	16	

Hit Points: Normal

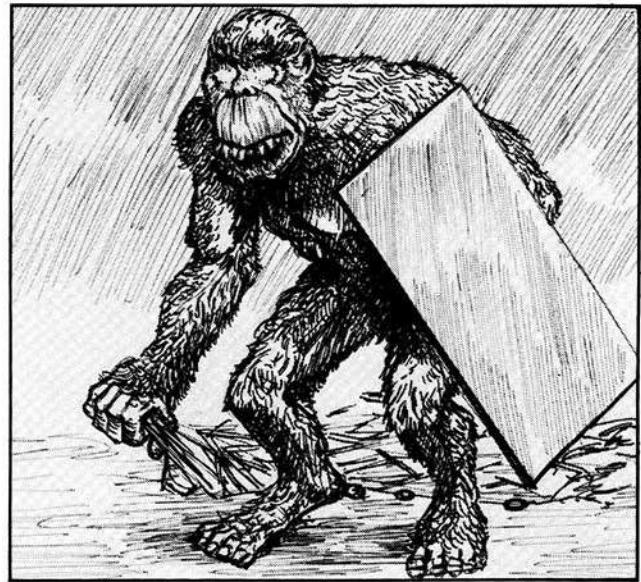
Weapon	Attack	Parry	Damage
Nets	8D8% + 8	—	Special
Shields	—	8D8+8%	None
Bite	2D8%	—	2D8+2
Grapple	3D8%	—	3D8+4

NOTE: The grahluk have a unique style of fighting. They enter a fray by casting their nets at their foes. The nets are attached to ropes so that if they miss the target, the net can be drawn back and cast again. If the foe is armed, the grahluk will attempt to parry all attacks with their shields until the foe can be entangled in the net. Once a foe has been entangled, the grahluk will pounce upon him and quickly bind him with ropes. The grahluk are very swift and adroit in their bindings, taking but a single melee round to completely immobilize an entangled foe, freeing the net for future use.

Once a foe has been bound and entangled, the grahluk will fall upon him with great apelike teeth and paws. The helpless enemy will be throttled, crushed, smashed, and broken by mighty blows and rippings of the paws. Simultaneously, the grahluk bits, rips, gouges, and gores with its fearsome undershot jaws. It is not a pretty sight. Since the prey is helpless, all attacks automatically hit, and the prey's armor is automatically considered to be at minimum value.

If a grahluk loses its net and shield, it will revert to an apelike style of combat using teeth and hands, getting one attack with each during each combat round.

Armor — The grahluk wear neither clothes nor armor, but usually carry large shields. Each shield is extremely strong and must take over 40 points of damage on a critical hit to be destroyed.



The grahluk are the male half of the elenoin race of demons from the Eighth Plane. Both have degenerated from an earlier race, but the grahluk have degenerated more. It is very difficult to summon them, and there is a specific formula for doing it given below.

The invocation must be spoken in High Melnibonean. Held to the west and soaked in the blood of a non-elenoin enemy, the hair of an elenoin must be used to summon the enemies of the elenoin — the grahluk. The invocation goes as follows:

*Grahluk come and Grahluk slay!
Come kill thine ancient enemy!
Make this thy victory day!*

*Grahluk speed without delay!
Come kill thine ancient enemy!
Make this thy victory day!*

Each time the invocation is spoken, it drains 8 points of POW and 8 points of STR from the summoner. There is a 10% chance that the grahluk will come after each speaking of the invocation. After each roll of 1D100 to check whether the grahluk answered the invocation, the summoner may continue or end the invocation, but if discontinued, the ceremony ends, a failure.

Lost STR and POW will regenerate at the rate of 1 point per hour back to their original levels.

The above procedure summons a horde of grahluk, equal in number to the elenoin present, but no more. A single grahluk could be summoned as a Demon of Combat is summoned, but it must be bound to the will of the summoner, or it will do nothing. Grahluk understand High Melnibonean.

The grahluk are large purplish ape-like creatures, much like gorillas in their general appearance. They are extremely strong and bulge with muscles beneath their purple pelts. Their eyes are large, filled with a glaring orange light, and their teeth extend as long sharp fangs both above and below the mouths of their badly undershot jaws. Their legs are quite short and their arms are long enough to touch the ground as they walk. All grahluk warriors bear a large rectangular shield of an unknown metal and a fair-sized net weighted at the edges for throwing. Their blood runs bright green.



A. Moonglum **B.** Hawkmoon **C.** Jerry Cornelius **D.** Urlik Skarsol
E. Corum Jhaelen Irsei **F.** Erekosë **G.** Elric of Melniboné **H.** Elric Kinslayer



I. Pan-Tangians **J.** Melnibonéans

CITADEL
MINIATURES



Notables of Melnibone



The standard rules of *Stormbringer* allow players to encounter or play established characters from Michael Moorcock's Elric novels. Here come nine Melnibonean notables for such interaction. Their statistics are given as that character normally appears — Dyvim Storm, the Dragon Lord, is shown wearing his full suit of plate armor. If he were met in a casual, comfortable atmosphere he wouldn't be wearing it.

Cymoril

A princess of the Melnibonean royal line, Cymoril is Elric's betrothed. As most women of her race, Cymoril is raven-tressed, but unlike them, she deigns not to conceal her natural beauty behind fanciful body paint. Her intelligence is clear and her advice sound. Possessing minor sorcerous talent, she has friendship of some lesser elementals. Cymoril did not develop her talents as far as she might have, for her brother Yrkoon, jealous of other magic-workers, forbade her study. By Melnibonean standards, if not human ones, Cymoril is benign and gracious. She is Elric's closest friend. Alas, Yrkoon — motivated by an incestuous jealousy — goes to extravagant lengths to keep Cymoril and Elric separated. In the end, he causes Elric to slay her with *Stormbringer* — earning the albino the epithet of "womanslayer."

CYMORIL; princess of Melnibone, 20 years old

STR 12 CON 12 SIZ 10 INT 17 POW 15
DEX 15 CHA 21

Armor — none Hit Points — 12

Weapon	Attack	Parry	Damage
Dagger	40%	30%	1D4+2

SKILLS — Balance 45%, Conceal 41%, Credit 95%, First Aid 67%, Hide 68%, Listen 76%, Memorize 45%, Move Quietly 75%, Music Lore 82%, Orate 91%, Persuade 99%, Plant Lore 51%, Ride 80%, Scent 49%, Sing 79%, Swim 70%, Taste 36%, Tie Knot 74%

LANGUAGES [Speak/Read-Write] — Common 90/90%, High Melnibonean 40/30%, Low Melnibonean 100/100%

SORCERY — Summon Air elementals 91%

Dyvim Tvar

Father of Dyvim Storm, Dyvim Tvar, as Lord of the Dragon Caves, is high commander of all the armed forces of the emperor. Dyvim Tvar typifies the best qualities of the Melnibonean knight. He is several years older than Elric, and one of his earliest and most faithful friends. He supported Elric during Yrkoon's first revolt, but later defended Yrkoon's government when Elric led the Sea Kings against Imrryr. After the fall of Imrryr, Dyvim Tvar made his living leading a band of Melnibonean mercenaries in the Young Kingdoms. In Bakshaan he was reconciled with Elric, but was slain soon after, assaulting the stronghold of the merchant Nikorn.

DYVIM TVAR; Lord of the Dragon Caves, age 50

STR 16 CON 15 SIZ 15 INT 18 POW 13
DEX 13 CHA 16

Armor — 1D10+2 plate Hit Points — 18

Weapon	Attack	Parry	Damage
Broadsword	98%	98%	1D8+1+1D6
Greatsword	83%	82%	2D8+1D6
Bone Bow	50%	30%	2D6+1+1D4
Demon Axe	74%	59%	2D6+2+4D6

SKILLS — Ambush 75%, Balance 100%, Climb 80%, Conceal 72%, Dodge 75%, Evaluate Treasure 69%, First Aid 56%, Hide 76%, Jump 73%, Listen 79%, Make Map 100%, Memorize 53%, Move Quietly 44%, Music Lore 61%, Play Dragonhorn 84%, Navigate 87%, Orate 75%, Persuade 82%, Pick Lock 40%, Dragon Lore 99%, Plant Lore 52%, Ride Horse 95%, Ride Dragon 98%, Search 54%, See 80%, Set Trap 70%, Swim 82%, Tie Knot 92%, Track 44%, Tumble 60%

LANGUAGES [Speak/Read-Write] — Common 99/100%, High Melnibonean 45/40%, Low Melnibonean 100/100%

DRAGONHORN; Dyvim Tvar's Demon of Combat

STR 36 CON 24 SIZ 2 INT — POW 14
DEX 40 CHA 10

Hit Points 24

COMBAT BONUSES — Attack +10%, Damage +3D6

NOTES — Looks like a well-polished sea axe with an additional long, exceedingly sharp dragonbone point.

FIREHYDE; Dyvim Tvar's Demon of Protection

STR 12 CON 22 SIZ 2 INT 0 POW 13
DEX 20 CHA 15

Hit Points 22

COMBAT BONUSES — Parry +5%

NOTES — This is an oblong shield with spokes of flame radiating from a central demonic face. It also possesses a special 20 point Fear power. The shield has lost 22 points of CON through previous combat with Demon weapons and elementals.



Doctor Jest

Doctor Jest is a skeletal man with thin hair and slitted eyes. No human willingly makes his acquaintance, for in Elric's time, Doctor Jest is Chief Interrogator of Melnibone, a consummate artist of pain. His is a noteworthy accomplishment, standing out in a city where almost every citizen practices refinements of torture on slaves and captives as a matter of course. As a Melnibonean, to whom such activities are natural, it is not fair to call Jest a sadist. He is, however, zealous to please his masters and serve his city; in doing so, the agonies of his victims have no meaning, except insofar as they induce his subjects to yield up their secrets in the shortest possible time.

DOCTOR JEST; Chief Interrogator, age 40

STR 10 CON 9 SIZ 13 POW 12

DEX 18 CHA 6 INT 18

Armor — none Hit Points — 10

Weapon Attack Parry Damage

Dagger 78% 40% 1D4+2

Cudgel 65% 35% 1D6



SKILLS — Conceal 74%, Find Truth 99%, First Aid 96%, Listen 63%, Memorize 100%, Move Quietly 55%, Persuade 100%, Poison Lore 89%, Search 90%, See 86%, Sleight of Hand 90%, Tie Knot 90%, Basic Torture 100%, Intermediate Torture 98%, Advanced Torture 96%

LANGUAGES [Speak/Read-Write] — Common 100/100%, High Melnibonean 45/40%, High Melnibonean 100/100%, Mabden 90/39%, 'pande 64/44%

RACK; The doctor's Demon rack

STR 57* CON 10 SIZ 25 INT 3

DEX 0 CHA 0 POW 17

* STR taken from previous victims

Hit Points 23

COMBAT BONUS — +4D6 damage

NOTES — This device looks like a grim torture rack covered with forboding blood-stains. It has the special powers of Fear (20 points) and a STR drain (20 points).



WHISPERER; Doctor Jest's Demon of Knowledge

STR 5 CON 15 SIZ 5 INT 85 POW 16

DEX 10 CHA 1

Hit Points 11

SKILLS — Torture Methods 85%

NOTES — This Demon has the form of a small, invisible cat (20 point Invisibility).

PERSUADER; Doctor Jest's Demon Scalpel

STR 0 CON 100 SIZ 1 INT 3 POW 14

DEX 8 CHA 0

Hit Points 92

NOTES — This small, gleaming, ever-sharp blade has the ability to do variable damage from 1 to 6 points as commanded by the Doctor.



Magum Colim

The Grand Admiral of the Melnibonean navy, Magum Colim is tall, elderly, and dignified. The golden battle-barges of Melnibone are his charge. He leads them to battle from his flagship, *The Son of Pyaray*. Like Dyvim Tvar, he is one of Elric's few close friends. Elric owes what he knows of seafaring and sea-fighting to the Grand Admiral. In return, Elric trusted him with his very kingdom — when Elric sailed to Dhoz-kam after the traitor Yrkoon, Magum Colim was left commanding Imrryr. Even

so, Magum Colim was forced to side with Yrkoon later, when Elric and the Sea Kings attacked Imrryr. In that battle, the admiral proved that his powers were not in the least diminished, and only by a magic breeze was Elric able to save some of his ships from the golden craft.

MAGUM COLIM; Admiral of Melnibone, age 60

STR 12 CON 13 SIZ 13 INT 17 POW 14

DEX 11 CHA 15

Armor — 1D10+2 plate Hit Points — 14

Weapon Attack Parry Damage

Broadsword 90% 90% 1D8+1+1D6

Demon Spear 89% 76% 1D10+1+4D6

Bone Bow 85% 80% 2D6+1+1D4

Sea Axe 93% 90% 2D6+2+1D6



SKILLS — Ambush 62%, Balance 77%, Climb 45%, Credit 94%, Dodge 50%, Hide 51%, Make Map 100%, Memorize 95%, Move Quietly 33%, Naval Tactics 100%, Navigate 100%, Orate 80%, Persuade 92%, Ride 48%, Search 49%, See 80%, Shiphandling 100%, Swim 64%, Tie Knots 98%

LANGUAGES [Speak/Read-Write] — Common 100/90%, High Melnibonean 35/30%, Low Melnibonean 100/100%

BARRACUDA; Magnum Colim's Demon of Combat

STR 36 CON 29 SIZ 3 INT 0 POW 17

DEX 36 CHA 5

Hit Points 24

COMBAT BONUS — Attack +9%, Damage +3D6

NOTES — This is a long spear with a head that looks like a barracuda that bites whenever the spear does damage.

WAVE KING; Magnum Colim's Demon of Protection

STR 0 CON 72 SIZ 13 INT 0 POW 14

DEX 0 CHA 27

Hit Points 72

NOTES — This plate armor is fantastically scalloped with wave motifs. It is also a binding object for an air elemental which will keep the wearer alive if he falls under water.

VALHARIK; Yrkoon's lieutenant, age 30

STR 14 CON 13 SIZ 14 INT 12 POW 17

DEX 15 CHA 12

Armor — 1D10+2 plate Hit Points — 15

Weapon Attack Parry Damage

Broadsword 66% 58% 1D8+1+1D6

Light Mace 70% 65% 1D6+2+1D6

Shortsword 59% 60% 1D6+1+1D6



SKILLS — Ambush 90%, Balance 41%, Climb 42%, Conceal 83%, Dodge 35%, Hide 86%, Move Quietly 75%, Pick Lock 55%, Plant Lore 43%, Poison Lore 54%, Set Trap 43%, Swim 70%, Tie Knot 40%

LANGUAGES [Speak/Read-Write] — Common 80/75%, High Melnibonean 20/15%, Low Melnibonean 100/95%

Valharik

Valharik rose to prominence as the captain of Princess Cymoril's guards. When Yrkoon first usurped the throne, Valharik deemed it expedient to side with him, even killing one of his own men who sought to strike the traitor down. This act won Yrkoon's gratitude and he was made Yrkoon's lieutenant. Valharik hoped that eventually he would be given the princess for his own, as he had long

held a lustful fixation on her. Disaster struck when Elric returned and ordered Yrkoon's arrest. Yrkoon was sentenced to be fed the flesh of his underling, Valharik, but before either of them suffered, Yrkoon and Valharik escaped. Valharik continued to serve Yrkoon until the prince betrayed and sacrificed him in a self-defense plan.

Saxif D'aan

Earl Saxif D'aan was a mighty sorcerer of Melniboné believed to have died two centuries prior to Elric's time. However, he managed to survive with magic aid, having transferred himself to another plane — a world of sea and barren islands connected to the earth via a portal called the Crimson Gate. Unable to leave his refuge and live, Saxif used his magic to bring unwary ships in through the Crimson Gate where they were put at the mercy of him and his crew of filthy cutthroats. Saxif D'aan was himself elegant and impeccable, an ancestor of Elric on his mother's side. In Melniboné long ago, Saxif loved his slave girl, Gratysha, but at last tortured and killed her on a mistaken charge of infidelity. Centuries later, when he believed Gratysha had been reincarnated as Vassiliss of Jhar-kor, he brought her and the ship of Smiorgan Baldhead to his private domain. He was finally slain in a duel with Carolak, Gratysha's lover.

SAXIF D'AAN; immortal sorcerer, age 250

STR 13 CON 16 SIZ 13 POW 40
DEX 12 CHA 16 INT 25

Armor — 1D8-1 Hit Points — 17

Weapon Attack Parry Damage

Demon sword 62% 50% 1D8+1+4D6

SKILLS — Conceal 75%, Evaluate Treasure 99%, Listen 99%, Memorize 100%, Music Lore 95%, Navigation 98%, Plant Lore 100%, Poison Lore 100%, Scent 97%, See 95%, Sleight of Hand 90%, Taste 92%

LANGUAGES [Speak/Read-Write] — Common 100/95%, High Melnibonéan 90/96%, Low Melnibonéan 100/100%, Mabden 55/65%

SORCERY — Summon Elementals: Air 97%, Earth 92%, Fire 94%, Water 95%; Summon Demons; Knowledge 96%, Travel 98%, Desire 95%, Combat 92%, Protection 89%, Possession 91%; Other Summonings: Strassa, Lassa, Kakatal, Fileet, P!p!pp'hhh'p, Sssss'sss'ssaan

POSSESSIONS — Saxif D'aan has several demons of all types bound to him.

SPECIAL — Saxif D'aan has the ability to read the minds of persons nearby with a chance of success equal to 75% minus the person's POW.

BLOODSEEKER; Saxif D'aan's Demon of Combat

STR 36 CON 30 SIZ 2 POW 12
DEX 60 CHA 5 INT 0

Hit Points 30

COMBAT BONUSES — Attack +15%, Damage +3D6

NOTES — This is a broadsword with a wavy blade.

EQUALIZER; Saxif D'aan's Demon of Protection

STR 8 CON 8 SIZ 8 INT 7
DEX 16 CHA 1 POW 17

Hit Points 7

NOTES — This demon's binding object is an amulet bearing a chaos sign. The Demon has the special powers of Fear (20 pts), Invisibility (20 pts) Life Drain (20 pts), and Invulnerability (20 pts). It follows Saxif D'aan about invisibly and uses Fear and Life Drain against his opponents. D'aan has tired of his Demon, though, and often leaves him locked away.

BRIGHT FLYER; Saxif D'aan's Demon of Travel

STR 30 CON 58 SIZ 20 POW 15
DEX 10 CHA 5 INT 7

Hit Points 58

NOTES — The binding object for this demon is another amulet with a chaos sign surrounded by wings. The Demon appears to be a flying horse with a lion head. It can fly 600 km per hour.

COMFORT; D'aan's Demon of Desire

STR 10 CON 10* SIZ 10 POW 17
DEX 16 CHA 30 INT 12

* was once 50

Hit Points 10

NOTES — the binding object for this demon is a lock of hair wound in a braid held together by a wax seal with a chaos sigil in it. The Demon looks like a beautiful Melnibonéan woman with orange eyes.

ONE STEP; D'aan's Demon of Teleportation

STR 20 CON 7* SIZ 0 POW 16
DEX 33 CON 1 INT 12

* was once 56

Hit Points (of ring) 7

NOTES — the binding object is a ring bearing a chaos sigil.

J'osui C'reln Reyr

Known as "The Creature Doomed to Live," J'osui C'reln Reyr is the last survivor of the original stock of the Melnibonéan people. Ten thousand years ago he disobeyed the command of Arioch and spied upon a meeting of the Lords of the Higher Worlds; consequently he was cursed to live, remembering but unable to communicate what he had seen, until Arioch should return. J'osui C'reln Reyr became a pathetic creature, living in squalor, naked and primitive. He resembled Elric, even to his albinism, but his mental and physical powers were unable to develop during his long existence. He needed no food and absorbed wounds without damage. He was not entirely sane, living hermitlike, and remembering the dread meeting he spied upon. At last the visit of Elric allowed the summoning of Arioch, ending J'osui C'reln Reyr's curse, and he was glad to die by the thrust of Stormbringer.

J'OSUI C'RELN REYR; The Creature Doomed to Live

STR 10 CON infinite SIZ 11 INT 12
POW 10 DEX 12 CHA 10

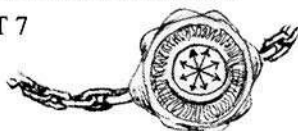
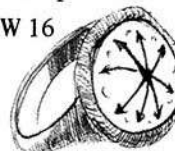
Armor — none needed Hit Points — infinite

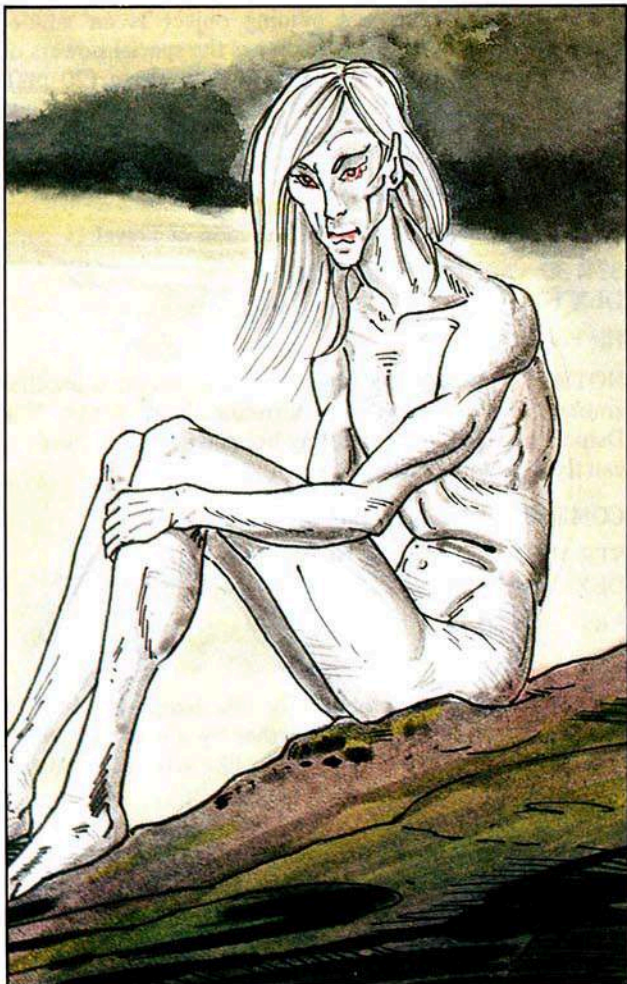
Weapon Attack Parry Damage

Quarterstaff 50% 50% 1D8

SKILLS — Hide 100%, Make Map 95%, Persuade 35%, Swim 100%, Tie Knot 50%, Track 45%

LANGUAGE — Speak Low Melnibonéan 90%





Dyvim Tarkan

By his name we can infer that he was a member of the great Melnibonéan family of warrior-nobility. Dyvim Tarkan held the office of Commander of the Wall when Elric and the Sea Kings attacked the maze of Imrryr. He was a sensitive man, one who enjoyed the pleasures of living, yet was a steady and skillful commander in war. It was Dyvim Tarkan who directed the fire that sank the ship of King Dharmit of Jharkor. Alas, in the same battle he was wounded and – perhaps aghast at the spectacle of his violated city – he toppled from the wall and was dashed to death on the deck of Smiorgan Baldhead's warship.

DYVIM TARKAN; Commander of the Wall, age 40

STR 15 CON 14 SIZ 16 INT 17 POW 13
DEX 14 CHA 13

Armor – 1D10+2 plate Hit Points – 18

Weapon	Attack	Parry	Damage
Greatsword	78%	74%	2D8+1D6
Javelin	76%	—	1D8+2+1D4
Scimitar	81%	77%	1D8+1+1D6

SKILLS – Ambush 90%, Balance 15%, Climb 54%, Conceal 55%, Credit 75%, Dodge 52%, Listen 69%, Map Making 65%, Move Quietly 77%, Music Lore 53%, Orate 47%, Ride 70%, Search 48%, Set Trap 33%, Sing 60%, Swim 42%, Track 32%

LANGUAGES [Speak/Read-Write] – Common 92/90%, High Melnibonéan 29/28%, Low Melnibonéan 100/95%

Sadric the Eighty-Sixth

Sadric was the four hundred and twenty-seventh emperor of Melniboné, and the father of Elric. He may have been the hereditary source of Elric's later compassion and non-conformity. When he wed his beloved queen, Sadric showed unusual mercy and declined to sacrifice the traditional twelve brides and twelve bridegrooms to ensure a bountiful marriage. This neglect was, some say, the reason his marriage was cursed with but a single sickly son – Elric – a birth which cost the life of Sadric's beloved. Sadric was no longer the same after her death, declining a second consort and mourning to the end of his days. He used his magical arts to preserve the life of his albino heir, and later instructed Elric in magic – Elric later surpassed his father in might. Physically Sadric was tall, with heavily-lidded eyes, a gaunt face, high sweeping cheekbones, a sharp long nose, a slight stoop, and delicate hands. His voice was a clear whisper. In general, he was a contemplative man, but he managed to rule much more in the traditional mode than Elric was temperamentally suited to do. He died on natural causes when Elric was barely out of his teens.

SADRIC THE EIGHTY-SIXTH; Emperor of Melniboné

STR 10 CON 12 SIZ 14 INT 19 POW 20
DEX 13 CHA 17

Armor – 1D10-1 Hit Points – 14

Weapon	Attack	Parry	Damage
Light Mace	70%	65%	1D6+2
Scimitar	74%	71%	1D8+1

SKILLS – Conceal 54%, Credit 100%, Memorize 88%, Move Quietly 75%, Music Lore 96%, Persuade 85%, Plant Lore 100%, Poison Lore 94%, Ride 87%, See 65%, Sleight of Hand 50%, Swim 49%

LANGUAGES [Speak/Read-Write] – Common 96/98%, High Melnibonéan 75/70%, Low Melnibonéan 100/100%, Mabder 18/20%

SORCERY – Summon Elementals: Air 86%, Earth 89%, Water 94%, Fire 90%; Summon Demons: Combat 86%, Protection 53%, Knowledge 58%, Travel 79%, Desire 45%, Possession 65%; Other Summonings: Lassa, Straasha, Grome, Haaashaastaak, Nnuuurrr'c'e, Fileet





Exotic Treasures



Ash of the Elenoin

This substance is actual ash from a cremated Elenoin. It usually must be retrieved from a battlefield in which Elenoin have been slain and the resultant corpses cremated. This ash is a primary and necessary ingredient for the spell of summoning the Elenoin.

Because of its extra-dimensional nature, this ash will not decompose, but it will fragment into smaller and smaller pieces over the years so that recovering it from an ancient battlefield will take months of digging and sifting. If Grahluik ash is mixed with the Elenoin, the spell will not work.

To distinguish the ashes from common dirt or ash takes both a Poison Lore skill of 61% or better and a successful roll on Poison Lore. Also, the user must be a sorcerer of at least the second rank and capable of summoning a Demon of Combat.

How the first Elenoin ash came to the Young Kingdoms is unknown, but it is assumed that a Melnibonean or Dharzi sorcerer journeyed to the plane of the Elenoin and Grahluik and, probably using a Demon of Knowledge to memorize the secret, took ash off some battlefield from that plane.

In the time of Elric, the battle for Tanelorn was the first time that Elenoin had been summoned for years. Sorcerers must either go to that battlefield, or research some other ancient battlefield and find the ash they need there. Where Theleb K'aarna found the ash he used to summon them is unknown, but it can be supposed that both Hwamgaarl on Pan Tang and Imrryr on Melnibone had some ash stored, though Imrryr's collection was doubtless lost when it was sacked.

The Hair of the Dog

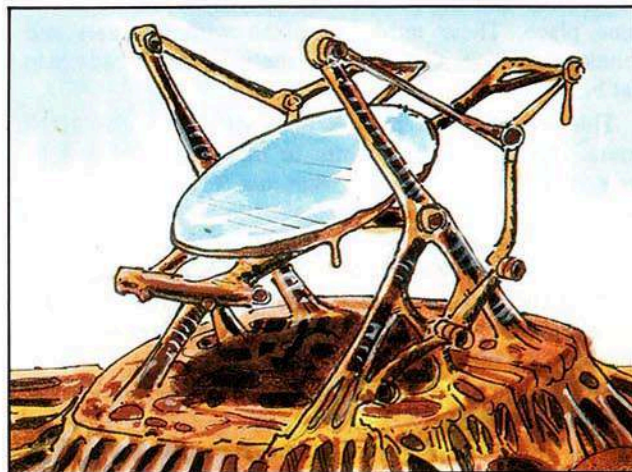
This substance is hair from the tail of a Hunting Dog of the Dharzi. It must be given to a Demon of Desire before the demon can summon a pack of the dogs to the Young Kingdoms plane. Each dog summoned will take 1 point of the demon's CON.

The Mirror of Memory

This is a magical object created millenia ago. Yrkoon used it to hide from Elric in Dhoz-Kam while he assembled an army to assault Melnibone.

It is a gigantic glass mirror which catches the eye of anyone within sight. Anyone looking into the mirror immediately loses his memories, and will stand immobile and helpless. If not exposed for too long, he will eventually regain most of it, but not any memory of the period just before seeing the mirror, nor those of a day or so afterwards.

This item is not a demon or elemental. There is no need to bind anything. If you have possession, then you



can operate the mirror. At the same time, you must guard against looking into the mirror yourself.

This mirror is about SIZ 500. It is not easily portable, and must be carefully transported to keep it from breaking. Yrkoon used demon labor to build pillars and supports for it, and it could be swivelled up and down. When focused on the city, all who saw it lost their memories. Usually, Yrkoon kept it pointed at the sky.

The mirror was broken and its memories released when Elric found Yrkoon, but the shards still have the ability to steal memory. However, each shard will hold the memory of but a single individual. Demons and elementals with eyes can be affected by this mirror, but this will not cancel out any previous binding they have undergone.

Obtaining a shard of this mirror is difficult, as chaos priests of Pikarayd took all they could find and locked them away for the time when the Lords of Chaos would call on them to conquer the world.

Dragonteeth

As the Dragonstones are made from dragon brains, Dragonteeth are made from dragon scales. The actual teeth of a dragon are just teeth (though they are huge, and said to be useful in fire-resisting potions and magic). Dragonteeth (made from scales) are most used for special assassin's blades.

A dragontooth blade is extremely flat and easy to conceal, yet is so tough that it will resist breakage, even from a critical hit or demon armor. Damage from a critical hit is compared against the blade's 'armor' of 20. If the resistance of the dagger is successful, it takes no damage; otherwise, it breaks normally. It has only a 30% chance of breaking when striking demon armor, rather than the usual 50% chance.

Dragonteeth weapons are never larger than short-swords, as dragon scales in modern times never get any

longer than that. The trick of sharpening and forming a scale into a dagger or shortsword is lost, though a Demon of Knowledge might be able to reveal the secret. However, centuries ago, when Melniboné ruled the world and dragons were common, many of these blades were made, and they are still found in many of the best assassin's guild halls and specialty weapon shops. Of course, their price is not measured in Large Bronzes, but in Large Silvers.

Potion of Alacrity — Class 9 dexterity drug

This potion is made from the leaves of the calmberry of Valyk's Isle and the roots of the spoffdyke, found in the same place. These must be mixed with avargrass and heimkarrata from Oin. Usually the mixture is made into flat biscuits.

This mixture will double the user's DEX for 4D10 hours. It will also permit him to make ripostes as if he were a master, no matter what his % ability with his weapon. In other words, he may turn a successful parry into an extra attack whenever the parry may fall in a melee round. In reality, the drug speeds up the ways he registers the passage of time — his DEX-related skills are not affected. He just seems to be moving faster to everyone who sees him.

This potion has two potentially deleterious side effects. First, he ages faster. Every hour spent under the influence of this potion subtracts a day from the lifespan of the user. The other side effect is more drastic: the user must successfully roll his CONx5 or less when he comes out of the potion's effect, or he will lose a point of CON permanently. In any case, he will collapse for a number of melee rounds equal to the number of hours he was under its influence.

Fighters who like to go berserk sometimes use this mixture to give them an edge in attacking their foes.

Oonai Tertium

The tertium is an organ found deep within the body of the oonai, its function unknown. Removing the tertium is invariably fatal to the oonai. This organ, which is roughly the size of a human brain and shaped like a veined melon, must be given to a Demon of Desire to permit it to bring the user the services of a pack of oonai. Each oonai brought to the summoner will cost the Demon of Desire 1 CON point.

Thamoflogue Skin

The thamoflogue is a rare beast native to a distant plane. The secret of its summoning is now unknown, but certain hides remain. Thamoflogue hide is now usually found as thin rectangular sheets, several feet on a side. The hides are delicate, though they do not deteriorate with age, and are transparent, imparting a pinkish-beige tinge to everything seen through it.

The skins are valued because only stone and metal can be seen through them. If a person were to step on the other side of a thamoflogue hide, his armor and weapons (except for any wooden hafts) would remain visible, but not the rest of him. If a person carried no metal or stone, he would be completely undetectable on the other side of the hide. If a building is viewed through the skin, only its metal and stone portions will be seen — nails holding together wooden beams will be seen as if floating in air. Layers of paint will vanish, and the original stone surface will be visible.



Only a very few thamoflogue skins are now known to exist, and they are jealously guarded.

Skrelar Rods

Skrelar rods are metal shafts about as thick as the little finger and as long as a human arm. At one end of the rod is an enlarged ovoid about the size of a hen's egg. At the other end is a sharp point. The entire rod is a silvery-violet color.

They are generally believed to have been brought to the plane of the Young Kingdoms by the Lords of Chaos, or, possibly, by some enormously advanced race, wise in either sorcery or science. In any case, their effect is most impressive.

When the sharpened end of the rod is pointed at a foe and a brief spell muttered, the chosen foe must roll his CON or less on 1D100 or die. If the victim is wearing Demon Armor, the Demon must roll its CON instead, but if it fails, it is destroyed and falls inert.

The necessary spell for using the Skrelar rod is complex, and can only be successfully completed by sorcerers of the third rank and above. It is generally kept secret, for obvious reasons. The rod must be held by the bulbous end to be effective.

Every time the rod is used, the user loses a point of POW permanently. There is no way to avoid this loss. A Demon cannot use the rod (unless that Demon is also a sorcerer of at least the Third rank), and bound Demons will refuse to do so.

There is probably only one such rod yet in existence.

Arsus Cure — Class 6 healing potion

The plants for constructing these bandages are found in many tropical climes. The active ingredients are clemweed, avargrass, stuis, and vlome. Crumble the plant parts and steep in hot water for several hours. The resulting potion is clear with a sweet smell. Strain off the sediment and save.

When dressing a wound, soak the bandages in the potion and pack the wound with the leftover sediment. Then bind the wound tightly with the bandages. Over the next 2D6 hours one point of damage per hour will be healed as long as the bindings are undisturbed. This works only on wounds, not poison or disease.



Bevus Poultice — Class 7 healing drug

The plants for making this potion are found on tropical islands. The ingredients are avargrass, vlome, and kondeel. Two other plants are needed for making the potion and both are found on Valyk's Isle and are called spoffdyke and woolad. The potion is thick, colored pink, and smells heavily of roses. The imbiber will find all of his wound completely cured 1D6 days after drinking a full dose.

Amorous — Class 8 aphrodisiac

The rare plants clamberry and fleegleroot, found only on Valyk's Isle, are the main ingredients in this potion. Also needed are mistriver and binzquartz, from the Marshes of Mist, which serve as catalysts and must be added just prior to consumption. When complete, this potion obtains a dark red hue and smells of cherries and almonds.

After imbibing the liquid, the drinker must attempt to roll less than his CON x1 or fall madly in love with the first animate creature he or she sees. This love is overpowering and unalterable.

Stavadus — Class 9 endurance drug

Four plants are needed to make this drug — spoffdyke (Valyk's Isle and other islands), heimkarrata (from the Forest of Troos), violetcreeper (from Oin) and tuftweed (from the north Shazaar hills). The potion is a thick brown syrup smelling and tasting of cinnamon. It causes the drinker to temporarily increase CON by 2D6 for 24 hours after drinking it. Any damage done to the character is taken off of the increased CON first.

Waterhorses

Waterhorses are special demons that were imported from the Plane of Probability. They were first brought to the Young Kingdoms by Pikun Bras, the notorious Inquisitor of Pan Tang. Waterhorses can be summoned only through the use of specially-prepared *boyan-ba* bark wafers. Pikun Bras prepared many such wafers for his own personal use and as gifts to trusted friends and influential nobles. He grew these striking, fleshy-looking trees in his personal pleasure-gardens, and an unknown number remain, for his gardens fell into disrepair after Pikun Bras was carried off by Vvwy'hunnh, Lord of Horses.

To create a waterhorse wafer first requires knowledge of the *Summon Spirit of the Waterhorse* spell. Very few very tough Demons of Knowledge possess this formula,

and they will teach it only to sorcerers of the fourth level or better.

The process requires several exotic materials: 11 pounds (5 kilograms) of boyan-ba bark, one ground oonai tertium, three pieces of grimboe root, and a pint of extract from the pituitary gland of a real horse. After mixing these ingredients the magician must summon a waterhorse spirit and bind it into the mixture, which should now resemble a dry, thick dough.

The dough should be baked in a moderate heat for 90 minutes. As this is done the concoction hardens and shrinks to a palm-sized circle of a hard, flexible material — a waterhorse wafer.

To activate the waterhorse, the magician merely needs to place the wafer in a tub or pool containing at least 100 gallons (roughly 380 liters) of water. Over the next hour the wafer will absorb all of the water and will expand to the dimensions of a normal-sized horse. Both the color and aroma of the horse will vary depending on whatever sediment was also present in the water. Clean, pure water will produce a white, odorless creature. While the wafer is absorbing the water and expanding, a magician of at least the first rank must croon the *Calling of the Waterhorse* incantation, part of the creation spell. If the person to ride and control the horse is to be someone other than the summoner, he or she must stand beside the magician and the tub or pool and repeatedly speak whatever the waterhorse's name will be.

Once the wafer has been expanded, the magician or user of the horse must fully immerse it in water for at least an hour every day or the horse will begin to rapidly decompose to uselessness in 10 minutes. An expanded wafer cannot be reduced again to its original state.

For the most part, a character can treat a waterhorse as a regular flesh-and-blood creature. It does, however, exhibit some distinct differences. First, each waterhorse possesses the same characteristics:

STR 25 CON 15 SIZ 25 INT 5 POW 10
DEX 20 CHA 15

Armor — 5

Hit Points — 15

No Attacks

Waterhorses will not attack foes of their master, and cannot learn how to attack. Normal slashing and cutting weapons will do damage to waterhorses, but crushing weapons and other similar types of attacks will have no effect unless the hit is critical. Damage done to waterhorses will not heal normally, for these creatures have no healing mechanism. Any damage done will remain there permanently. If a waterhorse loses all of its hit points then it will crumble into its component molecules.

Waterhorses do not tire, eat, or sleep, and can easily carry two riders any distance for any length of time as long as the horse is immersed in water every day. The creature never accidentally trips or stumbles, and can well be ridden without saddles. They travel at the same speed as normal horses.

Waterhorses also possess minimal intelligence and can be given and will fulfill instructions given to them by their master. Unless instructed otherwise, only the master can ride and command the horse.



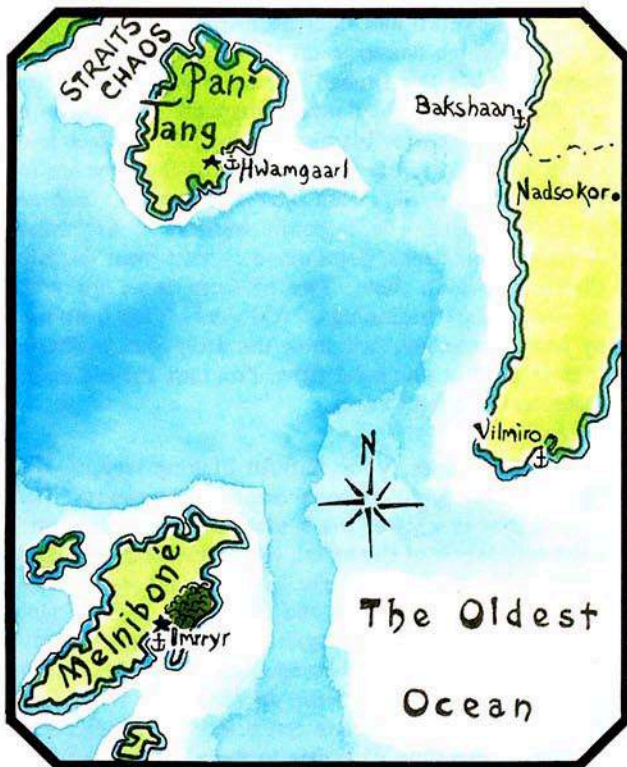
Sea Battle at Melnibone

This solitaire adventure is compatible with the Stormbringer role-playing system. In this solo scenario you will have the opportunity to play the part of Elric VIII, 428th Emperor of Melnibone, in his first decisive clash with foreign enemies and his treacherous cousin Yyrkoon.

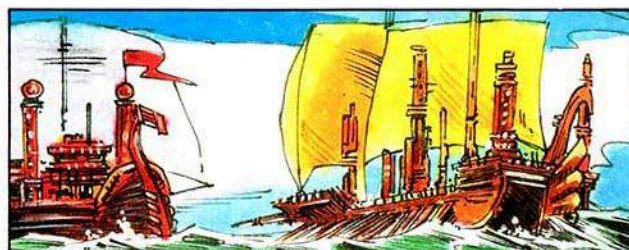
While the adventure is based upon Michael Moorcock's published Elric stories, it is not limited by them. It is possible to obtain endings different from the outcome in the book Elric of Melnibone.

To play through this adventure, you need a pencil, paper, and the standard Stormbringer dice mix: 3D6, 1D8, and 1 or 2D20. Knowledge either of the mechanics of Stormbringer or of RuneQuest will make play easier. A copy of the Stormbringer rulebook is useful, but not absolutely necessary. There is a short discussion of Stormbringer combat at the end of this adventure.

Go to -1-.



1 Your skin is the color of bleached bone, your eyes are two slanting crimson slits above high cheekbones, your stark white hair floats out from beneath the verdigrised dragon helm like a cloud of milky smoke. You are Elric, 428th Emperor of Melnibone, and you are an albino. The royal blood is wearing thin and weak after 10,000 years of glory, but you have various drugs and potions that allow you to simulate the strength of a normal man — nay, not a man, but a Dragon Lord of Melnibone. Your war captains are gathered before the Ruby Throne to hear your words. Foremost among them is your cousin Yyrkoon, he who holds you in scorn and



lusts after the throne itself. Also present are Dyvim Tvar, Keeper of the Dragon Caves, and Magnum Colim, Admiral of the Melnibonean fleet. They are waiting expectantly, gorgeous in jewelled armor and dragon helms.

"My lords." Your voice is high and has the carrying-power of a bugle, though you did not speak loudly. "One hundred of the war galleys of Argimiliar are sailing for Imrryr. They will be here before nightfall tomorrow, eager to slay us and plunder the Dreaming City of its millenias of accumulated wealth."

Yyrkoon interrupts. A smile of bloodthirsty glee contorts his perfect features. "We will sail and meet them with battle barges and dragons. We will smash them on the seas and then continue on to their homelands, burning their cities, enslaving their women, slaying . . ."

"No dragons!" It is the voice of Dyvim Tvar. "They have not recovered since you used them against the Vilmirian pirates last year, Yyrkoon."

Yyrkoon's speech falters to a halt. "Have you a plan, your majesty?" he smirks.

"I do," you reply. You wait for their attention and then tell them of your plan to defend Melnibone with battle-barges and warriors only. A few details are hammered out with your captains. Then the question of command arises.

Once again Yyrkoon puts himself forward. "Let me command the warriors and the ships," he shouts. Then, moderating his voice, he continues, "Surely, Elric, you have more important things to do — perhaps a book to read?" His blatant sarcasm is unworthy of the wit and subtlety of a true Melnibonean. You feel a surge of pity for your envious cousin — he wants what you have so badly, little knowing what a curse you have found it already in your one short year of rule, but the pity is greatly adulterated by annoyance that he should dare to speak to you in such a manner before the other lords. If you are willing to let Yyrkoon have complete control of the battle forces, go to 8. If you deny his request, go to 15.

2 By the time Yyrkoon returns to Imrryr, he lets everyone know that he is now the ruler of Melnibone and that things are going to change. Magnum Colim and Dyvim Tvar are quite unhappy with their new liege, but there seems to be nothing they can do. Imagine Yyrkoon's dismay when he walks into the throne

room and finds a mysterious figure sitting on the Ruby Throne. He runs up and snatches the cowl away from your face. Screaming with frustration he admits his treason before witnesses, and you have a few guards take him away while you ponder a suitable punishment for this traitor. After much thought, you reach a decision and issue your orders. Go to 11.

3 Straasha heard your Summoning, Elric, but decided to honor your wish and let you die. You drown and become a mindless zombie serving in the Chaos fleet under Pyaray. Yyrkoon achieves his ambition of being Emperor of Melnibone. END.

