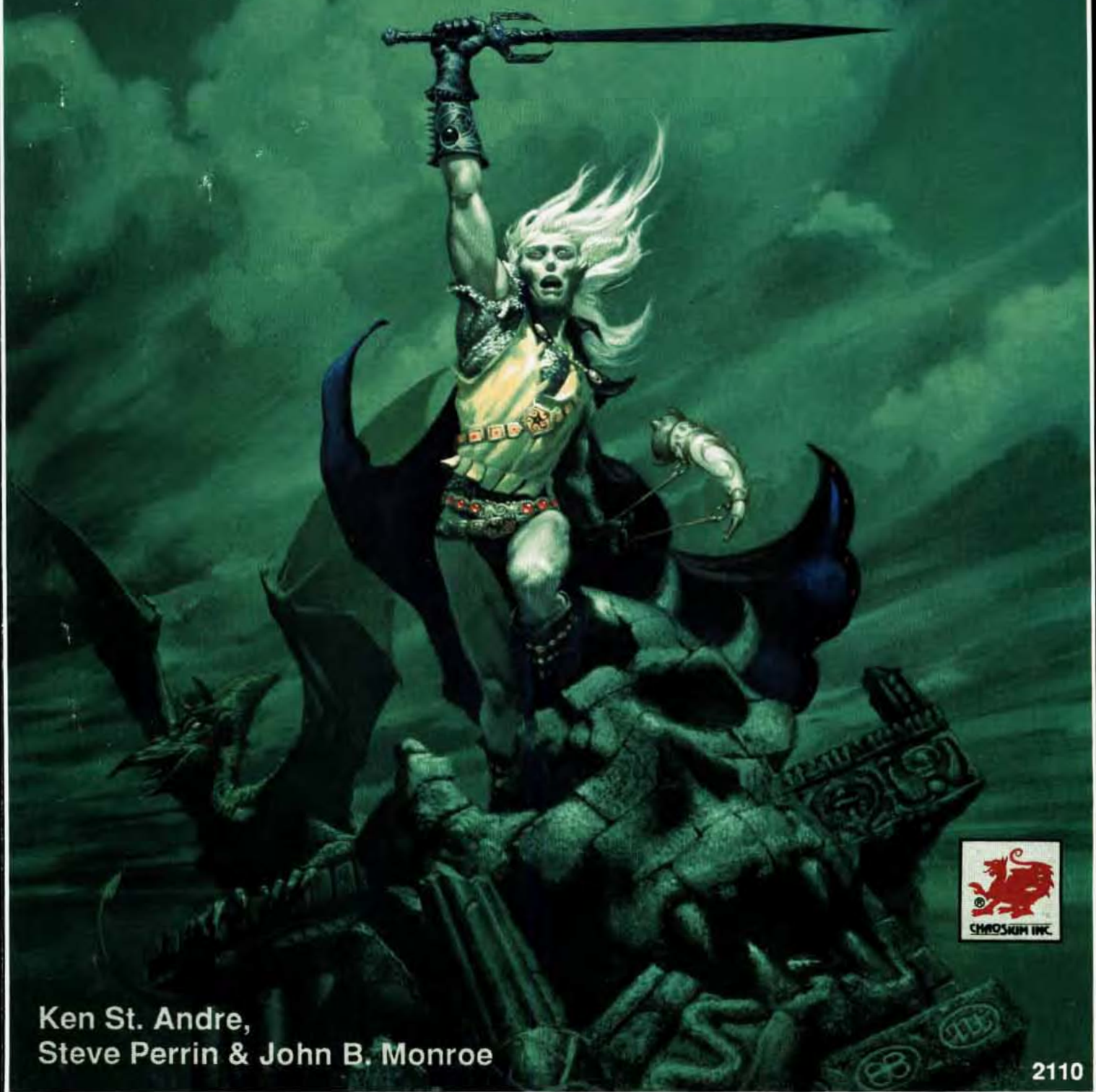


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Stormbringer

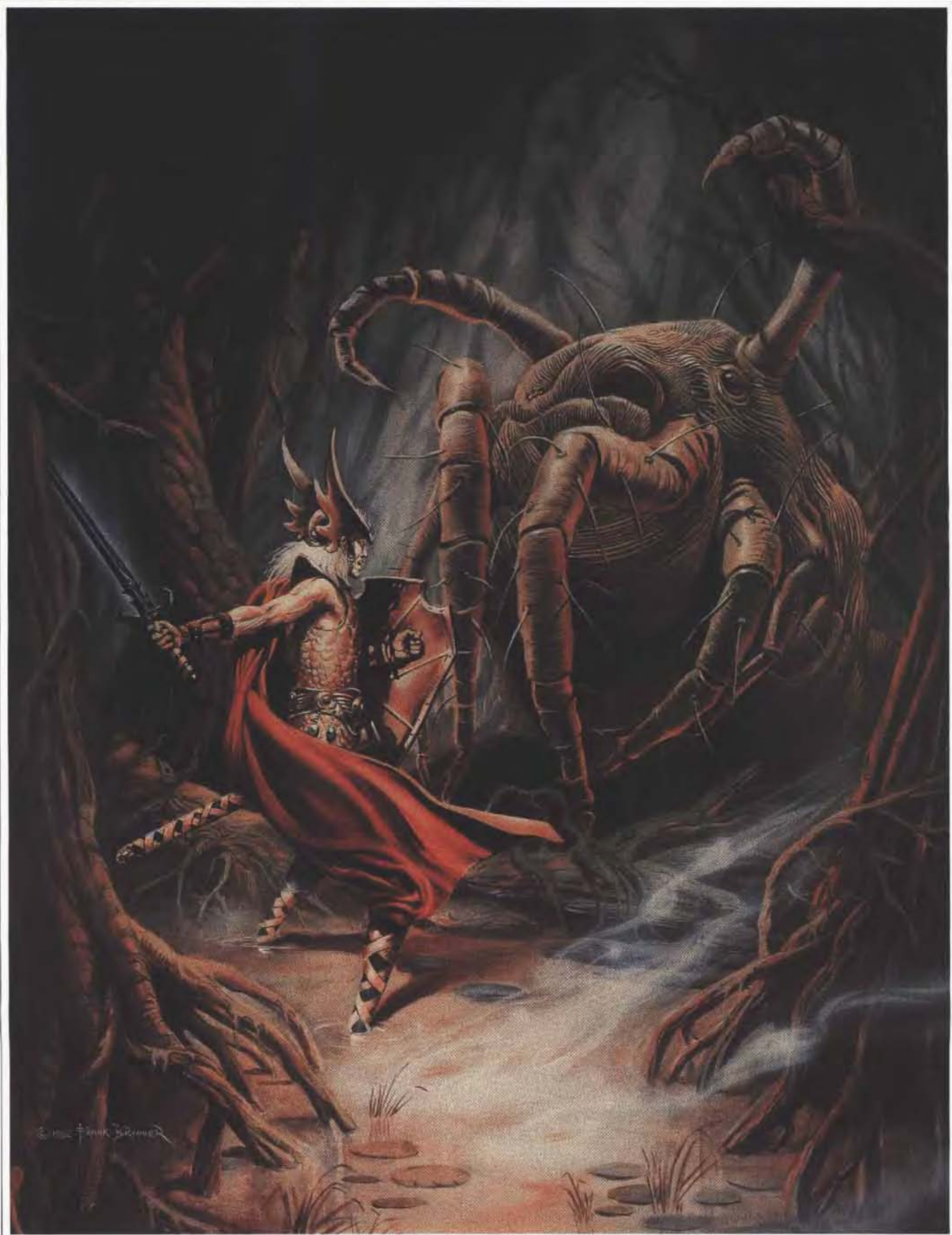
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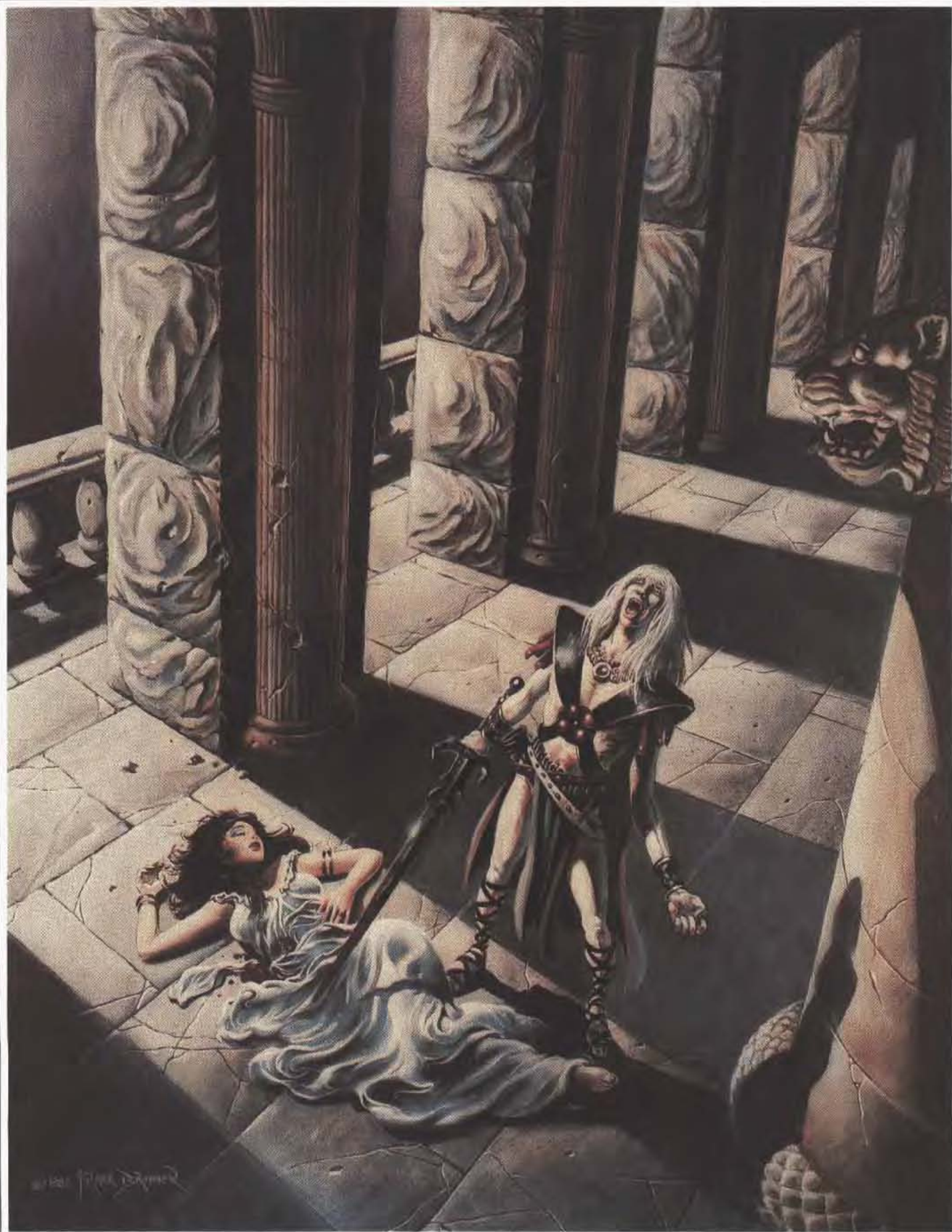
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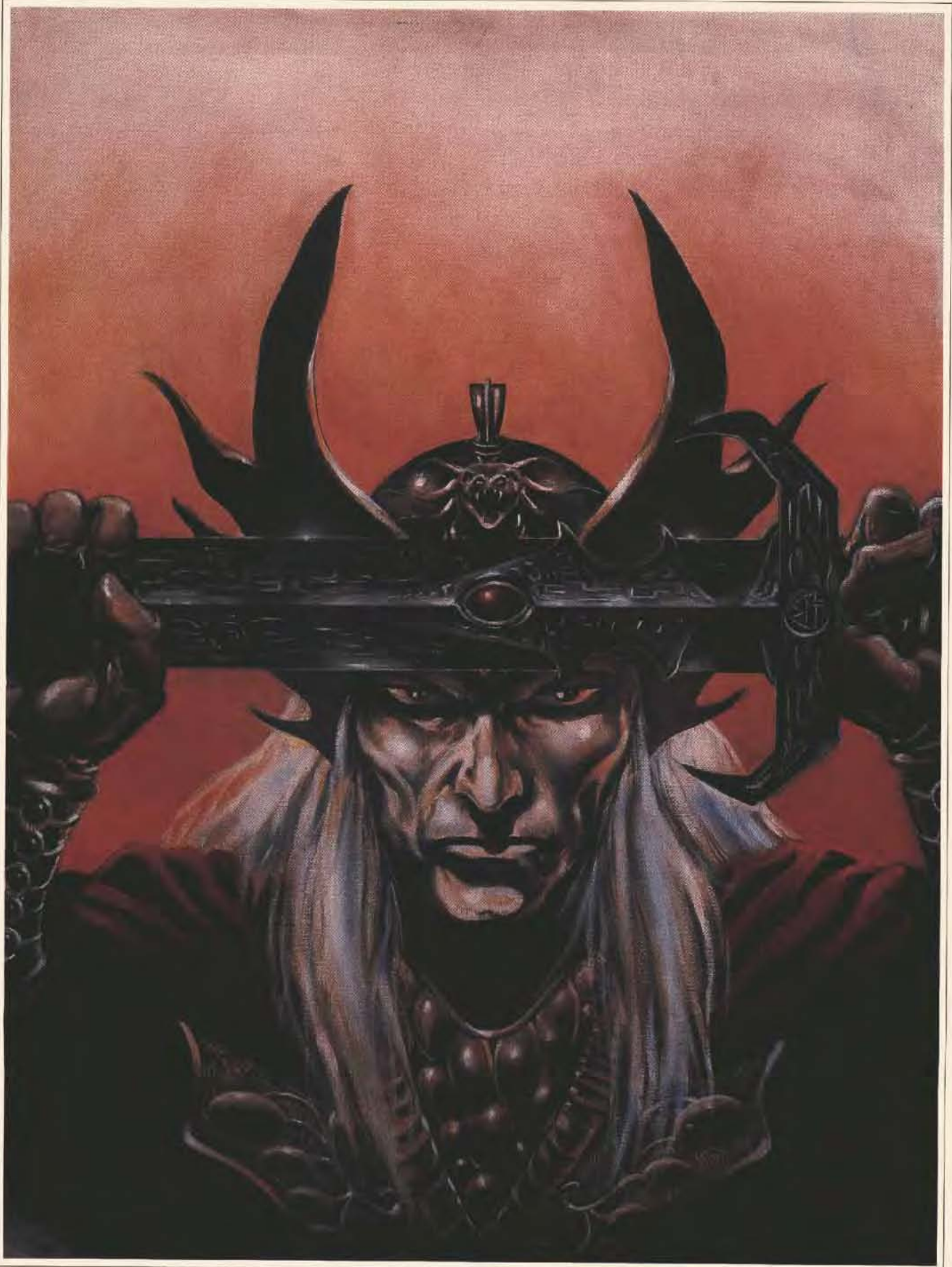