4 After the fight with the captain and his dog, everything is anticlimactic. Soon the battle is over. Of the hundred ships of Argimiliar that sailed to attack the Dreaming City, four return to their home port of Cadsandria. And so the legend is spread that the Melniboneans are invincible in war. Although there is some grumbling among the younger Melnibonean warriors at allowing any invader to escape, in the rest of the Young Kingdoms you gain fame as a warrior king who will protect your island from similar attacks for years to come.

Go to 5.

5 You return to Imrryr in triumph. Yyrkoon is very unhappy, but no one will listen to him because you are the hero to the populace. Within the month he announces that he is going to travel in the barbarian lands. He spends some time preparing a small boat with all the luxuries, and has it crewed by Demons. On a bleak and foggy morning he sails away from Melnibone. It is only many hours later that you learn he has abducted Cymoril and left a succubus behind to imitate her. It seems, Elric, that you will have to follow him out into the world, but that is the tale of another adventure. END.

6 Compute the damage taken, remembering that armor protects you not at all. If the blow slays you, go to 19. If you are only wounded, go to 20.

7 Jubilantly, Yyrkoon leads the other captains out of the Tower of D'Arputna and down to the harbor. You wearily sink back on the throne, and bury your head in your pale hands. Cymoril, sister of Yyrkoon and your true love, comes and sits at your feet. After a while she begins to sing to you, and your black mood lifts. Go to 21.

8 You quickly black out. When you wake you are in your own bed in the tower of D'Arputna and faithful Tanglebones is hovering over you. You feel very weak, but there is not much pain, and soon your wounds will completely heal. Go to 24.

9 In the carnage of conflict you see a huge man dealing great blows with a two-handed Lormyr-ian axe. At his side is one of the great war-hounds of Chahal. As your eyes meet his, he recognizes you. "Die, demon-spawn!" he bellows. He points at you and cries, "Kill!" Instantly the great war-hound leaps to the attack, with the war captain only a pace behind. Go to 25, Combat, the last numbered entry in this adventure.

If you slay both captain and dog, go to 4. If you take a critical hit, go to 6.

10 The water is cool and green and you are sinking fast. As your last gasp of air is running out you find yourself wondering if you will meet Straasha, king of all water elementals, when you have drowned. Unbidden, the words of Summoning rise to the surface of

your brain, but then you think, *Why bother?* As consciousness fades to black and the pain in your lungs becomes intolerable, you think you see a great green-bearded face looking at you curiously. Roll D100. If you rolled between 01 and 60, go to 18. If you rolled between 61 and 00, go to 3.

11 You are sitting morosely on the Ruby Throne when a very apprehensive noble writhes his way to your feet and begs permission to speak. "What is it?" you snap. "Is my cousin dead?" "No, my emperor," he whines, "the traitor summoned a Demon who slew his guards. Yyrkoon has fled from Melnibone in a small boat and taken Cymoril with him." You leap to your feet. "Then I must follow him!" you cry. But that is another adventure. END.

12 Yyrkoon follows the fleeing southerners to the open sea and destroys every ship they have. In the process he loses four more battle barges. When he returns to Imrryr, he thinks he is a hero, and many Melniboneans also think so. His arrogance and taunts are going to be worse than ever. Cymoril advises you to have him quietly strangled. If you wish to take her advice, go to 11. If not, go to 24.

13 Only a few of the enemy ships reached the open sea. They have raised all canvas to catch the wind, but the Melnibonean sorcerers control the wind. The southerners turn and fight, realizing that they cannot escape. Two ships converge on the *Son of Pyaray*. The leading one is hit by a fireball, but some stout warrior has lashed the wheel and the flaming wreck comes straight on to crash into the barge. Flaming rigging falls on deck and threatens to set your barge afire. Most of the crew has to work at putting it out. That allows the second ship to come up and board. The desperate warriors of Argimiliar pour across your decks, determined to take your flagship to the bottom with them. Two of them come for you, Elric, and you are beginning to feel weak. It has been too many hours since you last took the drugs that maintain your strength. But you must fight. You raise the old blade of Aubec and the fight begins.

Go to 20.

14 Tanglebones, your faithful lifelong servant, has laid out your personal armor and weapons. The armor is a set of black plate with demons bound into the very fabric of the metal. No normal earthly sword should be able to pierce it. The helm is made in the form of a swooping black dragon, and leaves part of your face exposed. The sword is a magnificent two-handed greatsword, said to have once belonged to the human champion named Aubec who led the people of Lormyr in the first revolt against Melnibone centuries ago. Tanglebones is practically chortling with glee to see what a fine figure you make when all decked out for war. You leave him and board your flagship, the largest of the gold-plated battle barges, the *Son of Pyaray*. It will be a long wait — several hours at least — until the sea raiders arrive.

Go to 23.

15 "An emperor needs exercise for his body as well as for his mind," you answer him. "I will command in person." Your war captains nod their approval. The Emperors of Melnibone were ever first in the fray. "Go and prepare the ships," you order. As they file out, you can almost hear Yyrkoon gnashing his teeth in frustration. Go to 14.

16 As you wearily lean upon your sword, almost too tired to stand, the blade is kicked away and you fall heavily to the deck. The impact with the hard surface stuns you. Dimly you are aware that Yyrkoon is looming over you. Suddenly he lays hands upon you and throws you over the side. You hit with a splash that no one seems to notice in the general confusion of the still-continuing combat. The last thing you hear is your cousin's triumphant laughter.

Go to 10.

17 Calculate the damage. Remember that your armor is no protection from a critical hit. If it is enough to slay you, go to 19. If you have any hit points left, you will be badly wounded and left for dead as your enemies move on to fight other Melniboneans. Go to 22.

18 The Summoning succeeds. Straasha rescues you, and takes you to his enchanted realm where all your wounds are healed and you learn much that is new to you. Of that meeting Moorcock writes in detail in the chapter titled "The Caverns of the Sea King," in *Elric of Melniboné*. Suffice it to say that with the aid of the Sea Lord, you are completely healed and return to the island in a very short time, arriving in Imrryr hours before Yyrkoon brings back into the harbor the remnants of the Melnibonean fleet. Go to 2.

19 You have been slain, Elric, by a lucky blow that penetrated through a gap in your armor. Yyrkoon goes on to win the battle and becomes the 429th Emperor of Melniboné. He is one of the worst rulers the Bright Empire ever has had, but then he is better than you were. END.

20 You are fighting two common Argimiliar sailors. They are described in section 25 as Sailors 1 and 2, and their strategies are indicated. If their primary weapon, the sea axe, is broken or dropped because of a fumble, they will switch to their secondary weapon and continue fighting. If the secondary weapon also is lost, they will throw themselves overboard during their combat phase, attempting to avoid further fighting. Go to 25.

If you have slain or otherwise disposed of both enemies, go to 16. If you have taken a critical hit from one of the sailors, go to 17.

21 You watch the battle from the safety of the harbor walls. Although the ships of Argimiliar outnumber the golden battle barges of Melniboné by a factor of three to one, they have no chance against the Melnibonean fireballs and ramming tactics of the barges. Again and again Melniboneans in their Demon armor, with their Demon swords and other weapons, ram and board the wooden vessels of the southerners. The men of Argimiliar fight very bravely, but it is in vain. In the end only a couple of ships can flee the carnage and make their way back through the maze that protects the harbor of Imrryr. The flagship docks, and Yyrkoon invites you to join him as he tracks down and sinks the last surviving southerners.

If you refuse his offer, go to 12. If you accept, go to 13.

22 You are lying on the deck, badly wounded and barely conscious when Yyrkoon reaches your side. He sees that you are still alive, but does not offer to help. Instead he muses aloud how tragic it is that the young ruler of Melniboné was slain in battle and fell over the side. With those words he quickly tosses you into the sea. Go to 10.

23 The *Son of Pyaray* lurks beneath a dark overhang in the grotto walls. It is completely hidden in the darkness of night. Now you hear the sound of oars, the creak of timber and rigging, and the cautious voices of men. The ships of Argimiliar begin to pass your position. They seem near enough to touch in the twisting channel, but they are unaware of the Melniboné battle barges. As the last ship comes abreast of your position, you signal to your rowers and the *Son of Pyaray* leaps out and staves in its side. In seconds the Argimiliar ship is a sinking, burning derelict. Now the other Melnibonean battle barges strike. Balls of blue demonfire leap from the catapults to entangle in the rigging of the southern ships. Realizing that they have been trapped, the men of Argimiliar grimly turn to make a fight of it. Three ships begin to close with your flagship, and although one is struck by a fireball, the other two keep coming. In moments the barbarians are boarding, and you find yourself in furious hand-to-hand combat.

Go to 9.

24 The menace from Argimiliar is ended, but the menace of Yyrkoon still remains. His prestige is high in Imrryr, while yours is at a new low, but that is a problem for another time. END.

25 To prepare for solo combat in *Stormbringer*, you will need to list all combatants in the sample format which follows.

(A) The character with the highest DEX attribute gets to strike first; usually that will be Elric. As the player for Elric, you may choose which opponent Elric will attempt to hit. All living foes will attempt to hit Elric as long as they can keep fighting. Go to (B).

(B) Make the attack roll on D100. If unsuccessful, go to (C). If Elric hits, go to (D) — note if there was a critical hit 5% chance, 01-05. If there was a fumble — a chance of 5%, 96-00 — go to (H). Once all combatants have had their turn, go to (I).

(C) Now discover how the combatant with the next highest DEX rating did. Remember the instructions in (A) for the allocation of attacks. Then repeat (B).

(D) A character who has been hit must decide whether to parry, to dodge, or to take it on his armor. That strategy is noted by the character's weapon choices. Characters will always attempt to parry a critical hit, but such a parry, even when successful, will break the weapon making it — except for Elric's sword which is always able to take the strain. If a parry is attempted, go to (E). If a dodge is attempted, go to (F). If armor is relied upon, go to (G).

(E) Try to make a successful parry roll. If the roll fails, then the parry fails: go to (G). If the parry succeeds, check to see if the weapon was broken by a critical hit; see (D) above. A character who has a broken weapon may continue to fight with it at half normal attack and parry, or he might discard it for his second weapon by taking a 5-point DEX penalty for the next combat turn. In any case, go to (B) for the next combatant.

(F) Try successfully make the character's dodge roll on D100. If the roll fails, go to (G). If the roll succeeds, the combatant dodged the attack and forfeited the right to attack at any later time in this combat round. Remember, it takes a critical dodge roll to avoid a critical hit. If not hit, go to (B) for the next attacker.



(G) Roll the attacker's damage, then follow four steps.

1. Double the rolled damage if it was a critical hit.
2. If the character who was hit had any armor, roll the amount of protection that the armor gives. [For Elric, subtract the damage done from the Demon's 50 points.] Subtract that protection from the total hits taken before wounding the character. Critical hits ignore armor.
3. Subtract the hits taken from the character's hit points. Check for major (one-half or more of the character's hit points) wounds. If a major wound is taken, go to (J). If the wound is fatal, cross the character off the combat list.
4. Go back to (B) to continue with the next combatant in order of DEX.

(H) If any unfortunate character fumbled, he dropped his weapon and needs one combat turn to regain it. If hit by a foe on the next combat turn while trying to recover his weapon, the character must attempt to dodge or he must allow any hits to be taken on his armor. A weaponless character will be unable to attack or parry, but if he has a second weapon with him, he may draw it and only suffer a 5-point penalty to his DEX for that round. Then go to (C).

(I) If the entire combat has been finished, return to the section that directed you here, and resume reading.

(J) Any character who suffers a major wound during combat in this adventure immediately drops out of the fight. If the wounded character is Elric, return to the section that sent you here and read the next paragraph. If there are any combatants left to face Elric, continue the struggle by going to (C).

ELRIC OF MELNIBONE, age 25

Noble/Warrior

Albino, STR 5 without drugs

STR 12 CON 12 SIZ 15 INT 25
POW 35 DEX 20 CHA 25 ELAN 20

Cult: Arioch Hit Points (HP): 15
Major Wound Level: 8 Armor: Demon plate, 50 HP
Combat Bonuses: Attack +44%, Parry +33%, Damage +1D6, Dodge 100%

Weapon	Attk%	Damage	Parry%
Greatsword	92%	2D8+1D6	81%
Sea Axe	84%	2D6+2+1D6	73%
Demon Shield	special	special	50%

Elric will not dodge unless faced with a critical hit, preferring to let weapons strike his Demon armor. When his armor is hit, there is a 50% chance that the weapon striking it will break. Roll 1D6. On a result of 1-3, the weapon breaks (though a critical hit will slip by the Demon armor). The war hound's teeth will not break and will damage the Demon armor. A player may choose to have Elric attempt parries with his Demon shield. A successful parry has a 50% chance to break the attacking weapon, just as with the Demon armor. But a critical hit by the attack will kill the shield.

SEA CAPTAIN, age 40

Warrior
Argimiliar Navy Captain

STR 17 CON 10 SIZ 10 INT 16
POW 16 DEX 11 CHA 11 ELAN 5

Cult: none Hit Points (HP): 10
Major Wound Level: 5 Armor: Plate 1D10+2
Combat Bonuses: Attack +13%, Parry +9%, Damage +1D6, Dodge 71%

Weapon	Attk%	Damage	Parry%
Lormyrian Axe	63%	3D6+1D6	59%
Broadsword	53%	1D8+1+1D6	49%
Sea Axe	43%	2D6+2+1D6	39%

The captain fights in tandem with his war hound, following up its attack with his own. Normally he will not attempt to parry, counting on his armor to protect him. In case of a critical hit, he will attempt to parry with any weapon in his hand. He will dodge only after a fumble.

WAR HOUND OF CHALAL

Dog

STR 24 CON 16 SIZ 8 INT 4
POW 3 DEX 13

Combat Bonuses: Attack +2%, Dodge 50%

Weapon	Attk%	Damage	Parry%
Bite	74%	3D6	-

The war hound has the power to dodge and still attack. It will always dodge, but it will attack only when the dodge succeeds.

SAILOR ONE

STR 14 CON 9 SIZ 8 INT 11
POW 11 DEX 9 CHA 15 ELAN zero

Cult: none Hit Points (HP): 8
Major Wound Level: 4 Armor: half-plate, 1D8-1
Combat Bonuses: Attack +2%, Parry +3%, Damage zero, Dodge 10%.

Weapon	Attk%	Damage	Parry%
Sea Axe	42%	1D6+2	43%
Scimitar	16%	1D8+1	38%

Sailor One will attack Elric in sequence and fight till the death. Sailor One will always try to parry.

SAILOR TWO

STR 12 CON 11 SIZ 14 INT 11
POW 15 DEX 10 CHA 8 ELAN zero

Cult: none Hit Points (HP): 13
Major Wound Level: 7 Armor: half-plate, 1D8-1
Combat Bonuses: Attack +3%, Parry +1%, Damage +1D6, Dodge 53%

Weapon	Attk%	Damage	Parry%
Sea Axe	43%	2D6+2+1D6	41%
Broadsword	45%	1D8+1+1D6	42%

Sailor Two will attack Elric in sequence and will fight till the death. Sailor Two will count on his armor and not parry.

Karyzoon's Quest

THE SITUATION

Karyzoon of Pan Tang, an important sorcerer, has all but exhausted his supply of the Elixir of Invulnerability. He is hiring guards to protect him during a quest to find the rare ingredients needed to make more. Karyzoon will pay passage to Ilmar for all who agree to go with him. From Ilmar, the party will travel overland. Karyzoon has a war-horse and a pack horse for himself, but will purchase no mounts for anyone else. He plans to enter the Forest of Troos from the north to avoid the citizens of Org (who have a bad reputation for dealings with outsiders). Once the ingredients have been obtained, the party either will return to Ilmar or travel to Bakshaan. At either place, surviving guards will be paid 1000 large bronze coins each.

Adventurers who wish to make larger profits may use their own skills to obtain rare herbs and plants to sell once they return from the forest. Karyzoon will aid party members in identifying valuable herbs but will not allow his guards to linger after he has found what he seeks.

Karyzoon has hired player-characters to act as guards. He will fight or use his magical abilities only as a last resort to save himself. Like most Pan Tangians, he considers those not of the Mabden race as expendable pack animals and slaves. He might make an exception for an attractive female, but the party is certain to get little aid from him. The GM should keep this in mind while playing Karyzoon.



The player-characters will be hired by Lerklio, Karyzoon's servant. They will meet Karyzoon only after they have accepted employment. Karyzoon will brutally avenge Lerklio if anything happens to him.

BACKGROUND TO THE SITUATION

Nunc Phelar of Pan Tang supported Bel Khaz, a pretender to the Theocrat's throne. Nunc Phelar changed his name to Karyzoon and fled to the mainland when Bel Khaz was impaled upon the walls of Hwanggaarl by Jagreen Lern. Karyzoon/Nunc Phelar has kept a low profile and never returned to Pan Tang, so has escaped Bel Khaz' fate. Karyzoon/Nunc Phelar is a cousin of Jagreen Lern's and sixth in line to the Theocrat's throne. He never thought to rule himself, but thought that Bel Khaz would make a better ruler than Jagreen Lern. When he left Pan Tang, he took with him a large supply of rare gems. Through various investments, he has become very wealthy.

Karyzoon preferred to seek arcane knowledge rather than political power; he especially wants to safeguard and prolong his own life. He tries to keep a supply of the Elixir of Invulnerability with him at all times. Karyzoon is a sorcerer of the fourth rank and a Plant Master.

He is tall with a heavy body frame, weighs 310 pounds, and has a dark complexion with dark hair.

Karyzoon carries 50 LB and 5 LG in a money belt. He carries a few jewels in the hollow heel of his right boot for emergencies. The money to pay his guards will be brought by one of his Demons of Desire from his home in Karlaak when the quest is over.



Karyzoon carries 9 small bottles on his person. These contain healing potions, poisons, and the Elixir of Invulnerability. He could easily make more with the materials to be found in the forest of Troos, but these are ready when the quest begins. The bottles are marked with coded labels.

Karyzoon is an excellent chef and will cook all the party's meals himself. He will have Rashanka, his Demon of Desire, help.

When Karyzoon left Pan Tang, he broke off his former contact with the Lords of Chaos and became an independent sorcerer. He serves neither Law nor Chaos, but shares the natural Pan Tangian bent towards Chaos. If the party is in danger that only magic will aid, Karyzoon will attempt to remedy matters by summoning aid in the form of elementals.

Karyzoon seeks to find enough rare plants to make 100 pills of the Elixir of Invulnerability. When he has found enough, he will order the party back to the coast. If for some reason they refuse to obey him at any time during the quest, he will teleport to a safe distance (using his Demon of Transport, Molkigarak) and then use sorcery to destroy them. With the demons at his command, he can make their lives most uncomfortable.

Karyzoon once saved the life of a Mong war leader. That war leader sent two of his soldiers to serve Karyzoon for two years; when the two years were up, they elected to remain with him. When not with Karyzoon, they guard his house in Karlaak.

Karyzoon's home is run by a young Ilmioran merchant named Lerklio. After hiring guards for Karyzoon's quest, he will return to Karlaak to aid Rashanka in providing Karyzoon with supplies.

The only other human servant kept by Karyzoon is a young Ilmioran assassin named Jarmain. She will escort Lerklio back to Karlaak once Karyzoon has hired guards. She considers herself responsible for Karyzoon's safety and will avenge his death if such occurs.

In addition to the human servants listed above, Karyzoon has the services of seven demons: one of Knowledge, one of Protection, one of Travel, one of Combat, and three of Desire. For complete descriptions of Demon powers, see section 5.7 in the *Stormbringer* rulesbook.

KARYZOON OF PAN TANG; 27 years old

STR 14 CON 13 SIZ 16 INT 19 POW 27
DEX 14 CHA 14

Armor -- 1D10-1 plate Hit Points 17

Weapon	Attack	Parry	Damage
Dagger	66%	45%	1D4+2+3D6
Greatsword	76%	65%	2D8+1D6
Bone Bow	66%	15%	2D6+1+1D4
Heater Shield	46%	55%	1D6+1D4

SKILLS -- Credit 64%, Evaluate Treasure 98%, First Aid 58%, Hide 25%, Memorize 68%, Move Quietly 55%, Navigate 38%, Orate 50%, Persuade 49%, Plant Lore 98%, Poison Lore 48%, Ride 80%, Search 50%, Swim 65%

LANGUAGES -- [Speak/Read-Write] Common 98/98%, Low Melnibonean 20/78%, High Melnibonean 70/58%, 'pande 35/20%, Mabden 100/90%, Orgjenn 25/15%, Mong 12/-

SUMMONINGS -- Air Elementals 97%, Earth 76%, Fire 52%, Water 97%; Combat Demon 54%, Desire Demon 73%, Knowledge Demon 96%, Possession Demon 59%, Protection Demon 76%, Travel Demon 98%

POTIONS [all have but a single dose unless stated otherwise] -- 1) Heals 1D6 points in 1D6 hours. (2 doses)

2) Heals 2D6 points in 2D6 hours.

3) Poison POT 2D6.

4) Antidote to potion 3. (2 doses)

5) +1D6 to STR for 1D6 hours.

6) The Elixir of Invulnerability. (4 doses as pills)

7) potion for summoning demons. (2 doses)

8) releases a poisonous cloud if bottle opened or broken. Does 5D6 poison damage to all within 10 meters, 1D6 poison damage to all within 20 meters.

9) Antidote to potion 8.

DEMONS -- Abakadreshar, a Demon of Knowledge in ring form; X'onare, a Demon Dagger; Lyshal, a Demon of Protection in warhorse form; Molkigarak, a Demon of Travel in amulet form; and Rashanka, Lilililili, and Kiriana, Demons of Desire in young woman forms

ABAKADRESHAR, Demon of Knowledge

CON 17 INT 76 POW 24

Hit Points 17

NOTES -- Abakadreshar is bound into a gold ring worn on Karyzoon's left hand. If the ring is destroyed, Abakadreshar will return to his own plane.

LYSHAL, black mare warhorse Demon of Protection (Guardian)

STR 28 CON 13 SIZ 28 INT 12 POW 12
DEX 13 CHA 1

Armor -- 21 points Hit Points -- 29

Weapon	Attack	Damage
Bite	25%	1D10
Kick	16%	1D8+2D6
Rear & Plunge	43%	2D8+2D6
Trample	28%	4D6 to downed foe

SKILLS -- Scent 31%, Swim 79%, Speak Common 90%, Speak Mong 70%

NOTES -- Lyshal is bound to protect Karyzoon. It does not care about his hirelings, slaves, or other possessions. Lyshal looks like an ordinary warhorse, except that it never eats.

Although Lyshal can speak, it will not do so except to warn Karyzoon of danger or to answer his questions. Lyshal will not start a fight except to protect itself or Karyzoon. Lyshal can change shape: however, Lyshal has been forbidden to do so while on this trip by Karyzoon and will disobey Karyzoon only to save him.

MOLKIGARAK, Demon of Travel (Teleporter)

STR 32 CON 10 INT 15 POW 22 DEX 33
CHA 3

Hit Points 10

NOTES -- Molkigarak is bound into an amulet made of silver and bronze which Karyzoon always wears about his neck, even while bathing. If the amulet is broken, Molkigarak is free and will return to his own plane.

The amulet has only been used a few times, but Karyzoon will still only use it as a last resort. (Binding demons with POWs of 22 is not something he likes to do often.)

Rashanka sees to Karyzoon's physical needs and comfort before returning to Karlaak each evening. Sometimes she stays all night.

TEMUCHI; Mong warrior, Age 26

STR 22 CON 19 SIZ 9 INT 10 POW 10
DEX 19 CHA 11

Armor – 1D8-1 Hit Points – 19

Weapon	Attack	Parry	Damage
Battle Axe	67%	67%	1D8+2+1D6
Broadsword	47%	47%	1D8+1+1D6
Desert Bow	57%	17%	1D10+2+1D4
Dagger	35%	57%	1D4+2+1D6

SKILLS – Ambush 57%, Balance 58%, Blacksmith 20%, Dodge 65%, Evaluate Treasure 48%, Hide 27%, Pick Lock 65%, Ride 101%, See 27%, Set Trap 67%, Track 50%

LANGUAGES – Speak Common 28%, Speak Mong 50%

TREASURE – carries 290 LB

NOTES – Temuchi is short, stocky, and swarthy. He prefers to fight from horseback.

PANTHER; Temuchi's warhorse

STR 35 CON 15 SIZ 32 INT 5 POW 4
DEX 14

Armor – 1 point Hit Points – 35

Weapon	Attack	Damage
Bite	25%	1D10
Kick	21%	1D8+2D6
Rear & Plunge	56%	2D8+2D6
Trample	32%	4D6 to downed foe.

MERANTUM; Mong Warrior, Age 26

STR 20 CON 17 SIZ 17 INT 10 POW 9
DEX 13 CHA 3

Armor – 1D8-1 Hit Points – 22

Weapon	Attack	Parry	Damage
Greatsword	69%	54%	2D8+1D6
Desert Bow	72%	44%	1D10+2+1D4
Heavy Mace	43%	34%	1D8+2+1D6

SKILLS – Ambush 46%, Blacksmith 20%, Dodge 24%, First Aid 29%, Jump 60%, Listen 73%, Move Quietly 16%, Ride 88%, See 14%, Set Trap 59%, Tie Knot 29%, Track 50%

LANGUAGES – Speak Common 28%, Speak Mong 50%

TREASURE – carries 19 LB, 10 LG

NOTES – Meriantum is tall, broad, and swart.

SNAKETOOTH, Meriantum's warhorse

STR 34 CON 16 SIZ 34 INT 3 POW 6
DEX 13

Armor – 1 point Hit Points 38

Weapon	Attack	Damage
Bite	23%	1D10
Kick	46%	1D8+2D6
Rear & Plunge	22%	2D8+2D6
Trample	67%	4D6 to downed foe

SKILLS – Scent 49%, Swim 56%

X'ONARE, Demon Dagger (Demon of Combat)

STR 20 CON 21 SIZ 1 INT 7 POW 8
DEX 40 CHA 3

Hit Points 21

COMBAT BONUSES – Attack +10%, Damage +2D6

NOTES – X'onare looks like a dull steel knife ready for the junk pile. Karyzoon does not flaunt it.

KIRIANA, Demon of Desire

STR 9 CON 19 SIZ 7 INT 12 POW 20
DEX 10 CHA 30

Hit Points 14

Weapon	Attack	Parry	Damage
Dagger	95%	01%	1D4+2-1D6 +1D4 poison

SKILLS – Dance 75%, Listen 68%, Move Quietly 99%

LANGUAGES – Speak High Melnibonean 90%, Speak Common 98%, Speak Mong 23%

NOTES – Kiriana has been with Karyzoon for some time, and has used 10 points of CON fetching and carrying. She will not enter the forest of Troos, but will join the expedition as soon as it arrives back in Ilmar with funds to pay the guards. She will turn the funds only over to Karyzoon.

While the expedition is away, she will stay in Karyzoon's house in Karlaak, teasing his male servants. Kiriana appears as a very young Ilmioran woman (app. 12 years of age) and acts as Karyzoon's mistress.

LILILILILI, Demon of Desire

STR 14 CON 14 SIZ 14 INT 17 POW 20
DEX 16 CHA 21

Hit Points 16

Karyzoon controls Lilililili with a ring worn on his left thumb. It is a plain gold band with a face on it from which radiates the 8 arrows of Chaos. Lilililili will not fight for Karyzoon, and is under orders to teleport herself to safety if attacked. She should be played as a servant girl and temptress for the adventurers.

Lilililili has taken the form of a tall, beautiful maid with a delicate golden complexion and long flowing black hair. Her slanted eyes have crimson pupils which glow slightly in the dark. She serves as Karyzoon's body servant and personal aide.

RASHANKA, Demon of Desire

STR 15 CON 20 SIZ 9 INT 15 POW 18
DEX 19 CHA 21

Hit Points 17

Rashanka looks like a young dark-haired Melnibonean female. She appears each evening to collect any herbs gathered by Karyzoon and return them to his home in Karlaak. She can also bring in supplies if need be. She will obey only Karyzoon and will teleport instantly to Karlaak if threatened.

Karyzoon bound her only shortly before the quest. She is still rebellious. She knows little of the Young Kingdoms and will need detailed instructions if asked to do anything but return Karyzoon's herbs to his home.



JARMAIN of Ilmiora; Karyzoon's hired assassin, Age 25

STR 12 CON 19 SIZ 11 INT 15 POW 17
DEX 14 CHA 16

Armor — 1D6-1 Hit Points 19

Weapon	Attack	Parry	Damage
Dagger	60%	57%	1D4+2+7D6
Self Bow	89%	37%	1D8+1
Target Shield	50%	87%	1D6

SKILLS — Ambush 55%, Climb 54%, Conceal 35%, First Aid 27%, Hide 85%, Listen 68%, Move Quietly 90%, Persuade 48%, Pick Lock 56%, Poison Lore 36%, Ride 72%, Search 33%, See 49%, Set Trap 40%, Taste 34%, Tie Knot 72%, Track 50%

LANGUAGES — Common 75/26%, Speak Mong 15%

NOTES — Jarmain owns a Demon Dagger which she uses when on a job. It is described below.

JARMAIN'S DEMON DAGGER

STR 70 CON 9 SIZ 1 POW 17

COMBAT BONUSES — +7D6 to damage done.

NOTES — This dagger's blade is invisible, bought as a special ability. This makes it harder to parry than a regular weapon; subtract 10% from anyone's chances of parrying this dagger.

Jarmain owns a riding horse, useless in combat.



A wizard of Karyzoon's stature needs a couple of servants to maintain minimum comfort and to safeguard his possessions. Karyzoon has no trouble buying human slaves whenever he needs them, but he can't really trust humans to protect his treasure; therefore to guard it for him, he has rented a Demon of Protection from another wizard. This demon, Tegwalchmai, is bound into a grotesque but humanoid form. Tegwalchmai appears as a hunch-backed dwarf with enormously powerful limbs. His skin is almost black, but he has brilliant blonde hair that stands straight up on his broad head and brawny limbs. He is armed with a short double-bladed axe, carried slung over his back. His teeth are all pointed, resembling those of a crocodile, and his bite is poisoned. In human society he normally dresses in heavy brown robes with a hood and cowl, clothes loosely fashioned so that when he wants to fight, he can tear them off in a second and appear in all his hideousness.

Tegwalchmai has been given orders by his binder to guard a large chest of coins and jewels that Karyzoon brought with him from Pan Tang. He accompanies Karyzoon wherever he goes, and allows only Karyzoon access to the chest. If Karyzoon is slain, Tegwalchmai is under orders to be released and take the treasure back to Chaos with him. Adventurers who wish to get rich may try to slay Tegwalchmai and take the treasure. Normally, Karyzoon would not resort to using another sorcerer's demon for this important task, but he can control no more demons than he has already bound. Strictly speaking, this demon is not under his control, and it counts against the Binding potential of Karyzoon's friend back in Karlaak. Karyzoon's friend is enough weaker than Karyzoon that he does not attempt to steal the gems for himself with the demon.

LERKLIO; Karyzoon's Ilmioran slave, age 30

STR 10 CON 11 SIZ 13 INT 13 POW 10
DEX 8 CHA 14

Armor — 1D10-1 Hit Points 12

Weapon	Attack	Parry	Damage
Broadsword	40%	39%	1D8+1
Dagger	45%	32%	1D4+2

SKILLS — Dodge 11%, Evaluate Treasure 82%, First Aid 38%, Hide 26%, Make Map 47%, Move Quietly 33%, Listen 25%, Ride 33%, Search 28%, See 23%

LANGUAGES — Common 65/60%, Speak Mong 25%

TREASURE — 65 LB

TEGWALCHMAI, Demon of Protection (Guardian)

STR 28 CON 31 SIZ 7 INT 10 POW 10
DEX 25 CHA 8

Armor – None Hit Points – 29

Weapon	Attack	Parry	Damage
Broad Axe	52%	81%	4D6
Bite	28%	—	1D6 + poison

SPECIAL POWERS – Anyone bitten by Tegwalchmai suffers an additional 1D6 poison damage on every third combat round thereafter up to a maximum of 20 points of poison damage.

Tegwalchmai regenerates from damage at the rate of 1D6 points per combat turn. If reduced to 0 or less hit points, Tegwalchmai will die.

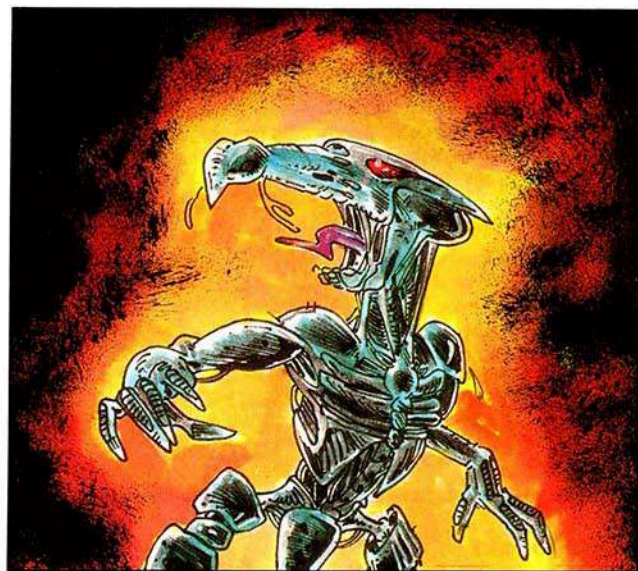
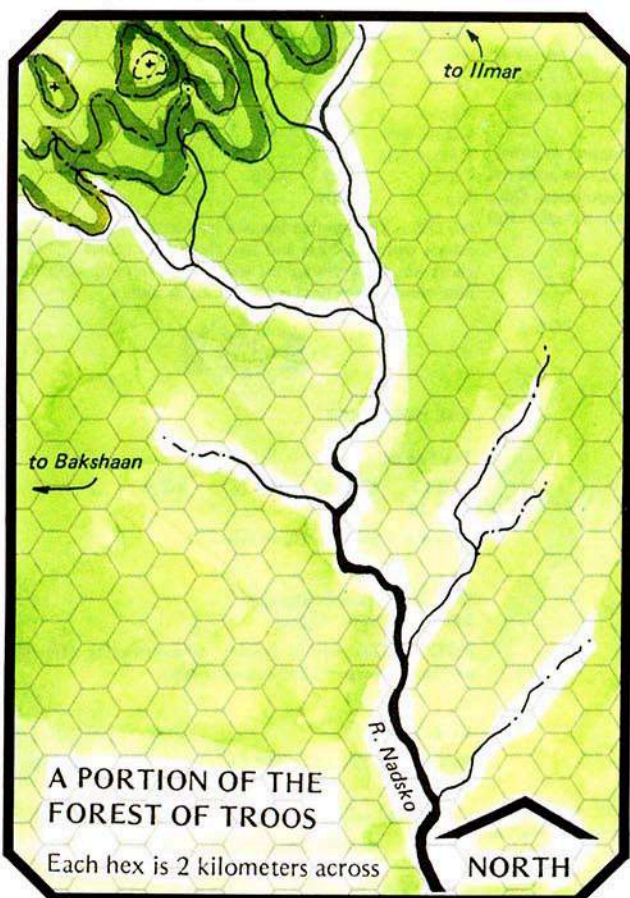
THE FOREST OF TROOS

“Soon dark blossoms hid most of the sky, which was dark enough, and they could see only a little way in all directions. The rest of the forest seemed vast and sprawling; they could sense this, though sight of most of it was lost in the depressing gloom.”

—Bane of the Black Sword

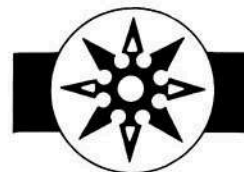
The Forest of Troos was caused by the unleashing of tremendous forces by the Doomed Folk, causing terrible changes among the vegetation and animal life of the area. Such mutations resulted in various herbs and plants valuable to sorcerers.

“The place was full of malicious rustlings and whispers, though no living animal inhabited it, as far as they could tell. There was a discomfiting absence of birds, rodents, or insects and, though they normally had no love for such creatures, they would have appreciated their company in the disconcerting forest.”



The only animals that the adventurers will see are those that are intent on attacking the party. The plants are unwholesome-looking and many are poisonous. The party will have to carry all provisions.

If encountered, the wolf-pack will follow all the while the party is in the forest, waiting for strays and the like. The pack will not initiate attacks on the humans, but will retaliate if attacked. If the panther is encountered, it will ambush strays, lone guards, or horses.

**Finding Rare Herbs and Plants**

The Forest of Troos is full of rare herbs and plants, but even here the plants needed to make the Elixir of Invulnerability are uncommon. The map is divided into hexes. There is a 25% chance that any forest hex will contain the plants needed for the Elixir. A forest hex with a stream in it has a 35% chance of containing the needed plants.

All forest hexes contain many useful herbs. Any character may use his Plant Lore to find useful or valuable plants in any part of the Forest of Troos.

A successful Search roll must be made to find useful plants. A successful Search roll will enable a character to find plants which his level of expertise enables him to understand and use.

Each successful discovery will yield enough plants to make 1D6 pills of the Elixir of Invulnerability, or 1D100 LG worth of rare plants.

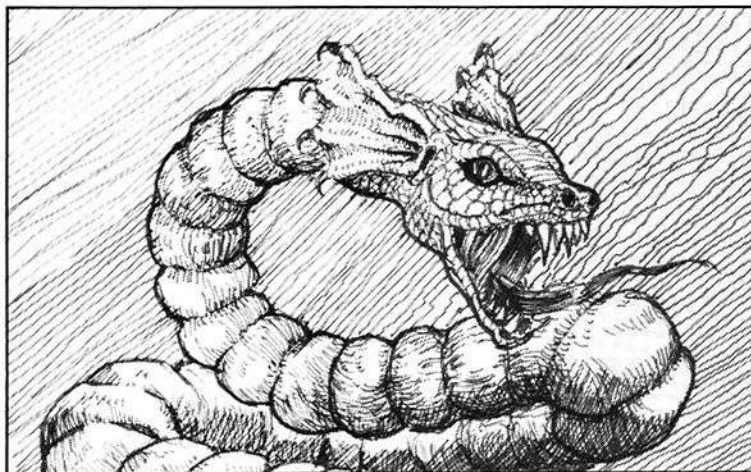
The referee should determine whether the hex contains the desired plants, but should reveal this information only after the party has tried to search it. Failure in making the roll indicates that the party did not find what it was looking for, not that the goal was not present.

Each individual may make one Search roll per day when looking for rare plants.

Encounters in the Forest of Troos

Roll once on the encounter table below for for each day spent searching in the Forest of Troos. The strange creatures inhabiting this place are attracted by abnormal behavior, and poking around in this forest is abnormal.

1D100	Encounter		
01-02	Troosian Worm 1	28-30	Snake 7
03-05	Troosian Worm 2	31-33	Snake 8
06-12	Snake 1	34-40	Forest Bear
13-15	Snake 2	41-49	Panther
16-18	Snake 3	50-65	Wolf Pack
19-21	Snake 4	66-80	Orgen Patrol
22-24	Snake 5	81-99	No encounter
25-27	Snake 6	00	Roll Twice



TROOSIAN WORMS

These mottled earthworm/reptile hybrids live in the murky depths of the Forest of Troos. They hunt alone in the early hours of the morning and attack anything smaller than themselves. They are uncommon.

All Troosian Worms inject a paralytic poison when they bite. This poison reduces DEX. When DEX has been reduced to 0 or less, the victim is paralyzed and will remain helpless for at least a full day.

Also, Troosian Worms have hypnotic eyes. Roll INTx5 or less on 1D100 when the worm is first encountered, or you are spellbound, unable to move until eaten or two hours have passed.

TROOSIAN WORM ONE

STR 35 CON 14 SIZ 35 INT 8 POW 7
DEX 8

Armor — 8 points Hit Points — 37

Weapon	Attack	Damage
Bite	48%	3D6 + 2D6 paralytic poison

NOTE — possesses hypnotic eyes.

TROOSIAN WORM TWO

STR 40 CON 15 SIZ 42 INT 6 POW 9
DEX 10

Armor — 8 points Hit Points — 45

Weapon	Attack	Damage
Bite	45%	3D6 + 2D6 paralytic poison

NOTE — possesses hypnotic eyes



SNAKE ONE

STR 6 CON 7 SIZ 8 INT 1 POW 3
DEX 12

Armor — none Hit Points 6

Weapon	Attack	Damage
Bite	90%	1D4 + 6D6 poison

SNAKE TWO

STR 3 CON 31 SIZ 4 INT 2 POW 16
DEX 11

Armor — none Hit Points — 26

Weapon	Attack	Damage
Bite	90%	1D3 + 4D6 poison

SNAKE THREE

STR 10 CON 10 SIZ 9 INT 3 POW 5
DEX 19

Armor — 14 points Hit Points — 10

Weapon	Attack	Damage
Bite	90%	1D6 + 9D6 poison

SNAKE FOUR

STR 30 CON 19 SIZ 28 INT 5 POW 8
DEX 15

Armor — 12 points Hit Points — 35

Weapon	Attack	Damage
Bite	40%	1D8
Crush	60%	3D6

NOTES — This gigantic constrictor can attack with both bite and crush each round. Once the crush hits, it will automatically hit on each subsequent round until it or its target die.

SKILLS — Ambush 90%

SNAKE FIVE

STR 25 CON 18 SIZ 10 INT 7 POW 9
DEX 14

Armor — none Hit Points — 18

Weapon	Attack	Damage
Bite	40%	1D6
Crush	60%	2D6

NOTES — This snake can attack with both bite and crush each round. Once the crush hits, it will automatically hit on each subsequent round until the snake or target dies.

SKILLS — Ambush 80%

SPECIAL ABILITY — This snake emits a stench so powerful that each round, all those fighting the snake must roll their CONx5 or less on 1D100 or lose consciousness. Once the snake dies, it ceases emitting this stench, though it still smells awful.

SNAKE SIX

STR 6 CON 8 SIZ 6 INT 1 POW 3
DEX 18

Armor — none Hit Points — 5

Weapon	Attack	Damage
Bite	50%	1

SNAKE SEVEN

STR 3 CON 8 SIZ 4 INT 2 POW 5
DEX 20

Armor — none Hit Points — 3

Weapon	Attack	Damage
Bite	80%	1 point + 20D6 poison

SNAKE EIGHT

STR 10 CON 11 SIZ 9 INT 2 POW 7
DEX 15

Armor — 6 points Hit Points — 11

Weapon	Attack	Damage
Bite	90%	3D6

NOTES — This snake continually emits a poisonous gas which causes all those fighting it to take 1D3 points of damage from poison each round. This is a contact poison and holding one's breath will not help. Once the snake dies, the gas will dissipate in 1D6 rounds.

FOREST BEAR

STR 26 CON 17 SIZ 20 INT 1 POW 7
DEX 16

Armor — 3 points Hit Points — 25

Weapon	Attack	Parry	Damage
Bite	25%	—	1D8 + poison
Claw	40%	20%	2D6+3 + poison
Hug	100%	—	3D6 + poison

NOTES — each round this bear attacks with a bite and two claws. If both claws hit, the bear will hug on the following combat round.

This bear has a 2D6 poison touch which must get through armor to affect the target.

This bear has no fur. Its skin is welted and raised in masses of scar tissue, sweating a milky poison.



PANTHER

STR 19 CON 16 SIZ 14 INT 3 POW 8
DEX 20

Armor — 1 point Hit Points 18

Weapon	Attack	Parry	Damage
L Head Bite	40%	—	1D8+2
R Head Bite	40%	—	1D8+2
Claw	60%	50%	1D6+2
Rip	100%	—	3D6

NOTES — This panther has two malformed heads, and can attack with two bites and two claws each round. If both claws hit, then the animal will hang on and rip with the hind claws on the next round, biting as well.



THE WOLF PACK

The Leader

STR 17 CON 17 SIZ 16 INT 6 POW 11
DEX 14

Armor — 1 point Hit Points — 21

Weapon	Attack	Damage
Bite	55%	1D8

NOTE — This wolf is capable of regenerating 1D6 hit points of damage each round until dead.

Wolf One

STR 13 CON 14 SIZ 12 INT 3 POW 10
DEX 15

Armor — 10 points Hit Points — 14

Weapon	Attack	Damage
Bite	40%	1D8

NOTE — This wolf has fur made of iron wires.

**Wolf Two**

STR 16 CON 19 SIZ 27 INT 2 POW 8
DEX 12

Armor — 3 points Hit Points — 34

Weapon	Attack	Damage
Bite	35%	2D8

NOTE — This wolf is as big as a pony.

Wolf Three

STR 14 CON 14 SIZ 12 INT 3 POW 9
DEX 11

Armor — 1 point Hit Points — 14

Weapon	Attack	Damage
Bite	32%	1D8
Sting	40%	1D6 + 3D6 poison

NOTE — This wolf's tail is a scorpionlike stinger, and it can both sting and bite each round.

Wolf Four

STR 11 CON 12 SIZ 10 INT 4 POW 10
DEX 17

Armor — 1 point Hit Points 12

Weapon	Attack	Damage
R Head Bite	35%	1D8
L Head Bite	43%	1D8

NOTE — This wolf has two heads capable of attacking simultaneously.

Wolf Five

STR 18 CON 13 SIZ 17 INT 2 POW 6
DEX 12

Armor — N/A Hit Points — 18

Weapon	Attack	Damage
Bite	88%	1D8

NOTE — This wolf is invulnerable to all weapons unless they roll a critical hit, thus striking him in one of his vulnerable areas; the open mouth, the eyes, or the navel, which is bare of fur. If a character states that he is specifically aiming for one of the named spots, his chance of getting a critical hit is doubled.

Wolf Six

STR 15 CON 12 SIZ 14 INT 4 POW 7
DEX 13

Armor — 1 point Hit Points — 14

Weapon	Attack	Damage
Bite	38%	1D8

NOTE — This wolf has eight legs.

ORGEN PATROL

Whenever an Orgen patrol is encountered, it will have twice as many men as the player-characters' party. The six Orgens given are typical patrol fodder. The referee may roll up more if he wishes or reuse these as needed.

Orgens often use large heavy-bladed cleavers. Only Orgens find these cumbersome weapons desirable. Those Orgens using cudgel and dagger carry the cudgel in one hand and the dagger (often used for parrying) in the other. All Orgens are slovenly and clothed in mismatched rags and armor.

Patrol Leader

STR 15 CON 15 SIZ 8 INT 9 POW 8
DEX 9 CHA 12

Armor — 1D6-1 Hit Points 14

Weapon	Attack	Parry	Damage
Scimitar	50%	49%	1D8+1
Self Bow	60%	20%	1D8+1
Dagger	32%	28%	1D4+2

SKILLS — Ambush 83%, Set Trap 70%, Track 77%

Orgen One

STR 8 CON 13 SIZ 12 INT 9 POW 12
DEX 7 CHA 7

Armor — none Hit Points 13

Weapon	Attack	Parry	Damage
Cudgel	27%	27%	1D6
Dagger	22%	22%	1D4+2

SKILLS — Ambush 50%, Set Trap 47%, Track 50%

Orgen Two

STR 12 CON 13 SIZ 11 INT 14 POW 10
DEX 11 CHA 9

Armor — 1D6-1 Hit Points 13

Weapon	Attack	Parry	Damage
Cleaver	38%	30%	1D4+4
Self Bow	27%	20%	1D8+1

SKILLS — Ambush 62%, Set Traps 62%, Track 52%

Orgen Three

STR 18 CON 17 SIZ 9 INT 8 POW 6
DEX 9 CHA 5

Armor — 1D6-1 Hit Points 17

Weapon	Attack	Parry	Damage
Cleaver	50%	47%	1D4+4+1D6
Self Bow	20%	15%	1D8+1+1D4

SKILLS — Ambush 59%, Set Traps 52%, Track 47%

Orgen Four

STR 12 CON 13 SIZ 10 INT 7 POW 8
DEX 9 CHA 6

Armor — none Hit Points 13

Weapon	Attack	Parry	Damage
Cleaver	40%	36%	1D4+4
Self Bow	34%	10%	1D8+1

Orgen Five

STR 12 CON 15 SIZ 11 INT 6 POW 7
DEX 11 CHA 8

Armor — 1D6-1 Hit Points — 15

Weapon	Attack	Parry	Damage
Cudgel	42%	38%	1D6
Dagger	38%	56%	1D4+2
Self Bow	27%	17%	1D8+1

SKILLS — Ambush 73%, Set Traps 50%, Track 39%

Orgen Six

STR 12 CON 15 SIZ 12 INT 10 POW 9
DEX 10 CHA 9

Armor — 1D6-1 Hit Points 15

Weapon	Attack	Parry	Damage
Cudgel	54%	40%	1D6
Dagger	40%	60%	1D4+2
Self Bow	46%	20%	1D8+1

COMPLICATING THIS SCENARIO

Now in a simpler form than it was when first playtested, this scenario originally was too tough for the three groups who tried it: your group might be ready for a sterner version than this adventure became. Feel free to add creatures for your players to encounter or have them taken to the King of Org. You might wish to loose the ghouls upon Org if the players are finding the expedition unchallenging. Karyzoon might release one of his Demons to summon another, or he might magnanimously give one Demon to someone else so that he can summon more.

Karyzoon might be more treacherous than he appears at first glance. He may attempt to slaughter all the player-characters once he has obtained his herbs, to keep from paying them their fee. This would probably be done by using the two Mong warriors in conjunction with Jasmian in a night attack. He might let one of the Mong use his Demon Dagger or he might trick one of the player-characters into trying to open the chest of coins, thus forcing Tegwalchmai to attack that adventurer. Decide which changes would best adapt this scenario to your campaign.



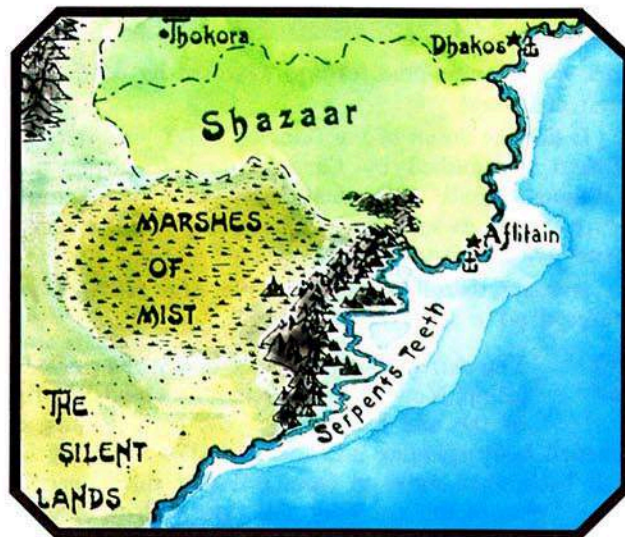
Into The Marshes of Mist

In this solo adventure, the player takes the role of Moon-glum of Eshmir, in an adventure prior to his first encounter with the famous albino traitor, Elric. Alternately, you may run one of your own *Stormbringer* characters. If you choose to do so, do not use a character that knows any sorcery nor that owns any Demons or Virtuous items.

This adventure was suggested by Michael Moorcock in his story "While the Gods Laugh" (*The Weird of the White Wolf*). While in that tale Moonglum's adventure was rather brief, we are assuming for this solo that the printed word only skimmed the surface of the adventures which befell him in the Marshes.

At various times, you will be told to go to 61, always to resolve some combat. All the information for all combats in this adventure are contained there. However, before going to 61, be sure to write down the options given at your current location for use after ending the combat. The heading 61 itself contains no information to go anywhere else, and if you forget to write down your instructions from the previous location, you may be stranded there.

Go to -1- to begin play:

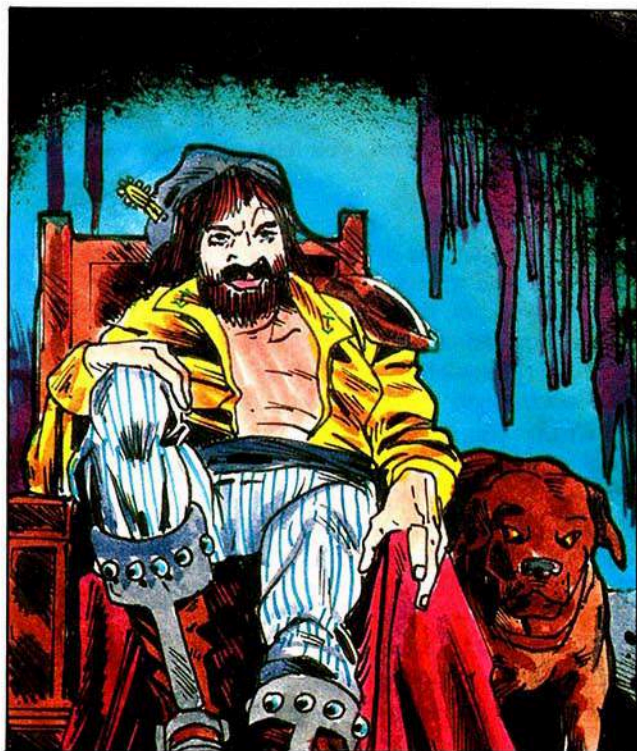


1 You are Moonglum of Eshmir, an adventurer from the eastern city of Elwher. The tales of a Western-born slave has piqued your curiosity and and sent you to lands seldom visited by those of your race. You are but five feet tall, with legs too long for your proportions. Your mouth is wide and ugly, for all that it is often tightened with a good-humored smile. Your nose is pug and your hair a red mop falling over your neck and forehead. You travel unarmored, dressed in faded blue. You are armed with a scimitar and dagger.

After months of travel, you have arrived at the southern borders of Shazaar. So drear has been your journey that the legends of lost races, ruins, and monsters lurking in the Marshes of the Mist to the south attract rather than warn you away.

Beyond the farming country the land falls to a low, marshy plain. Visibility is reduced by patches of tall rushes and clinging mist. Your horse is nervous. The swamp is unnaturally quiet. Not a frog croaks nor mosquito whines. Still, nothing happens. You begin to think that the Marshes have nothing over Shazaar when — roll 1D6; on a roll of 1 go to 41, on a roll of 2-3 go to 44, and on a roll of 4-6 go to 23.

2 If there is a way out of the tombs, it has so far eluded you. Among the grave goods you do find a good scimitar and a dagger to rearm yourself. A stir in the gloom takes you by surprise. You are not overly superstitious, but horrible childhood tales come vividly to your brain upon beholding the scene before you. The princess Gimir, corpse-pale, is sitting up in her sarcophagus.





gus, her once sublime features distorted by death, madness, and worse.

Is this the doom of the Doomed Folk? Were the royal Dharzi, vanquished by Chaos, cursed to change into ravenous ghouls upon death? No wonder the tombs were empty. As soon as usurpers took over, these horrors must have been wiped out.

Attempt to roll under your Music Lore (48%). If you succeed, go to 34; if you fail, go to 7.

3 You swiftly spur your horse into a wild careening gallop. Your sweeping scimitar beheads the first of the odd folk barring your path, sending his gnarled body spinning into the mire. The remaining five fall back, then move in from different sides, snapping their lashes in the air. They will fight with their whips. You may dismount or fight from the saddle. To resolve the combat, go to 61. If the fight goes badly and you fear for your life, you may yield by going to 25. If you are victorious, go to 48.

4 When darkness and mist obscure the walls of the strange-angled city, you wriggle between the remaining bars of the tower window and, holding fast to the sill, dig your toes into the rough seams of the building blocks. To reach the street below without falling requires three successful Climb rolls. If you fail the first roll, you take 9D6 damage and reach the street below. If you fail the second roll, you take 6D6 damage and reach the street below. If you fail the third roll, you take 3D6 damage and reach the street below. If you succeed on all three rolls, you take no damage and reach the street. If your descent resulted in a Major Wound, go to 45. If your descent did not result in a Major Wound, go to 43.

5 "You've freed yourself, human!" the maid blurts, "Please, take this chain from me and great shall be your reward!" Strange that she should call you "human". You query her about it and go to 22.

6 While you fumble futilely with the locks of your manacles, the robed Dharzi returns, leading more humans and some guards. "So, you tried to escape!" he exclaims, "How can a mere human thwart the will of a superior race? You should be grateful that our arts will soon make you into much more than merely human."

After an agonizing magical ordeal, you and your fellow subjects are hideously transformed into halfmen thralls,

subject to the will of the Dharzi leaders. It is an inglorious end to a budding career.

7 The woman shrieks and lunges for you. You meet her rush with your slashing scimitar, but she feels no pain, loses no blood. Her frenzied strength is irresistible. You are thrown against a funerary urn, breaking your back. Helplessly you lie while the ghoul commences to greedily feed ...

8 Drawn by the noise one of you makes, two Dharzi soldiers appear, and one casts a javelin, piercing the woman through the heart. As she falls dead, you must decide either immediately to surrender and go to 17, or fight them and go to 61. If you fight and beat the guards, you can escape via an open window to 43. If you suffer a major wound in fighting them, go to 45.

9 Judging discretion to be the better part of valor, you wait until the odd folk and their captives are out of sight, then press on, circling widely to avoid detection. Roll 1D6; on a roll of 1 go to 41, on a roll of 2-3 go to 44, and on a roll of 4-6 go to 56.

10 When the mist twines round the tower like a serpent round a staff, and the city is dark save for scatter flickers of random torches, you slip between the bars and claw your way up the rough stonework above the window. To reach the higher window, make a successful Climb roll and go to 18. If you miss it, you take 9D6 damage and go to 45.

11 You seek the end of these dangerous swamps. Roll 1D6; on a roll of 1-3 go to 41, on a roll of 4-6 go to 39.

12 "Come out of there with your hands above your skull!" rumbles a vigilant guard. Pinned in an awkward corner, you have no choice but to surrender and go to 47.

13 The remains of the strange frog-men float in the algaed waters, where the vermin will make short work of them. You turn toward the girl, then frown. You had taken her for an ordinary girl, but there is something disquieting about her aspect, especially her mad-looking eyes — as if she were not human.

"Thank you, human," she says. "I am Gimir of the royal race of the Dharzi. These creatures serve the Dharzi too, but only the usurpers, who belong to the degenerate common stock. Those peasants were long ago cursed to grow ever more brutish and hideous. My bloodline is fairer, but not without its own woe at the hands of Chaos. Truly we deserve to be named 'The Doomed Folk.'"

"Where do you dwell?" you ask warily.

"My family, shunned alike by mankind and by our rebellious slaves, have for many months hidden in the mountains above the swamps. At last our invocations to

potent demons revealed the means by which to purge our ancient seat and destroy the usurpers. Alas, the halfmen came upon us and my brothers were slain before we could reach the city. Yet I see providence in your appearance. Help me to complete my mission, and you shall have the gratitude of Dharzi lords!"

To help Gimir, go to 24. To abandon her, go to 11.

14 One of the bars in the window is weak. A determined effort frees it. The stones are rough and protrude irregularly and it may be possible to climb down, but failure could well mean death. Alternatively, it would be easier to climb a short distance higher, to an unbarred window overhead. To climb up, go to 10. To climb down, go to 4. To remain where you are, go to 47.

15 The guards go harmlessly by. You now accompany Gimir down several more flights of steps then, on the second floor, part from her with finality and climb through an open window. Attempt a Climb roll. If the roll is failed, take 3D6 damage from the fall. If the damage is a Major Wound, go to 45. If the roll is successful, or if it is failed but you did not take a Major Wound, go to 43.

16 "A human escapes!" one of the odd folk cries. You throw stealth to the wind, spring into the saddle, and prod your steed into a gallop. You bowl over a guard barring your path. Reaching the edge of the city's granite foundation structure, your horse leaps to the soft, yielding turf below. Behind, one of the officers screams, "He must not get away! Release the hunting dogs!" You ride swiftly on, to 41.

17 A Dharzi officer who joins your captors grins maliciously: "For helping this she-fiend, you have earned a fate worse than even our wizards usually bestow, human!"

They take you and the corpse to the mouldering tombs within a vast mausoleum on the edge of the city. They give you a torch and seal the door behind you. Apprehensive, but glad to be unguarded, you make a brief search of the vaults and nearer tunnels.

The vaults contain many elaborate shrines and coffins, but all the mummies have vanished. Strange to destroy or steal cadavers while leaving rich grave goods untouched. Returning to the front chamber, you pick up Gimir's body and place it in an empty sarcophagus.

To seek a way out of the tombs, attempt a See roll. If it succeeds, go to 26. If it fails, go to 2.

18 Making the climb easily, you reach the sill and crawl through it. It is not empty — a lamp burns and a woman gasps in the shadows. Go to 32.

19 You gaze regretfully down at the corpse of the stranger who tried to help you. You now note his strange aspect. He was an albino, and he does not look powerful enough to fight the way he did. Was he a

sorcerer? That gorgeous runesword he wielded suggested it. Where did it go? It lay there but a moment ago.

"Elic!" a woman's voice echoes on the boulders above. You glance up to see a lithe, frail-boned maid in flimsy green robes and with red hair in train, riding down the incline. As she nears she observes the corpse with anguish. She is beautiful, but seemingly not entirely human.

"I am sorry, madame, but your knight is slain. There is naught we can do but give him burial and pronounce words to guide his noble soul to its reward."

"Nay, friend," she replies sadly. "No words can turn his tormented spirit from its hellward flight. He was Elic of Melnibone, and damned."

When you inquire the maids name she responds, "I am Sharilla of the Myyrrhn. The doomed one was befriending me on a quest of importance to us both. Alas, it shall go no further."

To repay your debt to the dead, you may take his place in Shaarilla's quest. Or you may escort her to civilization. Either way, the remainder of your story needs must be told another day.

20 When the shackle opens the woman gives a sigh of relief. "We're far from free yet," you tell her. "Sit there till a guard comes — I'll do the rest."

Soon a light shines through the peephole. The guard outside sees all looking well and unlocks the door. You, hidden behind it, strike when he steps inside. You strangle him with your shoelaces and take his armor (1D6-1 protection), scimitar, and dagger.

The princess tugs you toward the door. "Help me to reach the temple of Ssss'ss'ssaan and we shall end this evil!"

To accompany her, go to 57. To go your own way, go to 60.

21 "I am grateful to you, stranger," Gimir tells you. "The common Dharzi who survive shall not be trusted again. I need men of honor to defend and serve me. Accept the captaincy of my city!"

If you think it has always been your destiny to stand by one who is not human and not wholly sane, have your further adventures with Princess Gimir. To politely demur, go to 50.

22 "Are you not human too?" you ask, disconcerted. "Nay, she says. "I am Gimir, one of the last of the ruling race of the Dharzi. Outsiders sometimes call us the Doomed Folk."

She senses your repulsion. "Fear not," she answers you quickly. "The royalty of the Dharzi is not tainted with bestiality, as is the bloodline of the common class. The Lords of Chaos inflicted different vengeance on us.

"We have reigned in this ancient seat of power since vanquished by the Melniboneans. Many months ago, our deformed slaves revolted and my kin took refuge in the mountains. We had found the means to destroy the usurpers and my brothers and I were on our way to this city with vengeance when we were set upon by the halfmen patrols. Only I survived."

"Halfmen?"

"Aye — captive humans infused with the stock of the Prime Beasts to be slaves and warriors of the usurpers. Most of the common stock are brute-ignorant, but a few have almost the cunning of the royal race. In ancient times the art was used to create our hunting dogs. If I can escape, I can overthrow these fellows and prevent them from raising a halfman horde to lay waste the entire continent."

To help her escape, go to 49. If you doubt the sincerity of a Dharzi princess, see to your own escape at 46.

23 Only the suction of your horse's feet plodding through mud and the clatter of your sword at your side breaks the stillness of the marsh. You had almost grown accustomed to the unnatural stillness when you catch the sound of painful cries and the snap of whips. You rein up behind a screen of reeds and listen carefully.

After a short but tense wait, the first of the figures comes into view. Sloughing through the mud and mists is a column led by ugly men — short, heavy, squat, and gnarled. They are covered with a thin black hair. They carry braided whips, which are applied lavishly and brutally to the half-dozen human captives they lead in a bound coffle.

The odds seem to frown on intervention, yet the sight is grim. To ride to the aid of the prisoners, go to 3. To remain in hiding, go to 9.

24 Pledging your might to the princess Gimir, you seat her ahead of you in the saddle and go where she directs. While you travel she tells you something of the doings of the Dharzi usurpers. A few were wizards, more intelligent than the rest of their ilk. To create a force of slaves and warriors, the usurpers are mystically merging captive humans with bestial Nature. They may soon emerge to assault the Western Continent. Naturally, if this is true, you should try to thwart the scheme.

So determined are you both that even the death of your horse in a scrape with a large crocodile does not ward you away. By nightfall you come within sight of a strange-angled city of ruins, raised on a vast pier of stone blocks. Under the cover of the mist, the pair of you continue, stealing into the twisting streets of the Dharzi stronghold. Suddenly you hear heavily-shod footsteps and pull the princess after you into a building. The guards must have heard you as well, for they head straight towards you. You and Gimir must Hide (Gimir's rating is 60%). If either of you fail, go to 8. If both succeed, go to 51, as the guards have missed you.

25 Beaten unconscious by the knotted leather whips, you are bound in the coffle and then carried, dragged, and prodded along to 38.

26 When the princess is dealt with, you recommence your search of the tombs. Finally, you spot a collapsed block in the wall behind an altar. You work at the old blocks with the butt of an iron spear be-

longing to an ancient king and soon have broken open a passage large enough for a man. Behind the wall is a tunnel. You take nothing with you save a scimitar and a dagger from among the grave goods, then, holding the torch before you, squeeze along the tube, driving off the rats and crawling vermin dwelling therein. At the end you find a trap which opens to the sodden floor of the camp. Flee the city to 39.

27 Evading the prison guards and reaching a lower floor, you find a window and take the short drop to 43.

28 You turn from the corpses of the dog-birds with a shudder. You manage to rescue your horse from the mire and make for the high ground under the hills. Go to 39.

29 You and Gimir steal to the ground floor undetected by the negligent guards and climb to the street through an open window. Go to 51.

30 As you work your way between the narrow rock walls of the pass, the hunting things gain inexorably. Breaking into the open, you are startled by the sight of a lone rider spurring his mount down the slope, his cloak whipping about him. "Stay, friend!" he calls. "I've come to help you!"

The stranger's horse purposefully tramples the frontmost beast under its hooves, snapping the horror's spine in twain. In the man's hand, a long black blade waves.

No longer alone, you bring yourself about and draw your scimitar. "A happy coincidence, this encounter!" you shout to the newcomer. Then the rush of the hounds makes further conversation impossible.

There are five remaining hunting dogs. Each round, half (round fractions up) will attack the stranger. If both you and the stranger survive the battle, go to 53. If you survive alone, go to 19. If neither of you can continue to fight, you both perish under the beaks of the surviving hounds.

31 The way you choose to flee takes you over an extended arm of the marshes. You splash through half a league of mud and vegetation, the beasts close on your heels. Suddenly the footing gives way under your steed's hooves and you know you are at bay. You crawl to the top of a muddy bank and await the rush of the six hunting beasts with scimitar ready. Go to 61. If you survive the combat without acquiring a Major Wound, go to 28. Otherwise the beasts devour you where you lay.

32 "You must be a human from the tower below!" the maid guesses. You think this an odd statement, until you study subtle anomalies of her facial structure. And those eyes — in a human they would denote stark madness. Go to 22.

33 You travel toward the line of distant hills, trying to find a way out of the swamp. Roll 1D6. If you roll a 1, go to 39; if you roll a 2-3, go to 41; if you roll a 4-6, go to 56.

34 You recall a legend saying such revenants are impervious to blades but cannot abide the touch of living flame. Thinking quickly, you plunge your torch into the thing's face as she lunges. Her hair and gown catch fire. Keening a shriek that fades the color from your temples forever, the ghoul flees down a subterranean gallery. Momentarily safe, you urgently resume your search for any way out of the tombs, at 26.

35 The crocodile men drag you disarmed along the slimy ponds of the swamp. The outcome is not what you expected, for ahead waits a party of squat, shaggy, not-quite-men, sitting quietly on a muddy bank. Behind them a line of bound human captives sprawl exhaustedly. The odd folk hail the crocodile men and take you from them. Your new captors bind you with thongs and permit you but a brief rest before driving you and the rest of the coffle deeper into the moor. Go to 38.

36 The princess stands up straight and sneers: "It is not good that a human should live to tell outsiders the secrets of the Dharzi."

You have an idea of where her train of thought is leading her. You can silence her before she can call again upon her god with a thrown dagger. If you hit her and inflict at least 4 points of damage, you will have given her a Major Wound: she will fall stunned and, before she can gasp out her prayer, you can behead her with your scimitar. This will allow you to hide until the slaughter is over and then flee the city to 39.

If you miss with your thrown dagger or inflict 3 or less points of damage, she calls a flood of poisonous vipers in through the doors and windows, whose stings rapidly perform your assassination.

37 The frog-men take the girl away, leaving you for dead. With the crocodiles sliding in for your half-submerged form, they are right.

38 You and the other captives are marched along a narrow, grassy path, about four feet wide, a disguised work of engineering. Toward darkness you arrive at a ruined city; only a part of it seems fit for even the rude habitation of these brutish folk. It is raised on a vast foundation of granitic blocks. The buildings are irregularly polygonal and bear grotesque inhuman motifs.

You personally are driven up a spiral staircase to a high tower room where you are imprisoned alone. Your captors, whom you have heard the other prisoners call the Dharzi, or Doomed Folk, force a thick syrup of healing and fortifying herbs upon you. The flavor is putrescent and bitter, but over a couple of days all wounds, even Major Wounds, are healed (though lost limbs and scars will remain). To try to escape from these folk once healed, go to 14. To simply await your fate, go to 47.



39 Nearing the jagged line of hills, the land rises and firms. You no longer need to pick your way with laborious care. You still look over your shoulder occasionally, or listen for the sounds of danger or pursuit, but the commonplace noises of birds and insects may again be heard. Once out of the wetlands you strike up an easy pace. It is not your way to needlessly fret away your peace of mind.

"Hold, stranger!" calls one from a ridge above. You look up, wary of a new attack, and spy a tall, unnaturally pale-skinned man with a frail, red-headed woman on horseback. "Whither do you wander?" the man asks in an innocuous but dour voice.

Introductions soon establish that the pair is friendly enough. The man is Elric of Melniboné and the woman Shaarilla of the Myrrrh. Elric is a saturnine fellow, but has a compelling character and, besides, you have enough good cheer for two to share. You suggest that they and you might continue on together for a while. Elric agrees, despite Shaarilla's undisguised misgivings. This is the end of a tale, but the beginning of many another.

40 "I thought I heard something!" an unseen guard hisses. You duck into the shadow of an alcove, but the hall resounds with the step of two Dharzi guards. To try to hide, attempt a Hide roll. If you succeed, go to 27. If you fail, go to 12. To attack the guards, go to 61; if you despatch them, slip out a window on the ground floor at 43. If you take a Major Wound, go to 45.

41 As you leave the wetlands, a horrible baying cuts you to the quick. You throw a glance over your shoulder and see six animals bounding up from your flank. For a moment you take them for a pack of wild hounds, but then you see your mistake. These be no earth-born creatures — they are monsters with the legs and shaggy hindquarters of dogs, but whose feet are eagle-like talons and with flesh-tearing beaks clacking where a muzzle ought to have been.



Your horse springs into full gallop without needing your spurs, yet goad it on you do, desperately. Its rapidly-building pace maintains the distance between you and the famished hell-beasts, but just barely. Two routes of escape lie ahead, but there is little to choose between them. If you would rather go towards the pass, go to 30. If you prefer an overland route through the swamp, go to 31.

42 With deftness impressing even yourself you remove the horse from its corral, walk it to the edge of the city without attracting the attention of the watch, and ride off. The spongy ground muffles the horse's hooves as you flee through the cattails. Go to 39.

43 You strike the granite foundation of the street solidly, your mind racing for a means of escape from the city. You remember noticing a small corral on your way in. Now you step lightly toward it, partially obscured by the fog. To steal a horse from the corral, attempt a Move Quietly roll. If you succeed, go to 59. If you fail, the arrow of a watchful guard pierces one of your lungs — go to 45.

44 A woman's scream propels you through a stand of scabrous cane. You see a maiden in a muddy gown splashing through the slough pursued by four humanoid frogs, each squat, bloated, and as large as a man. To avoid trouble, retreat via 33. To attack the monsters, go to 61; and if you wish, you may dismount from your horse. If you suffer a Major Wound in combat with these monsters, go to 37. If you decide to surrender to them at any point, go to 52. If you succeed in slaying or incapacitating all of them (they will not surrender), go to 13.

45 You lay, moaning helplessly, till the Dharzi guards come for you. Whatever special reason brought you to this location, the guards now deem you useless and to be disposed of. You are manhandled in indescribable pain to the kennels of the eagle-beaked Dharzi hunting dogs and flung within, still alive, to act as their provender.

46 You do not trust the Dharzi woman, fearing the powers she might command if freed. It is better if you manage your own escape in order to give warning to the outside world.

You bind and gag the princess with strips of her own gown, then wait for someone to visit the cell. The wait is brief. A light shines through the peephole, then a guard opens the door and steps within. You quickly knock him down and wind your bootlaces around his throat in a strangler's knot. When he is dead, you take his scimitar, dagger, and armor (1D6-1), then steal into the hall outside. Now, attempt to Move Quietly. If you succeed, go to 27. If you fail, go to 40.

47 The jailers seize you and take you down to a large vaulted chamber resembling both a room of ceremonial magic and an alchemist's laboratory. Once you are manacled to the wall a gnarled and hairy Dharzi in conjurer's robes appraises you. "The turnkeys tell me you have fighting spirit. Excellent!" he chortles, obscenely.

"Are you aware of what we do here?" the Dharzi asks. "Let me explain. Millenia ago our ancestors experimented with forming unnatural hybrids and created the famed hunting dogs of our race. The art was mostly lost after a war with thrice-damned Melniboneans, but now that we have formed a new Dharzi order, we have recreated the art. Now, we use men as part of the raw material. While I ponder how *you* may best serve the Dharzi, one of my earlier subjects shall keep watch." When he steps away, you see a slavering wolf-man watching you with crazed intensity.

To escape from the manacles, attempt a Pick Lock roll. If you succeed, go to 54. If you fail, go to 6.

48 The damage done by the lashes is largely shock. Half the damage points you accrued from them vanishes after a half-hour or so of rest.

Smarting from the blows of the fight, you turn from the twisted corpses, whose blood dyes the pools a

sickly orange-scarlet. The human captives, who had until now cowered in a stand of cattails, emerge, wondering aloud who you are and why you battled "the Dharzi."

"You are free," you say, even managing a smile despite your stinging back and limbs. "If your grandchildren ever ask you delivered you from this foul captivity, tell them it was Moonglum of Eshmir, a land which no doubt you never have heard of."

"We must all be gone from this place quickly, lord," one of the men declares. "When this party of slavers does not return, the hunting dogs of the Doomed Folk shall be unleashed!"

"Who are these fellows?" you ask.

The Dharzi, or Doomed Folk, are a race that was here before mankind," says the man. "It is often said that they must be extinct, but then they make their presence known again. Of late, they have been raiding the borders of Shazaar for captives. Only the Lords of Law know why. But now each must fend for himself. If you ride that way the land rises to hills. May Donblas protect you." Now attempt to roll under your POWx2 on 1D100. If you succeed, go to 39. If you fail, go to 41.

49 Though you have misgivings concerning a being so alien in thought as a Dharzi must be, you are loath to leave a lone female to the mercies of these odd folk. To free her of the shackle, try a Pick Lock roll. If you succeed, go to 20. If you fail, go to 55.

50 When morning dawns you locate a single horse that was spared the carnage of the night and depart the ruined city. Gimir took your decision to leave petulantly. You wonder if she will be ungrateful enough to interfere with your departure. Attempt to roll your POWx2 or less. If you succeed, go to 39. If you fail the roll, go to 41.

51 The dense mist shields you and the princess from view while you make your way through the crumbling byways of the ancient city. Finally you reach the temple of Sssss'sss'ssaan. Over the altar is the most repulsive representation of any deity that you have ever seen in all your travels.

The woman prostrates herself before the image, singing a doggerel verse. Then in plain language she makes a direct appeal to the entity: "Sssss'sss'ssaan, patron of my forefathers, hear me. Send your children to strike down the evil usurpers, their children, their servants, and their slaves. Let the slaughter not cease till my family is again proclaimed supreme by every yet-living voice, as in days of old." She then proceeds into a lengthy incantation, during the course of which she catches a rat and bites its head off.

You stand aghast, wondering what the incantation means. Suddenly you hear a cry from outside. While you scramble to the door, the ruckus grows into a riot or battle. You now see the earth without teeming with knots of writhing serpents, all large or venomous. Several flailing forms stagger into view — Dharzi and grotesque halfmen;

already swelling and turning blue from poisonous bites, enveloped and crippled by bone-crushing boas. Surely the regime of the usurpers will be swept away.

You turn uneasily toward the princess Gimir, who has cleaned herself off. Now that her victory is all but assured, will she regard kindly the man who helped her? Attempt to roll your CHAx5 or less on 1D100. If you succeed, go to 21. If you blow it, go to 36.

52 You are beaten and disarmed by the frog-men. Together with the girl you are carried through the swamps to a crumbling, odd-angled city, inhabited by odd people with short, gnarled bodies and an uncomely coating of black hair. Soldiers of this weird race take you from the frog-men and conduct you both to the top of a high tower. You are manacled by your wrists and the girl is shackled by her ankle.

When the guard have left, you may attempt to remove your manacles by making a successful Pick Lock roll. If you do succeed, go to 5. If you fail, go to 47.



53 The dogs having been slaughtered, you smile cheerily at the stranger, saying: "My gracious thanks, lord. Without you to aid me, it might have taken me half the day to despatch these pests. I am deprived of many an hour of sport, but I begrudge it not."

The stranger is an odd man, an albino certainly, and perchance not even human. He is not muscular, it seems a wonder he could have fought so well. And that runesword in his hand ...

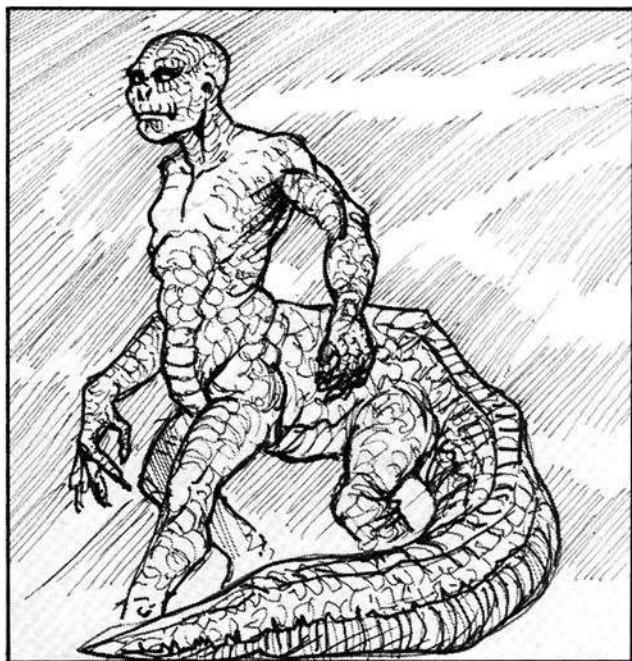
"Elric of Melnibone am I," the albino replies to your self-introduction. You have heard of Melnibone, not so this fellow Elric. It matters now; you know him now.

54 The last manacle clicks open, but the wolf-man is snarling, alert. If you leave your place, he will attack. To fight the monster unarmed seems sheer folly, and the ruckus would surely bring other guards running. Instead, you must ward it off by force of personality. "Easy, my man," you whisper, staring commandingly into feral yellow eyes, "— it's not me you hate — it's these mad Dharzi who are your enemies. I can bring help ..." While you inch toward the window, attempt to make a Persuade roll. If you succeed, go to 43. If you fail, go to 58.

55 While you fumble with the princess' stubborn shackle, a light shines over your back. "Attempted escape!" yells a guard. A moment later, several guards enter. Go to 47.

56 Proceeding across the Marshes with all possible dispatch, your horse abruptly rears and your hand goes instinctively to your scimitar. It's the right instinctive response, for coming from three different directions are as many hell-spawned horrors. They resemble men above the waist, though covered with a horny hide. But below all is madness — they stand on four crocodile legs and have the flailing tail of that reptile.

If you wish to gamble that they are intelligent and may spare you, surrender and go to 35. If you wish to



fight them, go to 61, and you may dismount from your horse if you wish. If you are victorious, go to 11. If you are defeated (including taking a Major Wound), but are not slain, go to 35.

57 Though you trust Gimir as far as you can throw a battle-barge, you know you must take a risk to foil the Dharzi's evil schemes. You lead her down several flights of stairs. Both of you must now attempt to Move Quietly (her chance for success is 65%). If you both succeed, go to 29. If either of you fail, go to 8.

58 The wolf-man springs at you, bearing you to the hard tile floor. Your back is raked by its claws as you struggle to keep its jaws from your neck. Dharzi guards enter, separate you and the halfman, then snap you back into chains. Go to 6.

59 You approach the corral guard without waking him from his slumber. You slug him into unconsciousness and take his scimitar and dagger. The horse you want is agitated by the violent action. Try a Ride roll. If you succeed, he is gentled and you can lead him stealthily from the city; go to 42. If you fail, go to 16.

60 To your annoyance, Gimir tries to follow you. You turn angrily, but then you hear the scuffle of boots. You pull the girl with you behind a wall buttress. Each of you must make a Hide roll (Gimir's rating is 60%) to evade detection. If you both succeed, go to 15. If either of you blow it, go to 8.

61 Congratulations. You've gotten into a fight. Use normal *Stormbringer* combat rules, including Dodging, if desired, critical hits, fumbles, and Major Wounds. If a Major Wound is received during the course of combat, that character is taken out of the fight for good, though he may be revived afterwards.

If the fight ends, return to the section that began the combat and follow any additional directions. If you fight mounted, you may add +05% to all attack chances but, of course, if you fumble and drop your weapon, you will be unable to get it back.

All statistics needed for combat follow below, except for those of Moonglum and the Stranger (Elric of Melniboné). They are contained in the appendix of the *Stormbringer* rulebook.

Hunting Beasts (Hunting Dogs of the Dharzi)

DEX 14 Armor — none Dodge 45%
Hit Points — 14 No Major Wound

Weapon	Attack	Parry	Damage
Claw	20%	10%	1D8+1
Beak	25%	—	1D6+1

NOTE: The hunting dogs of the Dharzi fight to the death. Unlike other creatures, Major Wounds do not incapacitate them — they keep fighting at full strength till dead. They may attack three times each round, with two claws and one bite.

NOTE: Frog-men may attack once per round, and will use their spear until disarmed. They will fight as long as they are able.

Odd Folk (Doomed Folk, Dharzi)

STR 9 DEX 14 Armor — 1D6-1 Dodge 25%
Hit Points — 15 Major Wound — 8

Weapon	Attack	Parry	Damage
Scimitar	50%	35%	1D8+1
Dagger	30%	45%	1D4+2
Whip	45%	—	1D3

NOTE: Odd folk will fight as long as they are able. They carry scimitar and dagger unless otherwise stated. Odd Folk cannot parry if they are using whips, but if Moonglum parries a striking whip successfully, it will curl around his weapon and he must match his STR successfully vs. the Odd Folk's STR or his parrying weapon will be wrenched out of his hand.

Crocodile-Men

DEX 10 Armor — 3 point skin Dodge 30%
Hit Points — 20 Major Wound — 10

Weapon	Attack	Parry	Damage
Claw	40%	20%	2D6
Tail	50%	—	3D6

NOTE: The crocodile men can attack once each round, and will alternate between their tail and claw attacks. The They cannot parry on rounds they attack with their tail. They will fight till their foe is dead or helpless or they are so themselves.

Frog-Men

DEX 15 Armor — none Dodge 50%
Hit Points — 12 Major Wound — 6

Weapon	Attack	Parry	Damage
Spear	50%	50%	1D6+1
Kick	45%	—	1D6

Hall of Risk

INTRODUCTION

This scenario was designed to be tough. Playtesting has shown that the more powerful are the adventurers involved, the tougher that this scenario becomes. All characters who enter this place, no matter what their level of skill, should cultivate non-belligerence and know when to run. Players should be told that the Hall is a dangerous place, and that they might not be able to explore the entire building in one trip. In fact, we suggest that several different parties attempt the Hall using different motivations from those suggested below. On the other hand, if the party goes through the Hall too easily, you might want to change the order of the rooms to keep the players from getting too cocky. After all, random change is the essence of Chaos.

THE SITUATION

In the northern hills of Shazaar not far from the Jharkot border, there recently appeared an unusual building of mysterious origin, prompting a number of wild rumors. The locals whisper of strange disappearances, the priests rant about an invasion by Chaos, and the merchants speak of nothing but the fortune of great gems emerging from the place. Authorities are strangely tight-lipped.

Everyone agrees that the building and the road leading to it appeared overnight about a month ago, and that the place reeks of Chaos. It is also said that not everyone who goes in comes back out.



SOME RATIONALES FOR THE ADVENTURE

These are a number of reasons why a party of adventurers might want to investigate the Hall of Risk. Choose one which you think appropriate to the adventurers and your campaign. If you wish, use the scenario several times using different rationales.

The Search for the Heir

This is a transcript of a poster distributed throughout the city of Aflitain. When the adventurers apply in answer to the poster, they will be closely questioned and examined. An inexperienced party will be rejected. In game terms, this means that if the group does not include at least one experienced sorcerer or Agent, or at least three members who are 50% or better with their primary weapons, then



**THE DUKE OF AFLITAIN
IS LOOKING FOR A FEW GOOD MEN**

**ONLY EXPERIENCED WARRIORS
NEED APPLY.**

**REPORT TO THE MAJOR DOMO
OF THE DUCAL PALACE,
or to the captain of the Duke's Guard.**

they will be escorted out and told to come back when they are weaned.

If the group does pass inspection they will be given audience with the Duke the next day. Duke Escher is an imposing figure. A tall, scarred man some forty-odd years old, the Duke is the second-most powerful noble in the Kingdom of Shazaar. He is also one of the wealthiest nobles. The Duke is renowned for his word being his bond. His honor is as much a part of him as the scars along his sword-arm.

Once the characters have been presented to the Duke, he will not mince words or waste time.

"You vagabonds wish to take service with me? Know this: eight members of my own Household Cavalry attempted this task before you. Two of those are now stark-raving mad, and four are known to be dead. The final two vanished without a trace. Do you still wish to enter my service?"

If the group says no, the Duke will tell them to get out and to never waste his time again. A dozen or so guardsmen will throw the adventurers out of the palace.

If the party assents, the Duke will continue: "My heir, my eldest son, has disappeared. I want you to find him. He was returning from a trip to Thokora, in Jharkor, with a half-dozen of his rakehell friends. Apparently they followed a strangely-cobbled road south from the King's Highway in Jharkor. This strange road crossed the border into Shazaar but, instead of leading to a town or onto a traderoad, it ended in an unknown valley in our own northern hills.

"The only building in this valley was an eight-sided structure of glowing green stone. My son and his companions entered this place even though it reeked of Chaos. None of them have been seen since, even though their servants waited a tenday for them.

"I want you to go to this place; you shall have a map made for me by my son's bodyservant. Find my son: if he is alive, bring him back to me. If he is dead, bring me proof and tell me how he died. I fear the boy is lost forever, but I must know!"

When the Duke continues, his face will be cold and expressionless. "If you accept this task, you all will be well-paid. Before you can leave, each of you will receive five small gold pieces and any armor my smith can provide. If you bring my son back to me alive, I will give 100 large gold pieces to be divided amongst you as you will. If you return his body, or news and proof of his death, I will still pay you 25 large gold pieces. In either event you may have a place in my guards if you wish it.

"But be warned, lest you think to take advantage of an old man's grief. If you take my gold and run, or loot my

son's body and return me nothing, I will know and I will find you if I have to search from the edges of the Sighing Desert to the shores of the Unholy Fortress. And when I do find you, you would find that Arioch himself will be more merciful than I. This I swear by Arkyni and my sacred honor."

The adventurers must prepare to leave as soon as possible. The party will be escorting a physician and some servants with a horse litter, in case the group does manage to bring out the heir or his body. None of these latter men will enter the Hall of Risk. The Duke will not see the group off. The only farewell the party will receive is a laconic "Good Luck" from a guard captain. If asked, the guard captain will tell the players that a sorcerer attempted to bring the boy back from the hall and discovered that Demons of Desire could not pass the walls.

The suggested route for the trip is to follow the coast road north to Dhakos, then go west on the King's Highway. A bit less than halfway to Thokora, the party will find a green-cobbled road leading to the Hall. This roundabout route is actually the quickest way from Aflitain to reach the Hall. The GM should remember to check whether or not any of the adventurers are wanted for crimes in Jharkor. If not, there shouldn't be any problem with the border guards. Shazaar and Jharkor are at peace.

On Orders From the King

Regular troops and mercenaries in the service of Shazaar may receive orders to investigate this sorcerous Hall of Risk to ascertain if this building presents an active threat to the kingdom of Shazaar, to find the reason for the many disappearances in this area and to put an end to them, and to look into the possibility of establishing a Crown customs post where the green road crosses the Shazaar-Jharkor border. Such a post would be manned by regular army elements which would collect taxes or other valuables leaving the kingdom. Such a troop of warriors would probably approach the Hall from the south or east, and would have more opportunities for wilderness encounters.

On Orders From the Queen

Queen Yishana of Jharkor has a mission for a group of intrepid fighters, all of whom must be able to use (have a 35%+ skill) a missile weapon. Volunteers will be told that the task is unofficial: all armor and shields must be plain in style, with no insignia or identifying colors.

Volunteers will be sent on a flying ride into Shazaarian territory, to gain entrance to a strange eight-sided emerald castle. The party has orders to avoid contact with anyone who is not a soldier of Jharkor. If they are caught within the borders of Shazaar, the adventurers are to deny any knowledge of Queen Yishana.

The Queen wants to know if this obviously Chaotic structure poses an active threat to the Kingdom of Jharkor. Further, she wants to find out why so many Jharkorian adventurers and soldiers-of-fortune have entered this place and why so few have emerged. Finally, she wants to obtain as many as possible of the huge gems reputedly present in the building. The queen knows how to get the gems (which is why every member of the party has a missile weapon). However, Yishana also has heard that the rooms sometimes change shape and nature, which is why finding the gems is the lowest priority. If the party takes too many casualties in accomplishing its first two

objectives, they should forget the gems and return to Dhakos.