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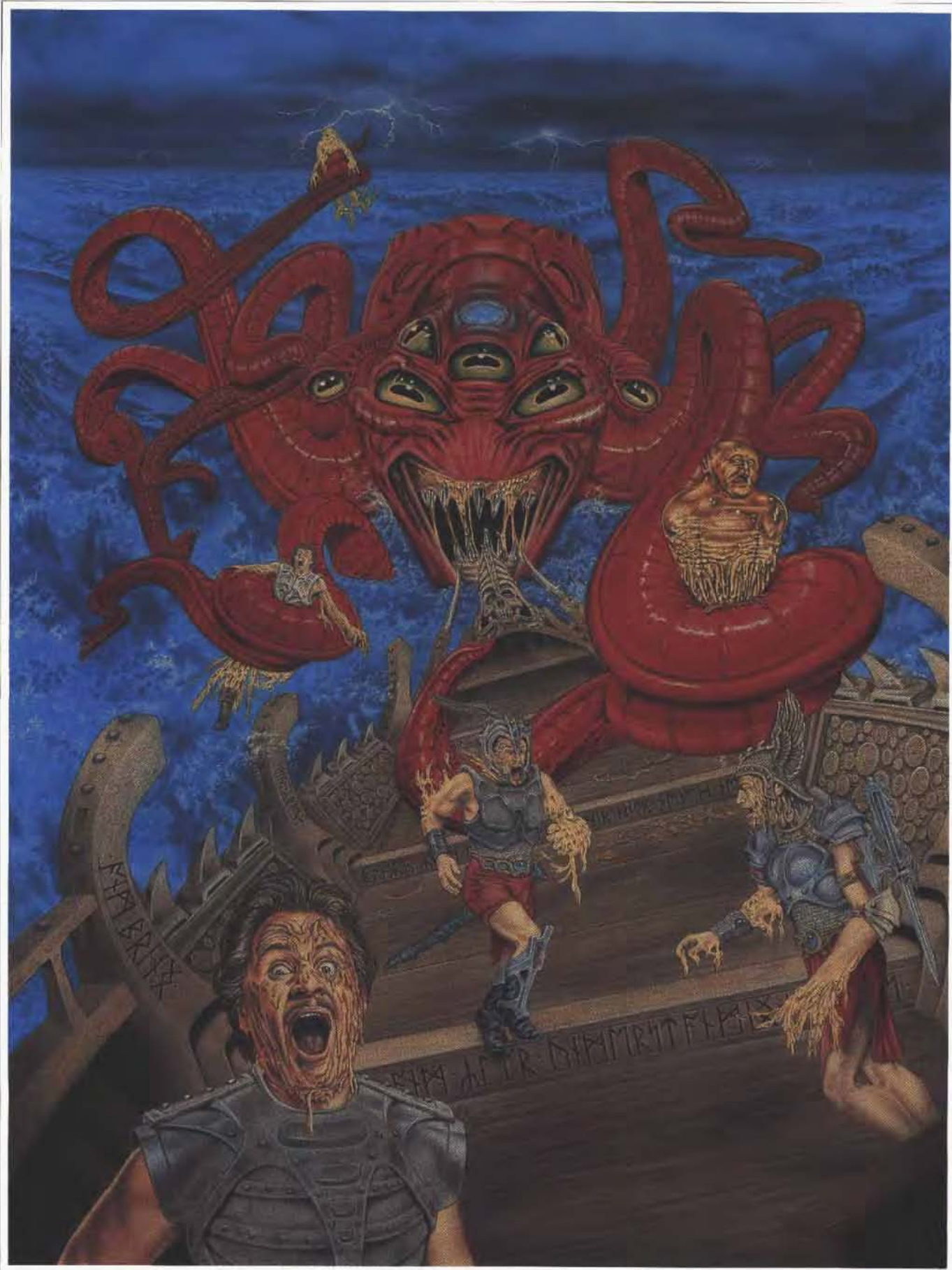
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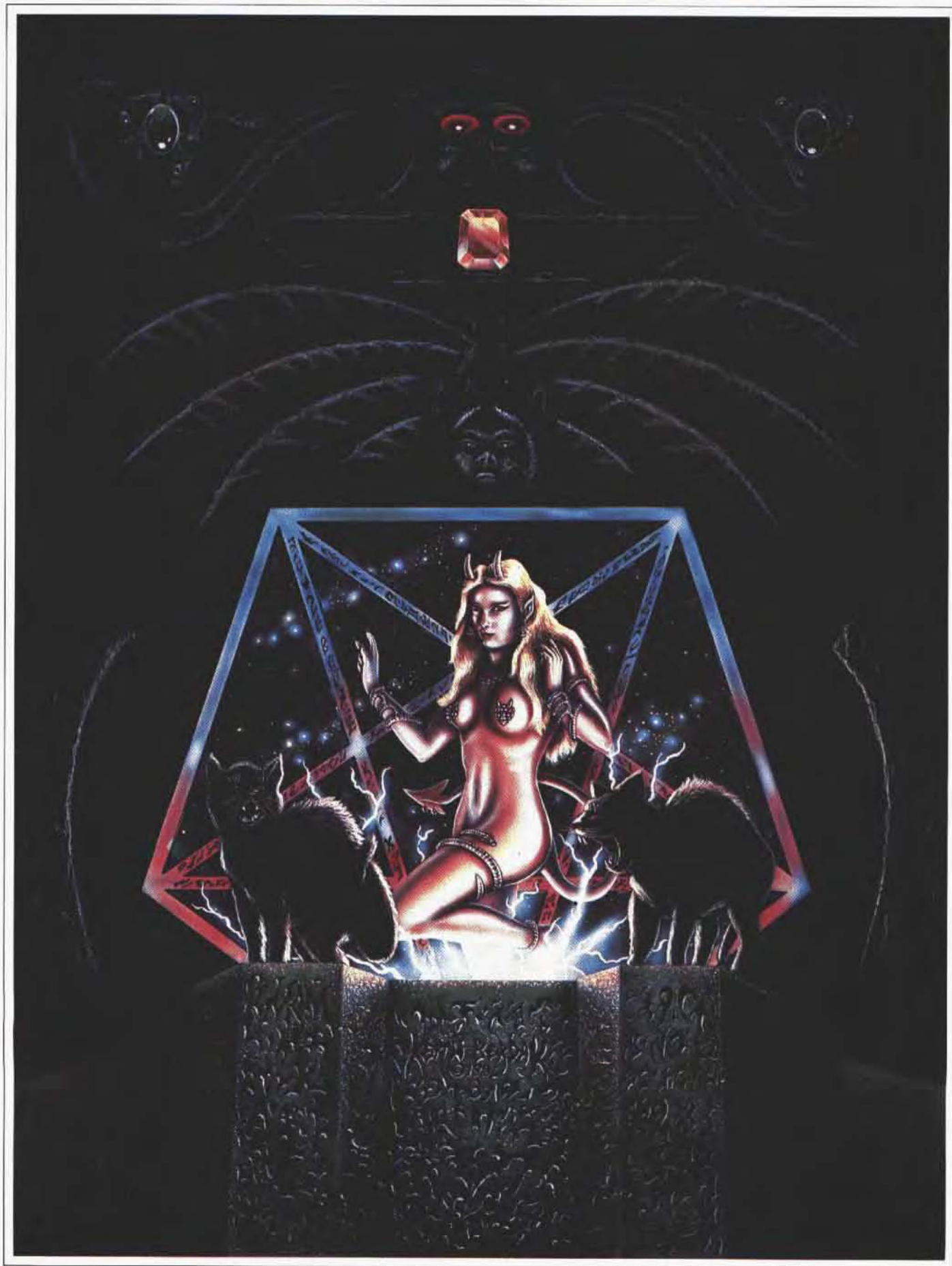