Those completing all three objectives will be generously rewarded and can be assured of the Queen's favor. In game terms her favor is worth 1000 LB in cash, 3000 to 5000 LB in training, and a promotion. In addition, each survivor should be allowed to choose for themselves one of the smaller gems brought out. The value of any gem chosen should not exceed 500 LB.

No adventurer has returned to Dhakos from the Hall with a coherent story of his adventure. The adventurers must leave immediately; there is no time to question the few returnees.

Holy War

The high priest of Donblas in Aflitain is preaching a holy war against Chaos. The heirarchy of Law in Shazaar believes the appearance of the eight-sided Hall of Risk to be but the first move in a chaotic assault on the Young Kingdoms, and the western continent in particular. The high priest calls for the followers of Law to gather their strength now and destroy this vile nest, thereby forestalling the Lords of Chaos.

Towards this end, the priests of Donblas are organizing an expedition to the Hall of Risk. Volunteers are being examined by the temple now and a priest has been selected to lead the mission. This band of scouts will be required to enter the den of Chaos and to determine how best to destroy it, if possible. The characters are not expected to return until they have completely explored the hall or until casualties force a retreat. Encountered members of chaotic cults are to be destroyed.

Survivors will be suitably rewarded. Besides whatever they can pick up on the expedition, characters will be given food and board for a year and 5000 LB in training. But this reward is minor compared to the gratification a man or woman will feel after having successfully risked their lives in the service of their god.

This rationale is intended to be used for characters who are members of Lawful cults; however, the temple of Donblas could accept non-aligned characters in order to cut temple losses from within their own ranks.

Statistics for a priestess of Donblas follow:

CYRILLA TACAL, Priestess of Donblas; Age 34

STR 13 CON 17 SIZ 13 INT 21 POW 16
DEX 15 CHA 16

Armor — 12 pt. Virtuous Plate Hit Points — 18
Elan — 70

Weapon	Attack	Parry	Damage
Lormyrian Axe †	43%	40%	1D6+18
Battle Axe †	40%	26%	1D6+10
Self Bow	37%	—	1D8+1+1D4
Dagger	55%	51%	1D4+2+1D6
Heater Shield	—	42%	—

† — denotes a virtuous weapon

SKILLS — Climb 35%, Dodge 41%, Jump 39%, Ride 60%, Swim 23%, Pick Lock 40%, Set Trap 38%, Tie Knot 31%, Balance 50%, Listen 56%, Search 51%, See 60%, Track 22%, Ambush 27%, Conceal 57%, Hide 41%, Move Quietly 47%, Credit 65%, Orate 55%, Persuade 60%, Sing 42%, Evaluate Treasure 60%, First Aid 79%, Music Lore 45%, Make Map 51%, Memorize 70%, Navigate 62%, Plant Lore 69%, Poison Lore 60%

LANGUAGES — Read/Write Common 100%, Read/Write High Melnibonean 45%, Speak Common 100%, Speak Low Melnibonean 70%, Speak High Melnibonean 40%

SUMMONINGS — Air 7Elementals 74%, Water Elementals 51%, Virtue of Attack 89%, Virtue of Defense 67%

CARRIED GOODS AND MAGIC — 50 small silver pieces, 45 small gold pieces, Virtuous weapons (Axe POW 12; Armor POW 16), ring containing 4 air elementals, ring containing 3 water elementals, 10 doses of D10 poison, 2 doses of instant death (in 1D6 MR) poison, 11 doses of 2D6 healing potion, 12 doses of 1D6 healing poultices

The Theocrat Commands

The Theocrat has summoned for the best warriors from his guard and a sorcerer or two. A Hall of Chaos has appeared on earth and the Theocrat intends to pay proper homage to the god of the temple. He wishes the party to be accompanied by a priest or an Agent of Chaos. If there is no character that qualifies then the Theocrat will have one of his own priests accompany the party (statistics for this priest are not provided). He warns that the Hall presents dangers from which Divine Intervention will not be able to save the party. Lay members of chaotic cults who accompany the mission will not receive reward or bonus beyond what they are able to find for themselves in the course of the journey. The party members are not, warns the Theocrat, to search and sack the building, but only to enter it and present themselves as befit dignitaries from Pan Tang. If they are successful the visit to the Hall of Risk is worth 8 points of Elan to chaotic priests and Agents and 1D20+8 points to priests and Agents of Balo the Jester.

One more point, that the small nation of Shazaar has had the misfortune of having this hall appear in its lands. Many of its adventurers and adventurers from the neighboring land of Jharkor, in the name of Queen Vishana, have been lost while exploring this temple. If the Theocrat's adventurers are challenged by soldiers from either of these two lands, declare yourselves allies of the other land, but show your Pan Tang badges. The two nations are currently at peace — maybe this can be remedied.

Bodyguards for a Jewelsmith

A jewelsmith of Dhakos, one Teronis the Fat, wants to hire a party of capable adventurers. He will not buy the services of a gang of callow youths, nor a pack of hardened killers, but a half-dozen or so dependable men who can look after themselves.

They are to guard a mercantile venture which might make Teronis one of the richest men on the Street of Silver Hammers. He also wants the characters to keep an eye on a very valuable slave.

Food, supplies, and fodder for any mounts will be provided by Teronis for the duration of the trip. If an adventurer does not have a mount then Teronis will allow him the use of one. However, if the horse is injured or lost through fault of the character, the price of the mount will be deducted from the adventurer's pay. Normal weapons and armor will be replaced. Teronis will do his best to heal and care for anyone wounded in his service.

Payment will be 1000 LB per survivor, to be paid upon the return of the caravan.

Teronis will also offer this bonus: adventurers who serve him well will have the opportunity to make a fortune if they have the ability and luck to win it.

Teronis will swear to the above terms in a court of justices before a magistrate of the crown. Teronis will deposit the party's wages with the court to be paid upon their return and the fulfillment of their contract.

Teronis will then make each adventurer swear an oath before the court to be loyal and to obey him until they return from this journey. By Jharkor law this oath makes them responsible for the safety of the merchant. If they return without him the adventurers may be accused of murder, especially if they are foreigners. If the party does not return at all then the adventurers will be declared wolfheads, to be slain on sight. Of course, this won't matter much of the adventurers are already dead.

The day after the swearing-in the caravan departs for the Hall of Risk. It consists of the adventurers, Teronis, his two bodyservants, two horsehandlers, and Teronis' prized slave, Yegusai, whom the adventurers have sworn to protect.

TERONIS THE FAT — he is indeed fat, and very nervous to boot: he sunk every bronze piece he had into this venture. If it fails Teronis will be ruined and as good as dead (for he owes too much money to the wrong people). Though he couldn't resist this gamble, he is shrewd, cautious, and (within reason) honest. He will deal fairly with the adventurers. Teronis will take no risks unnecessarily. Once he has what he came for, he will leave. He will order the adventurers to stay near him at all times. He also has a private bargain with Yegusai which he intends to keep — only after he returns to Dhakos.

At the Hall Teronis will unpack a suit of plate armor for Yegusai and six quivers containing a total of 120 arrows. Teronis will keep possession of Yegusai's desert bow. He will then order his other servants to wait outside the Hall for ten days; if he has not returned by then they are to return to Dhakos.

Teronis has learned about the shooting gallery in the Hall of Risk. He knows what it looks like, but does not know exactly which room it is in. When searching for it the merchant will be very cautious and will have the adventurers try out the games in each room until they find it. Once the gallery has been found Teronis will give Yegusai his bow and will order the bodyguards to surround the nomad and kill him if he aims at the merchant. He will then have Yegusai shoot for gems until he has won 120 gems or has been disabled or killed. Teronis will heal the nomad when necessary.

After his gems have been packed away, Teronis will allow everyone else to shoot for more, but only one character at a time. He will order them to stop if any are disabled or killed, or if three adventurers are wounded. Teronis will then pack up and leave the Hall.

TERONIS THE FAT, merchant of Jharkor; Age 48

STR 15 CON 17 SIZ 17 INT 12 POW 15
DEX 20 CHA 11

Armor — 1D10+2 plate Hit Points — 22

Weapon	Attack	Parry	Damage
Battle Axe	59%	58%	1D8+2+1D6
Broadsword	45%	49%	1D8+1+1D6
Tower Shield	42%	70%	2D6+2

SKILLS Dodge 49%, Ride 71%, Pick Lock 49%, Sleight of Hand 60%, Set Trap 67%, Balance 31%, Listen 46%, Search 67%, See 69%, Taste 75%, Conceal 94%, Hide 47%, Credit 24% (and dropping), Orate 43%, Persuade 89%, Evaluate Treasure 100%, First Aid 62%, Plant Lore 71%, Poison Lore 46%

LANGUAGES — R/W Common 90%, R/W Low Melnibonae 45%, Speak Common 100%, Speak Low Melnibonae 30%

GOODS CARRIED — 100 small silver, 75 small gold, 12 doses of 2D6 healing potion

YEGUSAI — this is your typical steppe nomad: short, muscular, swart and liberally scarred from head to foot. He is bowlegged and uncomfortable unless armed and on a horse. Teronis makes sure that his slave is never armed and is always on the slowest horse available. His bargain with Yegusai is this: if Yegusai uses his bow to win gems for Teronis, he will be freed. Yegusai does not know if his master really intends to keep to his bargain and does not really care. He has already decided to escape to freedom or die trying. He does not intend to return to Dhakos and will kill anyone who gets in his way.

YEGUSAI, hunter-warrior from Weeping Waste; Age 34

STR 17 CON 18 SIZ 8 INT 9 POW 13
DEX 18 CHA 9

Armor — (when allowed) 1D10-1 plate Hit Points — 17

Weapon	Attack	Parry	Damage
Scimitar	57%	51%	1D8+1+1D6
Long Spear	68%	59%	1D10+1+1D6
Desert Bow	81%	—	1D10+1+1D4
Target Shield	20%	63%	2D6

SKILLS — Dodge 63%, Ride 80%, Set Trap 63%, Balance 51%, Persuade 37%, First Aid 60%, Memorize 49%

LANGUAGES — Speak Common 50%

Quest for the Sybil

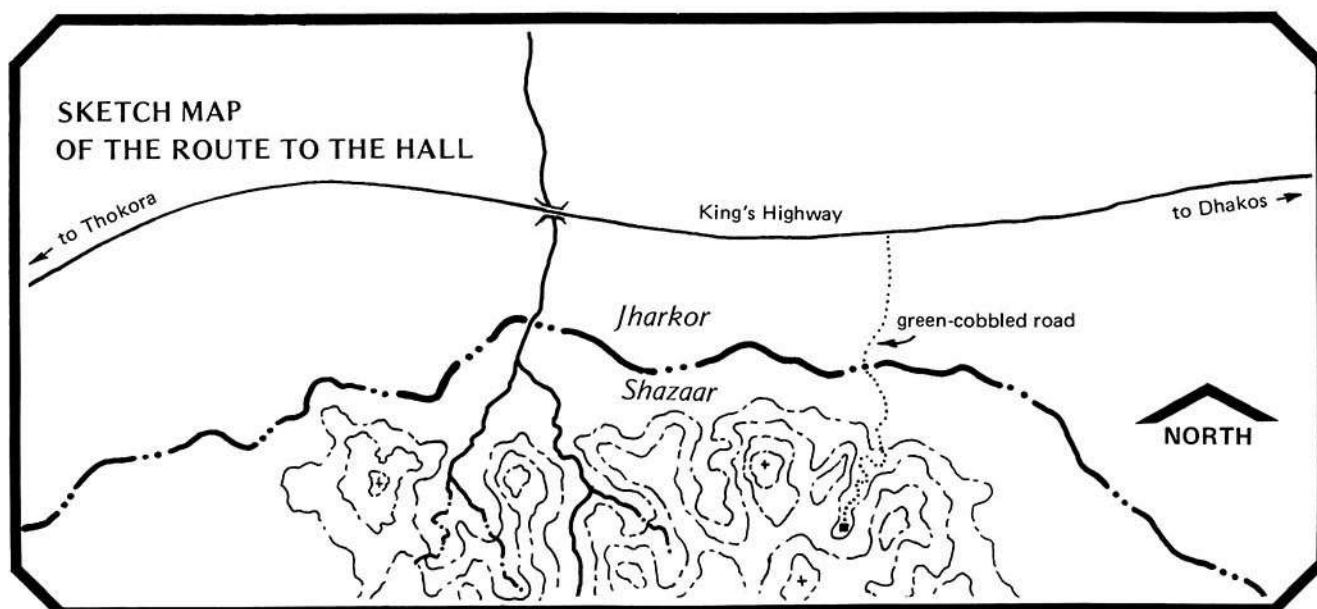
Rumors are spreading like wildfire throughout the Western Lands. In a green castle, in the hills between Shazaar and Jharkor, there lives a woman who can answer any question put to her.

It is said that this oracle is the most beautiful woman imaginable, and that her wisdom exceeds her beauty. No language, no cypher is too complex for her to translate. Perhaps even Time holds no secrets from her. But, only one question can be asked by any one person. Any more will be ignored.

Men in every city west of the Pale Sea seek this seeress: many of them will pay handsomely for experienced warriors to accompany them. Such companions would not only serve as guards but as the means by which a shrewd man might ask a series of questions on one subject.

Be warned, however, that this hall houses more than a lonely sybil: it holds things far more dangerous. Those who enter this place often find more than they seek and often never return.

Maybe such an expedition is forming now! Seek Kynryn Zel at the Screaming Gull inn [GM note: use the stats for Teronis in the previous rationale, change his name, and know that he wishes to find a secret sorcerer's garden on Sorcerer's Isle. He wants the adventurers to ask about the garden too].



ARRIVING AT THE HALL OF RISK

The Hall of Risk lies amid the northern hills of Shazaar, just across the border from Jharkor. The only way to reach the Hall is from the King's Highway in Jharkor, which runs from Thokora in the west, to Dhakos, the capital which lies on the coast. Where the road curves from west to northeast to avoid the Lake of Dreams a smaller road branches off to the southwest. This branch markedly contrasts with the main road: the King's Highway is constructed of square blocks of yellow granite, while the smaller road is paved with octagonal cobblestones, emerald-green in color.

This smaller road winds for several kilometers through rolling, wooded terrain, to end in a secluded valley of parklike appearance. Lush green meadows are broken up by tall groves of old trees and a clear swift stream. Characters who make their See rolls will spot several horses running free in the valley. The road itself runs along the north side of the valley for another kilometer, then gently ascends to a wide shelf in the side of a conical hill, the tallest one rimming the valley. There the road widens and ends in an octagonal plaza before the only building in the valley.

This sole building reeks of Chaos — a massive windowless octagon made of the same green stone of which the road is paved. (If tried, the paving stone will not scratch the walls of the building). At night the stone glows with a soft luminescence visible for quite a distance. The adventurers notice that the Hall's surface is all smooth, uninterrupted stone, as if it had been carved from a single block. The building stands some 30 meters high and is also 30 meters on a side.

On the side of the octagon facing the plaza is a gate reached by ascending a short flight of eight steps. These shallow 10-meter-wide steps lead up to the six-meter-wide gate, which is double-doored and opens outward. The gate is 5 meters high and is made of the same green stone composing the Hall. The gate contains neither lock nor bolt, just two huge silver rings, one set into each door. If any of the adventurers should attempt to tear these rings from the door or to mar them in any way, they will find that the gate is indestructible.

THE BUILDING

This unusual building is a temple for Balo, the Jester of Chaos. Any priest or Agent of Balo will recognize it as such. Any adventurer possessing an amulet of Law will find that burning hot enough to set most fabrics ablaze and to melt some metals. The character should attempt a Luck roll, or suffer one or more of those effects. This effect will moderate to a comfortable level once the adventurer enters the Hall, but he or she will always be aware of the proximity of Chaos.

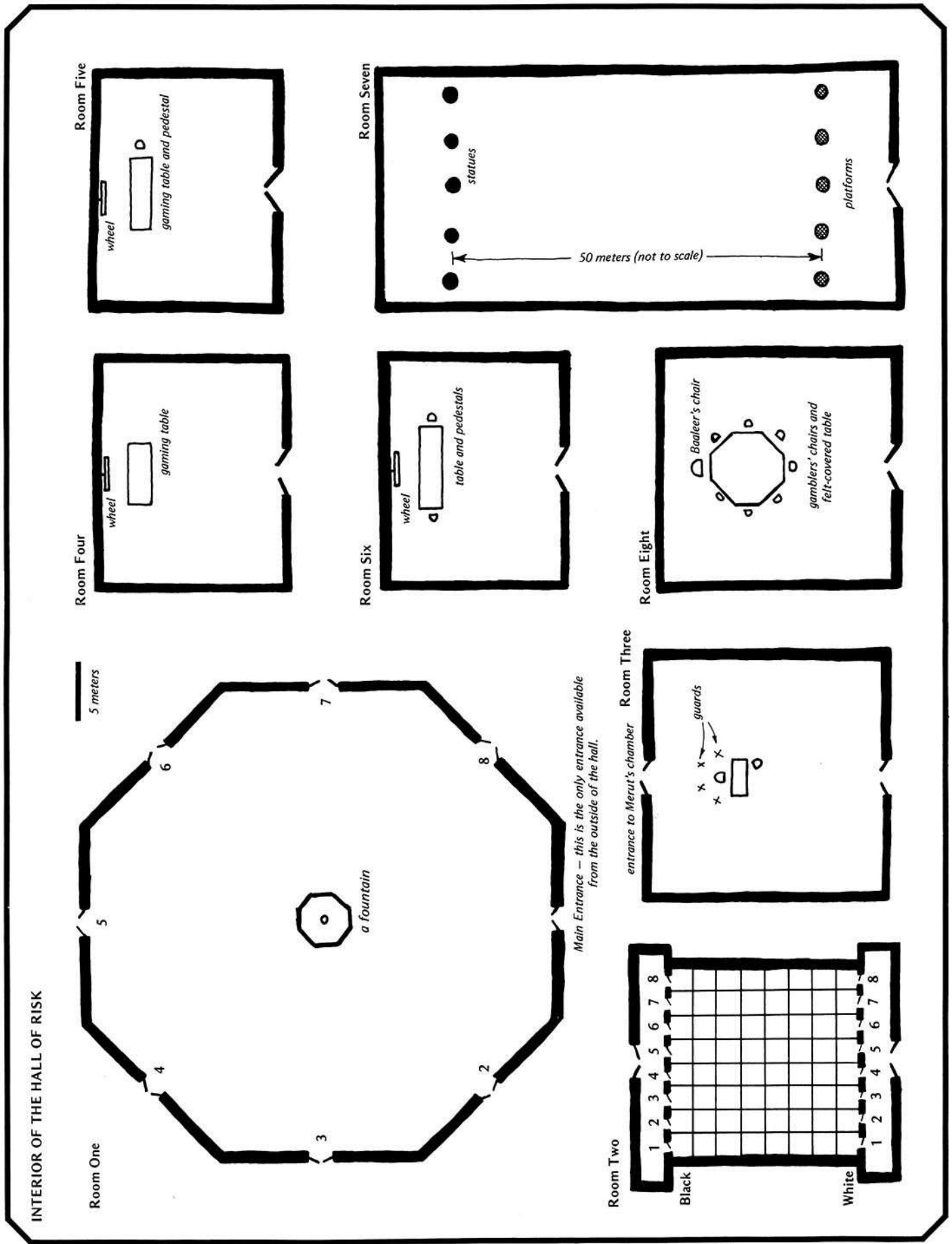
The Hall of Risk does not obey the natural laws of the Youngs Kingdoms plane. Entering this building has placed the party in another world, a world whose absolute master is Balo the Jester. As a result this building has some very unusual qualities. The following rules are not meant to be optional, but they certainly can be. Players should not know more than the experience of their characters yields.

SIX PROPERTIES OF THE HALL

DIVINE INTERVENTION— Divine Intervention will not work, except for priests and Agents of Balo, once the anyone has entered the Hall. There is no elan lost as is normally the case if a DI is missed; summoning a god is another matter entirely.

BALO'S VASSALS— Merut and Baaleer are Balo's vassals and are nobles of Hell. They are here for interaction with the adventurers, not to be used as super monsters. That is why there are no stats for either of them. If an adventurer is so foolish as to attack either Merut or Baaleer, have the latter vanish and have a Creature of Matik appear in its place to drive the party from the room. Beigher Merul of Baaleer will ever start or engage in combat with the adventurers. Even Merut's guards will fight only to protect their mistress or to keep a party from taking one of their number from that room.

THE HOUSE PERCENTAGE— Balo did not create the Hall of Risk solely for his amusement. There is another and more potent reason. Not only is the Hall a temple to Balo, but it acts as a manna focus. Whoever dies in the Hall of Risk has his or her essence completely absorbed by Balo. The Jester of Chaos will not drink the life of anyone



who is a priest of another god. The souls of such characters are pledged to their gods and Balo either will not or cannot interfere.

THE DOORS— There are eight doors in the Hall of Risk. One is the entrance and the remaining seven lead out of Room One into the remaining seven rooms. Once a party member enters a room, the door will close behind him. Nothing can stop the door from closing, though it closes slowly and so other party members can scoot by the door just in time. Nothing can damage a door. The only way to open a door is to use whatever is in the room. The entrance will only open when someone has entered Rooms 2-8 and used what is in those rooms. Then the entrance may be opened from the inside, no matter how long the party remains in the Hall. All eight doors are identical.

GAMBLING FACTORS— The intensely Chaotic nature of the Hall can have a long-lasting effect on those who enter this place. If, at any time, an adventurer loses any primary characteristic points, except through combat, the fever of Chaos will infect them. Roll 1D8 for each point lost from a characteristic and total the results. That number is the adventurer's *Gambling Factor*, expressed as a percentage. Do this as soon as any points are lost. Whenever such characters are involved in a gambling or betting situation, then his player must roll higher than the gambling factor on D100. If the player rolls less than or equal to the gambling factor on D100, then his or her character must bet, no matter what the odds and no matter what the stakes.

EXAMPLE: Dicing with Baaleer, Morkrin Tha just lost one point each from STR and CON. His player rolls 2D8 and obtains results of 5 and 7 for a total of 12. This is Morkrin's gambling factor. When Morkrin enters the next room, the Wheel of Fortune, his player must roll 13 or higher or Morkrin will start betting. If his player cannot roll higher than 13 after each time that Morkrin bets, then poor Morkrin will bet everything that he has including the house, the wife, and the kids.

A character's INT may influence his gambling factor. For each point of INT above 12 his player may add one to his D100 roll. If his INT is below 9, then his player must subtract 1 from his roll on D100 for each point of INT below 9. Thus, in the example, if Morkrin's INT was 14, then his player would need to roll 11 or above on D100. If his INT was 6, then his player would need to roll a 16 or above on D100. Intelligence is not enough sometimes. A roll of 01-02 means that a character will always bet. Once contracted, gambling factor is permanent. Only a god can reduce gambling factors, and then only by 8% per Divine Intervention cast.

This is an optional rule, Game Masters who feel that it removes too much free will from the players should ignore it.

PARTICIPATION— While the Hall encourages participation, it is not mandatory. If a player does not wish to play in a particular game, he should not be coerced or persuaded to do so. Tell your players that if they do not wish to play the offered game in any particular room, those adventurers should simply stand next to the room's entrance while the party is in that room. However, to leave the room, at least one adventurer must play the game. **NOTE:** in Room 5 the Wheel of Life and Death, it is

possible for one adventurer to make a bet for another. Simply place the second adventurer's figure on a number before the Wheels starts spinning.

ROOM ONE:

The Chamber of the Emerald Fountain

This eight-sided room appears to take up the entire inside of the Hall of Risk. It has a 30 meter ceiling and no windows. In the center of each wall of the room are double doors. Each wall and each set of doors is identical to the doors through which the adventurers passed to gain entrance to the Hall. The doors are not numbered, nor do they have any kind of marking on them.

The only other thing within this room is the large central fountain. Like the building and the room, the fountain is eight-sided and made of the same glowing green stone.

This fountain possesses some unusual properties:

- The clear, cold waters of this fountain function as a healing potion of 1D8 potency, taking 1D8 hours for effect. Further sips of the fountain's water will have no effect until the previous drink runs its course. This water loses all healing properties if removed from this room.
- Examination of the fountain's base reveals a number of gems and many coins set scattered about its bottom. Anyone attempting to gather this treasure will find that the basin is always deeper than it appears and that the coins will always be just out of reach, even to divers. A character who tosses a gem or a coin into the fountain may find that it will act as a wishing well. If an adventurer's player can roll his character's POW or less on D100, then that wish can come true, as long as the request doesn't ask too much. If the player rolls above (100 - POW) on D100 then the wish becomes a curse and the exact opposite comes true. Such wishes cannot have anything to do with regrowing a limb or a major organ, with changing characteristics, or with sorcery relating to Demons, elementals, or Divine Intervention. Granted wishes might involve: changing the nature or potency of a potion; repairing a broken (non-magical) weapon; replacing lost (non-magical) armor; healing 1D8 points of damage; increasing a skill by 1D8%; removing blemishes; and so on.

ROOM TWO: Sorcerer's Chess

The doorway to this room opens onto a narrow corridor running from left to right. On the opposite side of the empty corridor are eight doors numbered 1-8. That is all there is in this hallway except for the double doors that the party entered the room through.

Each of these eight doors is unlocked. If anyone opens a door, they will find their vision blocked by a wall of green mist. This harmless mist is quite cool to the touch and leaves only a slight moisture on anything thrust into it. Once an adventurer passes through the door, it will snap shut behind him and will be unopenable until each of the other doors has been entered. Each door may then be entered by one or more adventurers, then all eight doors will stay shut. The room behind the doors will accommodate up to sixteen people at once.

If more than sixteen wish entrance, they must wait until the survivors have exited. Each of the eight doors is

too narrow to be used by more than one person at a time. Anything used to block the door will be broken or pushed out into the corridor.

After the first adventurer has entered a door, characters remaining in the hall will hear the strike of a bell and then a deep, booming voice saying: "At the strike of the fifth bell, the game will begin." The ring of the bell and the voice seem to come from all directions. At one minute intervals the bell will sound again, five times in all. After the fifth bell sounds, all eight doors will seal shut and the same voice announces, "The game has begun."

The adventurers have four minutes, from the sound of the first bell to the ringing of the fifth, to decide what they are going to do. If possible, the GM should time the adventurers, giving them no more than four minutes to decide upon a course of action. While the characters are in the corridor they cannot communicate with anyone who already entered one of the numbered doors. Note that if a character has a Demon of Combat in the form of a Demon fighter, the Demon must use a different door than its master.

Characters who choose to go through one of the eight doors will find themselves transported to a large, well-lit room. This chamber is square, 32 meters on a side, with a 30-meter-high ceiling. There are neither lamps nor windows in this room, yet it is brilliantly lit. The floor is tiled in marble, laid in a pattern of alternating black and white squares four meters on a side. The walls and ceiling are fashioned of the same glowing green stone as the rest of the building.

Each adventurer will find himself standing on one of the white or black squares. He will not be able to leave the square's confines — even Demons of Desire or Travel cannot remove a n adventurer from the room or bring in someone else.

When an adventurer appears in this room, he or she will notice a row of octagonal plaques and a row of eight doors. The plaques are set into the wall behind, at eye level. The doors line the opposite side of the room. Any character will notice that the plaques are numbered in the same sequence as the doors that they entered through.

The eight doors across the room are also numbered one to eight, but in reverse order. If a character entered Door One when he or she was transported to this room, he or she will be standing in front of plaque 1 and opposite Door 8 on the other side of the room.

Whenever someone is transported to this room, a figure will appear at the same instant as the teleportee, but across the room. This figure will be standing in front of the door that has the same number as the plaque in front of which the character stands. The weapons, skin, armor (or robes) of these figures all gleam with a sinister black sheen.

Once the fifth bell sounds all eight doors in the corridor will seal shut and will be unopenable until the game is ended. A deep, booming voice, audible to both those in the corridor and those inside the square room says, "The Game has begun."

At this point, for every adventurer who entered a numbered door in the corridor inside Room 2, there should be a corresponding figure on the other side of the room. The armor (or robes) of the adventurers will begin to glow with a soft white light. As some of the players have guessed by now, their characters are pieces in a game of sorcerous chess. Survival depends upon wits and fighting ability.

The positions of the adventurers and the appearance, positions, and abilities of their opponents are determined by what door the adventurer entered:

Door	Opponent
1 or 8	Rook
2 or 7	Knight
3 or 6	Bishop
4	King
5	Queen

If a character was the second to enter any door, he becomes a pawn in front of that door's first user. Each figure appearing when the adventurer did occupies the same position as the adventurer, but on the opposite side of the room.

The Opponents

The figures which appeared across the room from the adventurers are Demons who have been summoned by Balo to act as pieces in his game of chess. While the pieces themselves are Demons, their weapons and armor are not. As listed below, these Demons do not have special abilities. As GM, you may wish to change this to suit your particular campaign.

All Demon pieces have a POW of 3D8

PAWNS - these appear to be average-sized men armed with shortsword and buckler, with one big difference: there is a blank expanse where a man's face would be.

DEX 10	ARMOR- 1D4		HIT POINTS- 2
Weapon	Attack	Parry	Damage
Shortsword	40%	40%	1D6+1
Buckler	—	40%	—

KNIGHTS - these pieces will appear as a man with the head of a horse, slightly above average height, and armed with a broadsword and a heater.

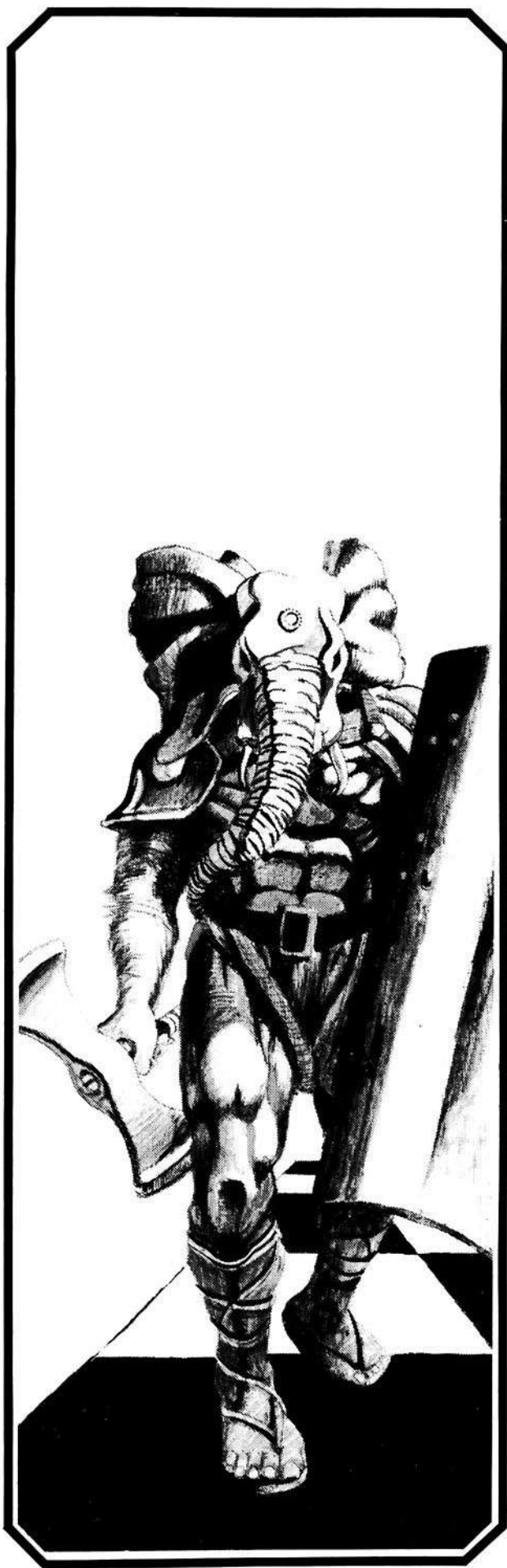
DEX 13	ARMOR- 1D6		HIT POINTS- 4
Weapon	Attack	Parry	Damage
Broadsword	55%	55%	1D8+1+1D6
Heater	—	55%	—

BISHOPS - these pieces appear as tall humans dressed in robes with beautiful, sexless faces. They are armed with a mace and target.

DEX 13	ARMOR- 1D6		HIT POINTS- 4
Weapon	Attack	Parry	Damage
Light Mace	65%	65%	1D6+2D1D6
Target	—	65%	—

ROOKS - these pieces appear as very tall, heavily-muscled men with the heads of elephants. They are armed with battleaxes and tower shields.

DEX 13	ARMOR- 1D6		HIT POINTS- 4
Weapon	Attack	Parry	Damage
Battle Axe	70%	75%	1D8+2+2D6
Tower Shield	—	75%	—



QUEEN - this piece appears to be a tall, regally-beautiful woman, She will use the identical weapon which he adventurer opponent employs. If there is more than one adventurer in combat with the queen, she will use that weapon which does the most damage.

DEX 15 ARMOR- 1D8 HIT POINTS- 6
DAMAGE BONUS- 1D6

Weapon	Attack	Parry	Damage
variable	80%	80%	variable +1D6

KING - this piece appears as a tall, handsome man, As with the Queen above, the King uses whatever weapon his opponent uses. He will use the weapon that does the most damage if he has more than one opponent.

DEX 15 ARMOR - 1D8 HIT POINTS - 8
DAMAGE BONUS - 1D6

Weapon	Attack	Parry	Damage
variable	90%	90%	variable +1D6

About the Game of Chess

The following is an attempt to describe chess mechanics well enough that a GM or player would be able to maneuver their characters though this room. If you already know how to play chess, ignore what follows and go right to the next section, Play Begins. If you do not know chess, please closely read the following. By all means obtain a book on chess and learn to play the game; it will be more than worth the effort.

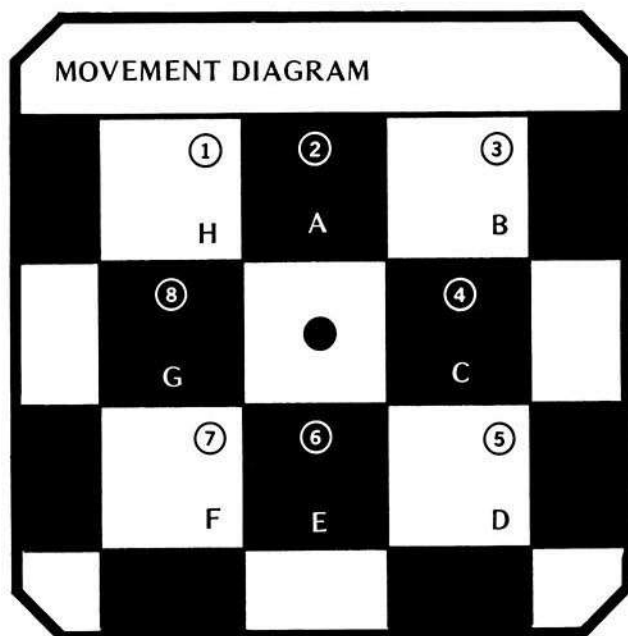
The game of chess is played on a square board of 64 black and white alternating squares. To play the game, one normally needs 32 playing pieces, 16 white and 16 black. Each side's pieces are identical in value: eight pawns, two rooks (or castles), two knights, two bishops, one queen, and one king. The pieces are arranged so that the eight pawns are in the second rank and the other pieces are in the first rank (the one closest to the player). From the seat of the player of the white pieces they are arranged from left to right, king - bishop - knight - rook. The "black" player's pieces are identical but from his chair on the opposite side of the board the positions of his king and queen are reversed. The object of the game is to checkmate your opponent's king before he checkmates yours.

Movement

Players alternate moves of single pieces

1. You may only move one of your pieces per turn.
2. Players may only move a piece in one direction in a turn. The only exception to this is the knight.
3. Players may not move a piece through a space occupied either by one of their own or by one of their opponent's pieces; the knight may move over occupied squares.
4. Players may never have more than one piece in a square at any time.

Please consult the accompanying movement diagram.



ROOKS - rooks move in either the A, C, E, or G directions. Subject to the above restriction, a rook may move as many squares as there are open in that direction.

KNIGHTS - knights move only three squares in a turn, but must combine movement in two different directions. A knight moves two squares in either the A, C, E, or G directions and then must move one square to either the right or the left. *EXAMPLE: A player moves his knight two squares in the C direction. He may then move it one square in either the A or E directions. He may not continue moving the knight in the C direction nor may he move it back in the G direction.*

BISHOPS - bishops move in either the B, D, F, or H direction, for as many squares as there are open in that direction.

QUEEN - the queen moves in any one direction in a turn for as many squares as there are open in that direction.

KING - the king may move in any one direction in a turn but for only one square. That square must be empty except in the case of combat. The square moved to must not be attackable by an enemy piece (called "moving into check").

PAWNS - the first time a pawn is moved, the owning player may choose to move it two squares or one. Every turn thereafter, a pawn may only move one square a turn. In any case, a pawn only moves in the A direction. If a player manages to move the pawn all the way across the board, the row from which his opponent's king and queen started the game, then that pawn gains the movement abilities of a queen.

Combat and Capture

The only time that one piece may enter a square containing another piece is when the player wishes to capture a piece belonging to his opponent. This is done simply by moving into the opponent's square. There is no combat to be resolved. When a piece is captured, it is removed from the board and from play. The pawn is the only exception

to the above rule. A pawn may capture an opponent's piece only by moving into the opponent's square diagonally. A pawn cannot attack or move backward, toward his side of the board. *EXAMPLE: If one player has a piece adjacent to one of his opponent's pawns, the second player may capture the first player's piece only if his pawn can attack the piece from the H or B directions. If the first player's piece was in squares 4, 5, 6, 7, or 8 in relation to the pawn, the pawn would be unable to capture it. If the piece was in square 2, not only would the pawn be unable to capture it, but it would also be unable to move.*

Ending the Game

Moving a piece so that your opponent's king is liable to be captured is called "check." Placing a piece so that your opponent's king is liable to be captured and has no way of avoiding it is called "checkmate." No king may move into check. The game is over when one king or the other has been checkmated.

PLAY BEGINS

The game of sorcerous chess now begins. The adventurers have the first move. The normal chess rules given above are in effect with the following unusual changes:

1. All the movable pieces on a side may move in the same turn. A piece may not move more than once in the same turn.
2. Instead of automatically capturing an opponent's piece, a duel is fought whenever a piece moves into an opponent-occupied square. The duel resolves when one piece has killed or disabled the other. An adventurer will be considered disabled if he loses a limb due to a major wound or has his hit points reduced to 2 or less. Such conclusions always put the adventurer in shock or into unconsciousness.
3. Missile weapons will not function in this room.
4. Demons may not be summoned in this room. Demons already bound may be used freely.
5. Elementals of any type may neither be summoned nor used in this room.
6. If no one entered this room through Door 4, there will be no king. If there is no king, the Demon chess pieces will attack whichever adventurer is closest.
7. If an adventurer pawn manages to reach the last row of squares on the Demon side of the board, he or she will gain the movement abilities of a queen. If a Demon-pawn reaches the last row of squares on the adventurer side of the board, that pawn gains the movement, armor, hit points, and combat capabilities of the Demon-queen chess piece. This may happen as many times as there are black pawns remaining on the board.

It is unnecessary to have 16, 8, or even 2 characters enter this room to have it function. If only one adventurer goes through a door before the fifth bell tolls, all of the doors still seal shut and stay that way until the game is over. In such a case, the one-to-one duel will occur. The GM may wish to dispense with all special rules in this instance. It is simply a combat.

Winning for the Adventurers

To win, the player-characters either need to destroy all of the Demon chess pieces or else leave the room. To leave

the room, an adventurer only needs to cross the room and open that door with the same number as the door by which he entered the chessroom. Only that door will open for that particular adventurer. The doors opens out onto the corridor. Avoid telling the players this, by hints or otherwise. Let them figure it out for themselves.

Once an adventurer leaves the chessroom, he cannot reenter it: an invisible barrier will stop him. Nor can the adventurer hold the door open for someone waiting outside in the corridor, the same barrier prevents them from entering. Propping open or holding open a door will not allow everyone to file out through it. An adventurer may only leave through the same numbered door as the door he or she used to enter the chessroom. Balo does not like cheaters! His invisible barrier prevents cheating.

As long as the adventurers possess a king, the Demon chess pieces will attempt to kill him or her. They will continue to do this even if the Demon-king piece has been destroyed. If the adventurer-king is slain, or if there was no king in play to begin with, the Demons will attempt to kill the closest foe.

The game ends when all the adventurers have been slain or escape, or when all of the Demon pieces have been destroyed. The bell will sound again and the same deep voice will state, "The Game is over." The voice will be audible to both those in the corridor and to those still alive and conscious in the gameroom. All adventurers still alive (even if they are unconscious) will be instantly transported into the corridor. Dead bodies will not be transported. Anything taken from the chessroom will disappear.

Adventurers who survived in the chessroom will receive an immediate increase of 1D8% in all of the skills successfully used while in the chessroom. A skill will increase to a maximum of 100%.

If any adventurer wishes to check the room after the game, they must follow the same procedure as before, with the game beginning anew.

SUGGESTIONS FOR THE GM

Once the trick has been learned, the chessroom may become a bit of a walk-through for a party of adventurers. Below are a few suggestions for keeping your players from becoming too blasé about this room.

1. Give all or selected chess pieces abilities from the Demon Abilities Chart on page 74 of the *Stormbringer* rulesbook.
2. Increase the armor, the hit points, or both for the Demon chess pieces.
3. If you feel that the adventuring party is too powerful, bring on the entire set of Demon chess pieces, even if it means activating more Demons than there are adventurers.
4. Make it conditional that the party must destroy the Demon-king before any character can exit the room.
5. Include low-level Demon armor and weapons for the higher-ranked chess pieces, and allow the victors to keep them.

ROOM THREE: Merut's Chamber

This room is square, 30 meters on a side, with a 15-meter ceiling. On the far side of the room from the entrance is a door identical to the others of this building. In the center

of the room sit a table and two chairs. The smaller chair has its back to the entrance. The larger chair looks quite comfortable, is surrounded by 4 guards, and faces the entrance to the room. In this chair lounges the most beautiful woman that the adventurers have ever seen.

This is Merut. She is a noble of Hell and is the oracle rumored to reside here. Every man who looks at her will see the woman of his dreams. A woman will simply see a very lovely woman. In addition, any woman who gazes at Merut has a chance of seeing through the glamour to the truth. If a female character's player can roll her POW or less on D100, then she will see Merut as she really is: an alluring body with a jackal's head; black gums, lolling red tongue, and burning green eyes.

Merut will answer one question from each adventurer. She will tell the truth except on a die roll of 00. She will use as few words as possible, and she will answer each question literally. If a character asks an imprecise question, he will get an imprecise answer.

After all of the questions have been answered, one of Merut's guards will tell the group that they must leave through the door they entered, except for the male adventurer with the highest CHA. He is invited to remain, to help Merut while away a lonely hour. The rest of the party will be told to await their companion at the Emerald Fountain. The chosen character must agree to remain unless he can resist by matching his INT vs. Merut's apparent CHA of 30. If the player succeeds with the roll, then the character may refuse her offer, politely. If the character rolls 96-00 on D100, he will not rejoin his companions, but will remain in the ranks of Merut's guards. When the character rejoins his companions, he will have permanently lost 1D4 points from his Charisma.

It is left to the GM's discretion as to where Merut's rear door leads: it might be a gate to another universe, a passageway to Hell, or a pathway to the Unholy Fortress. Or it might just lead to Merut's bedroom. It is suggested that a party only be allowed to enter Merut's Chamber once for each visit to the Hall. Whatever transpires within the room, once the party has left, the chamber will remain sealed until the party has left the Hall.

The Guards

There are four guards present, three humans and an olab. One is the heir of the Duke of Aflitain. They have had their CHA lowered to 2 each, and obey Merut's every command. None of them would leave her unless taken by force or unless commanded to do so by Merut. She will exchange one of her guards for a fighter of roughly equal quality or for a Demon weapon or some Demon armor. Anything else will provoke a fight.

If Merut's guards are attacked, Merut will simply retreat to the far side of the room and stand with her back to her rear door. She will remain there and do nothing else unless all of her guards are killed or disabled or someone moves to attack Merut herself. In such an event, Merut will summon a Creature of Matik to kill or drive all the adventurers from the room. If a Creature of Matik appears just as an adventurer attempts to bind the Demon sword, too bad. There is no limit to the number of Creatures of Matik which Merut can summon, but there never can be more than one present at any one time or place. For statistics of a Creature of Matik, see the monster descriptions for ROOM FIVE: The Wheel of Life and Death.

If a party manages to kill or disable one or more of Merut's guards, the adventurers are free to take anything from the bodies.

If a group does rescue the Heir, the GM must roll up new guards for Merut; she will always have at least four guards whenever adventurers enter her chamber.