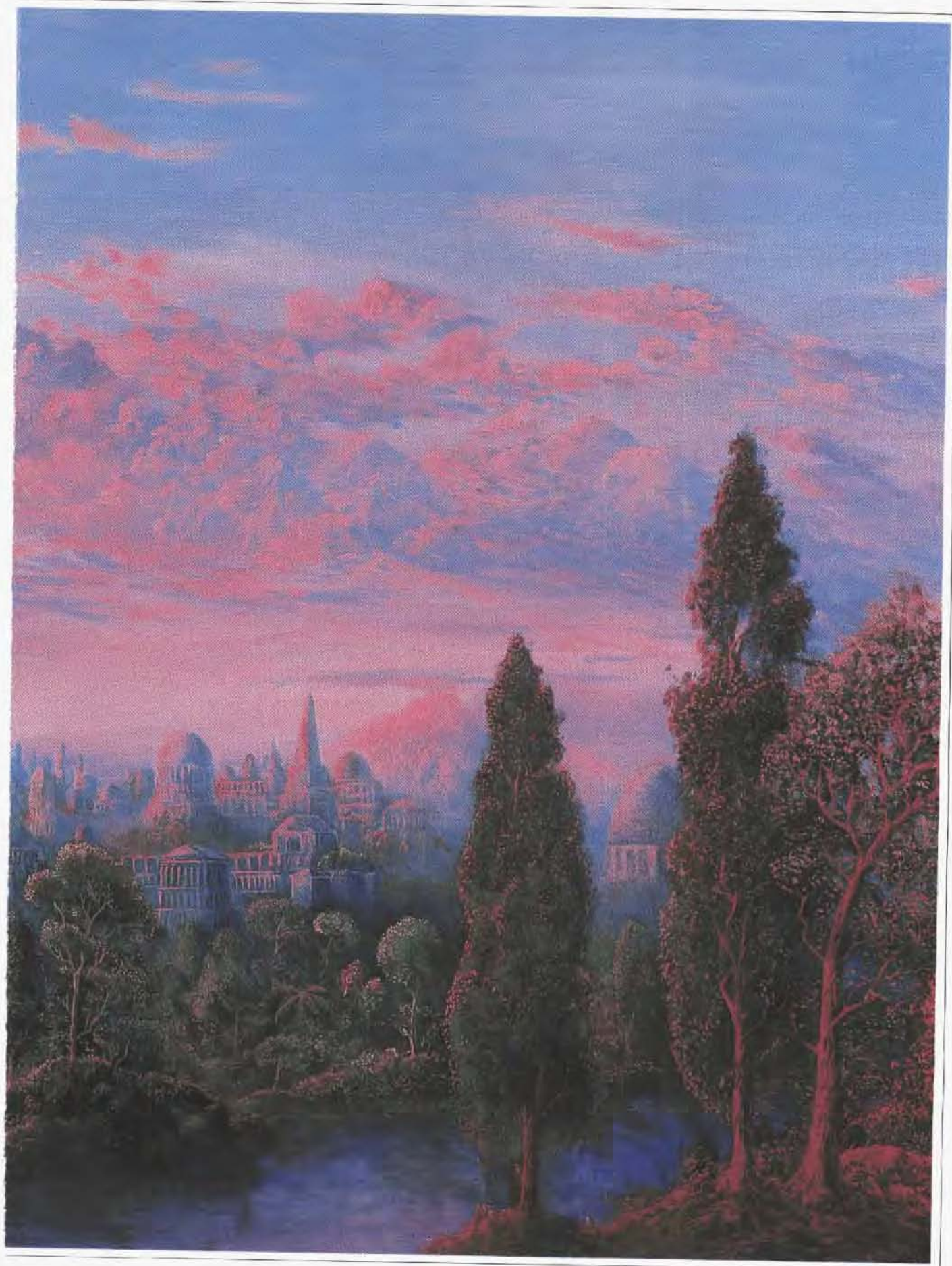


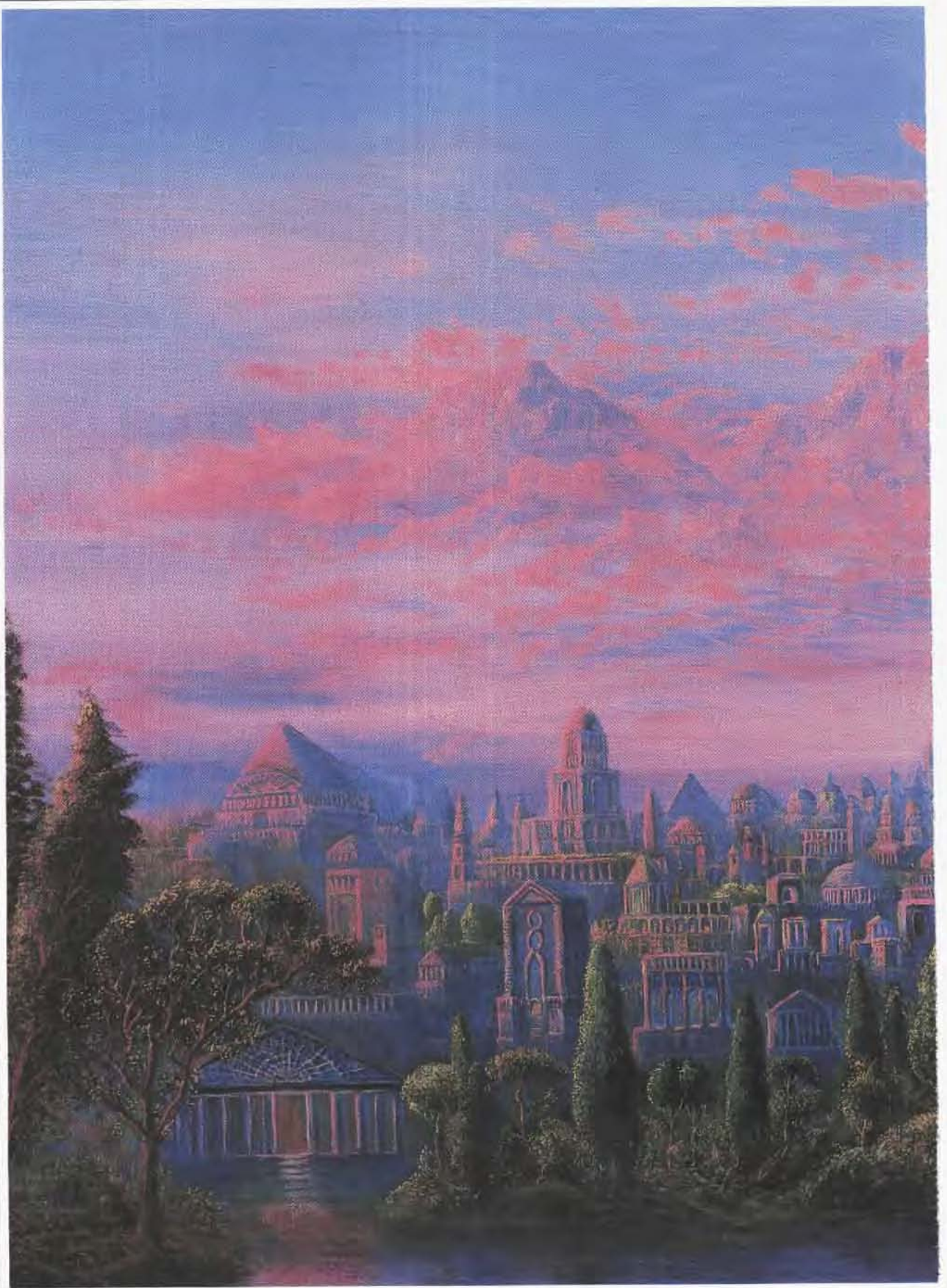












MICHAEL MOORCOCK'S

Stormbringer

Fantasy Roleplaying in the World of Elric



MICHAEL MOORCOCK'S

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DEDICATION

This rulesbook for creating and living in the world of the Young Kingdoms is dedicated to Michael Moorcock, who changed the face of modern fantasy with his first Elric story in the early sixties, to Steve Perrin who worked as hard on it as I did, to you the reader for daring to try something different, and to Arioch, Lord of Chaos for allowing us to finish it.

— Ken St. Andre

BIBLIOGRAPHY

The following books by Michael Moorcock are the heart of the Eternal Champion Cycle, and should provide inspiration and information for players of the *Stormbringer* game. Most of these books are available through your local booksellers.

The Elric Saga

Elric of Melniboné
Sailor on the Seas of Fate
Weird of the White Wolf
The Vanishing Tower
Bane of the Black Sword
Stormbringer
Elric at the End of Time
The Fortress of the Pearl

The Chronicles of Corum

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Other Eternal Champion Books

The Eternal Champion
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Welcome to the Young Kingdoms



[1.1] WHAT IS FANTASY ROLE-PLAYING?

Sormbringer 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 Erekose, the Eternal Champion. *Erekose* 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.

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 Nicholls.

[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 Zarozenia, 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 Zarozenia 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 weirds. 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

Moorecock'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 rulebook. 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 Chardhos 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.

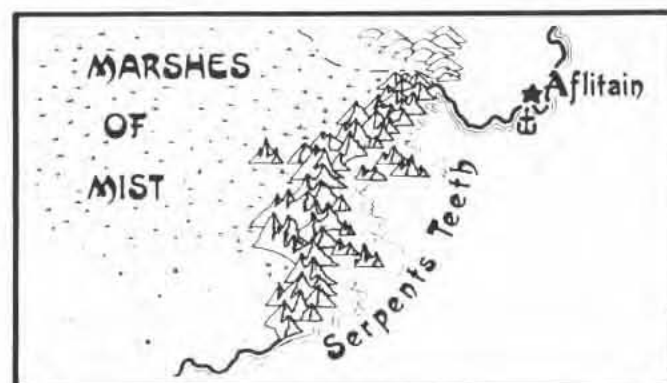
The Priests of Chaos in Dharijor make their religion a fine and entertaining show by staging gladiatorial contests, animal sacrifices, and vivid dramatic processions detailing the doings of Arioch and the other gods of Chaos. They are great patrons of the arts in all forms, and they emphasize the happier 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 Dhazri 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 Mor-daga'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 elements 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 Terarn 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 Moon-glum. 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 (1990). 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 Chahal, 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 Chahal.

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 Chahal 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 NIHRIN

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 Melnibonéans. 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 Melnibonéans 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.

[1.3.7.1] 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 and 100 and 1000 carats.

[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 Melnibonéan 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

[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 Melniboné. Over thousands

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
metalshod ram	20,000 LB

BOOKS

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

of years of Bright Empire history, this stone, given to the first Emperor by Lord Arioeh 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.

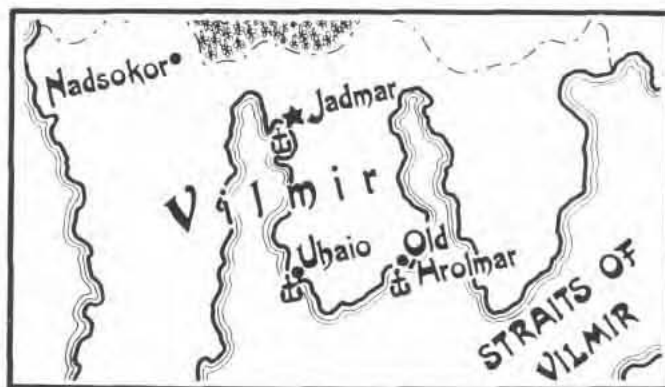
[1.4] SOME CONVENTIONS OF FRP GAMING

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.

[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!
Nnuuurr'r'r'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

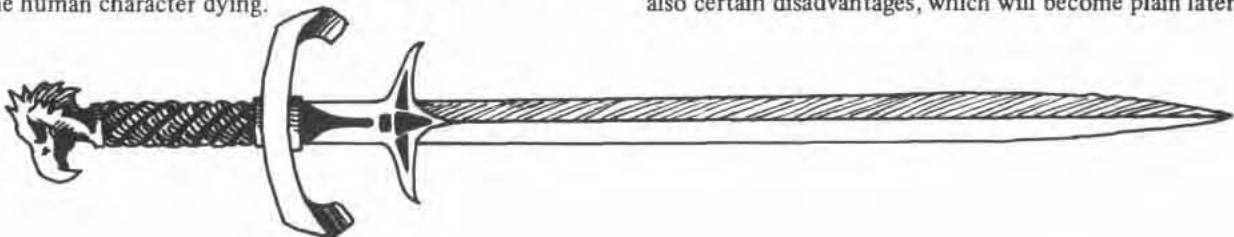


In order to play *Stormbringer* you will need one or more player-characters. These characters are your alter-egos in the world of the Young Kingdoms. There are basically two types of characters: player-characters are the type that you will use to experience adventures, and non-player characters (NPCs) 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.

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 world are the Demons, and they are actually inhabitants of other planes of reality. While it can be argued that Melnibonéans 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.



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 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)	Weight in lbs. (kg)		
		Light	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	Dharior	2.2.5
13-16	Jharkor	2.2.6
17-24	Shazaar	2.2.7
25-29	Tarkesh	2.2.8
30-37	Vilmir	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, Chala, 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 hatchet (small ax).
7. A Farmer will also be 20% (counting bonuses) with 2-handed 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 Lem 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	Grome, Lassa, Kakatal
Jharkor	The Elementals, Pyaray, Arioch, Xiombarg
Shazaar	The Elementals, Arkyn
Tarkesh	Straasha, Pozz-Mann-Llyrr
Vilmir	The Elementals, Arkyn, Donblas
Ilmiora	The Elementals, Arkyn, Donblas
Nadsokor	The Elementals, Narjhan, Balo
Weeping Waste	The Elementals, Others
Eshmir	The Elementals, Arioch, Mabelrode, Hionhurn, Vezhan
Island of Purple Towns	Straasha, Goldar
Argimiliar	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. 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.

[2.5.4] AGILITY ABILITY

This is the ability to perform acrobatic feats and engage in physical actions which require strength and coordination. The attributes involved are STR, SIZ, POW, and DEX. This percentage ability is added automatically to all those skills listed under Agility in chapter 4. For each point above 12 in STR, POW, and DEX, add 1%, and for each point below 9 subtract 1%. For each point of SIZ under 9% add 1%, and for each point of SIZ over 12 subtract 1%.

[2.5.5] MANIPULATION ABILITY

Manipulation ability is manual dexterity — the ability to handle things. It is an ability that is needed whenever a character has any sort of fine, careful work to do, and it is especially useful for handling small or intricate objects. This percentage ability is automatically added to all those skills listed under Manipulation in chapter 4. The attributes involved are STR, INT, POW, and DEX. For each point above 12 in any of those four, the character gets +1%; for each point below 9 in those four, the character gets -1%.

[2.5.6] PERCEPTION ABILITY

Perception is the ability to use one's senses most effectively. It is especially important in detecting the different or unusual. It is partly sensory keenness, and partly luck, or in this game, **POW**. The Perception ability applies to all skills listed under the general category of Perception in chapter 4. The attributes involved are **INT** and **POW**. For each point above 12 in those two attributes the character gets +1%; for each point below 9 in **INT** and **POW**, the character gets -1%.

[2.5.7] STEALTH ABILITY

Stealth is the ability to do sneaky things without being caught. Hiding in shadows, picking pockets, walking out of a restaurant without paying are all examples of stealth. The Stealth ability applies to all the skills listed under the category of Stealth in chapter 4. The attributes involved are SIZ, INT, and DEX. SIZ affects one adversely. For each point over 12 in SIZ subtract 1%; for each point below 9, add 1%. INT and DEX are both helpful in being sneaky. For each point above 12 add 1%; for each point below 9, subtract 1%.

[2.5.8] KNOWLEDGE ABILITY

The Knowledge ability represents all the advantage that one gets from education and native ability. This depends on the character's INT rating and his age. The character gets +2% for each point over 12 in his INT rating. In addition, the character gets +1% for each year in age over 25, unless the character is a member of the Noble or Priest classes. Nobles get 2% per year over 25, and Priests get 3% per year over 25. This is because Nobles and Priests would have a greater chance to actually study things than any other class of adventurer in the Young Kingdoms. The Knowledge bonus is added to the skill rating of all the skills listed under Knowledge in chapter 4.

[2.5.9] COMMUNICATION ABILITY

This represents skills of persuasion and diplomacy, using the character's **CHA**, **INT**, and **POW** to influence others. For

each point over 12 in these three attributes, add 1% to the character's Communication skills. For each point under 9 in the attributes, subtract 1%.

[2.6] PUTTING IT ALL TOGETHER

To show you how character creation works, we are going to do one right now. He will be named Merak Gren, and from time to time he will be used as an example of how certain rules would work. The first thing to do is to get 3D6 and roll up his basic attributes. The attributes are:

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

The dice have been very kind. From his initial rolls, Merak is obviously a superior character. From [2.1.8] Hit Points we determine that he has 19 hit points. He is quite tough for a human warrior.

Checking on Merak's nationality gives roll of 74, indicating that he is a native of Argimiliar (see table [2.2.1] Character Nationality). The table sends us to [2.2.15] Argimiliar to learn if he would get any attribute bonuses because of his nationality. We learn that his attributes remain the same, but that he has a medium frame. With a SIZ attribute of 17, table [2.1.3.1] Human Size shows that Merak is around two meters tall and weighs about 125 kg.

Moving on to table [2.3.1.1] *Class Background*, rolling 03 indicates that Merak is a Warrior. With a further 1D10 roll of 10 we learn that he is also an Assassin. This gives him all the skills listed in [2.3.2] *Warriors* and [2.3.2.1] *Assassins*. Rather than list them all here, they are entered on his character record sheet; when you look at it, you can see all of his talents at a glance.

The next thing to compute is how many other skills Merak has (see [2.4] Other Skills). The 1D6 roll is a 5 and we add 2 for a total of 7 – Merak has seven additional skills. Since he is already well-equipped with weapon skills, his extra skills are chosen from chapter 4. The choices for Merak are on his character record sheet.

Now we must figure out what sort of attribute bonuses Merak has. These will affect his various skills.

Checking first for his Attack ability (see section [2.5.1] Attack Ability), Merak gets 2 points for STR, 1 point for INT, no points for POW, and 4 points for DEX — thus Merak has an Attack bonus that he can apply to all weapons of +7%.

Moving on to [2.5.2] Parry Ability, Merak gets 2 points for STR, 0 points for POW, 4 points for DEX, and -5 points for SIZ. Merak has a Parry bonus of only 1% which he can apply to all weapons.

Table [2.5.3] Damage Ability determines whether Merak is able to do any extra damage because of his SIZ and STR: $14 + 17 = 31$. The table reveals that he gets +1D6 of extra damage whenever he hits with a melee weapon and +1D4 for missile or thrown weapon.



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

In *Stormbringer* 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.



Stormbringer

Fantasy Roleplaying in the World of Elric



NAME MERAK GREN SEX MALE AGE 25 PLAYER KEN & ANDRE
 NATIONALITY ARGIMILIAR CLASS ASSASSIN CULT NONE

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



Portrait or Symbol

DESCRIPTION

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

ARMOR PLATE rating D10-1/D10+2

MAJOR WOUND LEVEL 10

HIT POINTS 19

CURRENT 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

VARIOUS POUCHES FOR TOOLS OF THE TRADE

MONEY
50 LB

AFFLICTIONS

NONE

WEAPONS

	Attack	Damage	Parry
Bonuses:	+7%	+D6/+D4	+1%
DESERT BOW	57%	D10+1+D4	—
SEA AXE	37%	2D6+2+D6	31%
BROADSWORD	47%	D8+1+D6	41%
DAGGER	37%	D4+2+D6	31%

NOTES

AGILITY

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

COMMUNICATION

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

KNOWLEDGE

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

READ-WRITE/SPEAK LANGUAGES:

Common 78% 16% ☐
 High Melnbn. — ☐

Low Melnbn. — ☐
 Mabden — ☐
 Mong — ☐
 Orgjen — ☐
 'pande — ☐
 Yuric — ☐

MANIPULATION

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

PERCEPTION

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

STEALTH

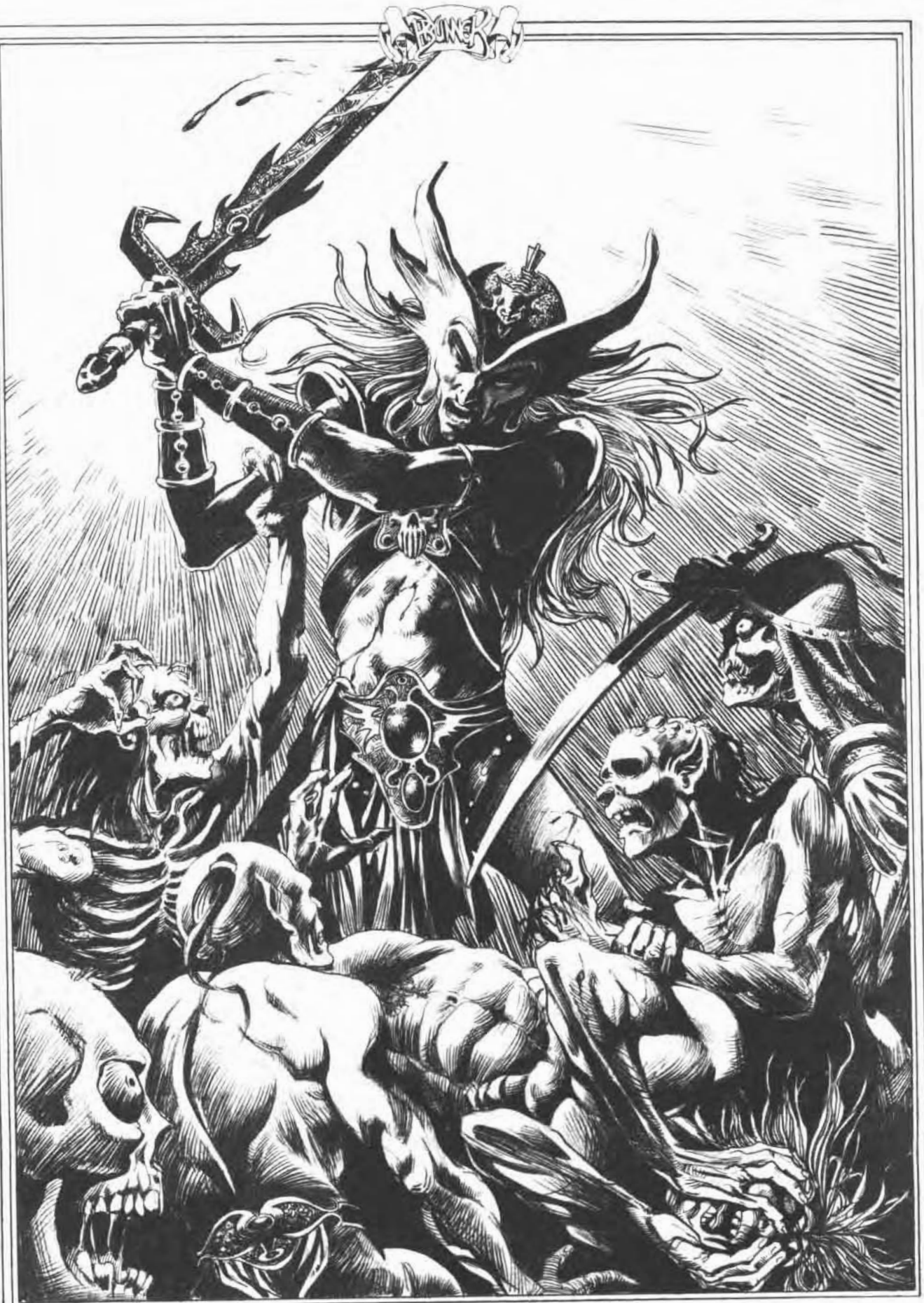
bonus 0%
 Ambush 50% ☐
 Conceal 0% ☐
 Cut Purse 0% ☐
 Hide 40% ☐

Move Quietly 50% ☐

SUMMONING

Free INT —
 Summoning — ☐

SUMMONINGS MEMORIZED:





Movement, Combat & 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 3/4 unless using a boat on waterways.

SANDY OR ROCKY DESERTS — Reduce movement by 1/2.

ICE OR SNOW — Reduce movement by 3/4.

The above conditions are cumulative.

Example

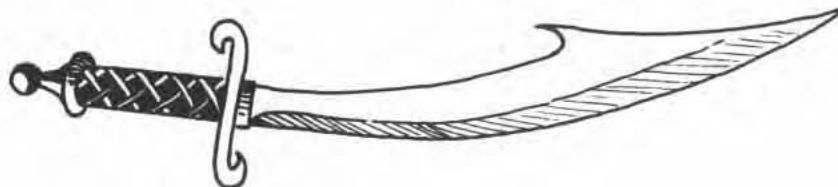
If Merak is trying to ride a horse through the snow-covered forested mountains of Yu, he will only be able to cover 60 miles cut by 3/4 for snow to 15 miles, cut by 1/3 for forest to 10 miles, cut again by 2/3 for mountains for a total distance of 3 1/3 miles in a 10 hour day. Obviously the best thing 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])).

[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.

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 Melnibone 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 Melnibonean 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 weapons available to *Stormbringer* characters. This list is drawn from all the weapons which were 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
Melnibonlean 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 im-paled 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-

pens. 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!

[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 even 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 69-72 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 re-enact a real sea battle with the use of such things as ramming, Melniboncean 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 Zaajen 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 Zaajen has a Navigation skill of 88% and POW rating of 18. The total is Varan 109, Zaajen 106; the POW vs. POW rating is 53 for Varan and 47 for

Zaajen. Varan is trying to stand off and sink the Pan Tang vessel with his catapult, while Zaajen 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 Zaajen 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 Zaajen'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 Zaajen rolls an 11. Zaajen has fulfilled his victory conditions. He manages to ram and sink the Shazaarian ship. Varan and his men all perish while Zaajen 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.





Skills



[4.1] THE CONCEPT OF SKILLS



he *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

Lucia, 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 Lucia'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

Lucia 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 $\frac{1}{4}$ 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 Yu 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
	81-00 1D4 damage
21-40	2. Causes slow death: roll 1D100
	01-10 In 1D4 x 10 minutes
	11-30 In 1D6 hours
	31-60 In 2D10 hours
	61-00 In 1D6+1 days
41-60	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
	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.





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 foothold in it. This foothold was named the Castle of Kaneloon, and until the time of Aubec of Malador in Lornmyr 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 Melniboné, and for 10,000 years it ruled the world. (A fuller history of Melniboné is given in chapter 1.)



But the power of Law slowly and steadily grew. It began far from Melniboné 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 Melniboné 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 Melniboné 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 clakars 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 Arioeh 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 whose INT and POW total 32 or more.

[5.2.1.1] FREE INT

All sorcerers (and only sorcerers) have a characteristic known as free INT. This characteristic starts out equal to the sorcerer's INT and decreases as the sorcerer becomes more powerful. Free INT is the amount of space the sorcerer has in his mind to devote to the memorization of the summonings of various types of demons.

Each magical entity which the sorcerer learns to summon will cost some free INT. All types of Elementals cost one point of free INT, demons cost one point of free INT for every 50 points of Chaos Value (see section [5.6.1] Chaos Value of Demons). Every time a sorcerer summons a new magical entity the cost in free INT is subtracted from the sorcerer's free INT rating or subtracted from the sorcerer's grimoire's free INT rating. The sorcerer then makes a note of the name of the new breed of elemental or demon he can summon on his character sheet.

Once a sorcerer has memorized how to summon a demon, he cannot "forget" the process naturally. Trying to forget the Green-spleened Thoggoe is like trying to forget a chartreuse Tyrannosaur eating an ice cream cone.

A sorcerer may augment his free INT through the use of special books called Grimoires. When a sorcerer's free INT reaches zero he must place the information for summoning all new breeds of elementals or demons into a grimoire.

[5.2.1.2] GRIMOIRES

Sorcerers are able to utilize special books known as grimoires. These mystical books are used for many purposes which aid the sorcerer to summon magical entities.

Most sorcerers manufacture their own blank grimoires and then inscribe the details for summoning any types of demons they learn about into these books. However, some sorcerers manage to find, or steal grimoires from other sorcerers. Not only does this give the sorcerer access to new breeds of demons but, if the grimoire's inscriber was a more powerful sorcerer than the new owner, the new sorcerer can use the knowledge of the original owner to help him in his summonings.



The grimoire can be used to store the guidelines for summoning specific breeds of magical entities, in this way it acts as extra points of free INT. However, the sorcerer summoning a magical entity from a grimoire has to double the time spent in summoning the magical entity. This type of grimoire is usually bought blank by the sorcerer and filled in as he wishes. The cost for such a grimoire is 500 LB for each point of free INT the book can contain.

Some grimoires can be used to increase the sorcerer's chance to summon magical entities by adding a percentage to the sorcerer's skill. If the sorcerer uses a grimoire in this manner, he gets no experience check if the summoning roll is above his own skill (even if it is less than his skill with the bonus). Normally this type of grimoire has been stolen or found. The sorcerer may not add any new entities to it, although he can summon the ones already inscribed. The magical entities contained in this type of grimoire should be designed by the GM. Note that the bonus this type of grimoire gives only applies to the demons inscribed into that same grimoire.

A sorcerer who is using a grimoire to summon a demon or elemental must focus all his attention on the summoning. Any distraction will cause the process to fail.