Merut's Guards

HEIR TO THE DUCHY OF AFLITAIN, Age 25

STR 15 CON 17 SIZ 13 INT 14 POW 13
DEX 16 CHA 2

Armor — 1D10+2 Hit Points — 18

Weapon	Attack	Parry	Damage
Greatsword	55%	52%	2D8+1D6
Broadsword	44%	40%	1D8+1+1D6
Dagger	39%	41%	1D4+2+1D6

SKILLS — Climb 34%, Dodge 25%, Ride 69%, Listen 43%, Search 35%, See 49%, Common Tongue 80%

TREASURE — carries 50 small silver coins, 20 small gold coins, and 850 LB worth of good jewelry

GUARD TWO — Ordinary except for his weapon; Age 30

STR 10 CON 18 SIZ 13 INT 11 POW 12
DEX 13 CHA 2

Armor — 1D8-1 Hit Points — 19

Weapon	Attack	Parry	Damage
Demon Sword	40%	42%	1D8+1+3D6
Light Mace	30%	25%	1D6+2
Buckler	—	46%	—

SKILLS — Climb 29%, Dodge 47%, Ride 70%, Listen 50%, Search 43%, See 60%, Common Tongue 65%

TREASURE — 15 small silver coins, a 50-carat opal, and a demon scimitar, described below:

DEMON SCIMITAR OF GUARD TWO

STR 30 CON 61 SIZ 2 INT 5 POW 11
DEX 20 CHA 10

DESCRIPTION — in the form of a beautifully crafted scimitar.

POWERS — adds 3D6 to the damage if a successful attack is not parried. If the scimitar penetrates armor, it will drain 1D6 of the victim's CON if demon is successful in a POW vs. POW attack. The amount of CON drained is added directly to the demon's CON. Adds +5% to the user's attack percentage with a scimitar, due to the demon's DEX.

THE OLAB, guard three

STR 29 CON 38 SIZ 13 INT 17 POW 17
DEX 14 CHA 2

Armor — 8 points Hit Points — 39

Weapon	Attack	Parry	Damage
Crystal Disk	36%	—	2D4+2+2D3
Club	53%	45%	1D8+2+2D6

SKILLS — Climb 85%, Dodge 49%, Jump 79%, Listen 83%, Search 30%, See 68%

TREASURE — the olab has nothing

GUARD FOUR — The Old Pro

STR 15 CON 16 SIZ 17 INT 12 POW 14
DEX 16 CHA 2

Armor — 1D10+2 Hit Points 21

Weapon	Attack	Parry	Damage
Sea Axe	82%	74%	2D6+2+1D6
Battle Axe	65%	42%	1D8+2+1D6
Buckler	—	63%	—

SKILLS — Climb 68%, Dodge 58%, Ride 90%, Listen 62%, Search 70%, See 65%, Common Tongue 75%

TREASURE — 25 large silver coins

ROOM FOUR: The Wheel of Fortune

This room is 20 by 26 meters with a 15 meter ceiling. The only objects in the room are a large felt-covered table and an octagonal wheel hung on the wall.

The wheel hangs at a height of five meters directly across the room from the entrance. The sides of the wheel are numbered one through eight, with the numerals inlaid with precious stones. The wheel itself appears to be made entirely of gold and silver and is two meters in diameter. Adventurers will find that this wheel cannot be removed from the wall or damaged in any way.

The marble table is one by four meters and covered by thick green felt. Outlined in gold on the felt is a row of eight squares numbered one to eight.

If anyone wishes to take advantage of the opportunity that this room presents, all they need do is place one or more gems or coins on one of the numbered squares on the table. When all bets have been placed, the wheel will begin to turn. If anyone has a bet on the number that the wheel stops on, that bet will be multiplied by 1D8. The winnings will suddenly appear next to the wager on the table. Losing bets evaporate from the board when the wheel stops spinning.

EXAMPLE— Morkrin Tha bets one small gold coin on the number 7. The wheel of fortune spins and, lo and behold, the number 7 comes up. The GM rolls 1D8 and gets a 5, so Morkrin's bet is multiplied by five. Five more gold pieces appear on top of Morkrin's bet for a total of six small gold pieces. Morkrin decides to bet again and, to hedge his wager, places a small gold coin on every number on the board. The wheel spins again and comes up a 2. The GM rolls a D8 and gets a 1. This means that Morkrin's bet on number two is doubled, but all other bets are lost. Morkrin Tha ends up 6 small gold pieces the poorer.

Winnings will always be exact physical duplicates of what was bet, and will be of exactly the same value as the original (unless the original derived much of its value due to its uniqueness). The only limit on a bet is that the bet must fit within the numbered square (½ meter by ½ meter) on the gaming table. Only inanimate objects may be wagered.

A Demon object, Virtuous object, or any object containing an elemental may be placed as a wager. However, only the physical part of the bet will be duplicated — not the magical or sorcerous properties of the wager. For instance, a jeweled sword containing an elemental or a gem containing a demon of knowledge could be wagered, but only the sword or the gem would be duplicated, not the elemental or the demon.

NUMBER ONE: the prize is the permanent gain of one point of STR.

1D8	Opponent
1-3	great black ape
4-6	forest bear
7-8	cave bear

These creatures have maximum possible STR.

NUMBER TWO: The prize is the permanent gain of two points of STR.

1D8	Opponent
1-3	great black ape
4-6	forest bear
7-8	cave bear

These creatures have maximum possible STR, +20% to all attacks, and their especially huge claws add an additional 1D6 to all damage done.

NUMBER THREE: the prize is the permanent gain of one point of CON.

1D8	Opponent
1-3	great black ape
4-6	forest bear
7	tiger
8	cave bear

These creatures have maximum possible CON.

NUMBER FOUR: the prize is the permanent gain of two points of CON.

1D8	Opponent
1-3	great black ape
4-6	forest bear
7	tiger
8	cave bear

These creatures have maximum possible CON, +20% to all attacks, and an additional 2 points of armor.

NUMBER FIVE: the prize is the permanent gain of one point of SIZ.

1D8	Opponent
1-3	cave bear
4-6	crocodile (large)
7-8	mastodon

These creatures have maximum possible SIZ.

NUMBER SIX: the prize is the permanent gain of two points of SIZ.

1D8	Opponent
1-3	cave bear
4-6	crocodile (large)
7-8	mastodon

These creatures have maximum possible SIZ, +20% to all attacks, and an additional 6 hit points.

NUMBER SEVEN: the prize is the permanent gain of one point of DEX.

1D8	Opponent
1-3	panther
4-6	tiger
7-8	cave bear

These creatures have maximum possible DEX.

NUMBER EIGHT: the prize is the permanent gain of two points of DEX.

1D8	Opponent
1-3	panther
4-6	tiger
7-8	cave bear

These creatures have maximum possible DEX, +40% to all attacks, and 6 extra hit points.

ROOM FIVE: The Wheel of Life and Death

This room is 20 by 26 meters with a 15 meter ceiling. The only objects in the room are a large felt-covered table, a smaller round table, and an octagonal wheel hung on the wall.

The wheel is hung at a height of five meters directly across the room from the entrance. The sides of the wheel are numbered one to eight, with the numerals colored blood-red. The gray-and-black wheel is constructed of steel and ebony, is two meters in diameter, and cannot be removed or damaged in any way.

The table is marble, one by four meters, and is covered with thick golden felt. Outlined in red on the felt is a row of eight boxes numbered consecutively one to eight. The smaller table is also marble, round, and one meter in diameter. This smaller table holds a number of metal figures on it, a figurine for each member of the party which resembles that character down to the last detail.

The game in this room is deadly. The prizes to be won are increases to STR, CON, SIZ, and DEX; the stakes are the adventurers' lives.

To bet, an adventurer must have his or her figure placed on a numbered square on the table; either by the adventurer or someone else. When the figurines have been placed for the people who want to bet, the wheel will begin to spin. Every player who had a figure on any number will vanish. Each adventurer who vanishes will find himself alone in an empty arena. The arena is well-lit from an unseen source. The walls are so high as to appear endless. The only way out of this place is a huge gate, 50 meters across and 25 meters wide.

Above the gate is the only seat in the house, an immense, ornate throne. To most people, the throne will seem empty. But to any sorcerer, priest, or agent of any cult, it will be occupied. The occupant is, of course, Balo, who has taken the form of an exquisitely beautiful youth. Those characters capable of seeing Balo will see him glance at the character and say, "Ah, there you are. Now that you are here, we will begin. Do try to put on a good show, won't you?" At this point, all characters will see the gate open, and the game begin.

The spinning of the wheel meant nothing. It is up to the adventurer to determine if he will win or lose. What each adventurer faces in the arena and what prize he can win is determined by what number his or her figurine was on when the wheel began to turn.

There is a catch to this room. If any sorcerer or any agent of any cult other than Balo's has his figure placed on a number, the prizes and modifiers to the opponent are the same, but the opponent is determined differently. Roll 1D4 and consult the following table.

1D4	Opponent
1	dragon
2	1D8+8 Dharzi hunting dogs
3	1D4+4 Olab
4	a creature of Matik

Please remember that no matter how many figures are placed on a number, each adventurer will appear alone in an arena to fight his or her nemesis.

If an adventurer's figure was not placed on a number, he or she does not bet, and remains in the room with the

spinning wheel when the others disappear. If any of the adventurers who did not bet try the door after the others vanish, they will find the door unsealed, and may leave.

If the non-bettors stay, they will see the wheel stop spinning. While the GM resolves the combats one after another, the fights actually occur simultaneously, so relatively little time passes. When all combats conclude, the wheel stops turning, and adventurer-survivors then reappear in the room. All who died (and their belongings) are gone forever. The life essence of the losers was absorbed by Baló.

For each adventurer-winner who reappears in the room, his identical figure will reappear on the pedestal next to the gaming table. For each losing character who does not reappear, a black coin will materialize on the pedestal. Each coin bears the stylized representation of a human skull.

At this point, any survivors and adventurers who did not bet may either leave or may bet again by placing their figure on a number. Survivors may wish to patch up their injuries first.

Animal and Monster Statistics

The following are standard statistics for animals and monsters that adventurers will encounter if they place a bet in Room Five: The Wheel of Life and Death. Also included are the effects of any changes in an animal's or creature's characteristics. For example, a cave bear encountered in Number One has maximum STR. In the cave bear description below, under Number One, the effects of this increased STR has been calculated and given; i.e. +10% to all attacks and +1D6 to all damage done.

CAVE BEAR

STR 32 CON 17 SIZ 29 INT 4 POW 7
DEX 17

Armor - 4 points Hit Points - 37

Weapon	Attack	Parry	Damage
Bite	65%	—	1D10+4
Claw	45%	45%	2D6+4
Hug	100%	—	7D6

NOTES - A bear may attack with a bite and two claws per round. If both claws hit, the bear will hug on the next round.

NUMBER ONE - add +10% to all attacks and +1D6 to damage done.

NUMBER TWO - add +30% to all attacks and +2D6 to all damage done.

NUMBER THREE - has 44 hit points.

NUMBER FOUR - has 44 hit points, +20% to all attacks, and 6 points of armor.

NUMBER FIVE - has 44 hit points and +1D6 to damage done.

NUMBER SIX - has 50 hit points, +20% to all attacks, and +1D6 to all damage done.

NUMBER SEVEN - add +7% to all attacks, and the bear will strike at a DEX of 24.

NUMBER EIGHT - has 43 hit points, +47% to all attacks, and the bear will strike at a DEX of 24.

CREATURE OF MATIK

STR 26 CON 35 SIZ 18 INT 5 POW 22
DEX 14

Armor - 10 points Hit Points 41

Weapon	Attack	Parry	Damage
Beak	55%	—	3D8+3
Claw	48%	41%	4D8+4

NOTES - A creature of Matik may claw twice and bite once each round.

NUMBER ONE - add +13% to all attacks and +1D6 to damage done.

NUMBER TWO - add +33% to all attacks and +2D6 to damage done.

NUMBER THREE - has 62 hit points.

NUMBER FOUR - has 62 hit points, +20% to all attacks, and 12 points of armor.

NUMBER FIVE - no change

NUMBER SIX - has 47 hit points and +20% to all attacks

NUMBER SEVEN - adds +10% to all attacks and the creature hits at a DEX of 24.

NUMBER EIGHT - has 47 hit points, +50% to all attacks, and the creature hits at a DEX of 24.

CROCODILE (large)

STR 41 CON 16 SIZ 30 INT 3 POW 11
DEX 10

Armor - 10 points Hit Points - 36

Weapon	Attack	Parry	Damage
Bite	60%	—	1D10+14

NOTES: This crocodile will bite each round. It lacks some of its special attacks from the Stormbringer rule book as it is out of water.

NUMBER FIVE - no change

NUMBER SIX - has 42 hit points and +20% to all attacks

DHARZI HUNTING DOG: up to 16 dogs may be encountered at once. All dogs in a pack will have identical characteristics and skills.

STR 13 CON 14 SIZ 9 INT 5 POW 14
DEX 14

Armor - none Hit Points - 14

Weapon	Attack	Parry	Damage
Beak	45%	—	1D6+1
Claw	44%	44%	1D8+1

NOTES: each round a hunting dog can attack with two claws and the bite.

NUMBER ONE - add +7% to all attacks and +1D6 to damage done.

NUMBER TWO - add +27% to all attacks and +2D6 to all damage done.

NUMBER THREE - has 24 hit points

NUMBER FOUR - has 24 hit points, +20% to all attacks, and 2 points of armor.

NUMBER FIVE — no change

NUMBER SIX — has 20 hit points and +20% to all attacks

NUMBER SEVEN — has +10% to all attacks and strikes at a DEX of 24.

NUMBER EIGHT — has 20 hit points, +50% to all attacks, and strikes at a DEX of 24.

DRAGON

STR 54 CON 27 SIZ 90 INT 18 POW 18
DEX 14

Armor — 10 points Hit Points — 105

Weapon	Attack	Parry	Damage
Claw	60%	48%	9D6
Breath	80%	—	18

NOTES: A dragon may claw twice as well as breathe fire each round.

NUMBER ONE — +42% to all attacks.

NUMBER TWO — +62% to all attacks.

NUMBER THREE — has 126 hit points.

NUMBER FOUR — has 126 hit points, +20% to all attacks, and 12 points of armor.

NUMBER FIVE — has 175 hit points.

NUMBER SIX — has 181 hit points and +20% to all attacks.

NUMBER SEVEN — +10% to all attacks and strikes at a DEX of 24.

NUMBER EIGHT — has 111 hit points, +50% to all attacks, and strikes at a DEX of 24.

FOREST BEAR

STR 20 CON 17 SIZ 17 INT 4 POW 7
DEX 14

Armor — 3 points Hit Points — 22

Weapon	Attack	Parry	Damage
Bite	25%	—	1D8
Claw	45%	20%	2D6+3
Hug	100%	—	3D6

NOTES: each round the bear may attack with a bite and two claws. If both claws hit, the bear will hug on the next round.

NUMBER ONE — add +10% to all attacks and +1D6 to damage done.

NUMBER TWO — add +30% to all attacks and +2D6 to damage done.

NUMBER THREE — has 29 hit points.

NUMBER FOUR — has 29 hit points, +20% to all attacks, and 5 points of armor.

GREAT BLACK APE

STR 26 CON 17 SIZ 19 INT 5 POW 7
DEX 17

Armor — 2 points Hit Points — 24

Weapon	Attack	Parry	Damage
Bite	45%	—	2D6
Hand	60%	30%	2D6+2

NOTES — can attack with both hands and bite in the same combat round. If it hits with both hands, it will grapple and do double damage each round until death or the foe breaks free. To break free, the victim must make a successful STR vs. STR roll.

NUMBER ONE — +10% to all attacks, +1D6 damage, and STR is 36 rather than 26.

NUMBER TWO — +30% to all attacks, +2D6 damage, and STR is 36 rather than 26.

NUMBER THREE — has 31 hit points.

NUMBER FOUR — has 31 hit points, +20% to all attacks, and 4 points of armor.

MASTODON

STR 50 CON 17 SIZ 50 INT 4 POW 11
DEX 7

Armor — 6 points Hit Points — 55

Weapon	Attack	Parry	Damage
Gore	65%	25%	3D8+3
Trample	75%	—	10D6
Trunk	65%	25%	Special

NOTES — the mastodon may use either gore or trunk each round, as well as trample a downed opponent. If the trunk scores a hit, the victim must roll his STR vs. half the elephant's STR or be placed for an automatic trample next round.

NUMBER FIVE — has 65 hit points.

NUMBER SIX — has 71 hit points and +20% to all attacks

OLAB: up to 8 olab may be encountered at once. All olab in a gang will have identical characteristics and skills.

STR 18 CON 27 SIZ 13 INT 11 POW 14
DEX 14 CHA 6

Armor — 8 points Hit Points — 28

Weapon	Attack	Parry	Damage
Crystal Disks	44%	—	3D4+2
Club	45%	44%	1D8+2+1D6

NOTES — each olab carries 5 disks and will use these in preference to the club till they are exhausted or engaged in melee combat.

NUMBER ONE — add +1D6 to all damage done and +14% to all attacks.

NUMBER TWO — add +2D6 to all damage done and +34% to all attacks.

NUMBER THREE — has 49 hit points.

NUMBER FOUR — has 49 hit points, +20% to all attacks, and 10 points or armor.

NUMBER FIVE — has 35 hit points.

NUMBER SIX — has 41 hit points and +20% to all attacks

NUMBER SEVEN — add +10% to all attacks and strike at a DEX of 24.

NUMBER EIGHT — has 34 hit points, +50% to all attacks, and strikes at a DEX of 24.

PANTHER

STR 17 CON 14 SIZ 13 INT 4 POW 7
DEX 24

Armor — 1 point Hit Points — 15

Weapon	Attack	Parry	Damage
Bite	45%	—	1D8+2
Claw	65%	55%	1D6+2
Rip	100%	—	3D6

NOTES — each round the panther may attack with both claws and the bite. If both claws hit, the panther will hang on and attack with the hind leg rip next round.

NUMBER SEVEN — no change.

NUMBER EIGHT — has 21 hit points and +40% to all attacks.

TIGER

STR 23 CON 17 SIZ 17 INT 4 POW 11
DEX 17

Armor — 2 points Hit Points — 22

Weapon	Attack	Parry	Damage
Bite	45%	—	2D6
Claw	70%	50%	1D8+3
Rip	100%	—	3D8

NOTES — each round the tiger may hit with both claws and a bite. If both claws hit their target, the tiger will hang on and rip with the hind legs on the next round.

NUMBER THREE — has 29 hit points.

NUMBER FOUR — has 29 hit points, +20% to all attacks, and 4 point armor.

NUMBER SEVEN — has +7% to all attacks and strikes at a DEX of 24.

NUMBER EIGHT — has 23 hit points, +47% to all attacks, and strikes at a DEX of 24.

ROOM SIX: The Wheel of the Gods

This room is 20 by 26 meters with a 15 meter ceiling. Within the room is a large, felt-covered table, a smaller round table, and an octagonal wheel hung on the wall.

The wheel is hung at a height of five meters directly across the room from the entrance. The sides of the wheel are numbered from one to eight: the numerals glow all the colors of the rainbow and shift constantly. The wheel itself is made of a bone-white substance unknown to any of the adventurers. Two meters in diameter, the wheel cannot be removed or damaged in any way.

The table is marble, one by four meters, and is covered with navy blue, thick, soft, felt. Outlined in white on the felt is a row of eight boxes numbered one to eight. The smaller table is also of marble, and one meter in diameter. Stacked on the smaller table are octagonal chips in glowing colors of gold, silver, and ruby. The chips feel warm to the touch.

The adventurers place bets at this table in much the same manner as in Room Four, but gamblers who bet on the turn of this wheel will be wagering much more than mere money or gems. Bets placed using the gold chips accordingly win or lose permanent POW. With silver chips, the stakes are points of INT; with ruby chips, an adventurer wagers his CHA.

If the wheel stops at the chosen number, the adventurer wins 1D8 points in the appropriate characteristic. If the wheel stops spinning in some other number, he loses the points he wagered.

EXAMPLE— Our friend Morkrin Tha now decides to bet on the Wheel of the Gods. He places one gold chip on the number eight; his POW is 15. The GM rolls the die and the wheel stops at 6; Morkrin loses a point of permanent POW and his gold chip disappears.

Now with a POW of 14, Morkrin bets again, placing one gold chip on the number 4 and one on the number 5. The wheel spins and stops at four; the chip on number 5 vanishes and Morkrin's POW drops to 13, but the GM rolls 1D8 to determine how much POW Morkrin wins on number 4. He rolls a 7; Morkrin's bet on number 4 is multiplied by 7 for a gain of 7 to his POW, raising it to 20 immediately. If Morkrin's bet on number 4 had been 2 chips, his POW would have risen to 27.

Betting Restrictions

A character may never bet more chips than he has points left in a characteristic. If POW 12, he may not bet more than 12 gold chips at one time.

Gamblers may use only their own characteristic POW, INT, or CHA; they may not wager the POW, INT, or CHA of their demons or servants.

If, at any time, a characteristic is reduced to 0, that adventurer dies and his life forces is absorbed by Balo.

ROOM SEVEN: The Shooting Gallery

This room is 15 meters wide by 50 meters long, with a 30 meter ceiling.

The party sees five circular platforms of white marble, each one meter across and 50 cm high. These platforms are spaced about 3 meters apart across the width of the room. There is a cup-like depression in front of each platform, about 25 cm across and about 15 cm deep. Each platform has the following engraved on it in the Common Tongue: "Stand on Me."

At the other end of the chamber, 30 meters from the line of platforms, is a line of five statues. Each statue stands in line with one of the platforms and statue and stand are connected with a black line running along the floor. Each statue is of a handsome human male, each a different color, and armed with its own weapon. They are, from left to right as viewed by the adventurers:

- Statue 1 — black, armed with a sling
- Statue 2 — blue, armed with a self bow
- Statue 3 — green, armed with a javelin
- Statue 4 — red, armed with a desert bow
- Statue 5 — white, armed with a Melnibonae bone bow

Each statue has a bull's eye inlaid on its chest. The statues cannot be harmed in any way.

Nothing happens until a character stops onto one of the round platforms; he will find that he cannot step down until he has cast or fired a missile, anything from a thrown shoe to an arrow.

As the character prepares his missile, he will notice that the statue opposite him has done the same with its weapon. When the adventurer casts or fires his missile, the statue will fire at the character, whether or not he aimed at the statue.

If a character hits the statue opposite him (and no other), a bell rings and a jewel appears in the depression before the adventurer's platform. The size of the jewel depends on the to-hit roll. A regular hit with the character's missile weapon produces a gem of 1D20 carats. A critical hit produces a gem of 1D100 x 10 carats (a range of from 10 to 1000 carats). All jewels are of excellent quality and of a cut unknown to the adventurers.

The type of gem appearing depends on what statue was fired at. Consult the table below. Also listed is the attack percentage of each statue and the damage done by that statue's weapon.

THE STATUES

Statue Color	Gem	Attack	Damage
Black	Opal	55%	1D6+1+1D4
Blue	Sapphire	60%	1D8+1+1D4
Green	Emerald	65%	1D8+2+1D4
Red	Ruby	70%	1D10+2+1D4
White	Diamond	75%	2D6+1+1D4

A statue will fire only at the adventurer on the platform opposite it; all statues fire at the listed attack percentage and may make critical hits.

The statues never fumble, never run out of missiles, and statues never take damage, even from critical hits. The statue will fire at its target even if the adventurer hits it with his own missile.

Firing at a statue not in line with the character will not produce a gem; that statue in line with the adventurer will fire at him.

Hits scored by players not on platforms have no effect.

If a statue scores a hit on any type of demon, whether of protection or otherwise, subtract the damage rolled from the demon's CON. If the demon's CON drops to 0 or less, that demon is instantly released from the plane of the Young Kingdoms. Such damage to a demon's CON cannot be regenerated on the Young Kingdom plane, regardless of the chaotic abilities which that demon may possess.

The missiles are in effect magical. If an air elemental attempts to deflect one that has rolled 50 or less on 1D100, the missile will slay the elemental.

ROOM EIGHT: Baaleer's Chamber

This room is 25 by 28 meters with a 15 meter ceiling. It contains a table and eight chairs.

When the party first opens the doors to this room, they will hear deep, rolling laughter. A booming male voice will say, "Enter, children, and cast the dice with Baaleer."

This room is dominated by its sole occupant. Seated on an outsize stool opposite the entrance is a giant with the head of a hyena. His five-meter frame is grotesquely heavily-muscled. His talons and teeth are ivory-white, his skin is ebony-black, and his eyes burning-red. Baaleer wears no armor or clothing, and is obscenely male.

The furniture consists of a huge, octagonal, puce felt-covered table, seven very comfortable chairs, and the massive throne-like seat for Baaleer. Those who wish to dice with Baaleer will be invited to sit down: the rest must stand. An adventurer finishing his or her turn at dice will be told to leave the table to make room for another who might wish to game. Players may stay seated for another round of dicing. Once a character has seated himself, he must roll the dice at least once in order to be able to leave his chair.

Once all who wish to play are seated, Baaleer will explain the rules of the game. Play then begins, starting with the adventurer seated closest to Baaleer's right hand and proceeding counterclockwise around to the character closest to his left. For purposes of practicality, in actual play

the GM will correspond to Baaleer, and the rolls will go counterclockwise around the table in the order the players are sitting.

Each adventurer may continue gaming until he or she loses; then play must move on to the next adventurer. A character may choose to stop before losing, but win or lose he must play at least once. Since the adventurers are the guests, they will roll the dice first.

The dice are unusual: they are two six sided dice, about eight centimeters on a side, and made of bone. The pips on the dice are faces of men and women laughing or screaming in horror. The eyes of these tiny faces move to meet the gaze of those who closely examine them.

Dicing With Baaleer

The adventurer always rolls first; roll 2D6.

1) A roll of 7 or 11 is an automatic win. The adventurer gets one free wish; Baaleer may not roll to beat him. The character may roll again or pass to the player on his right.

2) A roll of 12 is an automatic win yielding two wishes. Baaleer may not roll; the adventurer may play or pass.

3) A roll of 2 (snake eyes) is an automatic loss; the adventurer must pay double normal costs for losing. The roll shifts counterclockwise to the next adventurer around the table.

4) On a roll of 3, 4, 5, 6, 8, 9, or 10, Baaleer gets a chance to beat the adventurer's roll on the dice. To beat the roll, Baaleer must roll a 3, 7, 11, or 12, or any other number less than the number rolled by the player. A roll of 2 by Baaleer means an automatic loss for him and two wishes for the player. If Baaleer rolls a 12, it is an automatic win for him and the adventurer takes double normal penalties for losing.

5) If Baaleer fails with his roll, then the character gets one wish and may continue to play or may pass. If Baaleer does not get an automatic win, but beats or ties the adventurer, then the character gets one roll to try to beat Baaleer. If the adventurer then rolls an automatic win or a roll lower than that of Baaleer, he or she gets one wish and may play or pass. If the adventurer's roll is a 2 or if it is a roll higher than Baaleer's, the character loses and takes a penalty. If it is a tie, reroll until a result is obtained.

EXAMPLE: Our friend Morkrin Tha is dicing with Baaleer. Since the guest always goes first, Morkrin's player rolls and gets a 4, an excellent roll. The GM as Baaleer rolls and gets an 8, not good enough. Morkrin Tha gets one wish and may stop if he likes. He decides to go on and rolls a 5. It is now Baaleer's turn: the GM rolls 2D6 and gets a 12. This is an automatic win for Baaleer and costs Morkrin two penalties instead of one. The penalties are subtracted immediately.

Play now proceeds to the next player seated counterclockwise around the table. This is Tiamoraz Bha's player. He player rolls the dice and gets a 7, an automatic win. Tiamoraz wins one wish and decides to continue. Her player rolls again and gets a 9, not so good. Baaleer's roll is a 5. Tiamoraz must beat a 5 or suffer a curse as a penalty. Her player rolls the dice and gets a 5, a tie. This means that Baaleer must roll again. The GM's roll is a 1, an automatic loss for Baaleer: Tiamoraz wins two more wishes. Her player wisely decides to stop dicing. The roll now shifts to the next player around the table.

Baaleer will not tell the characters what the consequences of losing are. If questioned, he will say "nothing that will kill you, little one. I am not allowed to lay a finger on any of you. It is just my way of making this lit-

WISHES

The prizes to be won in this game are the wishes granted by Baaleer. These wishes are almost exactly like those granted by Demons of Desire as per the *Stormbringer* rules, but with some exceptions:

- 1) All wishes must be used in this room or they will be lost. These wishes cannot be saved for later use.
- 2) Wishes cannot be used to restore lost characteristic points, except for such losses caused by major wounds.
- 3) Wishes may be used to procure demon armor or demon weapons. The demon thus brought needs to be bound POW vs. POW before it can be used by the character. The total characteristic points of the demon are equal to 1/2 the total characteristic points of the adventurer wishing for the demon item.
- 4) Two or more characters may not combine their wishes.
- 5) Baaleer will not answer questions; he is not a demon of knowledge.
- 6) Wishes granted by Baaleer may be used to reverse adverse effects of major wounds (including such wounds suffered in this room). Eyes, ears, noses, hands, and feet may all be replaced and other injuries cured at the rate of one wish per injury. There is a catch. While in the Hall of Risk, all such replacement parts look and feel normal. However, once outside this building they can be seen in their true form.

EYES – resemble Baaleer's; blazing solid red orbs with neither pupil nor iris. Such eyes are capable of seeing in the dark and identifying demons by sight, but are color blind.

EARS – are the pointed, hairy ears of a hyena. If not enclosed in a helm, these ears add 30% to a character's Listen ability.

NOSE – any nose replaced by Baaleer is the black moist nose of a hyena. It adds 50% to a character's Scent ability and 25% to his Tracking ability. He will also be able to (non-directionally) smell magic and demons.

JAW – a broken jaw healed by Baaleer has the fangs, blackened gums, and red lolling tongue of a hyena.

HANDS and FEET – Any hands or feet replaced by Baaleer have taloned claws as do his. Characters will be able to attack and parry with these claws at 20% plus bonuses and do 1D6 plus their damage bonus in damage.

OTHER – other injuries healed by Baaleer have no effect save that the skin over the old wound will be jet-black in coloration.

All of these replacements by Baaleer are bound to affect the character's CHA. The GM should decide this.

the game worth my while. Indulge me, won't you?" All characteristics lost in this room are partially absorbed by Baaleer, with a fairly large bleedoff to Balo.

Having finished dicing, an adventurer may leave the table or stay seated. Once everyone at the table has rolled the dice, Baaleer will ask those in the room if they would care to dice another round. If there are no takers, Baaleer will say, "Then it is time for you to leave, little ones. Come and visit Baaleer again sometime. Farewell." All the characters must now leave this room.

The GM should remember that once an adventurer has rolled Baaleer's dice, everyone standing can open the door and run from the room. Any adventurer seated at the table will be unable to rise from his seat without rolling the dice at least once.

LEAVING AND RE-ENTERING THE HALL

Once the party has entered any one of Rooms 2-8, they can then leave the Hall of Risk. The entrance doors will be unsealed and easily openable. However, if the party

leaves the Hall and then re-enters it, then the doors will seal shut behind them and remain sealed until they have entered one of the rooms. There is no way to prop open any of the doors.

Should a group be too weak or cowardly to go on, they could wait indefinitely in the Room of the Emerald Fountain, until a party of NPCs entered the Hall and attempted and lived through a room. The player characters might persuade the NPCs to let them accompany the NPCs either into another room or out of the Hall. How long would they have to wait? How would the NPCs react to a bunch of freeloading strangers? This could be an interesting way of meeting unexpected allies, of beginning new adventures, or of just getting into fresh trouble.

When the characters leave the Hall, they will find everything as it should be. Time has passed normally and their mounts and pack animals are unmolested. If the GM decides not to keep the Hall of Risk as part of his world, this is the end of the adventure and Balo whisks the Hall off to some other plane. But if the GM decides to make the Hall a permanent landmark, then there are a number of possibilities.

Players with adventurers ready to retire after a life of adventure could settle them in this valley. These veterans could provide supplies, pack animals, and lodging to parties entering and leaving the Hall.

More active characters might want to set up shop as guards for parties who wish to leave their horses, servants, or belongings outside while they venture into the Hall, or perhaps hire out as bodyguards for other adventurers. Such guards could ask extra questions of Merut, help win gems in the Shooting Gallery, or simply act as extra arms and strong backs to carry treasure.

Characters of a criminal bent could make the valley a hunting ground, ravaging unattended or lightly-guarded baggage trains, and ambushing weakened NPCs when they stumble from the Hall.

A permanent Hall of Risk should become something of a landmark. Besides luring in the daring, the desperate, and the dimwitted, the Hall by its very nature will also fetch the powerful and the curious from many lands. One might even find Elric here, inciting his jaded senses in one of the strange rooms of the Hall of Risk.

PENALTIES

The penalties for losing to Baaleer take the form of curses which reduce certain characteristics or afflict the body. Determine the characteristic affected by rolling 1D6 and consulting the following table:

Die Roll	Effect
1	lose 1 point of STR
2	lose 1 point of CON
3	lose 1 point of SIZ
4	lose 1 point of DEX
5	maiming – roll on Major Wounds table [3.9.2.2] and apply effect immediately
6	disfigurement – roll on Beggar Afflictions table [2.3.10.2] and apply effect immediately

All losses or other effects are permanent. If the penalty is the result of an automatic loss for the character of a 2 or a winning roll of 12 for Baaleer, the penalty is doubled – the 1D6 is rolled twice and both results taken.

The Crystal of Daerdaerdarth

THE SITUATION

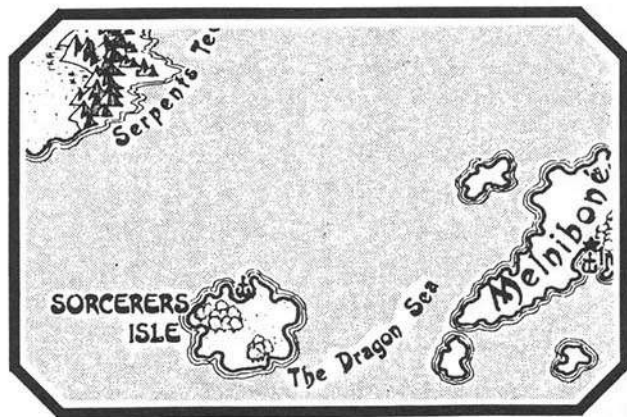
The adventurers are in Bakshaan, Ilmiora (or wherever convenient), relaxing and looking for new employment. They are approached one evening in a local tavern by a small harmless-looking man, undoubtedly someone's well-dressed servant. The man identifies himself as Lanthin, personal slave to Thravose the Mighty, and informs the party that his employer lives outside of town in a small, well-guarded villa. Lord Thravose has a certain job which the party might perform in exchange for gold. Lanthin gives the adventurers directions to the villa and asks them to be at the main gate in two hours.

Until it is time for the meeting, the party may attempt to learn more about Thravose the so-called Mighty. Secret Music Lore rolls should be made by the GM for all adventurers. If a roll succeeds, that adventurer remembers a lay about Master Thravose the Collector. It seems there was a wealthy Pan Tangian warrior-lord named Thravose who made a fortune by dealing in expensive clothing, jewelry, and unique works of art. Thravose has become fascinated by magic items and vigorously collects them, though he doesn't know how to use many of them. His reason for this fascination is unknown. Thravose has settled outside of Pan Tang, though he still keeps in contact with friends, overlords, and relatives there, and has sealed himself into his villa with a pack of faithful guards; he now seldom shows himself. He is reclusive, mysterious, and at least 60 years old.

If a character's player makes half of his Music Lore roll, that adventurer remembers the last part of the lay, which states that Thravose has taken to hiring parties of brave men to go on mysterious quests, from which many fail to return. If a fumble is rolled on this Music Lore roll, then that adventurer recalls a false tale about Thravose the Wizard, a potent person striving to summon the Dukes of Chaos to this plane.

The characters may ask the locals about Master Thravose. If any adventurer receives a successful Persuade roll, a local drunkard will tell them that Thravose is an old man who is now quite rich after years of trading, and that he lives in a villa outside of town, well-guarded by a pack of toughs. Thravose is seldom seen anymore, and the local will say that it is commonly believed that he is dead. Everyone knows that Thravose has hired many adventurers in the past.

The local also knows that Thravose collects magic artifacts. If the Persuade roll is fumbled, the drunkard will tell the character that Thravose is an evil wizard who sacrifices those who meet him to the gods of Chaos.



The villa of Thravose can be found easily a mile east of town. It is a sturdy-looking walled villa made of imported Argimiliaran marble. Ten guards are visible at any one time, and they are all short, swart natives of the Weeping Waste. The guards wear red-laquered wooden armor and bear stout desert bows. They speak only their native Mong and will not be bribed.

A party attempting to storm the villa in hopes of stealing treasure should be given a nasty time — there are 30 guards with a desert shaman (who can summon elementals) and a magic item radiating protection for the villa in some way (GM's option, but one likely method would be for the item to summon 60-point Demons of Combat every five minutes who are assigned to attack the intruders and who vanish after the intruders are slain or flee).

When the adventurers approach the front gate, Lanthin and eight guards will meet them and take them inside the villa to meet Master Thravose the Collector. The merchant lord greets the party in a large, luxurious hall. Seated behind a massive desk of glossy Troosian wood, Thravose is a heavy-set, rather sensuous-looking Pan Tangian, at least 60 years old. He wears fine silk clothing and quantities of expensive-looking jewelry on his greasy bulk.

Thravose does not like to be interrupted and will not tolerate a lack of respect. After having wine poured for his guests, he will make them an offer.

"I have a proposition for you," he says, "I'm a collector of, ah, rarities. Gems are my greatest pleasure. It has come to my attention that a particularly rare gem, known as the Crystal of Daerdaerdarth, exists on a small island near Sorcerer's Isle. It appears to be a large ruby; it may or may not glow — my sources are contradictory. The gem is buried with a poor chap dead thousands of years. Now I shan't, ah, lie to you. You must find the tomb's entrance yourself and it may, ah, be guarded. I have heard of your

party, fine fellows all, and I wish to bestow this simple task on your group. If you bring the gem back to me, I will pay you double the gem's worth in gold."

He has not seen the gem, of course, but believes it may be worth at least 40,000 LB. He will guarantee 1000LB to each survivor for a good-faith effort, but no more than that, for he will not send a representative with them to the island. He will not reveal more details, though the captain of the ship will once they are at sea.

If the party accepts the offer, they will be told that they will be taken to the merchant's private galley tonight to sail before dawn. For a few hours the adventurers can relax at Thravose's villa. During this time, the party may requisition supplies from Thravose's store rooms. After a banquet, Lanthin leads the party to the docks of Bakshaan. There they board a Tarkesh war galley, captained by a dark, sinister-looking Pan Tangian captain, for their voyage to the far-distant island.

THRAVOSE, Age 64

STR 8 CON 10 SIZ 14 INT 15 POW 16
DEX 9 CHA 15

Armor — none Hit Points — 12

Weapon	Attack	Parry	Damage
Falchion	70%	67%	1D6+2+3D6
Shortsword	58%	49%	1D6+1
Thrown Dagger	77%	—	1D4+2

NOTE — Thravose normally carries only three flashy-looking throwing daggers when inside his home. A falchion hangs behind his chair, within reach if needed. This falchion is enchanted — it holds three fire elementals, thus enabling it to flame and do 3D6 extra points of damage on the first 1D6 rounds of combat.

SKILLS — Credit 98%, Evaluate Treasure 99%, Persuade 88%, Ride 90%

LANGUAGES [Speak/Read-Write] — High Melnibonean 10/50%, Common 80/90%, Speak Mong 75%

TREASURE — Thravose normally carries no money on his person whatsoever. However, his silken robes, if not torn and bloodied, would be worth around 400 LB.

THE VOYAGE: Information

The vessel is a fine war-galley of Tarkesh make. It has a single square sail and one hundred and twenty oars, arranged in two banks to a side of the ship. The galley is in top-notch condition and looks quite sea-worthy.

The captain of the ship, a rather tall Pan Tangian named Lank, personally escorts the adventurers to common quarters belowdecks, close to his own. The captain advises sleep, explaining that the ship will set sail late this evening, in order to leave Bakshaan without causing any undo piratical interest.

LANK of Pan Tang; Ship's Captain, Age 39

STR 12 CON 14 SIZ 17 INT 15 POW 14
DEX 9 CHA 15

Armor — 1D6-1 Hit Points — 19

Weapon	Attack	Parry	Damage
Sea Axe	71%	73%	2D6+2+1D6
Javelin	82%	—	1D8+2+1D4
Punch	54%	—	1D3+1D6

SKILLS — Balance 76%, Climb 70%, Climb Rigging 97%, Navigation 99%, Ride 50%, Swim 65%, Tie Knots 87%

LANGUAGES — Speak Common 75%, Speak Mong 50%, Speak Low Melnibonean 25%

The party awakes the next day to find the ship at sea. The adventurers can freely roam the ship and are treated courteously by the crew. The Tarkeshite crew members are wizened veterans. (Any mutiny attempts will be fiercely resisted from all 150 of them.)

In the afternoon of the first day the captain summons the party to his cabin where he relates some details of the voyage. The journey will take about a week and, once at Valyk's Isle, the party must row themselves ashore in a longboat. He tells the group that they are not the first adventurers to try this quest. About three months ago the captain transported another party to the island, but they never returned to his ship. He waited for two weeks, but finally left.

This is all the captain will tell without a successful Persuasion roll. If someone makes his Persuasion roll, the captain adds that the preceding group had six men in it, one of them a Pan Tangian wizard. He also lets slip that on the morning of the fourteenth day their longboat was seen floating close to his galley, and that is why he finally left, risking the wrath of Thravose. On a second Persuade roll he informs the party that the gem they seek is magical, but supposedly unusable by any sorcerer of today, "Save perhaps those mighty ones ruling from Pan Tang." If a Persuade roll is fumbled, not only will the captain say nothing more, but he will order his crew to say nothing to the adventurers as well; something they said greatly insulted him.

During the voyage the party members may attempt to find more information from the crew. Roll for each adventurer's Persuade. If a roll succeeds, that adventurer will be told the true story of the last expedition. It seems that on the morning of the fourteenth day the ship's longboat was found floating near the ship: there was a man doubled over in the bottom. The crew put a hook on the boat and pulled it in. The lone survivor was a Filkharian thief, gone stark raving. On board, the thief tried to warn everyone of "little devils in the night" and "talking dogs". That night, the thief was found dead in the hold where the captain had locked him away. If the Persuade roll is fumbled, the sailor will refuse to talk and will spread the word to the rest of the crew not to speak to the mercenaries.

The journey lasts eight to thirteen days, through the Oldest Ocean, down the coast of Shazaar past the Serpent's Teeth, and then south to Sorcerer's Isle. The journey is uneventful and the party arrives at Valyk's Isle ready to adventure.

If the GM wishes, he may throw some extras into the trip by having the ship assaulted by pirates in the Oldest Ocean. A fierce storm near the Serpent's Teeth could cause characters to save themselves and their belongings. The best way to run this would be to either let the characters save themselves (automatically succeeding) or to save their belongings (again, with automatic success). If they try to save themselves, there is a 10% chance per important item that it will be swept overboard. If they try to save their belongings, there is a 5% chance that they

will be swept overboard themselves, drowning in the wild seas. This is a cruel but effective way to cause a character to lose some magical item.

On one beautiful sunny day, the characters will be told that Valyk's Isle is on the horizon.

VALYK'S ISLE

This small island is about 0.7 km long by 0.5 km wide, and is located 80 km west of Sorcerer's Isle. The interior of the island is seven meters above sea level; when a storm hits, waves will wash up over much of the island. The second island on the map has a five-meter interior. The smallest island is not much-elevated and is swamped in stormy seas. These islands are formed of dark gray volcanic rock. The outer flat area is quite smooth from wave action; it will be slippery when wet. The interior of the island is covered by a layer of earth up to a half-meter deep.

The weather is quite nice here. The temperature is usually not too warm and never cold, the air is slightly breezy, and the sun is hot and bright. Small animals and birds are abundant on the island: it is an untouched paradise.

Valyk's Isle's central parts are covered heavily by native trees, bushes, and shrubs, which obscure most of the inner island; ruins poke through the dense vegetation — gray or black rock towers with roofs or entire stories missing.

The captain, Lank, explains that the isle is surrounded by tricky reefs and that the closest the galley can get to shore is two km off the east side. He will give the adventurers the galley's longboat, and will sail back to the coast of the Silent Lands to pick up supplies. In seven days the ship will return to pick up the party. The captain wishes the adventurers luck and has the longboat lowered.

As the party rows towards shore, they soon make out another longboat, pulled up on the east edge of the island (at spot [A] on the players' map). The characters also must land there; to the right and left strange black-green reefs can be seen just under the waves. If the adventurers look back, they see the Tarkesh galley already oaring off.

On The Island

The following letter-entries are keyed to specific points on the GM's map of the islands.

(A) — As the party's longboat nears, they see another longboat pulled up on the shore at point A. The party will also find that, because of the unnatural reefs just under the water, they can land only on the eastern side of the island (between the two X's). No matter what the height of the sea, these magical reefs stay just below the surface.

When the party lands, they may examine the other longboat. It is large enough to have carried up to 12 men. It is in good shape, appearing not to have been abandoned long. *Karmoorva's Bell* is painted on the stern in Common and this is easily recognizable as a Dharijor name. In the longboat are 8 oars and two coils of rope.