Example

Sarnak has found a grimoire which tells him how to summon a horrific "Glop Demon" (a specific breed). Sarnak's Summoning skill is 43% and the grimoire gives him a bonus of 20% for a total skill of 63%. He gets everything set up to summon the magical entity and rolls his skill. The roll is a 52, good enough to summon the demon, but since it is higher than his base skill of 43% he gets no experience roll from the attempt.

Any sorcerer who finds a grimoire with demons or elementals already inscribed in it can summon any of the demons included in the grimoire, no matter what the C.V. of the demon is (see section [5.6.1] CHAOS VALUES OF DEMONS), as long as the summoning character has a Summoning skill.

Example

The sorcerer Zanat Sarka, whose attributes add up to 124 is attacked by a horde of fiendish elenoin. He knows that his

[5.3.1.2] TYPES OF MAGICAL ENTITIES

TYPE	TIME	CLASSIFICATION
1	1 hour	Elementals, see section [5.4] SUMMONING LESSER ELEMENTALS.
2	2 hours	Demons with completely random forms. The GM assigns all the C.V. points for the demons as per section [5.7] DEMON ABILITIES AND POWERS.
3	3 hours	These demons have a more defined form than type 2. The sorcerer is allowed to assign $\frac{1}{3}$ of the C.V. points of the demon's powers and the GM assigns the rest.
4	4 hours	This type of demon is more under the control of the sorcerer than earlier types. The sorcerer can assign $\frac{2}{3}$ of the C.V. points to the demon's powers and the GM distributes the rest.
5	5 hours	The demon's form is fully under the control of the summoning sorcerer. He can assign all the C.V. points for the demon's powers.

only hope of escape is to call on the help of the grahluk whose C.V. is 278. Luckily he has a grimoire which details the correct ritual for summoning the grahluk, thus he will be able to summon these beings with no problem.

Use the grimoire sheet in the back of this book to keep track of the statistics of your sorcerer's grimoires.

The GM should always decide exactly how many points of free INT and what percentile bonus each grimoire contains.

[5.2.2] THE OCTAGON OF CHAOS

The demons discussed in this chapter are creatures of Chaos. As such they owe allegiance to the signs and symbols of the lords of Chaos. The sign of Chaos is eight arrows radiating from a common central circle, 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. 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 most potent 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 Melnibonéan, Pan Tangian, or Priest character of any country with a combined INT and POW of 32 will have been trained as a 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 an ancient grimoire, or receiving divine aid or some other windfall of chance.

Beginning characters who qualify to have had previous experience with sorcery get the skill of Summoning at a percentage equal to their INT + POW.

If the sum of the sorcerer's INT and POW ever drops below 32, he loses his Summoning ability until such a time as the sum rises again to 32 or more.

[5.3.1] THE SUMMONING SKILL

All sorcerers have the skill Summoning. This skill starts out equal to the sorcerer's INT + POW as a percentage. The Type of magical entity being summoned can be used as a value to determine the number of times a sorcerer must make his Summoning roll in order to summon the entity. For every roll he fails, the sorcerer loses 1 off of a random characteristic. Roll 1D8 to see which characteristic is reduced: 1 = STR, 2 = CON, 3-4 = INT, 5-6 = POW, 7 = DEX, 8 = CHA.

A sorcerer must succeed in all summoning rolls in order to get the demon he wants. If he fails any of the rolls, he gets nothing.

Summoning a magical entity is a tricky process, not to be taken lightly. All magical entities are classified by a numerical "type", shown on table [5.3.1.2] TYPES OF MAGICAL ENTITIES.

The type of entity being summoned alters the sorcerer's chances for success in some ways. The number of the type tells the time in hours needed to perform the summoning ritual the first time that a specific entity is summoned. Summoning the same type of entity a second or more times is instantaneous.

Example

Zanat Sarka has learned how to summon the Sonoxe breed of demon. When he first summoned this demon it was a type 4, and it took him four hours to complete the summoning ritual. From now on, whenever he attempts to summon a Sonoxe it will appear almost immediately.

The number also tells how many times the sorcerer needs to roll his summoning skill in order to successfully complete the summoning ritual.

The GM should use his imagination and sense of humor when assigning powers for demons. Don't always give powers to a demon which will benefit the players, throw in a few odd powers which will make the demons interesting, not always combat machines.

[5.3.1.1] FINDING THE PROPER MAGICAL ENTITY

Moorcock's mythology is based around a concept known as the Million Spheres. Within these Million Spheres are an infinite variety of creatures, most of which are trapped in their own sphere (or dimension). When a sorcerer is using his summoning skill, he is searching these spheres for the exact entity he needs to accomplish the job at hand. Thus the more time a sorcerer spends looking for a specific entity, the more control he has over what he gets.

Imagine this as if you were going out to eat at a restaurant. If you pull up to the Drive-Thru window at a fast food joint your food will only take minutes to arrive, but it is cooked the same as everyone else's, you can never be sure you got what you ordered until you look into the bag, and once you have checked your order you are 15 miles away, and it is too late to complain. However if you go to a fancy gourmet restaurant, you can have your meal cooked as you like it, waiters are constantly pestering you to make sure the food is alright, and if something is wrong with the meal you can have it fixed as you go.

[5.3.2] IMPROVING THE SORCERER'S INT AND POW

A sorcerer's INT may increase through divine aid or by reading certain arcane scrolls. His POW will increase through binding elementals and demons, as described below.

[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 easiest type of magical entity to summon is the elemental.

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.

Summoning an elemental requires an altered state of consciousness which is generally achieved by chanting; thus, it is not an instantaneous thing. To summon any elemental requires uninterrupted concentration on one's chanting for up to one hour. 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. However, elementals may also be bound.

[5.4.1] BINDING LESSER ELEMENTALS

The sorcerer who wishes to build up his POW (in more ways than one) will do it by summoning and binding as many magical

entities (elementals or lesser demons) as he can. A bound elemental does not require resummoning, but can be instantly commanded to perform its function.

For an elemental to be bound, a material object must be 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 into your shirt will produce a flaming shirt, and when the shirt is gone, the binding object 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 will be bound. Then roll the character's POW x 3 or less on 1D100. 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 full POW rating is reached once again. If he does attempt another summoning during this time, he does so at his current POW rating.

A bound elemental may be called upon no more than four times in one hour, 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* ($\frac{1}{10}$ of the sorcerer's Summoning skill), the sorcerer has the opportunity to gain or lose in POW. Roll 1D4-2 and add this number to the sorcerer's POW rating. If POW is gained, the sorcerer takes it directly from the elemental. If POW is lost, the elemental drains it directly from the wizard. In any case, the elemental remains bound and at the sorcerer's command, even if he lost the ability to use the Summoning skill 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 one kind must roll more than the number of that type of elemental 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 a powerful enough sorcerer, or is 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.

A character may bind an elemental originally summoned and bound by another if the original binder is dead or gives permis-

sion. He need only make the same POW x 3% roll that the original binder needed. If the roll fails, the elemental is free.

[5.4.1.3] 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.

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.

Elementals cannot be harmed by normal weapons. However, any elemental can be harmed by a demon. 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.

[5.5] ELEMENTAL POWERS

The four elemental types described here are the basic ones which your players will contact. Moorcock vaguely hints at there being more powerful types of elementals such as the H'Haarshanns "Creatures of the Whirlwind" which can be assumed to be extremely powerful air elementals. But those must be summoned with the permission of the Elemental Lord under whose domain they fall. Sorcerers who become masters at summoning elementals, and have many such entities at their command can be powerful individuals indeed.

[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 (1/2 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.
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 damage that weapon does, 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] Swimming).
7. Players may invent powers or abilities for their bound undines as long as the invented usage seems reasonable to the GM.
8. Multiple undines 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 with moss and grass in place of hair. They are almost mindless, they are only capable of simple tasks. They have the following abilities:

1. They may merge with and pass through all natural barriers and wall 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 bound into 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 on contact.

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 one hour. The third 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 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 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.

[5.5.5] ELEMENTAL LORDS

The elemental lords are discussed in-depth in section [5.9] Summoning the Elemental Rulers.

[5.6] SUMMONING LESSER DEMONS

Moorcock's mythology is full of concepts such as hells and demons. These ideas are drawn from many established Earthly religions and his own fertile imagination. 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 the Earth of *Hawkmoon's Tragic Millennium*. 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.)

Generally, the sorcerer will need hours of time and much preparation in order to summon a demon. Due to this extended period of time needed to summon demons, a wizard who needs "on-the-spot" magical aid is better off summoning elementals or summoning and binding many demons before they become needed. Any interruption of the summoning process breaks the spell and denies the demon access to the plane of the Young Kingdoms.

There is a general procedure for the summoning of any demon, and these things or something similar to them must be done whenever a sorcerer attempts to summon a demon. First, the sorcerer must draw an eight-sided star. 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 breed is acceptable (such as a Green Sloogh, or a Plathgupot, or even one of the dreaded Hoojgnurps) then the sorcerer inscribes eight runes of power that describe the desired breed. In the center of the star, 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 will to pass beyond the plane of the Young Kingdoms. Finally, the wizard must offer an acceptable sacrifice to the demon and throw it into the flame.

The longer a sorcerer searches the Million Spheres, the better his chances are of finding the breed of demon he needs. This is represented by taking an hour of summoning time times the numerical value of the demon's type. Thus, a type 3 demon takes 3 hours to summon, while a type 6 demon takes 6 hours to summon.

Additionally, summoning demons is something of a nuisance for the sorcerer. When the sorcerer summons a demon first he

temporarily loses 1 point off of a characteristic, times the numerical value of the demon. The characteristic drained in this way should be determined at random for every point of characteristic lost. So, a sorcerer summoning a type 3 demon loses 3 total characteristic points. These lost points are regained at the rate of one per hour.

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.

Note that except where the rules in this chapter say otherwise, demons must follow the normal rules of the *Stormbringer* game. They have Hit Points, attack on their DEX rating during combat, and their weapons (unless magically enhanced) have normal weapon stats.

[5.6.1] CHAOS VALUE OF DEMONS

A demon summoned by a sorcerer is limited in power by the abilities of the summoning sorcerer. When summoning a demon, the sorcerer first adds up his own STR, CON, SIZ, INT, POW, DEX, and CHA. This number, minus the POW of the demon, is the *Chaos Value*, or C.V. the sorcerer has to assign powers to the demon with.

A standard demon has a POW of 3D8. Sorcerers may summon less or more powerful demons if they wish. For every 1D8 you lower the demon's POW by, the demon has 20% less *Chaos Value*, and the sorcerer gets a 25% bonus to his summoning skill. For every 1D8 you add to the demon's POW, its C.V. goes up by 20%, and the sorcerer loses 25% off his summoning skill.

Example

Elric's attributes without Stormbringer total 130. If he summons a 3D8 POW demon, it has a C.V. of 130, less its rolled POW, and he has his normal 98% chance to summon. If his demon has a POW of 1D8, it has a C.V. of 78 (60% of 130) less its rolled POW, and he has a 148% chance to summon. If his demon has a POW of 5D8, it would have a C.V. of 182 (120% of 43) less the demon's POW, and Elric has a 40% chance to summon.

The C.V. is a pool of points with which the sorcerer "pays" for the powers he is assigning to his demons. Each power has a listed cost in C.V. This is the cost the sorcerer must pay for any particular power he wishes to assign to his demon.

The sorcerer should now design the powers he wants his demon to have. If the sorcerer is summoning a type 2 through 4 demon, the GM will have to assist in the creation of the demon. Go to section [5.7] and decide what powers your demon will have.

The most important step in designing your demon is deciding whether the demon is to be bound into an animate form (such as an animal or a walking statue), or an inanimate form (such as a weapon or a suit of armor). The point of designing the demon is not always to design the most powerful demon possible by bending the rules.

If a demon is bound into an animated form, it will need a full set of attributes in order to function. The demon will get hit points and a damage bonus just as a normal character would. The demon starts off with no skills except those which are included with powers (such as getting the Listen skill with the power Big Ears). For skills not covered by the powers the demon must take the power *Skills*.

Demons bound in animated forms must be bound to a place or object. Thus a demon guardian may be bound into the room it is guarding, or may be bound to a ring which the sorcerer will wear. The demon will normally reside within the structure of the binding object, but will come out to perform the function it was summoned for.

Example

Elric summons a demon to guard his library. The demon resides within the wood of one of the bookcases, but if anyone enters the room without Elric's permission, the demon will exit the bookcase and eat the intruder.

If a demon is bound into an inanimate form (such as a weapon or a suit of armor), it needs only a few attributes to function. It must have at least 1 point in INT, SIZ depends on the SIZ of the binding object, the binding objects hit points are figured in the normal way for a character or creature, so objects with a low SIZ should be given a high CON.

[5.6.2] CONTROLLING DEMONS

Demons are not always happy to be summoned. To be perfectly honest, demons are usually not happy to begin with and ripping them out of their home dimension only makes them angrier. Frequently, they are very displeased, and will vent their anger upon the summoner if given the chance. To protect himself from an angry demon, the summoner should stand within a triangle (see section [5.2.3] THE TRIANGLE OF LAW) whose three sides have been inscribed with the runes for any three of the Lords of Law. This erects an intangible barrier that no 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 the summoner's CHA rating, the demon will obey. If not, the demon will betray the summoner and possibly attack him. The GM should keep the number rolled secret until the demon is released. Dealing with demons is always risky business. A demon must remain within the Octagon of Chaos until it has been released.