(B) — Hidden in the woods west of the longboat are four men. Give the players See rolls when their adventurers come ashore. Describe the dense forest, clear sky, and tropical birds, but the 4 ambushers can be seen only if a party member received a critical See roll.

When the party moves north or south of the hidden men at point B, or when the party gets within 30 meters (about 100 feet) of them, the four warriors (Zaluss, Mear-

ig, Tolnu, and Klemin) will open fire with bows. They are the beach guard left behind by a Dharijor wizard now exploring the island's interior.

Zaluss, an assassin from Jharkor, is leader of the beach guard, and hesitant to give up his own life. If possible, he will avoid melee, leave comrades behind, and try to escape into the deeper forest in order to link up with the Dharijor wizard. Failing that, Zaluss will ambush the party using poisoned arrows. If the Dharijor wizard dies, Zaluss will try to make any deal possible to get off the island, but he is treacherous and should not be trusted. Mearig is a veteran adventurer from Shazaar who follows orders without question. He will stand his ground and enter melee if he must, but if he receives a major wound he will surrender. Tolnu and Klemin are young adventurers from Shazaar and are headstrong. They will gladly melee and die swinging.

ZALUSS, Jharkorian assassin

STR 16 CON 12 SIZ 14 INT 14 POW 9
DEX 19 CHA 8

Armor — 1D6-1 Hit Points — 14

Weapon	Attack	Parry	Damage
Shortsword	72%	70%	1D6+1+1D6
Self Bow	66%	15%	1D8+1+1D4
Dagger	50%	50%	1D4+2+1D6

NOTE — weapons and arrows often poisoned with Tarned Root poison (see below).

SKILLS — Ambush 66%, Dodge 40%, Hide 53%, Listen 55%, Move Quietly 70%, Poison Lore 35%, Search 33%

SPECIAL — has 10 doses of Tarned Root poison; Class 1, Subclass 2. A poison commonly used by assassins of Shazaar, Jharkor, and Dharijor. It is made by decanting a clear fluid from the root of the flowering Tarned plant. The distilled liquid is thin, with a clear brown color and smells of rotting potatoes. The plant is found in many forests on the westernmost continent of the Young Kingdoms. It is an ingestive or a blade poison, depending on how it is prepared, causing 1D10 points of damage to its victims.

MEARIG, Shazaarian warrior

STR 15 CON 18 SIZ 13 INT 9 POW 8
DEX 16 CHA 10

Armor — 1D6-1 Hit Points — 19

Weapon	Attack	Parry	Damage
Broadsword	63%	65%	1D8+1+1D6
Self Bow	52%	20%	1D8+1+1D4
Hand Axe	40%	38%	1D6+1+1D6

SKILL — Dodge 38%

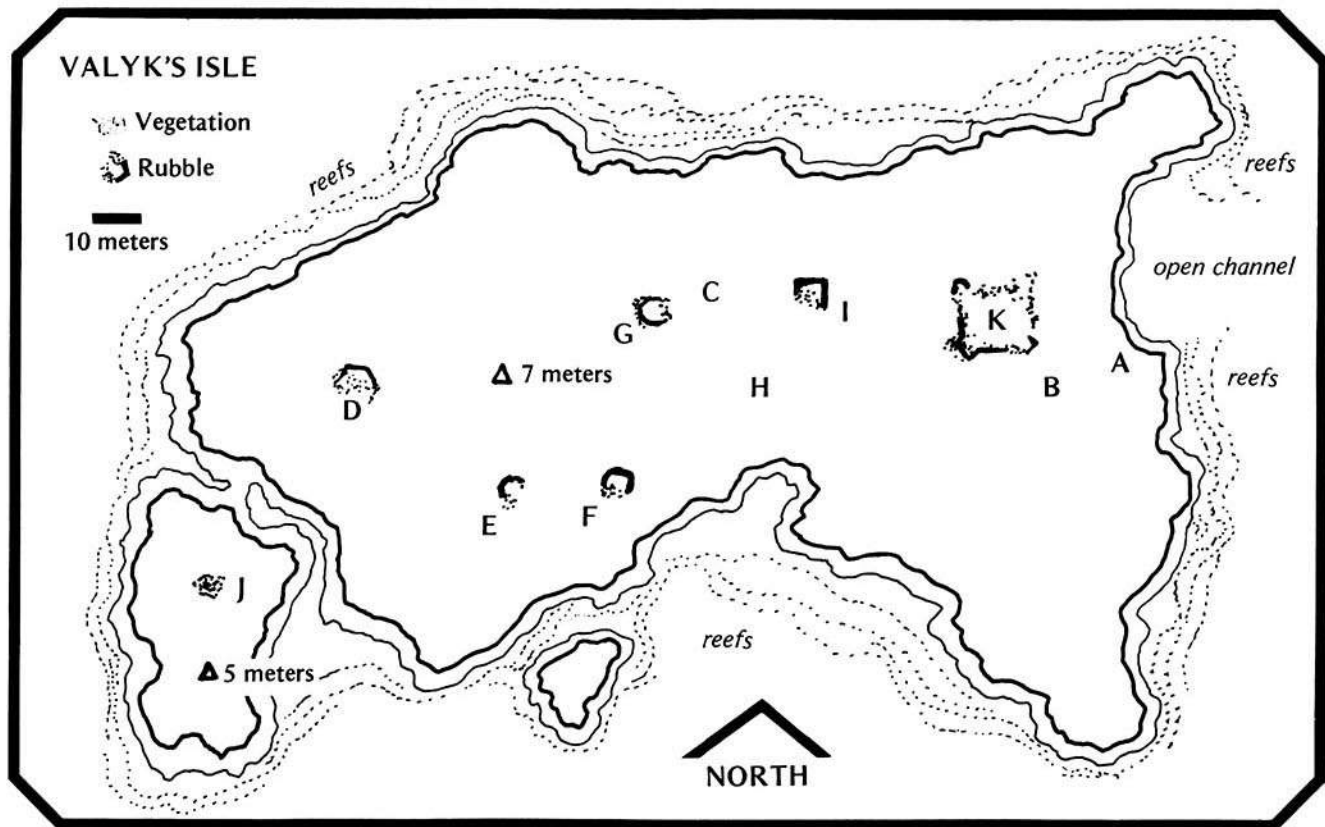
TOLNU, Shazaarian warrior

STR 15 CON 16 SIZ 10 INT 8 POW 5
DEX 12 CHA 9

Armor — 1D6-1 Hit Points 16

Weapon	Attack	Parry	Damage
Broadsword	51%	50%	1D8+1+1D6
Self Bow	40%	10%	1D8+1+1D4
Dagger	32%	31%	1D4+2+1D6

SKILL — Dodge 25%


KLEMIN, Shazaarian warrior

STR 15 CON 12 SIZ 11 INT 7 POW 6
DEX 12 CHA 9

Armor – 1D6-1 Hit Points – 12

Weapon	Attack	Parry	Damage
Broadsword	48%	49%	1D8+1+1D6
Self Bow	38%	39%	1D8+1+1D4
Hand Axe	28%	29%	1D6+1+1D6

SKILL – Dodge 25%

(C) – This is the starting position of the Dharijoran wizard's party, composed of six men (Aviliad, Drollick, Spence, Selbenat, Reshunt, and Haliac Bendernant, the wizard). They are moving toward point K with no effort to stay quiet. If Zaluss, the assassin, reaches and alerts them to the intruding party's existence, they will move stealthily across the island to find the intruders and ambush them. If Zaluss doesn't reach them in time, the players may roll Hear or See rolls for the adventurers as appropriate, to detect the Dharijoran wizard's group. This could lead to an ambush by either party. Or the two groups might bump into each other at the GM's discretion.

Reshunt, a thief from Dharijor, will plead for mercy if he is reduced to half or less hit points. Drollick, Spence, and Selbenat are warriors from Dharijor; these henchmen will fight until dead to save their sorcerous liege. Aviliad is another Dharijoran warrior, and is the magician's right hand. Aviliad also will die fighting if need be. Haliac Bendernant is the Dharijoran wizard. He is the student of a noble wizard in the town of Nargesser and wants to find relics of ages past for his master. The wizard knows his inability to fight and will try to summon earth elementals if attacked.

HALIAX BENDERNANT; Dharijoran wizard in a clean gray robe

STR 7 CON 13 SIZ 12 INT 16 POW 16
DEX 10 CHA 14

Armor – none Hit Points – 13

Weapon	Attack	Parry	Damage
Dagger	46%	42%	1D4+2

SKILLS – Dodge 30%

SPELLS – Conjure Earth Elemental 80%

POSSESSIONS – Has three earth elementals bound into separate silver rings. Each ring is worth 200 LB as jewelry.

AVILIAD; Dharijoran warrior in half plate

STR 15 CON 18 SIZ 15 INT 10 POW 10
DEX 12 CHA 14

Armor – 1D8-1 Hit Points – 21

Weapon	Attack	Parry	Damage
Broadsword	70%	68%	1D8+1+1D6
Target Shield	45%	70%	1D6+1D6
Dagger	43%	41%	1D4+2+1D6

SKILL – Dodge 52%

DROLICK; Dharijoran warrior in green leather

STR 12 CON 14 SIZ 12 INT 10 POW 9
DEX 16 CHA 13

Armor – 1D6-1 Hit Points – 14

Weapon	Attack	Parry	Damage
Falchion	62%	62%	1D6+2
Dagger	48%	48%	1D4+2
Thrown Dagger	37%	–	1D4+2

SKILL – Dodge 41%

SPENCE; Dharijoran warrior in tan leather

STR 12 CON 12 SIZ 12 INT 11 POW 11
DEX 13 CHA 16

Armor – 1D6-1 Hit Points – 12

Weapon	Attack	Parry	Damage
Falchion	58%	58%	1D6+2
Target Shield	44%	48%	1D6
Dagger	32%	32%	1D4+2

SKILL – Dodge 30%

SELBENAT; Dharijoran warrior in tan leather

STR 13 CON 16 SIZ 14 INT 8 POW 8
DEX 12 CHA 7

Armor – 1D6-1 Hit Points – 18

Weapon	Attack	Parry	Damage
Broadsword	48%	49%	1D8+1+1D6
Heater Shield	39%	44%	1D6+1D6
Hatchet	29%	28%	1D6+1+1D6

SKILL – Dodge 33%

RESHUNT; Dharijoran thief in light clothing

STR 9 CON 10 SIZ 8 INT 12 POW 12
DEX 17 CHA 11

Armor – none Hit Points – 9

Weapon	Attack	Parry	Damage
Dagger	50%	51%	1D4+2
Thrown Dagger	40%	–	1D4+2

SKILLS – Dodge 50%, Listen 70%, Move Quietly 50%, Search 40%, See 45%

(D) – Once a tower, these remnant walls are only two meters high. They are made of cream-colored marble shot with veins of gold. Nothing of interest can be found here.

(E) – Crumbled tower walls lay here. They are of light gray marble; the tallest sections stand about four meters high. If the rubble is searched, a Search roll reveals three silver goblets and four bronze coins. The items are old and dirty, but due to their age each goblet is worth 100 LB, and each coin is worth a LG. The coins were minted in Melnibone 6000 years after the founding of the Bright Empire.

(F) – Partial walls of another tower. The stonework is a light blue marble; the still-existing walls are three meters or less high. A Search roll will reveal a gold ring with the symbol of Chaos on it worth 700 LB.

(G) – The remains of an octagonal tower with the top broken off. Each side is about ten meters long and the entire structure is still five meters high. The walls are basalt and emit slight vibrations (detectable by all and easily recognizable as magic by any sorcerer of second rank or above). The aura is a protective spell put on the tower by its past owner to help it weather the effects of time. There is no door on the structure, only a gaping archway. The inside is clogged with rubble; the floors have collapsed. If the rubble is searched, a Search roll will allow the party to find two silver mugs, a silver dagger, sixty bronze coins, twelve silver coins, four gold coins, and a

medallion of gold with a perfect 30-carat emerald set in it. All the items are over 4000 years old and valuable: each mug 120 LB, the dagger 150 LB, the bronze coins 1 LG each, the silver coins are Melnibonean Silver Dragons, the gold coins are worth 3 Silver Dragons each, and the medallion is worth 4000 LB.

(H) – At this spot are located two crude huts belonging to the strange beings known as the Kay. The smaller hut is ten meters in diameter and stands just under two meters high. It is the supply hut for the village and contains only nearly-inedible roots, nuts, and unidentifiable chunks of meat hung from the ceiling to dry. The other hut is 20 meters in diameter and stands two meters high. This is the communal sleeping hut for the Kay, containing straw beds and simple artifacts. In the dirt clearing around the huts are three fire pits, usually containing fires in the afternoon. This is home to 36 Kay: 18 males, 6 females, and 12 pups. There will always be six males out hunting, one of whom is the Kay chieftain.

In the daytime there is a 50% chance that four females and seven pups will be out of the village at play or gathering food. There also is a 33% chance that an additional six males will be gone from the village. At night all the Kay are in the village except for the special hunting party.

In daytime, most pups and females are in the clearing, and a few females and all the males are inside the largest hut. No guards are posted. At night all pups and females are in the largest hut along with most males. Three males will guard the outside, usually sitting beside one or more fire pits.

If the compound is attacked, the male Kay fight fanatically, swinging to the end. The females will fight only in desperate situations; the pups, while fearless and mean, are incapable of fighting.

The only valuable item in the village is a bronze Chaos signet hanging by a leather thong from the center post of the communal hut. The Kay worship the signet; it is worth 600 LB due to its antiquity.

The hunting party of Kay will always show up later in the adventure.

The Kay are small, light-framed creatures, bipedal with opposable thumbs and tails about half as long as their bodies. Their wrinkled faces are made most hideous by their mouths, which run vertically up the face, instead of across, as in most creatures. Their eyes are on either side of this horrible mouth. The mouth is full of short fangs and a forest of stubby black horns protrude from their scalp and shoulders. The creature is covered with short fine fur ranging from dark brown on old males to nearly white on pups. The average Kay male stands 110 cm tall (about 42" high) and weighs 24 kg (about 50 lbs). A typical female reaches 90 cm in height (about 36") and weighs 30 kg (about 66 lbs) – the females are disproportionately obese. The males wear animal hides stitched across their chests as armored vests. The tanning of these hides dyes the leather red with berry juice. Females go naked, as do the pups. The Kay use crude stone weapons.

The Kay are an old race evolved by sorcery. Seven thousand years after the founding of the Bright Empire, a Melnibonean wizard named Earl Valyk mutated a harmless creature, found on Valyk's Isle, into a slightly more intelligent and faithful slave. The creatures were named Kay. They served Valyk for long years and some breeding pairs were given by the Melnibonean to others of his kind

as slaves or curiosities, spreading the Kay race. When Valyk died, the Kay gradually went out of vogue, and they returned to the wild, surviving as best they could. Since then, they have become fierce creatures trying to live in a harsh world. They are in decline, for nearly 80% of their females die soon after birth. The reason for this is unknown. The ratio of Kay males to females to pups is 3:1:2. Soon the little creatures will be gone from this plane of existence.

The Kay live in small "villages" no larger than 50 individuals, made of thatched huts. Usually all members of a village dwell in a communal hut. Males hunt small game and females gather roots and berries. Kay dislike leaving the safety of fire at night unless protected by some talisman (normally a Melnibonean relic).

The Kay are found on isolated tropical islands.

THE KAY

STR 2D8	Hide	60%
CON 2D8	Move Quietly	40%
SIZ 1D8	Scent	40%
INT 1D8+1	See	50%
POW 1D8	Track	70%
DEX 3D8		
CHA 1D8	Hit Points: figured normally	

Weapon	Attack	Parry	Damage
Bite	10+1D10%	—	1D6
Hatchet	30+1D10%	30+1D10%	1D6+1
Spear	20+1D10%	20+1D10%	1D6+1
Thrown Spear	25+1D10%	—	1D6+1

ARMOR — none natural, usually wear armored vests worth 1D4-1 armor.

(J) — The water separating the islands at this spot is only 1.5 meters deep at the most. If the party wades over to the smaller island, some rubble amidst the underbrush will be found at point J. The broken fragments found here are plain gray marble, covered by vines and endless small plants. A Search roll made in these ruins will turn up a very handsome dagger in a weather-beaten silver case. The dagger is 30 cm long, made of a lustrous material appearing to be half crystal and half metal of a smoky blue color. The dagger is quite a stunning weapon, and most people will feel an urge to wish to possess it. The adventurer actually picking up the dagger will find that it is a Demon weapon lost here for over 5000 years. The adventurer picking it up must engage in a POW struggle with the demon, named Spizalik, with the following stats:

SPIZALIK, Demon Dagger

STR 10	CON 34	SIZ 1	INT 5	POW 15
DEX 80	CHA 30			

COMBAT BONUSES — +20% to hit, +1D6 damage

NOTES — This dagger was originally forged by a Melnibonean wizard named Avam Krolym 4000 years after the founding of the Bright Empire. The dagger is very egotistical and dislikes any Demon weapon with a charisma under its own.

(K) — These are the largest set of ruins on the island. Here once stood a complex of four pale-blue, eight-sided towers joined by low walls. Two of the towers are still intact, but have had their tops shorn off and are now only seven meters high. The remains of the other towers are four meters high at most; the walls in some spots reach three meters high. There is no sign of a gate. The rubble-filled towers have no remaining upper floors. Rubble covers the inner compound and can be found outside the walls.

The Eastern Tower has no door in its entrance. If it is searched, a Search roll will uncover two silver coins worth 110 LB each and a gold ring worth 40 LB.

The Southern Tower is in great ruin. A Search roll here will locate seven bronze coins worth 20 LB each and a silver coin worth 110 LB.

The Western Tower is also greatly ruined. A Search roll in this tower will reveal four bronze coins worth 20 LB each and three silver coins worth 110 LB each. If a critical Search roll can be made by the party's players, a trapdoor will be found which blends into the floor of the tower. A small stone in the floor pattern when pushed will cause the one-meter-square trapdoor to swing down revealing a set of two-meter-wide carved stone steps leading down as far as the party can see. This is a secret entrance, but not the main one to the tomb of Earl Valyk.

The Northern Tower has no door in its entrance. The inside is choked with rubble. If a search is made here, a Search roll will find a silver ring worth 50 LB, a tiny gold pill box set with a ten-carat sapphire worth 1200 LB, and two bronze coins worth 20 LB each. If at a See roll is made successfully while the adventurers are here, they will discover a trap door in the floor of the tower. By pressing a stone in the floor, the one-meter-square trapdoor swings down, revealing a set of two-meter-wide carved stone steps leading down as far as the party can see. This is the main entrance to Earl Valyk's tomb.

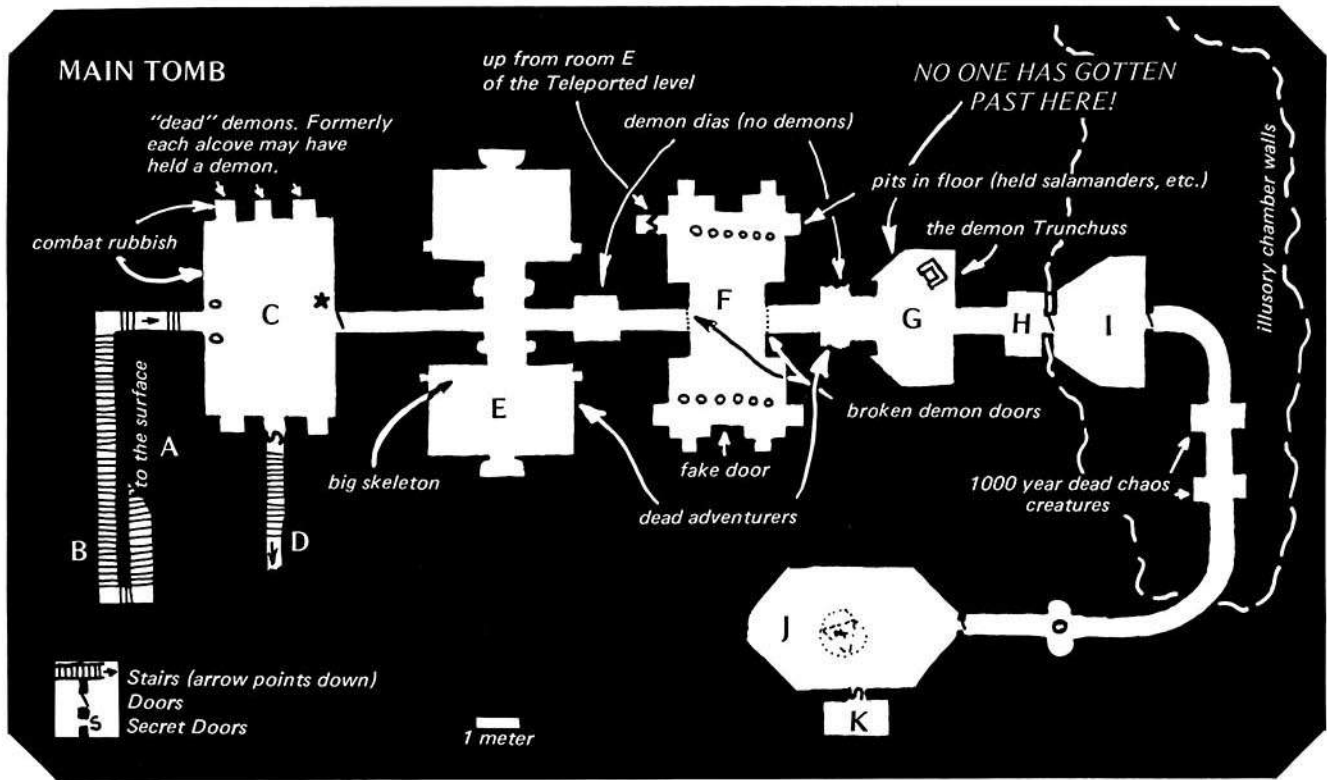
The Tomb Level

The corridors and rooms on this level are all smoothly hewn from the natural rock. All corridors are three meters high. The underground areas are completely dark, unless otherwise stated, and the party will need to supply light sources.

(A) — The steps go down into the dark for 20 meters, then level off into a straight flat corridor. Steps and corridor are thick with dust. At the end of the corridor is a 1.5-meter-wide, 2.5-meter-high door. The door is made all of rusty iron and some runes are engraved about two meters up. In Low Melnibonean, the inscription reads, "Herein lies Earl Valyk — Lord of Demons, Dragon Rider, Acolyte of Matik, and Servant of Arioeh." Then, in High Melnibonean, "They Wait." The unlocked door opens easily.

(B) — This set of steps winds deeper into the heart of the island, going down 60 meters. The temperature is noticeably cooler. The corridor at the bottom, as well as the steps, are dust covered. The corridor continues to an archway which is two meters wide and three high.

(C) — Toward the bottom of the stairs, all of the characters notice the scent of rot and decay wafting up from the darkness below. Finally the stairs end in a 20x25



meter wide room with a ceiling that sits six meters above the floor. The heavy dust in this room has been stirred up quite a bit, and the stench of decay is very strong here. Each player must make a CONx5 roll or his character will become ill from the smell.

Across the room is a 1.5-meter-wide door made of a smooth shiny-red material. There are no hinges or lock or latch on the door. The name C - A - S - I - M is embossed upon the door's surface. Beside the door sits a two-meter-high statue of a gaunt, evil-looking dog. The statue is made of an unidentifiable, oily-black stone. As part of the statue the dog wears a chaos signet about its neck. There is a Demon of Knowledge bound into this dog-statue form.

Along the east and west walls three alcoves are cut into the stone. In each of these alcoves bodies are uncere- moniously piled. These are the corpses of adventurers who have failed to defeat the denizens of this tomb. Along with the bodies the armor, weapons, and other adventurer goods are also piled. If the characters really wish to search these areas, they must first make CONx1 rolls or become violently ill with disgust. Otherwise, they will find normal adventurer items (spare swords, rotten food, odd pieces of armor, etc. at GM discretion). If one of the characters makes a Search roll while searching the west wall he will find a secret door in the center alcove. The secret door can only be opened from the other side.

When the characters approach the shiny-red door a beautifully shaped, woman's mouth appears on it and says, "Halt! You may not pass me."

At this point the dog-statue opens its eyes (which are moist and lifelike) and speaks as well, "He won't let you pass, and he is quite strong. However, I could tell you how to get past him — perhaps. We could play a little game. Answer my riddle and I may tell you how to circumvent him. I am weary of being god to those miniature Kay. Arioch, they are such bores. I need a diversion ... hmm ... here they come now!"

Suddenly the chieftain and six male Kay of the special hunting party charge into the room through the secret door. They have been trailing the party and now want to kill them before their "god" — the dog-statue. The Kay will fight fanatically.

THE KAY

Kay Chieftain

STR 15 CON 16 SIZ 8 INT 8 POW 7
DEX 20 CHA 8

Armor — 1D4-1 Hit Points — 15

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6
Hatchet	66%	62%	1D6+1
Javelin	68%	—	1D8+2
Spear	60%	56%	1D6+1

SKILLS — Dodge 57%, Hide 85%, Listen 50%, Move Quietly 75%, Scent 65%, See 80%, Track 95%

Kay Fighter One

STR 11 CON 10 SIZ 5 INT 6 POW 5
DEX 14 CHA 4

Armor — 1D4-1 Hit Points — 6

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6
Hatchet	45%	45%	1D6+1

SKILLS — Dodge 24%, Hide 65%, Listen 25%, Move Quietly 45%, Scent 43%, See 55%, Track 74%

Kay Fighter Two

STR 9 CON 9 SIZ 6 INT 5 POW 5
DEX 14 CHA 4

Armor — 1D4-1 Hit Points — 6

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6
Spear	40%	40%	1D6+1

SKILLS — Hide 70%, Move Quietly 50%, Scent 50%

Kay Fighter Three

STR 5	CON 12	SIZ 8	INT 4	POW 1
DEX 24	CHA 1			

Armor — 1D4-1 Hit Points — 11

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6
Hatchet	40%	40%	1D6+1

SKILLS — Hide 60%, Move Quietly 40%, Scent 40%, See 50%, Track 70%

Kay Fighter Four

STR 3	CON 13	SIZ 3	INT 9	POW 2
DEX 12	CHA 2			

Armor — 1D4-1 Hit Points 12

Weapon	Attack	Parry	Damage
Bite	30%	—	1D6
Spear	25%	25%	1D6+1
Thrown Spear	50%	—	1D6+1

SKILLS — Hide 60%, Move Quietly 40%, Scent 40%, See 70%, Track 80%

Kay Fighter Five

STR 16	CON 16	SIZ 8	INT 2	POW 6
DEX 14	CHA 3			

Armor — 1D4-1 Hit Points 15

Weapon	Attack	Parry	Damage
Bite	80%	—	1D6
Stone Axe	80%	80%	1D8+2

SKILLS — Hide 50%, Move Quietly 50%, Scent 50%, See 60%, Track 80%

After the Kay are all slain, the statue will speak again. "Oh my, you have killed my children. Paltry as it is, this is the most excitement I have had in years. For that, you may have an easy question:

Dead and Cold, Hard and Round

It raises the dead from the cold, hard Ground."

The riddle is referring to a gem capable of raising he dead and the answer is, of course, "The Nanorion Stone." If a player actually knows the answer, allow his character to answer the question. If no player knows the answer, a roll of INTx1 or less on 1D100 or a successful Music Lore roll should allow them hints by the GM. Let them puzzle about it for a while. The party only gets one try to answer the question, though they can confer among themselves as long as they wish — the dog-demon is quite patient and will wait (literally) for days for the party to decide on a correct answer. If the party answers the question correctly, they will be told to tell the door "Fraal Casim Triva," which will cause it to open with a whooshing of air. If the party cannot figure out the answer, the Demon of Knowledge will not tell them the password, but will babble on about other Demons of Knowledge it has known and similar trivial matters. If the party gets the door open, the dog-demon wishes them luck.

PHEYDORE, Demon of Knowledge

CON 70 INT 50 POW 30

CASIM, Demon Door

SIZ 20 INT 7 POW 63 CON 60

(D) — The steps from the western tower lead down 20 meters and then level off. The steps and this corridor show recent use. The corridor continues another 40 meters, sloping down slightly as it goes. It ends at a sliding door operated by pulling a lever protruding from the wall about a meter off the ground.

(E) — This room is three meters high. It looks as if it hasn't been disturbed since the tomb was sealed. In the southeastern corner is a fake wooden door two meters wide and three meters high with iron bands. When the party enters the room a Demon of Teleportation bound into the door will teleport them all to the lower level. The party will appear in Room A of the Teleported Level.

HEFELL D'CARR, Demon of Teleportation

STR 110 CON 7 DEX 33

(F) — This room is three meters high. It looks untouched for countless years. On the north wall is a fake wooden door three meters wide, three meters high with iron bands. The secret door in the room can be found with a Search roll, but cannot be opened from this side.

(G) — This room is ten meters high. There are two archways in the room, each three meters wide and four meters high. In the southeastern corner sits a five-meter high throne with tiny green worms crawling in and out of holes in the throne's carvings. Upon the throne sits a three-meter-high demon. The demon is a sickly yellow color and stinks of stale urine. His eyes are red and long sharp tusks protrude from his mouth. If the party enters the room the demon will rumble, "You may not enter. If you do, you will be exterminated." The throne has six air elementals bound into it, which will blow away missiles aimed at the demon.

TRUNCHUSS, Guardian Demon

STR 26 SIZ 13 INT 7 POW 20
DEX 15 CHA 1

Armor — 10 points Hit Points — 26

Weapon	Attack	Parry	Damage
Bite	35%	—	1D10+3D6
Claw	47%	37%	4D6

NOTE — This demon attacks with two claws and a bite each round, but only against a single person at a time.

SPECIAL FEATURE — This demon has a wardpact against all axes.

(H) — At this widening of the corridor is a shiny black door two meters wide and three meters high, without hinges or handle. High Melnibonean runes engraved on the door proclaim: "Smeezoff." This Demon Door will announce, "Stop, you may not pass!" when approached by the party.

SMEEZOFF, Demon Door

CON 105 SIZ 20 INT 7 POW 18

Trunchuss, the Demon guard in Room G of the tomb



(I) – This room is ten meters high. When the door is opened, a Spirit Ward creates an illusion in this room. The room will appear to be lit by a phosphorescent moss on the walls. The chamber will appear to be 80 meters long, 32 meters wide, and 30 meters high. In the room the illusion of a huge Melnibonean dragon slowly saunters towards the party from about 30 meters away. Any missiles fired towards the illusion will seem to bounce off the dragon's hide. If any adventurer mentions that he doesn't believe what's happening, count this as defeating the Spirit Ward. If one person breaks the illusion, the spirit ward will not attempt to engage the others in a POW vs. POW struggle, unless there are only one or two intruders. The room will appear as it is on the map, with an iron door on the western wall. That iron door is 1.5 meters wide, two meters high, and unlocked.

NWRATH, Spirit Ward

INT 30 POW 30

(J) – This room is ten meters high. The door to the room is solid bronze with High Melnibonean runes on it. The runes proclaim, "Earl Valyk – nevermore shall the screams of those who offend him rise to the sky/nevermore shall those who knew him experience his sweetness/nevermore shall the slaves be sent up, writhing, to celebrate grand occasions." The chamber's walls, floor, and ceiling are fitted with fine smooth silver marble which is completely dust-free. A black marble bier two meters wide, three meters long, and a meter high holds the skeletal remains of Earl Valyk. On the floor, about the bier, is a triangle and circle in red paint formed of crushed rubies. Valyk's skeleton is draped in tattered purple fragments of a once-lovely robe. In his bony claws is clutched a perfect 1000-carat ruby which glows and pulses with intense energy. The Crystal of Daerdaerdarh is found at last!

The Crystal of Daerdaerdarh is of very ancient origin. It was brought to this plane 3000 years ago by Earl Valyk. It is a perfect 1000 carat ruby which not only pulses with energy but has the magical effect of doubling a sorcerer's POW if that sorcerer already has a POW of 75 or greater, but only for 24 hours once every seven days or more. The effect is lost if the sorcerer loses possession of the crystal.

As the party examines the room, the secret door will slide open. Out of the door comes a chaos creature, which looks like an obesely fat man made of wax and held in a fire. It is a veritable blob of oozy corrupted flesh with tiny stubby arms and legs sticking out. In its hand the creature waves an old sword. As it attacks the party, it mumbles and grumbles incoherently. The creature will almost certainly strike last with its terrible DEX. When it dies, tears and a look of great sorrow will be seen on its distorted face.

OOZE MAN, Chaos citizen

STR 10 CON 40 SIZ 18 INT 5 POW 5
DEX 1 CHA 2

Armor – none Hit Points – 48

Weapon	Attack	Parry	Damage
Sword	40%	10%	1D8+1+2D6

NOTE – The ooze man wields a weak demon sword. When the ooze man dies, his sword is released from bond-

age and will immediately vanish from his grip, returning to the demon planes. The sword's stats follow:

Ooze Man's Demon Sword

STR 10 SIZ 2 POW 5 DEX 20

COMBAT BONUSSES — +3D6 damage, +5% to hit

(K) — The corridor leading to this three-meter-high room has a fresh trail of slime in it. The wooden, iron-shod door to the monster's room is still open. The room has a crude bed along the western wall and by it a small wooden desk. The floor and bed are ooze-coated and smell of the foul ooze man. On the desk are a number of items: a silver tube, seven vials of blue crystal, an ebony box, a black leather-bound book, and a solid metal quarterstaff of surprisingly light weight. Nowhere in the room is there any sign of food.

The book is untitled, but it is easy to determine upon opening that it is a book of medical skills written by Earl Valyk. The book is in Low Melnibonean, and anyone reading it will gain 1D10 points to their present First Aid skill (or 1 point if their current skill is 90% or more), or it will convey 2D10 points to a complete neophyte at this skill. The book takes six hours to read.

The ebony box itself is worth 1000 LB but inside is a magical amulet shaped like a teardrop and made of gold. It is worth 4000 LB to a sorcerer (or perhaps more) and its magical effect is to allow a sorcerer to bind one demon above his maximum binding limit.

Four of the vials have "Arsus, healing potion" inscribed on them in low Melnibonean. The potions are clear and sweet, but because of their age they do not work as they originally did. The first cures 1D6 hit points, the second 1D4 hit points, the third only 1 hit point, and the fourth causes 1D4 further points of damage.

The fifth vial has "Bevus, healing potion" engraved on it. The liquid inside is thick and pink, smelling of roses. This potion will completely cure all wounds a character has suffered, taking 1D6 days to do so.

The sixth vial has "Amorous" engraved upon it, as usual in Low Melnibonean. The potion is dark red in color and smells of cherries and almonds. It acts as a very potent aphrodisiac, but has been corrupted by age and will now cause the drinker to fall madly in love with himself.

The seventh vial has "Stavadus" engraved on it in Low Melnibonean. The thick brown potion tastes like cinnamon and drinking it lends the adventurer a temporary 2D6 increase in CON for 24 hours.

The quarterstaff is a demon weapon named Blauvavere. It was bound into this staff by Valyk and used as his favorite weapon. The ooze man did not have enough POW to bind this demon, or it might have used this weapon instead of its own inferior one.

BLAUVAVERE, Demon Quarterstaff

STR 30 CON 100 SIZ 3 INT 7 POW 30
DEX 80 CHA 4

COMBAT BONUSSES — adds +3D6 to damage done and +20% to chances to hit.

The silver tube is worth 60 LB and has a scroll of tanned human skin in it. The scroll is written in High Melnibonean and will take two successful Read rolls by an

adventurer's player for the adventurer to be able to cast the spell it describes. The referee should then attempt to roll the reading character's INT x 5 or less on 1D100. If the roll is made, he should be told that there is some sort of disturbing side effect inherent in the ritual, but that he cannot make out what it is. If the roll is under his INT x 1 or less, then he should be told about the spell's side effect (see below).

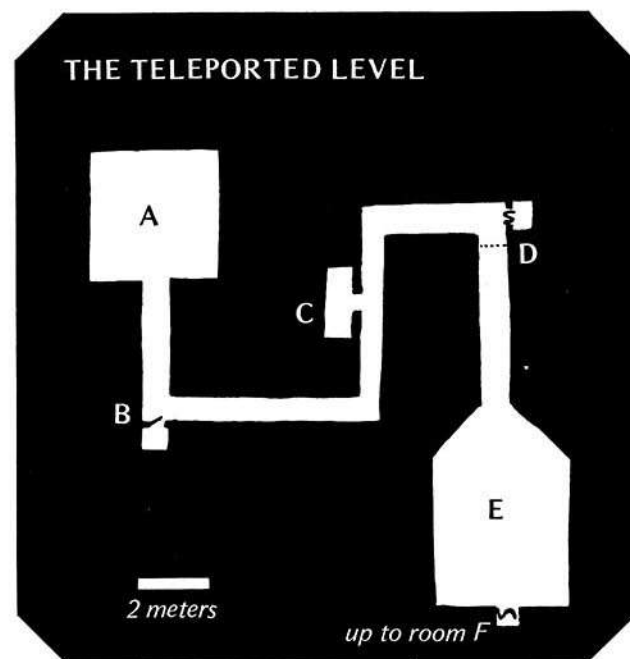
This spell is called the "Spell of Eternal Life". The recipient of the spell will live forever immune to disease, hunger, thirst, or lack of oxygen. Death can come to the recipient only through a violent act. However, the side effect of the spell is that slowly, over a period of the next few weeks, the recipient's mind will be destroyed and he will turn into an oozy mass of flesh. Reroll all his characteristics as follows:

STR 3D6 CON 10D6 SIZ 4D6 INT 1D6
POW 1D6 DEX 1D6 CHA 1D6

The character loses all previous skills except for weapon use, which drop to half normal. No material components are needed for the spell. The sorcerer must touch the recipient the entire time of reading the spell (about five minutes).

The Teleported Level

This level is actually 40 meters below the tomb level. The corridors and rooms resemble those on that level with regards to workmanship and again all the corridors are three meters high. All is dark on this level, and the temperature is exactly freezing. The walls on this level have a Demon of Protection bound into them. If the party attempts to teleport out of here, the demon in the walls will warn them against it.



ARTARLEX, Demon in the Walls

SIZ 200 INT 7 POW 43

(A) — This room is five meters high. There is a single exit from this chamber in the shape of a three-meter-wide, four-meter-high archway. The party will be teleported to along the northern wall; between them and the exit are

two loathsome chaos horrors. They look like two-meter-thick worms with huge gaping maws. Their skin is flesh-colored and slimy with thick blue veins visible just beneath the surface. A dreadful charnel smell exudes from the drooling creatures. They will wriggle towards the party, attacking randomly.

SLIME WORM ONE, Chaos citizen

STR 30 CON 20 SIZ 42 INT 1 POW 10
DEX 2

Armor — 3 points Hit Points — 50

Weapon	Attack	Damage
Bite	70%	4D6

SLIME WORM TWO, Chaos citizen

STR 28 CON 22 SIZ 40 INT 2 POW 10
DEX 2

Armor — 3 points Hit Points — 50

Weapon	Attack	Damage
Bite	70%	4D6

(B) — The corridor to point B is thick with undisturbed dust. At point B is an unlocked door 1.5 meters wide and two meters high, made of iron. Inside the small three-meter-high chamber a mask of bronze hangs from the southern wall; it is shaped like the face of a demon. In the mask is bound a fire elemental. It will spit fire four times for 2D10 points of damage each when the door is opened. Party members are randomly selected for the automatic hits, but allow each target to escape being hit by making a Dodge roll successfully. The mask is worth 400 LB. Once opened, the door will stick and will be very difficult to close.

(C) — The dust in the corridor to room C has been stirred by an odd wriggling snake-like track, suggestive of a large creature. Any adventurer whose player successfully makes a Scent roll will detect a faint reptile stink. In room C, which is three meters high, another Chaos thing awaits. When the party nears this chamber, the creature will spring forth and attack. It is a six-meter-long, half-meter-diameter snake thing scaled in a peacock-like pattern of green, blue, and purple with the head of a lovely woman (though the head is of great size, in keeping with the half-meter-thick trunk of the monster). The creature's eyes glow with an everchanging rainbow of colors. All those confronting her face must resist her charm by overcoming her INT with their own INT. Those that fail will walk calmly towards her and allow themselves to be bitten. Others may behave normally. The charm only works once at the start of the battle.

SNAKE THING, Chaos citizen

STR 30 CON 20 SIZ 37 INT 16 POW 15
DEX 15

Armor — 2 points Hit Points — 45

Weapon	Attack	Damage
Bite	50%	3D6 + 1D10 poison damage
Charm	Auto.	INT vs. INT or charmed

(D) — The corridor to point D shows tracks of the snake thing, but from point D on, the dust is once again undis-



turbed. The secret door here is very hard to find, and a critical Search roll (all party members can try) is needed to locate it. Behind the door is a room three meters high with a windlass for raising the portcullis which drops at the marked spot on the map. A character can notice the portcullis hidden in the ceiling with a See roll. After the portcullis has dropped, it may be lifted only by overcoming its STR of 85 by the combined STR of those trying to lift it. The means of tripping the portcullis will be described later.

(E) – This ten-meter-high room is entered through a four-meter-wide, five-meter-high archway. In the middle of the room, facing the archway, is a large black marble throne three meters high carved with odd geometric symbols. On the throne sits a 2.7 meter (9 feet) high demon with a huge iron sword in one hand and an equally large black mace in the other. He is green and scaly, with dull yellow eyes and curving black horns protruding from his forehead. When the party enters the room, the demon states, “Good evening. I am Flawn. I have waited for years for your arrival – now we both meet our fate!” At this point the adventurers hear the portcullis drop far up the corridor behind them. The demon charges forward, lifting his weapons.

FLAWN, Demon of Combat

STR 26	CON 30	SIZ 25	INT 7	POW 33
DEX 20	CHA 9			
Armor –11 points Hit Points – 43				
<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>	
Sword	68%	60%	2D8+4	
Mace	50%	42%	3D6	

The secret door in the room can be found with a successful Search roll.

(F) – A set of spiral steps leads up through the rock behind the secret door. The steps ascend 40 meters to a sliding door. It opens by pulling down on an iron lever which protrudes from the wall right before the door. The door at the top of the stairs opens into room F on the tomb level.

The Conclusion

The characters’ party is now either dead or has completed the mission; they possess the Crystal of Daerdaerdarth. Or they may have given up partway. If the adventurers survived, they must now decide what to do with the great treasure.

If they hold to their agreement with Master Thravose, seven days after being set ashore, the Tarkesh war galley appears off the coast of Valyk’s Isle. The party, once on board, will be respectfully treated by Captain Lank and his crew, unless they do not have the Crystal. The journey back to Ilmiora will be uneventful and at Bakshaan the party will be met at the dock by Lanthin who escorts them with an armed guard to Thravose’s villa. Thravose will quickly receive the party.

If the party has not gained the crystal, Thravose will commiserate with them and treat them to a meal. Unfortunately, the evil Pan Tangian will have drugged their wine, and the party members will wake up with a severe hangover – naked, in the hold of a Pan Tangian slave ship heading for the city of Gromoorva in Dharijor, where they will be sold as slaves to partially defray the cost of Thravose’s trip. The 1000 LBs Thravose had promised them if the trip was a failure was a ruse to get them to come to

him if they failed, so he could drug them, take all their goods and magical items, and sell them as slaves. From here, the GM may take over and play out the characters’ escape from slavery and even possibly their revenge upon Thravose.

If the party has the crystal, on the other hand, Thravose will exchange pleasantries and ask to see the Crystal of Daerdaerdarth. After carefully weighing the gem and examining it closely, he will pronounce it a perfect 1000 carat ruby. He claps his hands and guards enter, staggering under the weight of bags of silver. Thravose will give the party 12,000 large silver coins (worth a total of 120,000 LB). This is half-again the ruby’s straight market value, which would be hard to obtain, to say the least. If the party complains, having expected to get twice the gem’s value, Thravose will explain that he naturally had to deduct the cost of the trip from the characters’ payment. This will all be told quite plausibly and, in any case, the adventurers have little cause to complain, having received quite a fortune. Thravose will then congratulate the characters again and promise, “in the future, we will, ah, do business again, for equally profitable ventures.” The adventurers will now be led from the villa and turned loose on Bakshaan with their hard-earned wealth, and they undoubtedly will buy some much-needed relaxation.

If the adventurers decide to keep the crystal, a number of things must be kept in mind. First, the ways off Valyk’s Isle are limited to Thravose’s galley, unless a party member is a sorcerer capable of magically moving the adventurers to safe ground. Second, the Tarkesh warriors on the galley, while impressed by the party’s exploits, still cannot be persuaded to mutiny and their captain still is loyal to Thravose and his Pan Tangian lords. Third, Thravose’s villa is fortress-like with uniformly tough, uncorruptible guards. Fourth, if the adventurers do get away with the crystal, a vengeful Thravose will send Pan Tangian assassins and wizards to track them down and get back the crystal. Finally, what good is the crystal to the party anyway? Of course, they will have to find that out for themselves, but no common fence, or even wealthy merchant, is likely to have enough funds to buy the gem from them. Only lords and kings could afford it, and they may be as likely to kill them for it. Other robbers and thieves, if they find out about the crystal, will gladly butcher the party for its possession.