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.

[5.6.3] BINDING DEMONS

The best way for a sorcerer to control a demon is to bind it into his service permanently. The binding object needs to be some material thing with the Eight Arrows of Chaos somewhere on the surface of the object. 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 demon's his chance to win the POW struggle increases by 5%. For each point of POW the demon has higher than the sorcerer's, the sorcerer's chance to win the POW struggle is reduced 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, or if the item is stolen from him. 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, in most cases 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 Arrows of Chaos on the object is negated—it may either attack the possessor of the item, or the original summoner or flee back to its own dimension. In rare instances the demon will not attempt to overcome the POW of the new owner, or may allow itself to be overcome. Demons will only do this if they feel they have something to gain by being bound by the new owner of the item.

Example

Do you really think Elric had any chance to rebind Stormbringer?

[5.6.4] POWER GAIN FROM BINDING DEMONS

If 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. Great quantities of POW can be gained in this way but the risks are correspondingly great—your life and soul.

[5.6.5] 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. A sorcerer can give one bound demon (such as demon armor) to another bound demon (such as a demon warrior), but both demons still count against his limit since demons can not control each other and so both are ultimately controlled by that sorcerer.

Example

To demonstrate how the summoning of various magical entities is handled in the Stormbringer rules we will now introduce two wizards from the Young Kingdoms: Xonat, and Zanat Sarka.

Xonat was the hereditary shaman of the Lizard Spike clan from the Weeping Wastes, he was trained in the arcane arts by his father and was expert in the summoning of elementals and the Elemental and Beast Lords.

Xonat had decided that he needed to make a magical device which would keep him cool in the unbearable heat of the Weeping Wastes. He decided that the best way to do this would be to build a parasol-like device and then bind an air elemental into it to provide a soothing breeze. He built the parasol out of wood imported at great cost from the Forest of Troos and leather from the hide of the chief's prize war horse. He then climbed to the top of the highest hill within 20 miles of his tribe (which was just over 30 feet high) and began to chant the ritual to summon the sylphs.

Xonat has a summoning skill of 43%, and he is trying to summon a type I magical entity. He must spend one hour attempting the summoning. At the end of this time, his player attempts to roll under 43% on 1D100. Rolling a 26, Xonat's summoning is successful. Now Xonat's player must attempt to roll Xonat's POW x 3% or less on 1D100 in order to bind the elemental. The dice clatter across the table and come up 02, a critical success! Not only has Xonat successfully summoned an air elemental, but he has a chance to raise (or lower if he's not lucky) his POW rating. Rolling 1D4-2 his player gets a 1. His POW of 20 has just gone up to 21. Not bad! Xonat has not only

made himself a nifty magical air conditioner, but he has raised his POW by one point. Xonat has summoned Air Elementals before, so he does not need to lose any free INT, or mark in a grimoire.

Half way across the world, Zanat Sarka was brooding in his study. He had been preparing for the summoning for weeks, all he needed was the proper sacrifice, which he had sent one of his demonic servants to acquire for him at the slave market. He paced the floor of his study. Once or twice stopping at the window to look out over the skyline of Hwanggaarl, City of the Screaming Statues. Ah, how he loved that city. Where else in the Young Kingdoms could a man listen to the screams of hundreds of tortured souls all day long?

A pounding noise on the door broke his concentration. There was a few seconds of silence followed by a familiar voice from out in the hallway.

"Masster, I have returned. It is me your faithful friend Laaree! I brought you a verry nice lady to chop up for your summoning today."

"Demons are none too subtle", thought Zanat Sarka as he commanded the door to open.

As the door swung open, Laaree came bounding through. He was a short, green, smelly reptilian humanoid, hopping into the room on large hind legs, dragging a squirming, bound captive behind him.

Laaree dropped the captive form before Zanat Sarka, turned and leapt into a ring on Zanat Sarka's left hand.

Zanat Sarka then began the final preparations for the summoning of the demon. He unbound the screaming girl and painted thousands of runes on her, covering her entire quivering form with minute, intricate, blood-red characters. He then carried the girl into the center of the Octagon of Chaos, stepped out, and began to chant.

The demon he is trying to summon is a type 3. Zanat Sarka must spend 3 hours to summon this demon, having done this, his player must roll under Zanat Sarka's Summoning skill three times. Zanat Sarka has a Summoning skill of 63% and his player rolls 42, 61, and 23. Zanat Sarka has successfully summoned the demon. He is summoning a breed of demon that he has never encountered before. He decides to name this breed of demon the Dhozayo and after attempting to bind it, he will inscribe the summoning procedure for this demon into his grimoire. Rolling randomly, Zanat's player determines that Zanat has temporarily lost 3 points of SIZ from the summoning procedure..

The next step is to assign the points of C.V. to the demon. The demon is a standard 3D8 POW entity. Rolling, we get a POW of 14. Zanat Sarka's characteristics add up to 124, so the demon has a C.V. of 110. Since this is a type 3 entity, Zanat only gets to assign 37 of the 110 points to the demon's characteristics and powers, with the GM assigning the other 73.

Zanat's player chooses the following with his 37 points: he spends 18 points on characteristics getting 6 STR, 2 SIZ, 20 CON, 3 CHA, 8 INT. Darts which do 2D3 damage in a 1 meter radius up to 10 meters away (10 points), and 4 points of Armor (8 points).

The GM now assigns the other 73 points to the demon. In his own twisted way he gives the demon: 3 Bug Eyes (30 points), a Stinger (10 points), Flies (15 points), Spider Legs (15 points), and Burrowing at 3 meters per round (3 points).

Zanat Sarka has indeed summoned a strange beast. Using the powers chosen for the demon, the player and GM decide

what this thing looks like. They decide that it is about the size of a large rabbit, and has no head (although it has a mouth placed near its front). It has flies crawling all over its body, and long spider-like legs bursting from its side, three insect-like eyes are placed asymmetrically around the abdomen, a scorpion-like stinger lashes from the mouth of the horrible thing, and finally, it is bristling with bright green, porcupine-like quills.

As the smoke cleared out of the room, Zanat Sarka first saw the thing he had plucked out of the bowels of hell. He chuckled as he saw the pitiful thing slaving in the center of the octagon.

Zanat Sarka held forth a brightly polished silver medallion, inscribed with the Eight Arrows of Chaos, and said to the demon "In the name of Chardros the Reaper, Lord of Chaos, Howler of Doom, Singer of Death, and Father of Decay, I command thee demon to enter my service and make this amulet your prison!"

The demon looked at Zanat Sarka with its three bulging, refractive eyes, and uttered a brief gurgling "Meep!"

Zanat Sarka's player now attempts to bind the demon into the amulet. Zanat Sarka has a POW of 19, so his chance to bind the demon is 75%. Zanat Sarka's player rolls a 24, the demon is bound, Zanat Sarka may now call the demon out of the amulet anytime he needs to use it.

The demon dissipated into a cloying, reddish mist which floated over to the amulet which Zanat Sarka held in his outstretched hand. Within seconds the vapor had become one with the amulet. A faint "meep" echoed throughout the chamber.

[5.7] DEMON ABILITIES AND POWERS

It is necessary to remember that we are discussing Lesser Demons in this section and that their powers are not nearly as astounding as the Lords of Chaos, or even Greater Demons such as Stormbringer. They do not have the ability to create and destroy things arbitrarily. In order to have a physical effect they



must take a physical form, and in their physical form they may 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. And if they try too hard to take over the game, just remember that you, as the GM, have control of all the Lords of Chaos, and as Arioch himself said, "the Lords of Chaos have been known to bear malice..."

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.

The only attributes that the sorcerer is required to give his demon are INT, POW (which the demon starts with), SIZ and CON. You must allot at least 1 point to each of INT and CON. A demon needs INT so it can function and use its powers, and the CON rating represents how many hit points of damage the binding object can take before being destroyed. Unlike mortals, demons may have some attributes listed at 0. For example: a Demonic suit of Armor could have STR 0, INT 3, POW 10, CON 40, DEX 0, and CHA 0 with a SIZ equal to the SIZ of the wearer and all remaining points spent on the power Armor. This would give a clanky, rusting suit of armor which almost no normal weapon would have any chance of penetrating. Neither demons nor mortals can have negative attributes without perishing. For details of how to allot attribute points to your demon, see the Attributes power in section [5.7.1 Demonic Powers].

Any demon without the Armor or Wardpact powers is vulnerable to attacks. Of course, with some demons, the attacker must find the demon before being able to attack it.

[5.7.1] DEMONIC POWERS

These are the powers which your demons may use. Feel free to add any new powers to this list as long as the GM agrees. These powers have been given a common format for ease of use.

Name of power

Chaos Value

Description of power

Base chance to use this power. A power which needs no roll to function is listed as Automatic.

Armor

C.V.: 2 points per point of armor.

Base Chance: Automatic.

This power gives the demon some sort of armor, it could be scales, a thick hide, or even a coating of slime. The player should decide, but in all cases the source of the armor must be visible. Demonic armor is inherently magical. Any normal attack directed at the demon with the Armor power has a 50% chance to destroy the striking weapon. Any natural attacks such as a fist or claw has a 50% chance to do the rolled damage to the attacker. The demon may not have more points of Armor than it has points of CON.

This demonic Armor is vulnerable to demon weapons. Any attack by a demonic power against the Armor will reduce the armor of the defending demon by the amount of damage rolled. This damage is not recoverable unless the defending demon also has the power Regeneration, in which case the Armor is regenerated as if it had taken hit point damage.

If a sorcerer builds a suit of demonic armor and gives the demon this power, any damage directed at the sorcerer must first get through the demon before it affects the sorcerer.

Example

Hogash the Mighty has a suit of demon armor. This armor has a CON of 40, SIZ of 15 and 40 armor points. Any incoming damage must first get through the 40 armor points and do 43 points of damage to kill the demon before it gets through to Hogash.

Acid Blood

C.V.: 1 point per maximum damage done.

Base Chance: Automatic.

The demon has concentrated acid for blood. The player chooses how much damage this acid does (1 point, 1D2, 1D3, 1D4, 1D6, 1D8, etc.) and the cost of the power is equal to the maximum damage the acid can do.

When someone attacks the demon there is a chance of getting splashed with blood. Anyone who does enough damage to the demon to get through any protections (such as Armor) must roll his POW x3 or less, or take damage from the acid.

Any weapon which does damage to a demon with this power may be destroyed. If the weapon draws blood, roll the damage for the blood and if the damage is more than the maximum damage that weapon can inflict, the weapon is destroyed.

Example

Moonglum is adventuring in the marshes of mist when he is attacked by a hideous demon. Unknown to poor Moonglum, this demon has Acid Blood which does 2D6 damage. Moonglum draws his scimitar and hacks at the demon doing 7 points of damage, the demon has no armor so all the damage gets through. However, now Moonglum's weapon may be dissolved by the acid. The GM rolls 2D6 for the damage from the acid blood and gets an 11. Moonglum's scimitar can do a maximum of 9 points of damage, so it is destroyed by the acid. Luckily, Moonglum's player makes the POW x3 roll and does not get sprayed by the acid.

Attributes

C.V.: 3 points per 1D8, per attribute, rolled at the time of summoning.

Base Chance: Automatic.

Demons may need to have abilities such as INT, CON, SIZ, DEX, STR, or CHA. The sorcerer must assign attributes to any demon which is not bound into an inanimate object. A demon which has been bound into an animate object such as a boar, insect or duck must have attributes purchased for its shape in order to make it into a complete creature. POW may not be enhanced.

Baffle Attack

C.V.: 10 per 1D6 potency, plus 5 for each 5 meters of range.

Base Chance: 3D10% Baffle skill.

The demon can squirt a powerful narcotic poison. The victim of this attack must try to resist the potency of the poison with his own CON on the resistance table. If the victim fails to resist the POT, all his skills are reduced by an amount equal to twice the Venom's potency, for a number of hours equal to the Venom's potency. If he resists, there is no effect.

Bat Wings

C.V.: 20 for every 300 meters per round of speed.

Base Chance: 10D10% Fly skill.

The demon has large, leathery wings which it can use to fly. The demon can flap its wings to gain altitude or it can glide on air currents, but may not fly in turbulent weather such as hurricanes. A glider can carry a rider if its STR is at least twice the SIZ of the passengers. The creature must take off by launching itself from a height.

Big Ears

C.V.: 20 points.

Base Chance: 10D10% Listen skill

The demon has a pair of large ears. These ears have an incredibly accurate sense of hearing, giving the demon a 10D10% skill in Listen. However, these ears are extremely susceptible to loud noises. Any loud noise such as an explosion or a cave-in has a 50% chance to deafen the demon for a number of melee rounds equal to 1D100 minus the demon's CON.

Bird Wings

C.V.: 30 per 500 meters per round of speed.

Base Chance: 10D10% Fly skill.

The demon can fly with a pair of huge, feathered bird-like wings. A flyer with Bird Wings may not hover. When not in flight, the wings fold up alongside the demon's body. The demon can carry passengers if its STR is twice the SIZ of the riders. A demon with bird wings can take off from the ground.