If the party runs with the crystal, give them a rough time. Not only will Master Thravose send redoubtable hirelings to get it, but also powerful independent sorcerers (only those of fifth rank) will be able to find the crystal, as its magical aura can be felt by them for a radius of several miles. The sorcerer could then consult a Demon of Knowledge to find out the crystal’s exact location. Even if the party manages to foist the crystal off to some potentate or wizard of might, Thravose will continue to seek the party to extract a dread vengeance.

The old Melnibonean relics and coins must be disposed of. If the party returned with the crystal, Thravose will give a fair market value for them. Otherwise, the party will have to find an honest collector, or (most likely) dispose of them on the open market for approximately 40% of their actual value.

So ends the trip to Valyk’s Isle and the search for the crystal of Daerdaerdarth. How many adventurers are now piles of oozy flesh which will live forever?

Eye of the Theocrat



INTRODUCTION

The Eye of the Theocrat is a *Stormbringer* scenario for 6-10 adventurers who have high weapon skills, and 1-2 second- to fifth-level sorcerers. They should be in the employ of Pan Tang. Thus, Pan Tangan soldiers or mercenaries would be most appropriate. Running this scenario with fewer or with less-experienced characters may result in an insignificant decrease in the Young Kingdoms population.

Money is given in this scenario in LBs — Large Bronze coins.

THE SITUATION

Approximately 350 years ago Kral-Arkresh, a mighty sorcerer of the Mabden race, was elevated to the office of

Theocrat of Pan Tang. He was the first and one of the mightiest of the Theocrats. His allies among the Lords of Chaos were many, and his palace filled with wealth from other worlds.

One of these artifacts was a jewel which bore a startling resemblance to the right eye of the Theocrat, so much so that it was called by that name. Whether a sorcerer or not, he who held it was said to be able to summon the Lords of Chaos.

When Kral-Arkresh died and passed into Hell, his wealth was taken by his successor, but the Eye was not to be found. Many Demons were questioned, and it was learned that an Agent of Law, one Argados of Filkhar, had stolen the gem and had departed from the Young Kingdoms plane. Thereafter it is known that he passed through many planes, fleeing the sendings of the sorcerers

of Pan Tang. After many years, the Theocrat gave up on the chase, ordering his sorcerers to cease their magic.

Not long after that search had ended, Argados was ambushed by mere thugs on the Plane of Shadows. An exiled priest in Ameeron discovered this, killed the thugs, and stole back the gem. He then apparently summoned his former lord, Xiombarg; when the summoning failed he thought the gem a fake and traded it to one of the other pathetic inhabitants of Ameeron in return for certain favors.

Since then the gem passed through many hands until it now again lies with a sorcerer. This time the sorcerer has the power, and the knowledge, to use it. The sorcerer is named Rijel. He is currently in political exile on the Shadow Plane, having dared oppose the Theocrat in certain matters of policy. Now that he has the gem, he plans to summon his lord, Chardros, and explain his theories to him. He is quite secure in his belief that he is correct and that he will be supported by his god. He plans to enter Hwamgaarl, the capital of Pan Tang, and overthrow the Theocrat with the help of Chardros. He is quite mad.

Jagreen Lern, the current Theocrat of Pan Tang has, through the use of his Demons, discovered the fate of the gem and is angered that such a puny sorcerer would entertain such thoughts.

PLAYERS' INFORMATION

You have been summoned to the presence of Jagreen Lern, Theocrat of Pan Tang and Lord of the Church of Chaos.

It pleases him that you should attempt to retrieve a small trinket for him, a gem he refers to as The Eye. (At this point the GM should read the players the first four paragraphs of The Situation, since that is common knowledge.) It is currently in the possession of Rijel, a renegade sorcerer. He has it in a tower located in the city of Ameeron, on the Shadow Plane. You need simply to go there and retrieve it.

There may be the usual problems associated with such treasures — guardians and so forth — but the Theocrat has the utmost faith in your abilities and your loyalty. So great is his trust in your loyalty that he will summon only 30 Demons to extract his vengeance, should you decide to keep what is his.

You may either transport yourselves to the Shadow Plane or, if you wish, Pan Tang's resources are at your beck and call. Good luck and may the Lords of Chaos smile upon your journey!

GAME MASTER'S INFORMATION

The tales of the gem come quite close to the truth. The gem does allow one to contact the Lords of Chaos, but only if one already has the power to do so. In game terms this means that any sorcerer of the fifth rank may add 20% to his ability to summon a Lord of Chaos. The gem does not add to his ability to contact the Lords of Law.

Currently the gem is kept in a tower three stories tall, guarded by the hired men and Demons of Ameeron, and Rijel's skill as a sorcerer, among other things.

The characters will enter the Shadow Plane at the point marked X on the map. From there they will have a short overland journey to arrive at the city. The city's



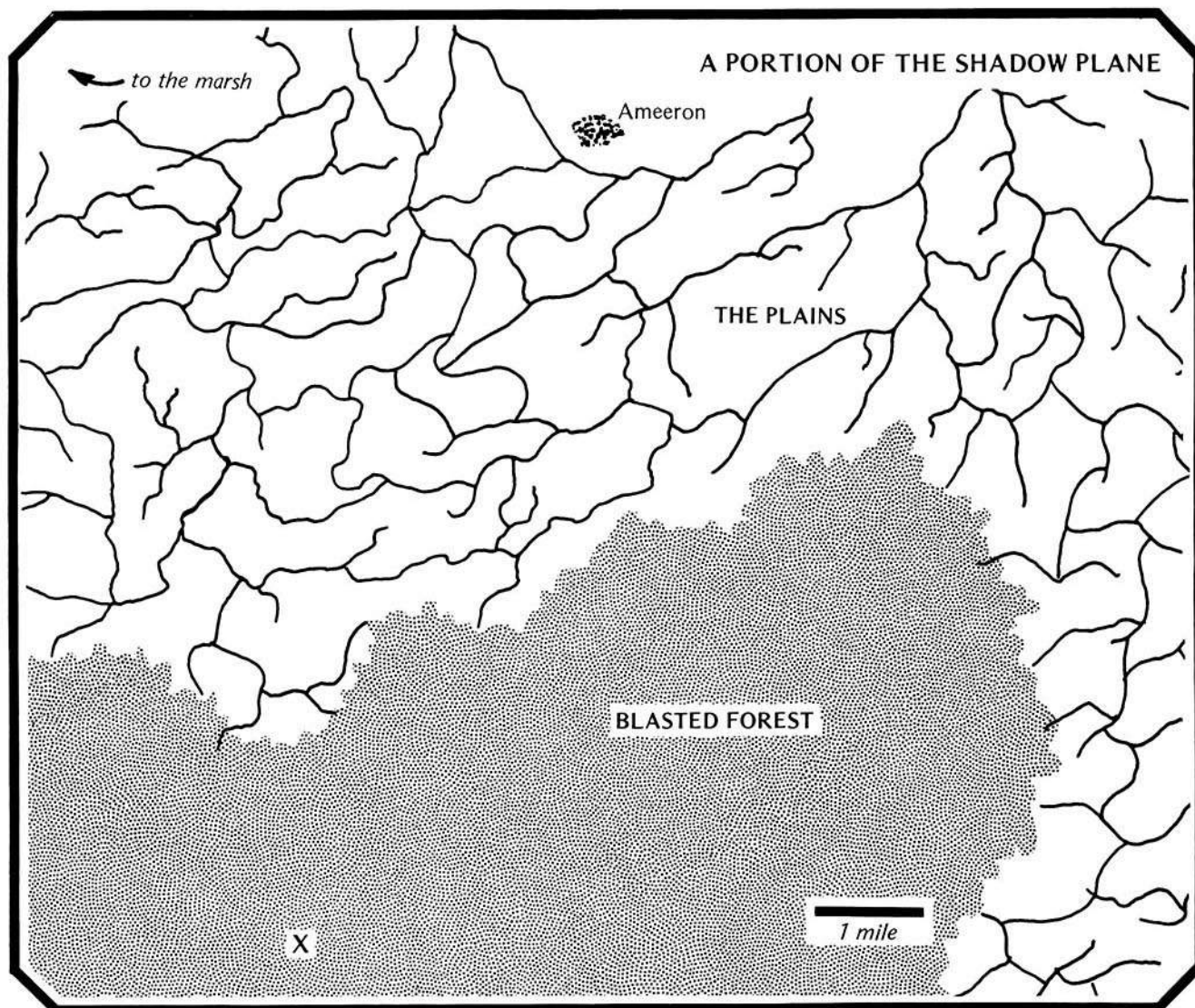
inhabitants know that Rijel is hiring men, which implies that something is going on at the tower. For the most part, though, the residents are disinclined to investigate.

THE SHADOW PLANE

The Shadow Plane lies close to the Young Kingdoms plane, yet there are many differences. The Shadow Plane is always shrouded in mist, with fog obscuring vision at all times. The sky is blank — there is no moon, and neither stars nor planets brighten the heavens. The world lies in a perpetual twilight.

The Blasted Forest, in the midst of which the adventurers arrive, is filled with long-dead trees. Through the fog, bizarre and unnatural shapes can be seen. The air is filled with howls and moans. This area is haunted by many Demons and by the souls of the lost dead. Many of the trees seem to have faces protruding from their bark, with wide, pain-wracked mouths. While the characters are in the Blasted Forest they may chance upon some Demon or one of the other damned inhabitants of the plane.

Demons on the Shadow Plane will heal naturally. Every turn after taking damage a Demon will regain 1D6 hit points. This does not apply to damage taken on the Young Kingdoms plane, only to damage sustained while on the Plane of Shadows.



DEMON THUGS SENT BY RIJEL

DEMON ONE

This Demon looks something like a human body surmounted by a unicorn's head.

STR 20 CON 30 SIZ 10 INT 6 POW 16
DEX 20 CHA 10

HIT POINTS - 30

Weapon	Attack	Parry	Damage
Claw	46%	46%	1D6+1D6
Bite	46%	--	1D10+1D6
Horn	46%	46%	2D6+1D6

DEMON TWO

Demon Two looks like a very large, very ugly centaur. Though it has an INT of 12 it will not change shape.

STR 20 CON 19 SIZ 21 INT 12 POW 10
DEX 20 CHA 10

HIT POINTS - 28

Weapon	Attack	Parry	Damage
Hooves	52%	--	1D6+2D6
Bite	52%	--	1D10+2D6

DEMON THREE

This Demon looks like an upright turtle with no shell.

STR 15 CON 30 SIZ 12 INT 11 POW 4
DEX 20 CHA 10

HIT POINTS - 30

Weapons	Attack	Parry	Damage
Claws	46%	46%	1D6+1D6

DEMON FOUR

Demon Four is under orders to change shape every round, taking on the shape that will give it the best chance of killing its opponent. The exact shape is left to GM discretion. It will try to have a shape that will allow it a minimum of three attacks per round.

STR 20 CON 20 SIZ 10 INT 22 POW 14
DEX 18 CHA 10

HIT POINTS - 20

Weapon	Attack	Parry	Damage
Claw	60%	60%	1D6+1D6
Bite	60%	--	1D10+1D6
Horn	60%	60%	1D6+1D6

BLASTED FOREST ENCOUNTER TABLE

1D8 Result

1 DEMON OF COMBAT

STR 20 CON 14 SIZ 18 INT 6 POW 12
DEX 18 CHA 5

ARMOR- 3 pt. skin HIT POINTS- 20

Weapon	Attack	Parry	Damage
Bite	47%	--	1D10+1D6
Claw	53%	51%	1D6+1D6

This Demon of Combat looks like a man, save that his eyes are where his nostrils should be. When the characters meet him, he will immediately attack. After he has killed one adventurer he will try to flee with the body and eat it. If he is pursued he will drop the body and escape.

2 NIUN

Niun is a former wise man who was sent here to forget his wisdom. He once knew all there was to know; now he has forgotten much. If questioned about the Eye or the tower in which it is being kept, he will direct the adventurers to Ameeran. If one of them should ask Niun about his (the adventurer's) fate, Niun will stare strangely at him, then gasp. He will then look blankly at the characters and ask who they are. If anyone attacks Niun, the old wise-man will be unable to defend himself, and can easily be killed.

3-4 DEMON TREE

The characters see what looks like another of the bizarre, tortured trees of this plane. If any player makes a successful See roll, the adventurer will have the feeling that something about the tree is not quite right. If the party closes to within 10 feet (3m.), the tree will attack them.

STR 20 CON 34 SIZ 25 INT 0 POW 10
DEX 15

ARMOR- 8 pt. bark HIT POINTS- 43

Weapon	Attack	Parry	Damage
Branch	50%	30%	1D10+3
Bite	60%	--	3D6+3

This tree has five branches and will strike with all five at the same DEX. If the tree hits with a branch, the branch will wrap about the victim and drag the victim to the tree's mouth which will then bite. The mouth is located at the place where all of the branches separate from the trunk.

5 HIGHWAYMEN

This gang of four humans demands that the adventurers hand over all of their valuables before being allowed to continue on. If any character demonstrates that he or she is a sorcerer, or draws what is obviously a Demon weapon, the thugs will flee. These cowards will run at the first sign of difficulty, leaving behind wounded comrades.

THUG ONE

STR 9 CON 13 SIZ 15 INT 14 POW 12
DEX 13 CHA 11

ARMOR- 1D6-1 leather HIT POINTS- 16

Weapon	Attack	Parry	Damage
Self Bow	55%	25%	1D8+1
Broadsword	45%	45%	1D8+1
Dagger	35%	35%	1D4+2

THUG TWO

STR 16 CON 13 SIZ 12 INT 16 POW 10
DEX 13 CHA 10

ARMOR- 1D6-1 leather HIT POINTS- 13

Weapon	Attack	Parry	Damage
Broadsword	59%	55%	1D8+2+1D6
Desert Bow	59%	55%	1D10+2+1D4
Dagger	59%	55%	1D4+2+1D6

THUG THREE

STR 16 CON 12 SIZ 13 INT 14 POW 10
DEX 12 CHA 10

ARMOR- none HIT POINTS- 13

Weapon	Attack	Parry	Damage
Light Mace	56%	53%	1D6+2+1D6
Buckler	46%	47%	1D6+1D6/1D6+1D4
Rock	36%	--	2D4+1D6

THUG FOUR

STR 14 CON 13 SIZ 14 INT 13 POW 10
DEX 17 CHA 15

ARMOR- 1D8-1 barb. HIT POINTS- 15

Weapon	Attack	Parry	Damage
Desert Bow	58%	55%	1D10+1+1D4
Broadsword	48%	45%	1D8+1+1D6
Dagger	38%	35%	1D4+2+1D6

These thugs own nothing of value, yet, but weapons and armor.

6 THE BODY

On one of the trees ahead is a body which has been nailed to the trunk. The nails are wooden pegs and are not very secure. Any tampering with the body will cause it to fall to the ground.

7 DEMON OF COMBAT

STR 15 CON 30 SIZ 10 INT 10 POW 20
DEX 18 CHA 4

HIT POINTS- 30

Weapon	Attack	Parry	Damage
Mallet	52%	50%	1D6+2+1D6

This Demon looks like a little old man with a hammer. When he sees the adventurers he will fall to the ground screaming that his leg is broken and that he fears that he will die in the woods. If the characters investigate the little lunatic will attack them. After he has killed or incapacitated one character he will flee. After a short run he will disappear into a fog. Whether or not they bury their comrade, the adventurers will soon find his body nailed to a tree as in Encounter 6 above.

8 A SPRING

From a cleft rock on the ground flows a thick gray stream. If the rock is picked up it will stop, and will not restart when replaced. When a character drinks from the stream he will temporarily lose one point of POW for the next 12 hours, but will regain 2 hit points if any have been lost. He will lose the POW regardless of hit point status. This process may be repeated as many times as the characters wish.



Encounters

Each two hours the GM should roll 1D8; if an 8 comes up roll 1D8 again and consult the Blasted Forest Encounter Table to find the result. If, somehow, the adventurers experience all of the encounters listed, then there will be no more encounters unless the Game Master wishes to generate additional Demons, since they exist all over the plane.

Further, when rolling for the encounter, the GM should also roll D100. If the result is 05 or less (in the Blasted Forest) or 10 or less (on the plains), then Rijel has discovered that the adventurer party is after him. Two

hours after this the characters will be automatically attacked by four Demons of Combat sent by Rijel — do not roll for a random encounter. The Demons are sendings from Rijel and will simply appear in front of and behind the adventurers. Demons are native to the Shadow Plane and may be hired like mere thugs — but they must be paid in blood, not gold.

THE PLAINS

The plains are a desolate, barren wasteland. Thick mist hovers about the ground. Ridges of half-molten rock make

THE PLAINS ENCOUNTER TABLE

1D8 Result

1 THE STONE

The characters will see two groups of people in the distance. The first group is pushing a great cylindrical piece of stone. The second group is watching the first. Someone from the pushing group will approach the watchers and speak to one of them. That person then joins the pushers. If any of the characters should speak to the pushers, his or her player must roll that character's INT against the pushers POW of 18 on the resistance table. If the player fails, his or her character feels that it is of the utmost importance to help push the stone, and will proceed to do so. Breaking this spell is difficult. First, someone must approach the ensorcelled adventurer, subjecting the second adventurer to the effect mentioned above. If the second character resists the POW 18 resistance roll, his player then must successfully roll his adventurer's Oratory skill to make the ensorcelled character leave the pusher group. Once done the spell is broken and the character is saved. This must be done for every character trapped.

2 DEMONS OF COMBAT

STR 15 CON 10 SIZ 10 INT 5 POW 10
DEX 10 CHA 5

HIT POINTS- 10

Weapon	Attack	Parry	Damage
Claw	30%	30%	1D6+1D6
Bite	30%	--	1D10+1D6

The characters are set upon by a pack of 1D8 Demons. All of the Demons resemble upright dogs, and each has the statistics given above. They will attack or give chase so long as half their number survives.

3 WIND

The characters are caught in a violent windstorm. Any small object that a character has not securely stowed has a chance of blowing away equal to 100 minus the character's POWx5%. There is always a five percent chance of losing an item.

4 FOUL RAIN

As the adventurers march across the plains, they will notice a sudden rhythmic patten issuing from the grass around them. Large gobs of greenish goo are falling from the sky! Each character must roll his POWx2 or be hit by the goo, which will cause 1D8 points of damage. Armor will protect against this damage. Demon armor will not be harmed by the goo, for it will pass right through the armor without interference to hit the wearer, who will take the damage. The rain will stop after 5 minutes.

5 AN ACID POOL

The adventurers come upon a small pool of clear, bubbly fluid. It is corrosive acid which will do 1D10 points of damage to whatever touches it, including Demon weapons and armor. Normal armor will have a -3 modifier applied to it afterwards. *For example: Barbarian armor normally stops 1D8-1 points of damage. After contacting the acid it would stop only 1D8-4 points. However, it will never stop less than zero points.*

6 THE HUT

The adventurers notice a small stone hut ahead. It is constructed of many small stones stacked upon one another without the benefit of mortar. Inside is a small firepit, but it is bereft of other signs of habitation.

7 KORON

The characters see a blue feather bobbing above the next ridge. Then they see a helmet appear, followed by an entire man in plate armor.

He will hail the characters, naming himself Koron. He will say that he has searched a long time for them, and is at their service.

If questioned he says that he asked the wise-man Niun what his fate (Koron's) was to be. Niun replied that soon a group of powerful adventurers would come to Ameeran, and that Koron was fated to help them in their quest for a gem. He is eager, primarily because Niun also said that they would take him with them to the Young Kingdoms, and he is sure that he can begin a new life there.

STR 15 CON 13 SIZ 14 INT 11 POW 12
DEX 12 CHA 14

ARMOR- 1D10+2 plate HIT POINTS- 15

Weapon	Attack	Parry	Damage
Broadsword	63%	70%	1D8+1+1D6
Target Shield	67%	77%	1D6+1D6

SKILLS— Move Quietly 67%; Hide 56%; Dodge 89%; See 53%; Search 59%; Read/Write Common 26%; First Aid 68%

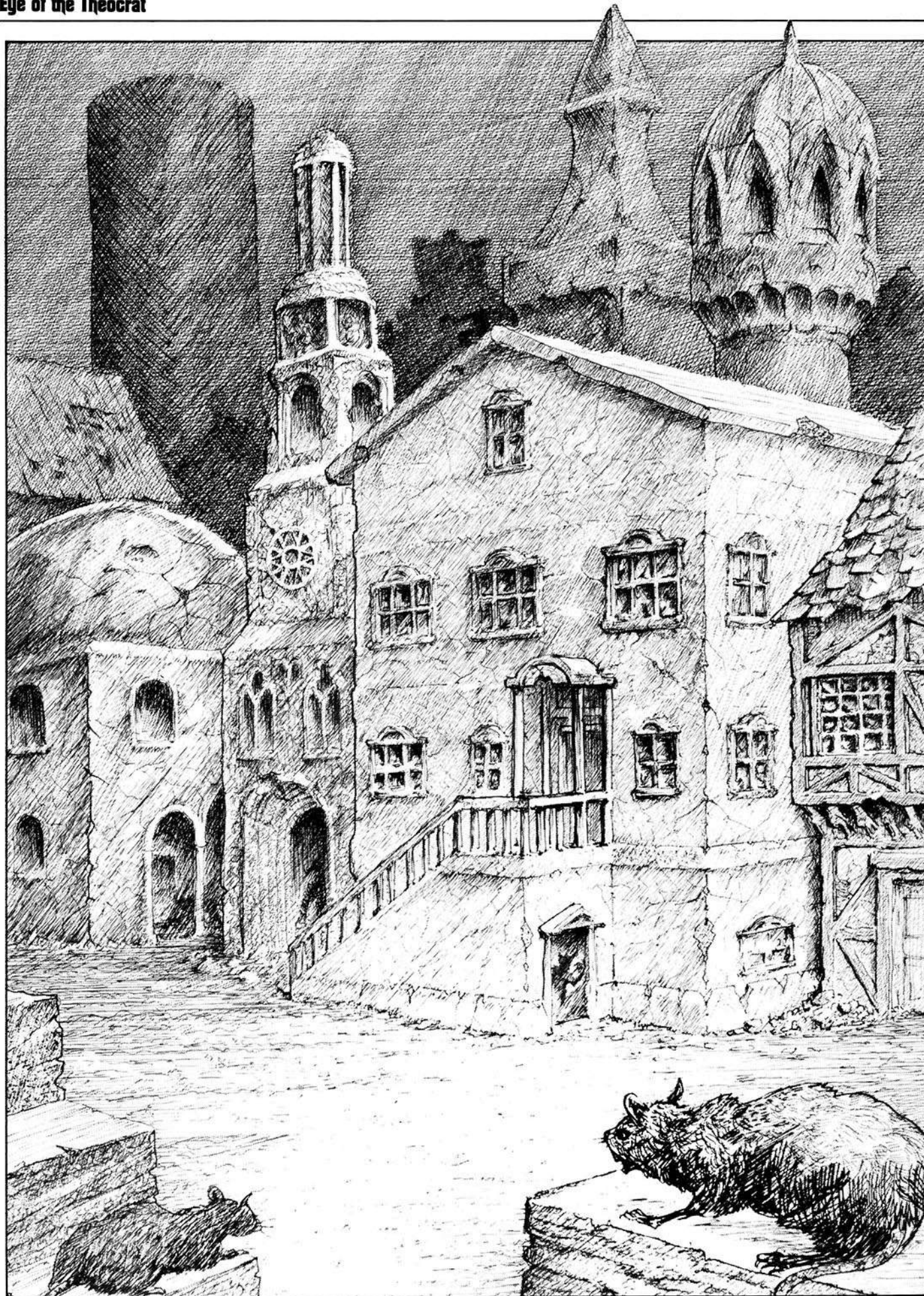
8 DEMON OF COMBAT

STR 26 CON 25 SIZ 15 INT 16 POW 10
DEX 24 CHA 1

HIT POINTS- 28

Weapon	Attack	Parry	Damage
Claws	66%	66%	1D6+2D6
Bite	66%	--	1D10+2D6
Horns	66%	--	2D6+2D6

The adventurers will be attacked by the Demon of Combat. If he loses more than half his hit points he will bellow strange words and disappear, dissipating and becoming one with the general mists of the plane.



travel difficult. The land is sometimes split by yawning chasms, apparently without bottom. Screams and howls continually issue forth from the fissures. Every two hours the Game Master should roll 1D8; if the result is an 8 he should roll the 1D8 again and consult the Plains Encounter Table.

AMEERON ENCOUNTER TABLE

1D8 Result

1-2 THE ATTACK

As the characters slog their way through the muddy street they see a shadow detach itself from a nearby wall. A successful See roll reveals that it turns a nearby corner and disappears. A minute later a loud shout will be heard above the characters and a man will leap from the rooftop and engage a randomly determined character in hand-to-hand combat. As soon as he has disabled his victim the thief will attempt to quickly grab some item of obvious value and then flee for the shadows again.

STR 15 CON 14 SIZ 8 INT 9 POW 9
DEX 16 CON 5

ARMOR- none HIT POINTS- 13

Weapon	Attack	Parry	Damage
Dagger	82%	76%	1D4+2
Fist	67%	65%	1D3
Kick	54%	34%	1D6

If the thief is overcome he will plead for mercy, (Persuade 45%) claiming that his family is starving and that the theft was to pay for food this evening.

3-5 RIJEL'S MINION

The adventurers are attacked by one of Rijel's many minions. This one is in the form of an invisible Demon of Combat. The adventurers will have half their normal chances to hit for the entire melee, while the Demon has double its chances to hit on the first round of combat only.

STR 12 CON 16 SIZ 12 INT 13 POW 10
DEX 14 CHA --

ARMOR- invisibility HIT POINTS- 16

Weapons	Attack	Parry	Damage
Claws (2)	40%	30%	1D6+1D6

The Demon will attack for six rounds before attempting to flee. His purpose is to judge the combat strength of the party and, should he escape, will provide such information to Rijel.

6 THE RAT

As they move on down the street, the characters will be startled by a loud squeal erupting from a nearby ruin. The frightening groan and snap of timbers indicate that the house is about to collapse. A huge rat, fleeing for its life, sees the characters and charges at them. Successful See rolls by the players will allow the characters to spy the crazed look in the rat's eye, the foam at the rat's mouth, and the blood swelling from the back of its head.

STR 9 CON 14 SIZ 9 INT 1 POW 10
DEX 10

ARMOR- none HIT POINTS- 11
(13 minus 2 already lost)

THE CITY OF AMEERON

The adventurers will smell the city long before they see it. The city of Ameeron lies in a small, shallow valley, and is always shrouded by a veil of smoke and mist. The city is much dirtier, and much more unhealthy-looking than any in the Young Kingdoms. The adventurers should be

Weapon	Attack	Parry	Damage
Bite	35%	--	1D6*

*The player of a character bitten by a rat must roll his or her CONx5 or contract the Gnawing Pox disease. The character will lose one hit point per day until his player rolls his CONx3 and recovers. A friend could try to make a special success with First Aid to cure the victim. The First Aid roll can only be tried once, at the onset of the disease, to be effective. A character whose player makes a special roll of Plant Lore could find herbs that will cure the victim as well.

If the victim's CON every reaches zero he dies.

7 THE BEGGARS

The characters are approached by two beggars. They will ooh- and ahh- over the fine bearing of the characters and over their wonderful equipment. After fawning for a while, they will get down to the business of begging. They will ask the characters for food, clothing, and other useful items. If the adventurers seem reluctant with their generosity, the beggars will threaten them with disease and the many other afflictions that beggars are known to carry. If the characters threaten them in return, the beggars will flee to a nearby hovel. Should the characters pursue, they will find no trace of the beggars.

JAK, BEGGAR ONE

STR 13 CON 6 SIZ 11 INT 11 POW 7
DEX 10 CHA 6

ARMOR- 1 point fat HIT POINTS- 6

AFFLICTIONS- Non-Contagious Leprosy; Hemophilia (will lose 1 point CON per turn until bleeding is stopped); Grossly Fat (equals one point armor); Gangrenous Nose (he smells horrible).

VANGY, BEGGAR TWO

STR 13 CON 8 SIZ 9 INT 10 POW 10
DEX 8 CHA 8

HIT POINTS- 8

AFFLICTIONS- Non-contagious Leprosy; Living Skeleton (no game effect); Missing Left Arm.

Any character going into hand-to-hand combat with one of these characters will be exposed to Creeping Vermin - tiny pests which will reduce the adventurer's DEX by 1 point until they are gotten rid of. How this is accomplished is up to the ingenuity of the players. If they amuse the Game Master then they succeed.

8 A THUNDERING CLOUD OF DUST

Along the street will roar a large cloud of dense, choking dust moving directly toward the characters. When it reaches them it will reveal itself to be a Demon of Combat. Of course, it will attack.

STR 30 CON 35 SIZ 1 INT 1 POW 17
DEX 10 CHA 6

ARMOR- none HIT POINTS- 24

Weapon	Attack	Parry	Damage
Wind Buffet	41%	--	5D6

astonished at the amount of filth. The city exudes an aura of disease and decay from every hovel.

The buildings in Ameeran would give any architect a headache. Here can be found the styles of all periods, from all times and planes, and no two buildings are identical. Victorian homes crumble next to first-cycle Vilmirian villas. All of the buildings are near to collapse; every building threatens to take others down with it. Every building is dangerous to enter. Occasionally there is a new building, fashioned from the husks of the old. Immigrants to Ameeran seldom build anymore; why bother when the old homes function as well as any that could be built from the available materials?

The streets are unusually empty, for they are not safe. Human criminals, Demons, and the monstrous rats which dwell beneath the city combine to keep idle traffic away. Even the most deserted-looking house will have one or two surprises lurking in the shadows.

The people of Ameeran are a pathetic, apathetic bunch. They have no opinion of Rijel, save that he is no

worse and no better than the rest of them, though he does occasionally hire guards. If the GM wishes, he could easily construct a few characters with grudges against Rijel for the adventurers to use as cannon-fodder.

While the adventurers wander through the streets of Ameeran, the GM should roll 1D8 every fifteen minutes. If the result is an 8, then something has decided to leave the shadows long enough to be of concern. Roll 1D8 again, on the Ameeran Encounter Table.

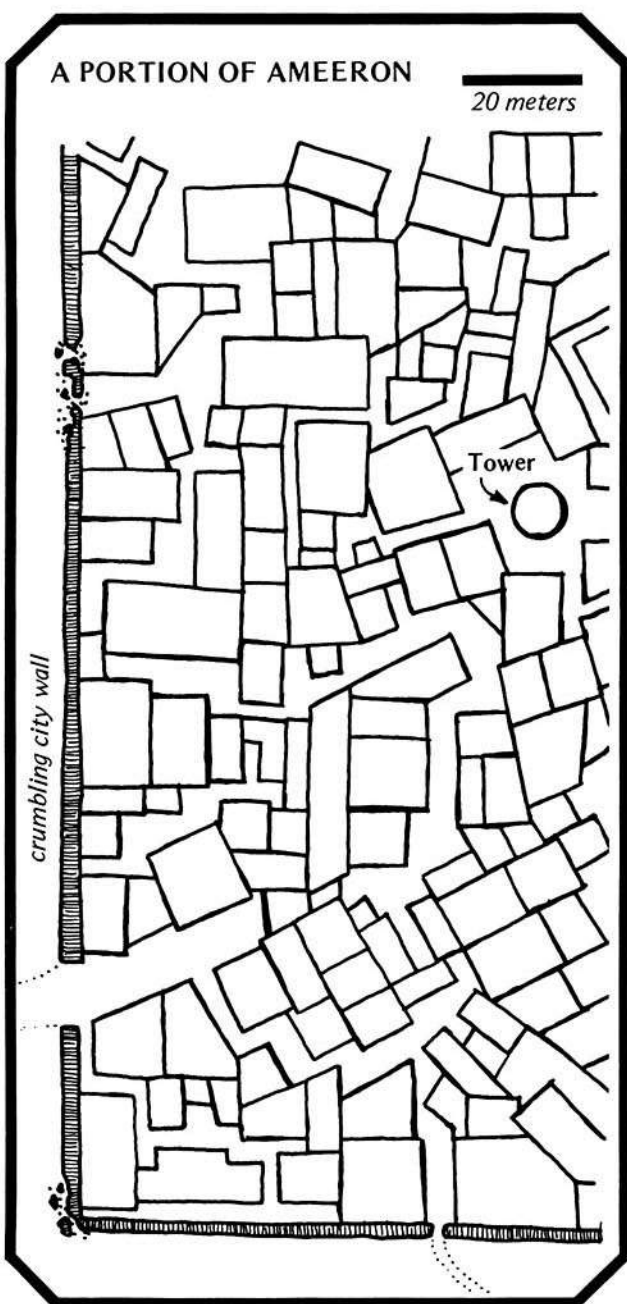
Detailing Buildings

Since adventurers may wish to investigate some of the buildings in the city, use the following tables to determine the state of a building, and whether or not it is currently inhabited.

Condition of the Building: Roll 1D100. This is the chance that the building will collapse when entered. If a building collapses, the players of those characters nearby must make a Jump roll to clear falling debris. Those inside must make a DEXx2% roll to succeed. Those players who fail their roll must give their character(s) 6D6 points of damage.

Inhabitants: To determine if a house is inhabited roll 1D100 again. If the number rolled is higher than the building's chance of collapsing, then it is inhabited. Otherwise it is empty, except possibly for rats.

Residents: If the characters enter a building roll 2D6. This is the number of residents. Then roll 1D100 on the Resident Reaction Table to determine their actions to the prying of the adventurers.



RESIDENT REACTION TABLE

D100	Reaction
1-10	Friendly – offers help, information, etc.
11-60	Suspicious – demands to know names, business
61-90	Hostile – demands that the adventurers leave, may attack if challenged
91-00	Outrage – immediately attacks and may pursue

THE TOWER OF RIJEL

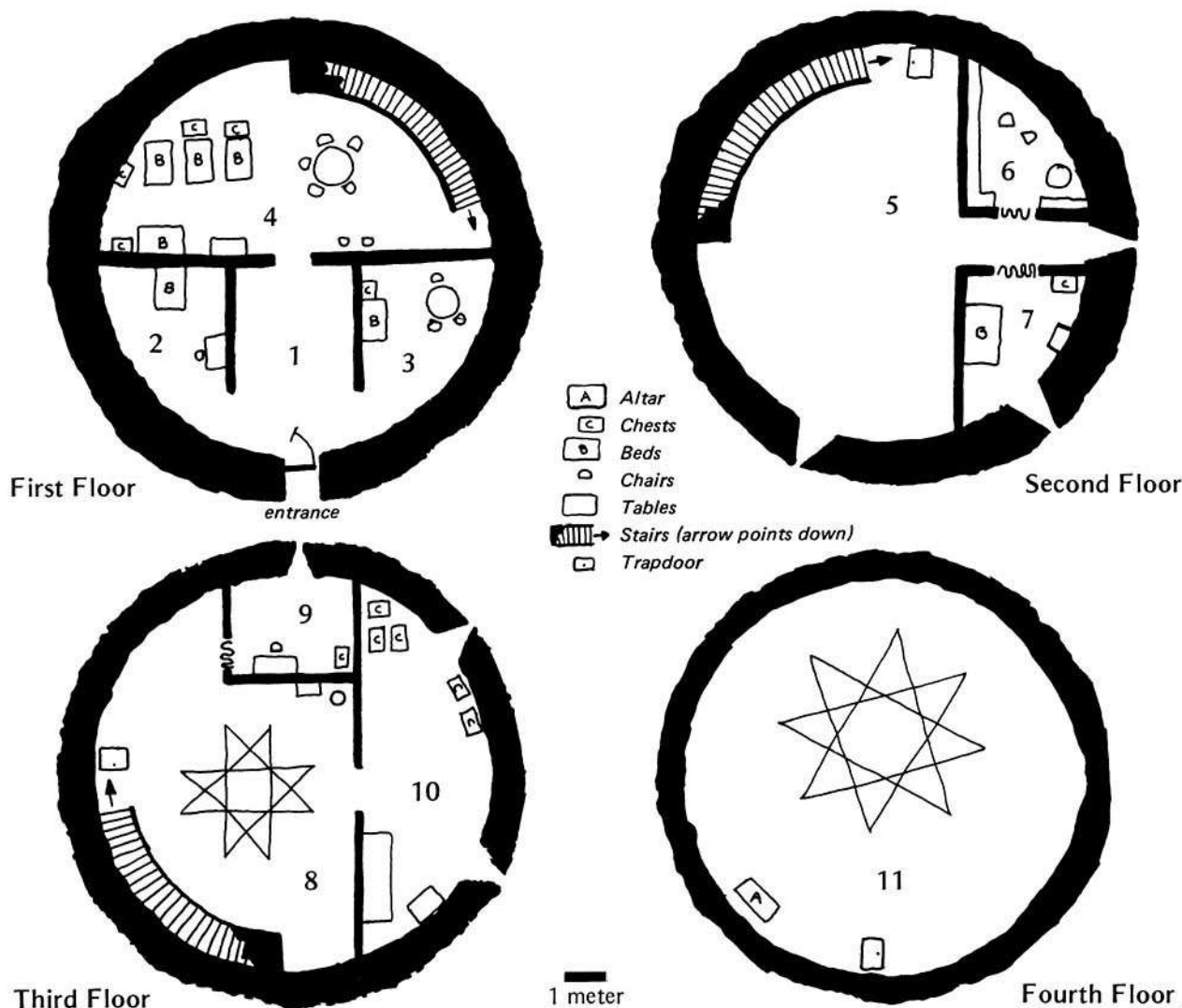
This is the goal of the adventurers. Here they hope to find the sorcerer Rijel and the Eye of Kral-Arkresh itself.

When the characters arrive at the tower, the Game Master should use the following table to determine Rijel's location and activity.

RIJEL LOCATION TABLE

D100	Result
1-10	Out of the tower for 1D4 hours
11-30	in room 6, doing research
31-35	in room 7 with Lyonra
36-45	sleeping in room 7
46-70	summoning a Demon of Combat in room 8
71-00	in room 11 summoning Chardros

INSIDE THE TOWER



The forbidding tower is 60 feet (about 20 meters) tall and solid black. It raises itself above the rest of the city, though the mists usually obscure the upper floors. It is very new-looking, and is easily the most stable building in the city. The first and fourth stories have no windows, while the other have three barred windows each, irregularly spaced across one side of the tower. The roof has a dome rather than being flat.

At the gateway to the tower stand two guards.

Interior of the Tower

Room 1

This is the entry to the tower and contains one guard, stationed to the right of the door to room 4. Aside from the guard, the room is kept empty. There are three exits: one to the left, one to the right, and the last straight ahead. This does not include the door through which the adventurers entered. None of the exits are covered by doors or drapes.

Room 2

This is a storage room, being used to contain all of the garbage that has been moved out of room 11 in the past weeks. The chests and boxes in the room contain clothing, or dried foodstuffs. Nothing here is of great value.

Room 3

This is another storage room, similar to room 2 save that in one of the chests can be found a 130-year old bottle of Melnibonean wine worth up to 3000 LB to the right buyer.

Room 4

In this room live guards for the tower. There are four nearly identical beds with a chest at the foot of each. On one of the beds a guard sleeps. 20% of the time he will waken when the room is entered or if there are any loud noises in the adjoining rooms.

Each of the guard's chests contains one or two sets of clothing and 1D10 LBs.

To the characters' right is an open doorway that leads to a stairway up to the second floor. At the top of the stair is a trap door that can be secured from above.

Room 5

This is a casual area for Rijel and his mistress Lyonra. Here they entertain their occasional guest. The room contains two tables, a chest, five chairs, and a large bookshelf. If Lyonra is not with Rijel in room 7, she will be in this room, at the large table reading.

The large chest in the room contains cards, carved wooden coins, and a set of wine goblets worth a total of 50 LB. The bookshelf contains books on mundane subjects, and are of no particular value.

Room 6

This is Rijel's personal library. It is protected by a Spirit Guardian with a POW of 28 and an INT of 80. Once this spirit is destroyed, there are no other dangers in the room.

The bookshelves contain nearly a thousand books — ranging in subject from tomes of magic to textbooks on physics — which he has gathered from many planes. There is a 5% chance that any book randomly taken off of a shelf will be of great value. Roll 1D100 and multiply by 100 to find the value of the book in Large Bronzes (assuming that a buyer can be found). If a book is valuable, roll 1D100 again. If a 1-10 is the result then the book also has magical value. Divide such a result by 2 and round down any fraction: the book will allow someone to attain that rank in sorcery, assuming that he has already achieved all the ranks below that one.

Room 7

This room contains Rijel's personal quarters. The room is well-appointed in silks, satins, and rarer fabrics. The chest at the foot of the bed contains Rijel's finest robes, three worth 3560, 4800, and 5300 LBs respectively. Also contained in the chest is a spare Demon dagger, exactly like the one worn by Rijel, save that it sits in the chest and appears as a rusty old knife. If Rijel is sleeping here his Demon armor will have taken the appearance of a sleeping robe and his weapons appear to be jewelry.

Room 8

This is Rijel's main work area. The floor is inscribed with the eight-pointed star of Chaos, and there are two curtained doorways, as well as the stairway leading up. If Rijel was summoning a Demon, he will just finish as the adventurers arrive. Roll for his success, and then have the Demon attack the adventurers. Rijel will flee into room 9. There is nothing more of interest in this room.

Room 9

This is Rijel's current laboratory. The curtain to this room is a Demon Door, with the following statistics:

STR 0	CON 69	SIZ 16	INT 7	POW 20
DEX 0	CHA 0			

After the Demon Door has been broken, the room may be entered. It contains a table covered with vials and flasks, and a 8"x20"x 10" high chest. The chest contains various ingredients for potions, and 23 one-summing packets of Hellbore.

The eight flasks on the table contain finished and unfinished concoctions:

1. One dose of healing potion worth 1D6 hit points.
2. One dose of healing potion worth 1D6 hit points.
3. Two doses of a healing potion worth 2D6 hit points.
4. An acid which will do 1D20 to whatever it touches except glass.
5. One dose of a healing potion worth 2D6 hit points.
6. One dose of a poison which will do 1D10 points immediately upon ingestion.
7. One dose of an unfinished healing potion, effectively a poison, which kills in 1D6 hours.
8. An acid which does 1D10 damage to whatever it touches except glass.

All of the potions have labels written in the Mabden tongue. If Rijel has fled into this room he will first take one of the healing potions if needed, and will throw the acids at the characters as they pass through the doorway. He will then attempt Divine Intervention to escape.

Room 10

At one time this was Rijel's laboratory, but it is now being used to store the rest of the goods from room 11.

The chests in the room contain robes and gowns used by Rijel and his mistress. The rearmost chest contains a small coffer of jewelry: a silver coronet encrusted with opals worth 5200 LB, a gold brooch worth 310 LB, and a crown of spun glass adorned with 3 13-carat rubies and a diamond center-stone. The crown is worth 7680 LB; but is very fragile and will break if not handled with extreme care. The chest is locked; and anyone trying to pick the lock has only ½ his normal chance to succeed.

Room 11

This recently was a storeroom. Since Rijel acquired the Eye, he has cleared the room to use it in an upcoming ceremony involving the gem. The appearance of the room will vary, depending whether or not Rijel is attempting the special summoning.

IF RIJEL IS PERFORMING THE SUMMONING—

If Rijel is performing the summoning in room 11 when the adventurers enter the tower he will complete it in 1D20 minutes. If they have not reached Rijel by then, they may be in a good deal of trouble.

When the characters enter the room they will see Rijel motioning over a bright object before him, and chanting in High Melnibonean. The entire room will be bathed in a bright, glaring light emanating from the object.

Any adventurer approaching Rijel will be hit by a bolt of energy which will strike out from the sorcerer's body. The bolt does 1D10 points of damage, passing directly through regular armor. The bolt will damage Demon armor.

Anyone attempting to hit Rijel with a weapon should roll normally, but at the motion the Eye will flash brightly and send forth a magical screen worth 1D20+5 armor points. The screen has a 50% chance to break normal weapons, and will do 1D20 points of damage to Demon weapons.

After the Jewel's defenses have been penetrated, Rijel's normal armor still must be dealt with.

If he summons Chardhros, Rijel must still convince the god of his right to rule Pan Tang. This is not easy. The GM should roll D100. If the result is equal to or below Rijel's CHA of 10, then Chardhros will agree that Rijel is fit for rule and will accompany him to Pan Tang. The adventurers should then attempt Divine Interventions to save themselves; there is little else that they can do.

If Rijel fails, he will be killed out of hand, and the adventurers (and the world) should be safe unless they act stupidly with Chardhros.

IF RIJEL IS NOT PERFORMING THE SUMMONING—

If Rijel is not summoning Chardhros, the situation will be somewhat different. When the characters enter room 11 they can see that it is lit by a bright yellow light emanating from a large gem set in a triangle of Law at the foot of an pointed star. The center of the star is lit by a ruddy glow.

The gem within the triangle is the Eye of Kral-Arkresh. If Rijel is dead then the gem may be approached and touched without harm; if he lives it will defend itself in the manner outlined just below. Otherwise the room is empty and unguarded.