Bloat Attack

C.V.: 10 per 1D6 SIZ added to the target, plus 10 points per 10 meters of range.

Base Chance: 3D10% Bloat skill.

Anyone hit by a Bloat attack swells up to enormous, disgusting proportions. The target's SIZ returns to normal at the rate of 1D6 per melee round. The demon may use the power several times on one target for a cumulative SIZ gain.

The target of this attack swells to the SIZ determined, bursting out of his clothing, if appropriate. If the target is wearing armor, he takes damage equal to the protection value of the armor. Thus, a target wearing full plate with a helmet takes 1D10+2 points of damage, and a target wearing leather armor takes 1D6-1 points.

This SIZ increase will alter the hit points and skill modifiers for the duration.

The target loses 25% from his chance with all combat and Agility skills if his new SIZ is double his former SIZ. If it is triple his former SIZ, he loses 50% off all his skills. For quadrupling weight, it is -75%. If the target's SIZ is quintupled, he is crushed under the weight of his new flabby mass and dies. The target's movement is halved if his weight is doubled, quartered if his weight is tripled, etc.

Boat

C.V.: 5 per 10 meters per round of speed.

Base Chance: 10D10% Swim skill.

This allows the demon to travel over water. In order for the demon to carry passengers, it must overcome the total SIZ of the passengers with its own STR on the resistance table. If it fails to overcome the SIZ of the passengers, it cannot move and will just float, immobile in the water.

Bug Eyes

C.V.: 10 points per eye.

Base Chance: Automatic, 1D10% See and Search.

This gives the demon a large, hemispherical, multi-faceted eye somewhere on its body. The demon can see in a 180° hemisphere for each of these eyes that it has.

Bug Wings

C.V.: 30 per 600 meters per round of speed.

Base Chance: 10D10% Fly skill.

The demon can fly with a set of huge, buzzing diaphanous wings. It is possible for the demon with Bug Wings to "buzz" opponents on the ground. The Bug Winged demon flies above a group of grounded opponents and any who fail a CON x3% roll are deafened for 1D6 rounds. The demon with Bug Wings may carry a rider if its STR is twice the rider's SIZ. A Bug Winged demon can take off from the ground.

The demon with Bug Wings may hover above the ground if it wishes. When not in flight, the wings are absorbed into the demon's body.

Burn Attack

C.V.: 10 per 1D6 damage, plus 5 per 10 meters of range.

Base Chance: 3D10% Burn Attack skill.

The demon is able to generate waves of intense heat. In addition to doing damage, this attack gives a chance equal to the rolled damage as a percentage of setting afire any flammable and heat-sensitive inanimate materials.

Burrowing

C.V.: 1 point per meter per round of speed.

Base Chance: Automatic.

The demon has the ability to travel through loosely packed earth. The demon can choose whether or not to leave a tunnel behind it. If the demon chooses to leave a tunnel behind, the tunnel can accommodate travellers with SIZ up to the SIZ of the demon.

The burrower cannot penetrate hard substances such as wood, concrete, or steel using this ability. The demon cannot travel

through living matter using this power either. The maximum speed of the demon is equal to its DEX in meters per round.

Caterpillar Feet

C.V.: 5 per 5 meters per round of speed.

Base Chance: Automatic.

This gives the demon hundreds of tiny, clinging, cylindrical feet. The demon using this movement type can move over any type of terrain, but it is quite slow. The demon with this movement form can climb up and down 90° inclines, but may not walk upside down.

Clairvoyance

C.V.: 10 for a 2 meter radius projectable up to 30 meters away from the sensor. Each additional 10 points adds either 1 meter to the radius or 30 meters to the range.

Base Chance: Automatic.

The demon can leave a sensory device such as an eye, ear, antenna, etc. This allows the demon to view what is currently transpiring in a radius around the sensor. Only objects within the radius can be sensed. While using clairvoyance, the demon is in a trance state and can take no other actions.

Claws

C.V.: 10 points per claw.

Base Chance: 3D10% Claw Attack.

The demon has an arm tipped with a particularly nasty-looking clawed appendage. This clawed hand cannot be used to perform feats of fine manipulation or to hold any objects. The claws do damage equal to 1D6 plus the demon's damage bonus.

Darts

C.V.: 5 for a mass of darts which do 1D3 damage to everything in a 1 meter radius up to 10 meters away. Each additional 3 points adds either 1D3 damage, 10 meters to the range, or 1 meter to the radius of effect.

Base Chance: 3D10% Dart Attack skill.

This simulates thorns, spikes, quills, etc., which the demon can fire from his body or binding object. These small darts are not extremely powerful but they affect everything within their area of effect, thus making them quite advantageous in some situations.

Dazzle Attack

C.V.: 5 per 1D6 potency, plus 5 per 10 meters of range.

Base Chance: Automatic, see below.

This attack will automatically hit its target, unless there is a wall or other barrier between the demon and the target, or if the target can succeed in a POW x3% roll he has managed to avoid the attack by sheer luck. If the dazzle attack hits, the target must make a resistance roll based on his CON vs. the potency of the Dazzle or be blinded for a number of melee rounds equal to the potency of the attack. Armor gives no protection. A dazzled victim may not use missile weapons. All hand-to-hand attacks and parries are at -75% of normal chance.



Dimension Shift

C.V.: 100 points, plus 1 for every point of SIZ which the demon can carry with itself, plus ten for each dimension the demon has memorized.

Base Chance: Automatic.

This power allows the demon to travel through the many planes of the Multiverse. The demon can only travel to dimensions which it has memorized. The demon gets two memorized dimensions free when the power is chosen: the Young Kingdoms, and its home dimension. If a demon needs to have more dimensions memorized, it must pay 10 C.V. for each.

Every time a demon uses this power, it loses a point of CON. When a demon's CON reaches 0 it can no longer stay in this plane and departs for its home dimension.

The demon will appear anywhere within a 1D10 mile radius around its intended destination on the new plane, but will never materialize within a solid object.

Dust Cloud

C.V.: 10 per 1D6 of potency, plus 5 per 5 meters of range, plus 5 per 1 meter of area of effect.

Base Chance: 3D10% Dust Cloud Attack skill.

The demon can generate a swirling cloud of dust. A target attacked by the Dust Cloud matches his CON vs. the potency of the irritant on the resistance table or he becomes blinded and begins to choke, taking 1D6 damage per melee round until either he dies, or the storm is called off. All hand-to-hand attacks are at -75% of normal chance. The Dust Cloud may not have any effect on some creatures, or well-protected humans. Snakes, for instance, have their eyes protected by a transparent scale, so are quite resistant to the blinding part of this attack. The gamemaster has the final word on the subject.

The cloud lasts for a number of rounds equal to its potency.

Emotion Control

C.V.: 5 per 1D6 potency, plus 5 per 5 meters of range.

Base Chance: Automatic.

This power gives the demon the ability to manipulate emotions by use of psychic ability, chemical reaction, etc.

The victim must match his POW vs. the potency of the power. If he fails to resist the power he falls victim to the effect the power inspires. The victim may attempt to resist the effect every five minutes by making another resistance roll matching his INT vs. the potency of the power. Once successful, he is free. The victim is under the effects of the power until he resists the potency. The demon can only affect one target per turn.

If two or more demons use this power on a single victim, he must try to resist them all. If he fails vs. two or more, the powers do *not* cancel each other out. Instead, roll 1D6 for each emotion control (regardless of relative potency) each melee round. The power with the highest roll controls the victim's emotions for that round. If there is a tie for the highest roll, the victim is simply confused and immobilized that round. Every five minutes he may try again to resist all the controls on him, and he may eventually resist them all. Note that a person affected by multiple uses of this power will act in an extremely irrational and confusing manner.

Some samples of emotions which can be controlled and their effects are listed below. Feel free to expand this list with any other ones you can come up with

Rage: attack nearest animate being in a berserk rage.

Depression: victim will mope around, oblivious to any outside stimuli. The target will initiate no actions.

Fear: flee in panic from any animate being. If cornered, roll 1D6: 1-3 means victim collapses, sobbing in terror; 4-6 means victim attacks as if berserk.

Insane Lust: pursue nearest animate object wherever it flees.

Hunger: target will eat anything that is not nailed down. May possibly do damage if he starts eating such things as glass, rope, nails, etc.

Hate: Intense hatred towards one thing or person. Will act maliciously when the object of the hatred is nearby, and will slander the object of hatred whenever possible.

Empathy

C.V.: 15 points.

Base Chance: Automatic.

A successful POW vs. POW roll reveals the emotional state of the target. This sense has a range of 10 meters. This does not work on anything lacking emotions such as animated statues, or any being with an INT of 4 or under. The demon can only read the emotions of one subject at a time.

Explosive Decomposition

C.V.: 5 per 1 potency, plus 10 per 10 meters of range.

Base Chance: 3D10% Explosive Decomposition skill.

When this attack hits, its potency is matched on the resistance table vs. the POW of the target, armor gives no protection. If the

target's POW is overcome, he takes half the potency of the power as hit point damage. If the target is killed by this attack he explodes in a pulpy, scarlet shower, coating all nearby objects. There is no effect if the target resists the power.

Eyeballs

C.V.: 5 points per eye.

Base Chance: Automatic, 1D10% See and Search skill.

These are normal, average, everyday eyeballs. They can look like the eyes of any type of mammal, and are not nearly as interesting looking as Bug Eyes or Eyestalks. They can move and look just as a normal mammalian eyeball, i.e. straight ahead, side to side and in a limited angle up and down.

Eye Stalks

C.V.: 15 points per stalk.

Base Chance: Automatic, 1D10% See and Search skill.

The demon has a foot long eyestalk protruding somewhere from his body. This stalk can be used to look around corners or into pockets. The stalk can see in a 180° arc at any one time. Unless the demon has two eyes (of any type) it has no depth perception.

Flame Spout

C.V.: 10 points for a Flame Spout which does 1D6 damage to everything in a one meter radius, which can be shot up to 10 meters away. Each extra 5 points adds either 1D6 damage, 1 meter to the radius, or 10 meters to the range.

Base Chance: 3D10% Flame Spout Attack skill.

The demon can shoot a gout of fire out of its nose. When the Flame Spout is used, the area hit remains flaming for a number of rounds equal to the demon's STR.

Freezing Attack

C.V.: 10 per 1D6 of damage, plus 5 per 10 meters of range.

Base Chance: 3D10% Freezing Attack skill.

This allows the demon to generate a field of intense coldness. In addition to doing damage, it gives the demon a percent chance equal to its STR to shatter non-magical inanimate objects.

Hands

C.V.: 15 points per hand.

Base Chance: 3D10% Fist Attack skill + one other manipulation skill at 3D10%.

The demon has a human-like hand attached to a human-like arm. This hand can hold things or be used to perform feats of manipulation if the appropriate Skills are paid for. The hand can do damage equal to 1D3 plus the demon's damage bonus.

Healing

C.V.: 20 per 1D6 of damage healed.

Base Chance: Automatic.

This allows the demon to heal a damaged organic being. The healing process takes one hour, and any one being can only be healed by the same demon once in a 24 hour period.

The demon can only heal at one time as many points of damage as it has points of CON.

Hopping

C.V.: 5 for each 2 meters distance the creature can jump.

Base Chance: 10D10% Jump skill.

This represents leaping hind legs; a coiled, spring-like tail; or similar leaping abilities. If the Hopping demon is bound into an object such as a suit of armor, the wearer must make a Jump roll in order to land on its feet after a leap. The demon can leap half the distance vertically that it normally leaps horizontally. For example, a demon which could leap 20 meters can leap 10 vertically. The hop takes 1 melee round to complete.

The demon can leap a maximum distance of his DEX in meters.

Horde

C.V.: 50

Base Chance: Automatic.

Instead of summoning one demon, the sorcerer summons a whole pack of them. This pack will consist of 1D100/2 of the same breed of demon. The demon horde may not be bound, the sorcerer must bargain with the entire pack who will perform one service before leaving. The sorcerer who summons a demon which normally has the Horde power (such as Creatures of Matik, Elenoin, or Grahluk) can opt to only summon one of the demons if he wishes. If the sorcerer opts to only summon one demon from a pack, he may bind that demon.

Insect Wall

C.V.: 5 points for a 1 meter high by 1 meter wide by 1 cm thick wall with 2D6 hit points which does 1D6 damage to anyone touching it. Each additional 5 points adds either 1 meter to height or width, 1 cm to thickness, 1D6 to hit points, or 1D6 damage to anyone touching the wall.

Base Chance: Automatic.

This creates a seething wall of horrible extra-dimensional insects. They will begin to chew on any organic substance which is thrust into the mass. Once the wall has been erected it is immobile and will stay up for a number of rounds equal to the demon's POW.

Knowledge

C.V.: 20 points per sphere of expertise.

Base Chance: INT x5%.

This allows demons to have vast amounts of knowledge in very specific areas. Taking this power is equivalent to giving the demon an INT x5% skill in a very specific sphere of knowledge such as "myths about Mabelrode", "things that hop", "the saga of farmer Braalk of Shazaar". The demon may have no more areas of expertise than he has points of INT.

Legs

C.V.: 5 per 10 meters per melee round of speed.

Base Chance: Automatic.