THE EYE OF KRAL-ARKRESH

The Eye is an item of no small power. Even in the hands of one who knows nothing of sorcery, it may be used to magically attack and defend, provided the person is attuned to it. To attune the Eye a character must first sacrifice one point of permanent POW to the gem. He will then be attuned to it.

MAGICAL ATTACK — When the character wishes, he may spend a point of temporary POW to activate the attack mode of the Eye. This will allow the character to send forth bolts of power, to a range equal to the user's DEX in meters, that will do 1D10 points of damage, ignoring normal armor and damaging Demon armor. Each point of POW so sacrificed will allow the user to cast 3 bolts before needing to spend another temporary POW point.

MAGICAL DEFENSE — By sacrificing a second point of temporary POW the character can activate the defense mode of the Eye. It will then project a field of force about the character which acts like armor with a value of 1D20+5 points. A normal weapon hitting the field has a 50% chance of breaking, and Demon weapons will take 1D20 points of damage. The force field will remain up for 5 rounds for each point used to create it. The defenses of the Eye may be activated independently of the attack.

MAGICAL SUMMONING AID — In the hands of a sorcerer of the fifth-rank, the Eye can aid in the summoning of a Lord of Chaos: the sorcerer's player adds 20% to the chance of summoning the lord. The Eye does not, however, help to influence the lord once he has been summoned. That remains for the sorcerer to accomplish.

If the Eye is left alone, it allows no one but the attuned user to touch it. To achieve this, it can throw up to 10 bolts of power, doing damage of 1D20 each. If this ability does not deter the molester, the attuned user will be telepathically alerted to the Eye's danger and the Eye will

erect a 1-meter barrier about itself which cannot be crossed, and which does 1D4 points of damage to anyone trying to. The field can be destroyed by damaging it for 50 points, where it will collapse. Each time that it is hit, though, the field will do 1D4 points of damage to the attacker's general hit points; this damage is not lessened by any sort of armor.

THE VILLAINS

These guards are an unimaginative bunch. Their orders are to attack and kill anyone who attempts to enter the tower without Rijel's permission. They do this very well.

GUARD ONE

STR 12 CON 15 SIZ 10 INT 11 POW 14
DEX 9 CHA 9

ARMOR- 1D10+2 plate HIT POINTS- 15

Weapon	Attack	Parry	Damage
Broadsword*	75%	86%	1D8+1+5D6
Dagger	58%	30%	1D4+2

*a Demon sword with these stats:

STR 51 CON 20 SIZ 2 INT 5 POW 5 DEX 20 CHA 9

GUARD TWO

STR 11 CON 14 SIZ 12 INT 12 POW 15
DEX 10 CHA 10

ARMOR- 1D10-1 plate HIT POINTS- 14

Weapon	Attack	Parry	Damage
Broadsword*	83%	75%	1D8+1+5D6
Dagger	75%	97%	1D4+2

*a Demon sword with these stats:

STR 50 CON 22 SIZ 2 INT 1 POW 12 DEX 20 CHA 5

GUARD THREE

STR 14 CON 17 SIZ 10 INT 11 POW 11
DEX 12 CHA 9

ARMOR- Demon armor HIT POINTS- 17
(CON 78 SIZ 10 POW 20)

Weapon	Attack	Parry	Damage
Broadsword*	90%	52%	1D8+1+5D6
Hatchet	83%	70%	1D6+1

* a Demon sword with these stats:

STR 50 CON 21 SIZ 2 INT 1 POW 17 DEX 15 CHA 5

GUARD FOUR

STR 11 CON 15 SIZ 10 INT 14 POW 15
DEX 12 CHA 12

ARMOR- 1D8-1 barbarian HIT POINTS- 15

Weapon	Attack	Parry	Damage
Sea Axe*	64%	52%	7D6+2
Dagger	72%	73%	1D4+2

* a Demon axe with these stats:

STR 50 CON 24 SIZ 2 INT 1 POW 13 DEX 16 CHA 5

LYONRA

Lyonra is Rijel's current mistress. She is also a Demon of Desire, bound to him. She does not like Rijel. Unless he orders her to, she will not hinder the adventurers; through misinterpretation of his orders, she may actually help them.

STR 13 CON 23 SIZ 12 INT 14 POW 11
DEX 15 CHA 20

She uses no weapons, and wears no armor — or clothes for that matter.

A NOTE ON DEMONS— the following demons are bound to Rijel: his personal arms, his armor, and Lyonra. In addition, the demon weapons of the guards are bound to them. Treat other demons associated with Rijel as paid servants.

RIJEL

Until four years ago, Rijel was a respected servant of the Theocrat. However, after arguing that Pan Tang should use its science (the weapon of Law) against Law, and disagreeing with Church doctrine as well as the Theocrat's personal opinion, Rijel correctly decided that Hwamgaarl might no longer be safe for him. Gathering his possessions and a few trusted guards, he fled the Young Kingdom plane altogether. During his exile he has collected many books on science from the Planes of Law, hoping to return to Hwamgaarl with enough real data to convince the Theocrat that he is right.

Finding the Eye changed everything. Now he would not have to crawl back to the Theocrat, begging for an audience. He decided he would bring Chardhros himself to convince the Theocrat. Since finding the gem he has labored long to prepare his argument, and assure his success.

His personal Demon arms and armor are bound to him.

STR 10 CON 18 SIZ 13 INT 18 POW 33
DEX 10 CHA 10

AGE- 47 ELAN- 82
ARMOR- Demon Robe HIT POINTS- 21
(CON 77 SIZ 13 POW 18) MAJOR WOUND- 11

Weapon	Attack	Parry	Damage
Broadsword*	74%	70%	1D8+1+5D6
Dagger †	52%	59%	1D4+2+5D6

* a Demon sword with these stats:

STR 50 CON 24 SIZ 2 INT 1 POW 13 DEX 16 CHA 5

† a Demon dagger with these stats:

STR 50 CON 25 SIZ 1 INT 1 POW 13 DEX 16 CHA 5

SKILLS: Dodge 45%; Slight of Hand 37%; Tie Knot 49%; Balance 20%; Listen 20%; Search 19%; See 29%; Taste 97%; Track 34%; Credit 23% (when he fled the Young Kingdoms — 96% prior to that); Orate 36%; Persuade 37%; Hide 27%; Move Quietly 53%; Evaluate Treasure 68%; First Aid 89%; Make Map 76%; Memorize 95%; Plant Lore 98%; Poison Lore 168%.

LANGUAGES: Common: Speak 96%, R/W 93%; Low Melnibonean: Speak 93%, R/W 87%; High Melnibonean: Speak 69%, R/W 66%; 'pande: Speak 36%, R/W 24%; Mabden: Speak 99%, R/W 98%; Orgienn: Speak 100%; R/W 100%

SUMMONINGS: Elemental: Air 99%; Earth 100%; Fire 100%; Water 98%; Demons: Combat 97%; Desire 100%; Knowledge 99%; Possession 96%; Protection 98%; Travel 100%; Any Elemental Ruler, Chardhros

REWARDS

Should the adventurers actually survive and return with the Eye, they will be swept into immediate audience with the Theocrat.

Jagreen Lern will ask, "Who has the Eye. Hold it forth."

When the adventurer does so, he will then ask, "Have you attuned the Eye to yourself?"

If the adventurer has not, then the Theocrat will smile and take the Eye, enjoying its spectacle.

If the adventurer has attuned the Eye, even with the best intentions, the Theocrat will order him immediately killed. To his friends dismay, the execution is performed at once in full view of everyone. If Koron is with the party, he will be ordered slain as well. He had no deal with the Theocrat. If any character wishes to save Koron, he may try Oratory. If he fails the player must roll D100 less than the character's CHAx5 or he will also be killed. No amount of Oratory will save the attuned character.

If the adventurer lies about attuning the Eye, the gem will flash with its defenses when the Theocrat touches it. He will be harmed slightly, but his own defenses will protect him for the most part. Then he will order the entire party slain.

Each surviving character can choose 5000 LBs-worth of slaves from the Theocrat's pits. Choices should be modest, though, since the Theocrat will not be pleased to loose a favored slave.

Each adventurer will be given a reward of 1000 LB in cash and jewels. They can also keep anything that they found on the journey unless the Game Master decides that he doesn't want the adventurers to retain the thing that they found. In that case, the Theocrat will take it for his treasury.

And, of course, the adventurers will be paraded about the city. If they have powerful enemies, this might be a good time to stage assassination attempts.

In general the survivors will be treated as heroes for a time, until they tire the Theocrat. They will live longer if they simply leave the city shortly after the conclusion of the adventure.

PUNISHMENTS

If the adventurers try to make off with the Eye, they will find that the Theocrat is indeed a man of his word. He really does have 30 Demons — 30 for each character. They will periodically attack the adventurers three or four times over the next year and in years to come until either they or the adventurers have been slain.

If an adventurer attempts to use the Eye in a summoning, refer to its description. He must roll D100 less than or equal to his POWx3 or be attacked by 1D10 of the Theocrat's Demons who are waiting for the ritual to be used. This can be quite annoying in the middle of a summoning.



CHARACTER DESCRIPTION FORM

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____ CULT _____ ELAN _____

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

DESCRIPTION

AFFLICTIONS

ARMOR _____ Major Wound Level _____
Hit Points 01 02 03 04 05 06 07 08 09 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30

POSSESSIONS

Weapon Attack Damage Parry
BONUSES _____

MONEY

NOTES

AGILITY bonus _____
Climb _____
Dodge _____
Jump _____
Ride _____
Swim _____
Tumble _____

PERCEPT bonus _____
Balance _____
Listen _____
Scent _____
Search _____
See _____
Taste _____
Track _____

STEALTH bonus _____
Ambush _____
Conceal _____
Hide _____
Move Quietly _____
Cut Purse _____

NOTES

KNOW bonus _____
Evaluate Treasure _____
First Aid _____
Make Map _____
Memorize _____
Music Lore _____
Navigate _____
Plant Lore _____
Poison Lore _____
Craft _____

Speak R/W

Com Tongue _____
Low Melnib _____
High Melnib _____
'pande _____
Mabden _____
Orgjenn _____

SUMMONINGS

ELEMENTALS

Air _____
Earth _____
Fire _____
Water _____

DEMONS

Combat _____
Desire _____
Knowledge _____
Possession _____
Protection _____
Travel _____

OTHERS

MANIP bonus _____
Juggle _____
Pick Lock _____
Sleight of Hand _____
Set Trap _____
Tie Knot _____

COMMUN bonus _____
Credit _____
Orate _____
Persuade _____
Sing _____

NOTES

Michael Moorcock's STORMBRINGER[®]

FANTASY ROLEPLAYING IN THE WORLD OF ELRIC



MINOR CHARACTER DESCRIPTION FORM

NAME/DESCRIPTION

NAME/DESCRIPTION

STR ____
CON ____
SIZ ____
INT ____
POW ____
DEX ____
CHA ____

NOTES/POSSESSIONS

Skill _____ Ability _____

STR ____
CON ____
SIZ ____
INT ____
POW ____
DEX ____
CHA ____

NOTES/POSSESSIONS

Skill _____ Ability _____

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

Weapon _____ Attack _____ Damage _____ Parry _____

BONUSES _____

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

Weapon _____ Attack _____ Damage _____ Parry _____

BONUSES _____

NAME/DESCRIPTION

NAME/DESCRIPTION

STR ____
CON ____
SIZ ____
INT ____
POW ____
DEX ____
CHA ____

NOTES/POSSESSIONS

Skill _____ Ability _____

STR ____
CON ____
SIZ ____
INT ____
POW ____
DEX ____
CHA ____

NOTES/POSSESSIONS

Skill _____ Ability _____

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

Weapon _____ Attack _____ Damage _____ Parry _____

BONUSES _____

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

Weapon _____ Attack _____ Damage _____ Parry _____

BONUSES _____



DEMON DESCRIPTION FORM

DEMON _____ TYPE _____

SUMMONER _____

STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____

BINDING OBJECT/DESCRIPTION

SPECIAL POWERS

NOTES/POSSESSIONS

Skill

Ability

ARMOR _____

Major Wound Level _____

Hit Points	01	02	03	04	05	06	07	08	09	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30

NOTES

Weapon

Attack

Damage

Parry

BONUSES

NOTES

DEMON WEAPON BONUSES: Attack _____ Damage _____



DEMON DESCRIPTION FORM

DEMON _____ TYPE _____

SUMMONER _____

STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____

BINDING OBJECT/DESCRIPTION

SPECIAL POWERS

NOTES/POSSESSIONS

Skill

Ability

ARMOR _____

Major Wound Level _____

Hit Points	01	02	03	04	05	06	07	08	09	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30

NOTES

Weapon

Attack

Damage

Parry

BONUSES

NOTES

DEMON WEAPON BONUSES: Attack _____ Damage _____

[1.3.5] PRICE LIST

The basic and most numerous coin in the Young Kingdoms is the LB piece with a value approximately equal to \$1 in 1980 U.S. money. Silver coins were much rarer, and gold was rarer still.

The following price list is by no means complete, but it can be used to give players a good idea of typical prices. If you wish to price some items not listed below, calculate its value in U.S. or British money and then change that into Melnibonae currency by the formula given in table [1.3.2.1] Value of Coins.

Fancy versions of any of the items of clothing will cost from two to ten times as much as the price listed here.

Weapons and armor costs are shown in section [3.3.1].

LIVING COSTS

12 oz. drink of wine	1 SB
a cheap meal	2 LB
unprepared meat (per pound)	1 LB
vegetables (per pound)	1 SB
a good meal	5 LB
a banquet for two	20 LB
trail provisions (21 meals plus drink)	50 LB
a large loaf of bread	1 LB
a gallon of wine	2-8 LB
depending on quality	
a gallon of milk	1 SB

LODGING/DAY

common room floor	2 LB
dormitory	10 LB
shared room	20 LB
private room	40 LB

CLOTHING

a loincloth	1 LB
trousers	20 LB
a shirt	10 LB
a cape of linen	25 LB

TOOLS

hammer	2 LB
5 fish hooks	1 LB
reed pen	2 LB
cylinder seal	30 LB
anvil	500 LB
rope (per 20 ft/6 meters)	1 SB

CAMPING GEAR

small tent (1 man)	200 LB
medium tent (3 men)	500 LB
large tent (5 men)	800 LB
backpack	10 LB
flint and steel	10 LB

LAMPS

10 candles	1 SB
5 torches	2 LB
oil lamp	20 LB
lamp oil (per quart)	1 SB

LARGE ITEMS

hovel	1000 LB
3-room house	20,000 LB
5-room house	30,000 LB
12-room villa	50,000 LB

riding boots	100 LB
sandals	10 LB
leather belt	10 LB
hunter's cap	5 LB

POTTERY

a clay tumbler or vase	1 SB
a glass	3 LB
a copper cut	1 LB
a silver goblet	50 LB
a golden cup	1200 LB
a wine jug	1 LB
a copper kettle	20 LB
an iron skillet	30 LB

TRANSPORTATION

average cart horse	50 LB
average riding horse	100 LB
trained warhorse	5000 LB
race horse	1000 LB
2-wheeled cart	100 LB
4-wheeled cart	400 LB
covered wagon	1000 LB
average cart ox	80 LB
beef cow	50 LB

palace	100,000 LB
fortified castle	500,000 LB
acre of farmland	20,000 LB
rowboat	500 LB
2-man canoe	2000 LB
Tarkesh merchant ship (per ton of carrying capacity)	10,000 LB
Tarkesh war galley (per fighting man in crew, minimum of 20 men, including sails, tackle, oars, etc.)	10,000 LB
metalshod ram	20,000 LB

BOOKS

common subject matters (per 20 pages)	1 LB
grimoires (per spell contained)	10,000 LB
books of lore	100-1000 LB
fiction, poetry	8-20 LB



Reference Section



[1.3.2.1] VALUE OF COINS

2 small bronze (SB) = 1 large bronze (LB) = US\$1
5 LB = 1 small silver (SS) = \$5
2 SS = 1 large silver (LS) = \$10
5 LS = 1 small gold (SG) = \$50
2 SG = 1 large gold (LG) = \$100
5 LG = 1 Melnibonae silver dragon (MS)
1000 MS = 1 Melnibonae gold wheel (MG)

US\$2 is roughly £1 British.

[1.3.7.1] EIGHT GREAT GEMS

Gem	Value per carat in LB
Diamond	100
Ruby	80
Emerald	70
Sapphire	60
Opal	50
Jade	40
Topaz	30
Turquoise	20

The carat is the standard measure of weight of a gem. A one carat gem weighs 1/5 of a gram, and would be so small as to be almost unseeable. To determine the size of small gems randomize between 1 and 20 carats, for medium size gems randomize between 20 and 100 carats, and for large to huge gems randomize between 100 and 1000 carats.

NATIONALITY AND CLASS BACKGROUND

1D100	Nationality	Attribute effects	1D100	Class background
01-02	Melnibone	INT+1D10 POW+2D6 SIZ+3	All Warrior-Nobles*	
03-05	Pan Tang	INT+1D8 POW+1D8 SIZ+1	01-20 21-00	Warrior-Noble** Warrior**
06-08	Myrrhyn	INT+1D6 POW+1D6 CHA+1D6 (females)	01-20 21-30 31-45 46-60 61-65 66-70 71-75 76-90 91-00	Warrior Merchant† Warrior Hunter Farmer Priest* Noble† Warrior Craftsman
09-12	Dharigor	CON+1D4	Use normal table	
13-16	Jharkor	DEX+1D4 CHA-1D4††	Use normal table	
17-24	Shazaar	CON+1D6	Use normal table	
25-29	Tarkesh	CON+1D4 SIZ-1††	01-20 21-30 31-65 66-70 71-75 76-85 86-90 91-00	Warrior Merchant† Sailor Priest* Noble† Thief Beggar Craftsman
30-37	Vilmir	None	Use normal table	
38-44	Ilmiora	CHA+1D4	Use normal table	
45-49	Nadsokor	CON-1D6†† CHA-1D6††	All Beggars	
50-56	Weeping Waste	STR+1D6 CON+1D6 SIZ-1†† DEX+1D4 CHA-1D4††	All Hunter-Warriors	
57-60	Eshmir	SIZ-2†† INT+1D4 POW+1D6	Use normal table except INT+POW of 32+ means automatic priest and sorcerer. Priest with STR of 13+ is also a Warrior.	
61-67	Island of Purple Towns	STR+1D4 CON+1D6	01-20 21-30 31-60 61-65 66-70 71-75 76-85 86-90 91-00	Warrior Merchant† Sailor Farmer Priest* Noble† Thief Beggar Craftsman
68-74	Argimiliar	None	Use normal table	
75-81	Pikarayd	STR+2D4 SIZ+1	Use normal table	
82-88	Lormyr	INT-1D4†† SIZ+2	Use normal table	
89-95	Filkhar	DEX+1D4	Use normal table	

[4.11] SKILLS LIST

Type	Skill	Beginning %	Experience?	Pre-requisite
Stealth	Move Quietly	10% +	Yes	
	Hide	10% +	Yes	
	Ambush	Bonus	Yes	
	Conceal	Bonus	Yes	
	Cut Purse	Bonus	Yes	
Agility	Ride	Bonus	Yes	
	Swim	Bonus	Yes	
	Climb	10% +	Yes	
	Jump	10% +	Yes	
	Tumble	Bonus	Yes	
	Dodge	Bonus	Yes	
Manipulation	Tie/Untie Knot	Bonus	Yes	
	Set/Disarm Trap	Bonus	Yes	
	Sleight of Hand	Bonus	Yes	DEX of 15+
	Juggle	Bonus	Yes	DEX of 13+
	Pick Lock	Bonus	Yes	
Perception	See	10% +	Yes	
	Listen	10% +	Yes	
	Scent	Bonus	Yes	
	Taste	Bonus	Yes	
	Balance	10% +	Yes	
	Search	Bonus	Yes	
	Track	Bonus	Yes	
Knowledge	Read/Write Common Tongue	0%	Yes	
	Read/Write Low Melnibonean	0%	Yes	
	Read/Write High Melnibonean	0%	Yes	INT of 16+
	Read/Write/Speak Other Languages	0%	Yes	
	Evaluate Treasure	Bonus	Yes	
	Navigate	Bonus	Yes	
	Craft	Bonus	Yes	
	First Aid	Bonus	Yes	
	Make Map	Bonus	Yes	
	Memorize	Bonus	Yes	
	Poison Lore	0%	No	Training only
	Plant Lore	0%	No	Training only
	Music Lore	0%	No	Training only
Communication	Persuade	10% +	Yes	
	Credit	Bonus	Yes	
	Orate	Bonus	Yes	
	Sing	Bonus	Yes	

[4.8.8.2.1] CLASSIFICATION OF POISONS

Skill % Poison Class

01-20	1. Causes limited damage immediately: roll 1D100		41-60	3. Causes temporary paralysis or unconsciousness (pick one) for 1D100 hours.	
	01-15	1D20 damage	61-80	4. Causes symptoms like illness. Victim must successfully roll CON x 5% once a day for 2D10 days or suffer the loss of 1D6 CON points permanently from the "disease" for that day. Rolls must be made every day of the effect until the character is dead, the 2D10 days are up, or the antidote is taken (normal healing plants will not work).	
	16-30	1D10 damage			
	31-50	1D8 damage			
	51-80	1D6 damage			
	81-00	1D4 damage			
21-40	2. Causes slow death: roll 1D100		81-00	5. Causes instant or rapid death: roll 1D100	
	01-10	In 1D4 x 10 minutes		01-10	Instant
	11-30	In 1D6 hours		11-50	In 1D6 melee rounds
	31-60	In 2D10 hours		51-00	In 1D10 minutes
	61-00	In 1D6+1 days			

- SEQUENCE OF PLAY:**
1. Declaration of Intent.
 2. Resolution of Melee/Missile Fire.
 3. Movement/Summonings

PROCEDURE

Highest DEX always strikes first.

A character may Parry as many times in a round as he needs to, but always at 20% less than his previous attempt.

A character may Dodge instead of Attack and Parry in a round.

A character drawing a weapon subtracts 5 from his DEX to determine when he strikes.

CRITICAL HITS

Any successful Attack which is 10% or less of the needed percentage (i.e., a needed percentage of 33% means that 3% or less is a critical hit), is a critical hit.

A critical hit does twice the normal rolled damage and ignores all armor or other protection.

A critical hit may be Parried, but the Parrying object will be broken unless it is a demon weapon, at which point the demon weapon must make CON x 1% or break.

A critical hit may only be Dodged by a critical Dodge.

CRITICAL PARRIES

A critical Parry has the same chance as a critical hit.

A critical Parry will break a normal successful Attack from a normal weapon, and break a demon weapon unless it makes CON x 1%.

A critical Parry of a critical hit will break both weapons, even if both are demon weapons. If one's normal, the demon weapon gets a saving roll of CON x 1%.

[3.3.6.1] FUMBLES IN COMBAT

1D100 Result for regular weapons

- 01-50 Drop weapon at feet.
 51-85 Weapon slips and flies 1D6 yards (meters) away.
 86-00 Weapon strikes the nearest hard substance awkwardly and breaks (demon weapon gets saving roll of CON x 5%). If no hard substance like walls, floors, or armor are available, the fumbler has wounded himself. Make Damage roll and divide by 2.

1D100 Result for missile weapons

- 01-50 Drop weapon.
 51-85 Weapon breaks.
 86-00 Hit a friend or shoot self in the foot (take half Damage roll as a wound).

1D100 Result for natural weapons (fist, claw, etc.)

- 01-50 Trip and fall, must fight from ground unless opponent lets character up. Attacks from ground at half normal percentage, though Parry is the same.
 51-85 Strain something, next 1D6 Attacks at half chance.
 86-00 Hurt self, do full rolled Damage to self.

WOUNDS

MINOR — Any wound doing less than half the original Hit Points of the target. Every 4 Hit Points lost in this manner cost the character 1 point of DEX until healed.

MAJOR — Any wound doing half or more of the original Hit Points of the target. Target instantly loses half his

DEX until healed, and may fight on for a number of melee rounds equal to his remaining Hit Points, then drops. The target also receives a long-term injury shown on the Major Wounds table.

FATALITIES — Any time the target receives more Hit Points damage than he has Hit Points, it is dead.

[3.9.2.2] MAJOR WOUNDS

1D100 Effects

- 01-50 You will have a really impressive scar, but no ill effects.
 51 Lose left eye. Lose 2 points CHA and 2 points DEX.
 52 Lose right eye. Lose 2 points CHA and 2 points DEX.
 53 Lose nose. Lose 4 points CHA and 3% from Perception bonus.
 54 Lose left ear, impair hearing. Lose 1 point CHA and 5% from Perception bonus.
 55 Lose right ear, impair hearing. Lose 1 point CHA and 5% from Perception bonus.
 56-57 Broken jaw, loss of several teeth. Lose 2 points CHA and 1 point CON.
 58 Severe injury to vertebra in back. Ability to move rapidly and handle heavy weights severely impaired. Reduce STR and DEX ratings by half.
 59 Severe concussion and head injury. Lose 3 points INT and 3 points CHA. Reduction of all bonuses partly depending on INT rating.
 60-62 Mild concussion and head injury. Lose 1 point INT and 1 point CHA. Reduction of all bonuses depending partially on INT rating.
 63-64 Damage to internal organs. Lose 1D6+2 points CON. Possible delayed fatality. Loss of Hit Points equal to loss of CON points. Reduction of bonuses dependent on CON rating.
 65-68 Broken ribs. Lose 1D4 points CON. Loss of Hit Points equal to loss of CON points.
 69-72 Broken left arm never heals properly. Lose 2 points DEX.
 73-76 Broken right arm never heals properly. Lose 2 points of DEX.
 77-79 Amputate left hand and part of arm. Lose 4 points of DEX.
 80-82 Amputate right hand and part of arm. Lose 4 points DEX.
 83-86 Broken left leg never heals properly. Lose 2 points DEX.
 87-90 Broken right leg never heals properly. Lose 2 points DEX.
 91-92 Hamstring left leg, becomes totally useless. Lose 4 points DEX.
 93-94 Hamstring right leg, becomes totally useless. Lose 4 points DEX.
 95-97 Amputate part of left leg. Lose 3 points DEX.
 98-00 Amputate part of right leg. Lose 3 points DEX.

[3.5.2] YOUNG KINGDOMS WEAPONS

Hand weapons	STR required	DEX	Damage	Length in feet (cm)	Price in LB
Battle ax	9	9	1D8+2	2½ (75)	200
Broadsword	9	7	1D8+1	3½ (105)	250
Butt	—	—	1D4	Head	—
Cudgel	7	7	1D6	2-4 (60-120)	0-5
Dagger	—	3	1D4+2	½-1½ (15-45)	100
Falchion	8	8	1D6+2	3 (90)	225
Filkharian pike (2-handed)	11	7	2D6+1	9-10 (270-300)	150
Greatsword (2-handed)	11	13	2D8	5-6 (150-180)	750
Hatchet (small ax)	7	9	1D6+1	1½ (45)	125
Heavy mace (2-handed)	13	7	1D8+2	2½-3 (75-90)	200
Javelin	—	10	1D6	2-3 (60-90)	175
Kick (with foot)	—	—	1D6	Foot	—
Light mace	7	7	1D6+2	2 (60)	75
Long spear (2-handed)	11	9	1D10+1	7-8 (210-240)	100
Lormyrian ax (2-handed)	13	11	3D6	5½ (165)	400
Punch (with fist)	—	—	1D3	Hand	—
Quarterstaff (2-handed)	9	9	1D8	6-7 (180-210)	50
Scimitar	9	9	1D8+1	2½-3½ (75-105)	210
Sea ax (2-handed)	11	9	2D6+2	4 (120)	250
Shields					
Buckler	—	12	1D4	1 diameter (30)	50
Target	8	7	1D6	3 diameter (90)	75
Heater (kite-shaped)	8	9	1D6	3 (90)	100
Tower (kite-shaped)	12	6	1D6+2	5 (150)	125
Shortsword	7	7	1D6+1	2½ (75)	125
Spear (1-handed)	9	7	1D6+1	4-5 (120-150)	50
Projectile weapons				Range (meters)	
Buckler	6	12	1D6	30 (9)	50
Dagger	—	6	1D4+2	50 (15)	100
Desert Bow	13	11	1D10+2	450 (135)	600
Javelin	7	10	1D8+2	100 (30)	75
Melnibonean bone bow	11	13	2D6+1	450 (135)	750
Rock	—	5	2D4	100 (30)	—
Self bow	9	9	1D8+1	300 (90)	250
Sling	—	11	1D6+1	300 (90)	25
Spear	9	10	2D6	50 (15)	50
Target	16	7	2D4	20 (6)	75
Throwing ax	9	12	1D8+2	50 (15)	150

ARMOR

Type	Protection	Price
Leather	1D6-1	100
Barbarian	1D8-1	400
Half plate	1D8-1	400
Plate without helmet	1D10-1	1000
Plate with helmet*	1D10+2	1000

* Characters wearing helmets cannot use any Perception skills at more than 25%.

[3.9.4.3] FALLING DAMAGE

Distance fallen or thrown in feet (meters)	Damage to Hit Points
0- 5 (0-1.5)	1D4-2*
6-10 (1.6-3)	1D6
11-20 (3.1-6)	2D6
21-30 (6.1-9)	3D6
31-40 (9.1-12)	4D6
etc.	etc.

* Results less than zero means no damage.

96-97	Oin	CON+1D6	01-20	Warrior
		INT-1D6††	21-30	Merchant††
		POW-1D6††	31-45	Farmer
		DEX-1D6††	46-60	Hunter
			61-70	Farmer
98-99	Yu		71-75	Noble†
			76-85	Thief
			86-90	Beggar
			91-00	Craftsman
		STR+1D6	01-20	Warrior
00	Org	CON+1D6	21-60	Hunter
		INT-1D6††	61-65	Farmer
		POW-1D6††	66-70	Hunter
		CHA-1D6††	71-75	Noble†
			76-85	Thief
			86-90	Beggar
			91-00	Craftsman
		STR+1D4	01-05	Noble†
		CON+1D8	06-00	Hunter
		SIZ-2††		
		INT-1D6††		
		POW-2D4††		
		DEX-1D6††		
		CHA-2D4††		

* Character with INT of 16 and INT+POW of 32+ may become sorcerer.

** Character with INT of 16 and INT+POW of 32+ becomes Priest instead of Warrior.

† Character with INT of 16 and INT+POW of 32+ has 50% chance of also being sorcerer.

†† Do not subtract if attribute is already 9 or less.

ATTRIBUTE BONUSES

Skill	Attribute	Per point		
		Below 9	9-12	Over 12
Attack	STR	-1%	—	+1%
	INT	-1%	—	+1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Parry	STR	-1%	—	+1%
	SIZ	-1%	—	-1%
	POW	-1%	—	+1%
	DEX	+1%	—	+1%
Damage — See separate table.				
Agility	STR	-1%	—	+1%
	SIZ	+1%	—	-1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Manipulation	STR	-1%	—	+1%
	INT	-1%	—	+1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Perception	INT	-1%	—	+1%
	POW	-1%	—	+1%
Stealth	SIZ	-1%	—	-1%
	INT	-1%	—	+1%
	DEX	+1%	—	+1%

Knowledge	INT	-2%	—	+2%
	Priests get +3% per year over 25			
	Nobles get +2% per year over 25			
	Others get +1% per year over 25			
Communication	INT	-1%	—	+1%
	POW	-1%	—	+1%
	CHA	-1%	—	+1%

[2.5.3] DAMAGE ABILITY

The bigger and stronger a character is, the harder he can hit. Total the STR and SIZ ratings, then consult the table below.

STR+SIZ	Additional Damage by Weapon Type	
	Melee*	Missile/Thrown†
02-16	-1D6	-1D4
17-24	no effect	no effect
25-40	+1D6	+1D4
41-50	+2D6	+2D4
51+	+3D6	+3D4

* This damage should be added to the damage rating of any melee weapon, including hands and feet, the character fights with.

† This damage is added to the damage rating of any thrown or missile weapon the character uses. This is based on the assumption that a stronger, bigger character draws a stronger bow, as well as throws an object harder.

[5.3.1] SORCEROUS ABILITIES

Rank	INT+POW	Abilities
First	32	Roll 1D4. 1 = Air Elementals, 2 = Water Elementals, 3 = Earth Elementals, 4 = Fire Elementals. Sorcerer may learn to summon the type of elemental rolled.
Second	36	May learn to summon two types of elementals (second type is chosen by sorcerer). Roll 1D6 two times. 1 = Demon of Combat, 2 = Demon of Protection, 3 = Demon of Knowledge, 4 = Demon of Transportation, 5 = Demon of Desire, 6 = Demon of Possession. Sorcerer may learn to summon the types of demons rolled. If the same number is rolled twice, roll the die again.
Third	40	May learn to summon three types of elementals (third type is chosen by sorcerer). May also learn to summon two additional types of demons (types chosen by sorcerer). If he is surrounded by the proper type of element, sorcerer may attempt to summon the Elemental Ruler tied to the type of elemental he first learned to summon.
Fourth	44	May learn to summon all types of elementals. May learn to summon all types of demons. May attempt to summon Elemental Rulers of the two types of elementals which he first learned to summon when surrounded by proper element for Ruler summoned. If Melnibonean, may summon one Beast Lord (chosen by sorcerer).
Fifth	48	May learn to summon all types of elementals. May learn to summon all types of demons. May attempt to summon any Elemental Ruler when sorcerer surrounded by proper element for Ruler summoned. If Melnibonean, may summon three Beast Lords (types chosen by sorcerer). May attempt to summon any one Lord of Law or Chaos if the proper ceremony and sacrifice have been offered (exact Lord chosen by sorcerer).

[5.3.3.1] STARTING SORCEROUS ABILITIES

(for beginning sorcerers only)

Rank	Abilities
First	Summon one elemental (roll on table [5.3.1] Sorcerous Abilities) at 50%.
Second	Summon first elemental at current ability. Summon second elemental at 50%. Summon one demon (trainer's choice) at INT x 4%. Summon another demon (trainer's choice) at INT x 3%.
Third	Summon first two elementals at current ability. Summon third elemental at 50%. Summon first two demons at current ability. Summon demon of choice at INT x 3%. Trained to summon Elemental Ruler of elemental most efficient at summoning.
Fourth	Summon first three elementals at current ability. Summon fourth elemental at 50%. Summon demon types already known at current ability. Summon remaining demon types at INT x 3%. Summon Elemental Rulers of two elementals most efficient at summoning. If Melnibonean, may learn one poetic rune to summon Beast Lord.
Fifth	Summon all elementals at current ability. Summon all demons at current ability. Summon all Elemental Rulers. Summon three Beast Lords, if Melnibonean. Trained to summon one patron Lord of Law or Chaos.

[4.8.9.1] PLANT LORE SKILLS

On this table, each succeeding level includes all the levels above it.

Skill %	Skill Level
01-10	1. Generally recognize plants, would like to learn more about their uses.
11-20	2. Recognizes and can find edible plants in the wild.
21-30	3. Recognizes any poisonous plants in sight. (If the character has no Poison Lore skill, this level of Plant Lore automatically confers a Poison Lore skill of 10%.)
31-40	4. Recognizes and can find plants useful in sorcery and the summoning of demons.
41-50	5. Recognizes and can find plants that make good healing poultices (1D6 regeneration of Hit Points after 1D6 hours on a wound).
51-60	6. Recognize and can find plants that make good healing potions (2D6 regeneration of Hit Points 2D6 hours after drinking — works for wounds, poison, and disease).
61-70	7. Recognize and can find plants that cure infections (complete healing of wounds or disease after 1D6 days).
71-80	8. Recognize and can find plants that are hallucinogens, and other emotion-affecting drugs such as aphrodisiacs, hate-agents, etc.
81-90	9. Recognize and can find plants to make drugs that affect the attributes (such as the drugs which contribute to Elric's strength).
91-00	10. Recognize and can find those rare plants which when combined will make the Potion of Invulnerability.

MAGIC

Procedure	Time	Benefit
SUMMON ELEMENTAL Roll ability or less	2D10 minutes	Elemental will carry out first order given to it.
BIND ELEMENTAL† Roll POW x 3%	1 melee round	Elemental bound to sorcerer. Can manifest for 1D6 melee rounds up four times in an hour, but fourth time destroys the elemental. Binding more than one may draw the unwelcome attention of Elemental Ruler. Sorcerer gains 1D4-2 POW gain roll.
SUMMON DEMON – REGULAR Roll ability or less*	Hours	Demon may be bargained with to perform one service or stand ready to assist for one day.
SUMMON DEMON – QUICK Roll POW x 2% or half ability*	2D10 minutes	As above.
BIND DEMON† Roll POW vs. POW struggle on Resistance Table	1 melee round	Demon is in permanent service to the binder and can be bound into artifact. If demon is same POW or greater than summoner, summoner gets 1D4-1 POW gain roll.

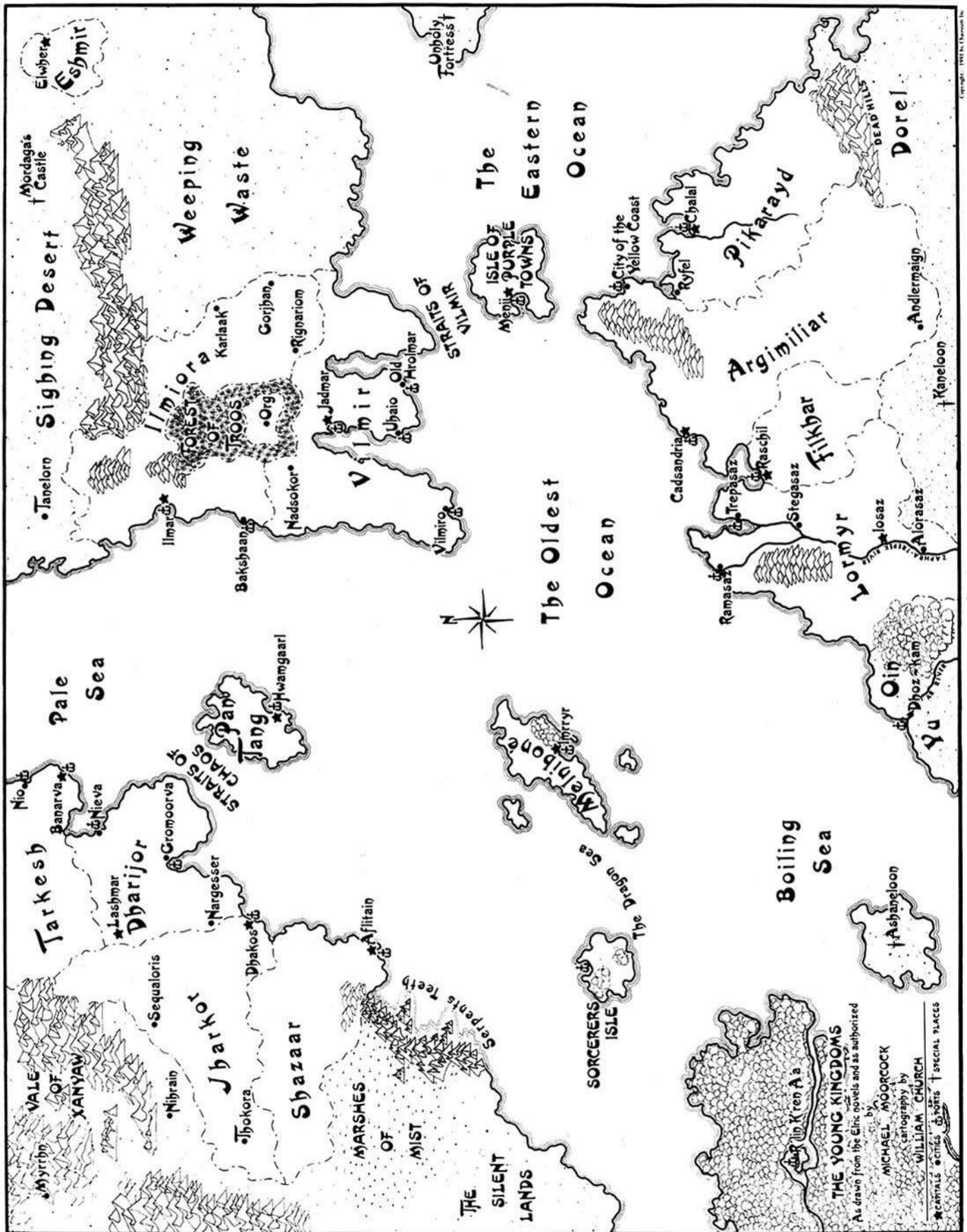
* Demons of Transport are different: transport at regular ability; teleport at half regular ability; gatemaker at 1/3 regular ability.

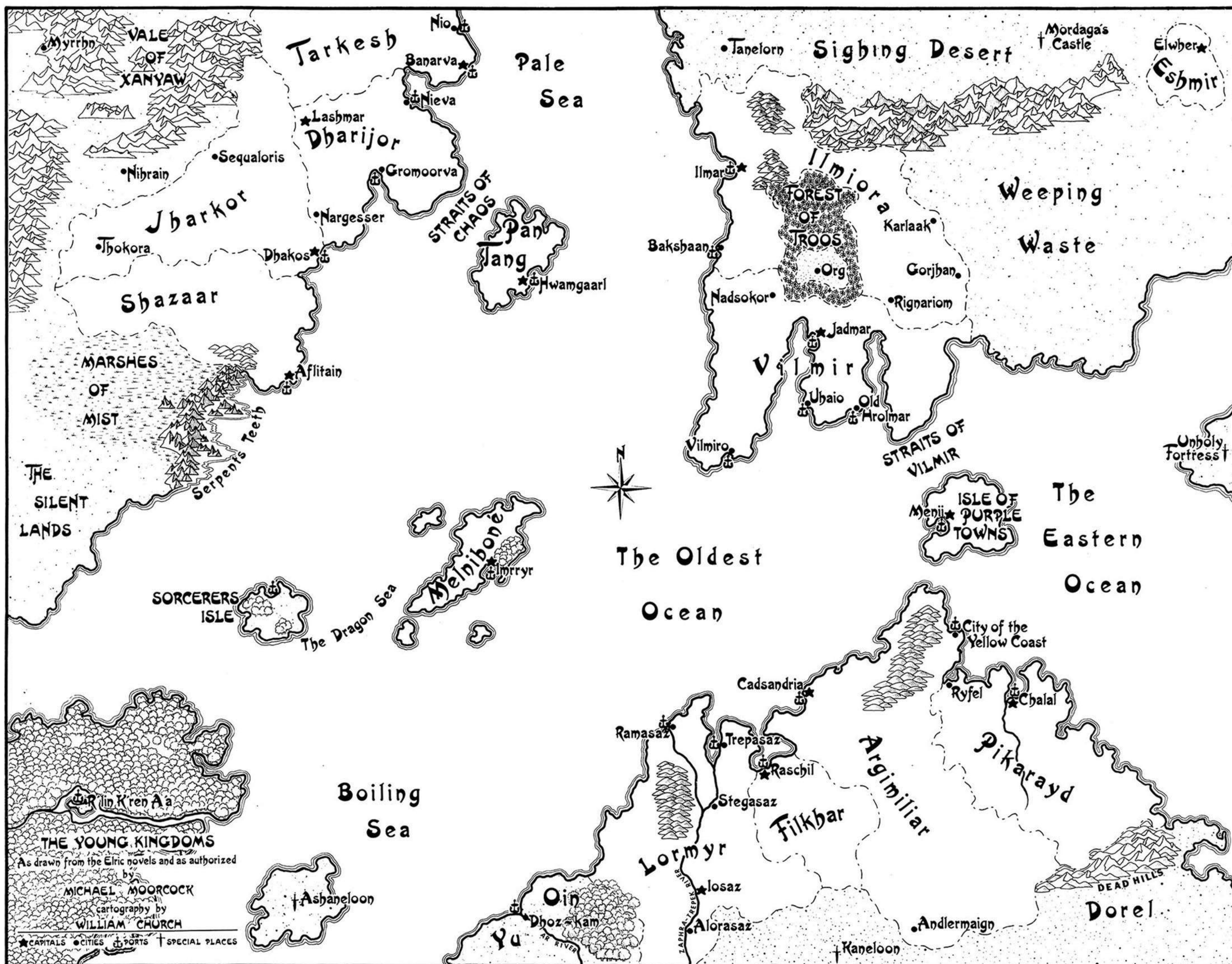
† Sorcerers or others who fail to bind an elemental or demon suffer a loss of POW equal to all minus 1 point. This is regained at a rate of 1 point an hour up to the total POW-1, which is permanently lost. Demons of Combat and Possession will attack their summoners if a binding fails. The Demon of Possession attack takes place before the loss of POW. Failure to bind also causes all other bound demons to attack the binder with a POW vs. POW attack before the total POW loss. If successful, the demon will either escape, or, in the case of Combat and Possession Demons, attack the binder. If in the form of a weapon, a Demon of Combat will turn in its master's hand and attack him at the weapon's normal ability to hit and to damage.

RESISTANCE TABLE

		POW of Attacking Force																				
		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
POW of Defending Force	01	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—
	02	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—
	03	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
	04	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

The number indicated is the percentage needed for success.





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Age: 14 Adult

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