This gives the demon a set of legs which can be used for walking, running and other ordinary tasks. Choose what your demon's legs look like. A demon with legs can move on any type of terrain.



Lens

C.V.: 5 points per eye covered.

Base Chance: Automatic.

The demon has a transparent membrane over its eye, giving it a resistance to attacks such as Dazzle or Dust Cloud. Any attack which affects vision by harming the eye in some way, has its potency halved against a demon with Eyelids.

This power must be used with another type of vision power such as *Bug Eyes* or *Eye Stalks*.

Loathsome Stain Attack

C.V.: 10 plus 5 if the pigment glows in the dark.

Base Chance: 3D10% Loathsome Stain Attack skill.

A stain may be used to mark a path or leave a trail, or to mark an object or creature. Any invisible but tangible creatures hit by the stain become visible. Anyone hit by this stain has their CHA rating reduced by 1D10 until the stain wears off. The CHA loss will recover at the rate of 1 point per day.

The stain can be used as an attack, by trying to spray into the target's eyes. Anyone hit may attempt a DEXx5% roll, this represents his speed in closing his eyes, turning his head, or raising a shield to avoid the stain. Anyone whose eyes are sprayed by the stain may not use missile weapons and all hand-to-hand attacks are at -75%.

Anyone hit in the eyes by the stain must attempt a POWx5% roll, or be permanently blinded. Anyone permanently blinded by this stain has all their visual related skills reduced to 0%, and they lose 4 points of DEX. Skills reduced by blindness may be trained back through experience.

Membrane Shape

C.V.: 2 per hit point or meter of radius.

Base Chance: Automatic.

The demon can stretch its body out into a thin organic tissue. A membrane is visible, though translucent, and normally veins and arteries can be seen just below the surface, pumping green and blue liquids throughout the membrane.

A membrane can be set up to protect a single person or object, or to cover an entire area. Membrane protection acts like hit points, not armor. When hit, the membrane's hit points are reduced according to the amount of damage taken. If a membrane spends an entire melee round without taking damage from

any source, it recovers one of its hit points. If a membrane is ever reduced to 0 hit points, it shrivels up, and must be set up again by the user.

For every 2 hit points the membrane has, the demon temporarily loses 1 point of CON. For every meter of radius the membrane has the demon loses 1 point of SIZ. SIZ returns when the membrane is retracted as do any CON points which have not taken damage. If the membrane is destroyed (knocked down to 0 hit points) the demon does not regain any points of CON when the membrane is retracted.

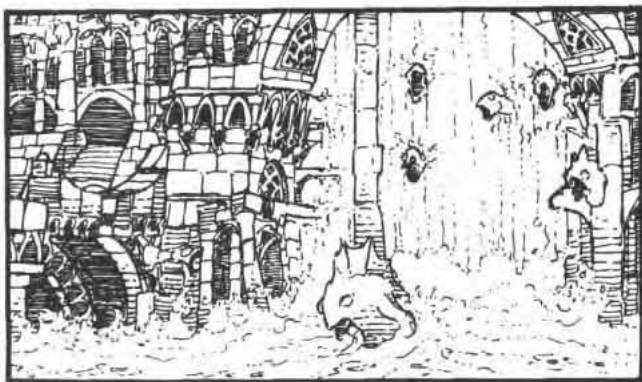
Mist

C.V.: 5, plus 2 per meters radius of effect, plus 2 for each melee round the mist lasts.

Base Chance: Automatic.

This creates a cloud of an opaque gaseous material. This cloud obscures vision to everyone within its radius. The mist is generated around the demon, and lasts for a number of rounds equal to the demon's POW.

Within the mist, everyone without special senses must fight at their normal abilities minus 50% (they always have a 5% chance of success, however).



Mouth

C.V.: 10 points per 1D10 damage per mouth.

Base Chance: 3D10% Bite skill per mouth.

The demon has a hideous, drooling, fang-toothed mouth. It can use this fanged mouth to attempt a Bite attack which does damage equal to 1D10 plus the demon's damage bonus.

If the demon has multiple mouths, each attacks separately, doing damage to the target individually.

Move Stuff

C.V.: 3 per point of telekinetic STR.

Base Chance: Automatic.

Each telekinetic STR point may be used to lift 1 SIZ point of an object, extend the range of the power by 10 meters, or move the levitated object at a speed of 10 meters per melee round. The STR effects are determined at the time of use. The demon *can* lift himself with this power. The demon's chance to hit an opponent with an object is equal to 5% plus 5% for each telekinetic STR point used to aim the throw.

Targets that have grabbed some immovable object in an attempt to resist being lifted can use the sum of their SIZ and STR as the total SIZ that must be moved. Once grabbed, a target may break free by making a resistance roll based on his STR vs. the telekinetic STR.

Paralyze Attack

C.V.: 10 per 1D6 potency, plus 10 per 10 meters of range.

Base Chance: 3D10% Paralyzation Attack skill.

If the target is hit, match the rolled potency against the victim's CON on the resistance table. If the roll succeeds, the target is paralyzed and cannot move or act until he throws off the paralysis by succeeding at a CON x1 roll, trying once each round. Paralyzation will freeze up a character's musculature, usually causing him to fall to the ground. A victim's ability to think is unimpaired, but movement or action is impossible.

A target who does resist the Paralyzation takes no effect from the attack.

Phantom

C.V.: 30 points.

Base Chance: Automatic.

This allows the demon to cause an unresisting subject's body and possessions to attain an immaterial form, letting him walk through walls and ignore all physical attacks. Immaterial characters may not handle solid objects. They are visible and do affect sight related abilities. They are still vulnerable to heat and electrical damage. Two insubstantial characters can affect one another with normal attacks.

A demon can only make one subject immaterial at a time, and can only keep him immaterial for a number of rounds equal to the demon's CON. At the end of this time, the demon must rest for a number of rounds equal to the converted subject's SIZ.

The demon can make himself immaterial if it so wishes.

Plague Attack

C.V.: 10 per 1D6 of potency of the Plague, plus 5 per degree of virulency (-1 hit point, -5% off all skills), plus 5 per meter radius of effect.

Base Chance: Automatic.

The demon generates a horrible other-worldly disease.

Any target exposed to the Plague must try to resist the Plague's potency with his own CON on the resistance table. If the victim fails to resist the Plague, then he is infected. For each degree of virulency, the target loses one hit point and 5% from all his skills. For example, a target infected with 5 points of virulency loses 5 hit points and 25% from all of his skills. The disease lasts at least one day. After the first day, the victim may try to roll his CON x5% or less on 1D100. If he fails, he loses further hit points equal to the degree of virulency, (skills are not further reduced), and may attempt another CON roll the next day. This continues until he resists or dies.

Regenerate

C.V.: 15 per hit point healed per melee round.

Base Chance: Automatic.

This permits the demon to heal quickly from injuries. If the demon is slain, regeneration cannot bring it back from the dead.

Retrocognition

C.V.: 10 for a 5% chance to uncover any interesting happenings in the past 10 years in a 1 meter radius around the demon. Each additional 5 points adds either 5% to the chance of success, 1 meter to the radius, or 10 years to the temporal distance.

Base Chance: Automatic, see above.

This allows the demon to see into the distant past of an area in which he is located. Possibly finding clues to mysteries, or important information dealing with a current quest. The success chance represents the chance to find a specific event or, if the demon is just "casting around" for anything interesting, the chance of finding something of worth.

Shadow Void

C.V.: 10 for a 1 meter radius globe which can be projected up to 30 meters away for 1 melee round. Each additional 10 points may either add 1 meter to the globe's radius, 1 round to its duration, or 30 meters to the maximum range.

Base Chance: Automatic.

This causes a void of blackness which almost no light can penetrate. Within this void everyone who does not have special senses must subtract 75% from all vision related skills.

Shape Change

C.V.: 40

Base Chance: Automatic.

The demon has the ability to alter its form. This power does not confer any additional powers with it. A demon who changes into the shape of an eagle cannot fly unless he has bought *Bird Wings*, and a demon who changes into a mole cannot dig through the ground unless he buys the power *Burrow*. The physical attributes and powers of the demon do not change. Thus, it is possible to end up with a SIZ 25, flame breathing, Bird Winged ground hog using this power.

Silence

C.V.: 15 for a one meter globe which can be projected up to 30 meters away for 1 melee round. Every extra 5 points may add either 1 meter to the globe's radius, 1 round to its duration, or 30 meters to the maximum range at which the globe can be cast.

Base Chance: Automatic.

The demon can generate an energy field which cancels out sound. Within the globe, no sound can be heard.

Skills

C.V.: 5 per 1D10% ability.

Base Chance: Automatic.

This is used to give your demon any skill listed in the *Stormbringer* rules, or raise any skills which the demon has gained through purchasing powers. The skill may increase through experience.

Common uses include giving demons better chances to hit with their offensive powers, to speak High Melnibonéan, or to make a set of magical lockpicks. If your demon is bound into the shape of a weapon, you can use this power to raise the wielder's chance to hit with the demon weapon. Roll for the percentile level of each skill when the demon is first summoned.

Slug Foot

C.V.: 5 per 5 meters per round of speed.

The demon has a monopodal, slug-like system of movement. It is not all that fast, but it can crawl up walls and across ceilings.

Sleep Attack

C.V.: 10 per 1D6 potency, plus 5 per 1 meter of radius of effect.

Base Chance: Automatic.

This allows the demon to generate a cloud of gas which may put anyone inside it to sleep. The victim must try to resist the potency of the poison with his own CON. If the victim fails to resist the Venom, he falls asleep for a number of hours equal to the Venom's potency. If he resists, he becomes drowsy—halve his DEX for a number of turns equal to the poison's potency.

Snout

C.V.: 15 points.

Base Chance: Automatic, 5D10% Smell skill.

This provides the demon with a dog- or pig-like snout which is extremely sensitive to smell. This gives the demon the ability to track by smell. This skill can be increased by using the power Skills.

Sonar

C.V.: 15 points, plus 5 per 10 meters of range.

Base Chance: Automatic.

The demon is able to "see" in the dark by use of a bat-like sonar ability. The demon projects a high pitched squeal and the echoes



give the demon a “picture” of its surroundings. This ability does not give incredibly detailed images—the demon probably could not judge the differences between a tiger and a black bear on all fours—but it does allow the demon to “see” in the dark.

The demon with this power must also have the power Big Ears.

Spider Legs

C.V.: 15 per 10 meters per round of speed.

Base Chance: Automatic.

The demon has a set of long, spider-like legs. These allow the demon to crawl up walls and across the ceiling. The demon with Spider Legs may crawl over any obstacle with a lower SIZ than the demon’s with no penalty. The demon with Spider Legs can hang upside down from a ceiling, tree branch, etc..

Spitting

C.V.: 5 per 1D6 points of damage or 10 meters of range.

Base Chance: 3D10% Glob Attack skill.

The demon can eject a glob of solid matter, such as bone, hardened mucus, or flesh.

Stinger

C.V.: 10 points gives 1D6 potency and 1D6 of “penetration damage”. Each additional 10 points adds either 1D6 potency, or 1D6 “penetration damage”.

Base Chance: 3D10% Stinger Attack skill.

The demon can produce a powerful venom which is delivered through a stinger. The stinger is attached to a long tail, which can whip out to attack anything up to 2 meters away. The stinger does no actual damage, instead, it does “penetration damage”. This damage is calculated solely for the purpose of getting through armor to allow the poison to work. The victim of this poison must try to resist the potency of the poison with his own CON on the resistance table. If the victim fails to resist the Venom, he takes damage equal to the Venom’s potency. If he does resist, he takes damage equal to half the Venom’s potency, and is immune to further Stinger attacks from the same breed of demon which caused the damage.

Taste

C.V.: 20 points.

Base Chance: Automatic, see below.

The demon has an incredibly accurate sense of taste. The demon can taste an item and have an INTx 5% chance to be able to tell what the item is made out of. A demon with this power and a Wardpact against Poisons would be a very effective poison detector.

Telepathy

C.V.: 15 plus 5 for every 10 meters of range.

Base Chance: Automatic.

The demon has the ability to speak directly with another mind. To use telepathy with an unwilling target, the demon must overcome the target’s POW with its own POW on the resistance table (if the target is willing, no roll is needed). Success permits him to speak with the target’s mind. A target must be visible or otherwise sensed. Telepathy reads only sentient minds. If no points are expended to buy range, the ability only works when the demon is touching the target.

Teleport

C.V.: 50 points, plus 1 for every SIZ point the demon can carry.

Base Chance: Automatic.

The demon has the ability to instantly appear anywhere it wishes within the Young Kingdoms, or whichever dimension it is in — not between dimensions. A teleporter is limited in what it can move, it must have 1 point of STR for every point of SIZ it wishes to carry. Additionally each time a teleport demon transports someone, there is a fairly good chance the demon will incorrectly assemble the passengers atoms upon reassembly. When a teleporter transports a demon, roll its DEXx3% or less on 1D100 or the passenger is reassembled incorrectly, roll on table [5.7.1.1] Teleportation Mishaps to discover what has happened to the passenger.

Every time a demon uses this power, it loses a point of CON; when CON reaches 0 it has expended its power and perishes.

[5.7.1.1]

TELEPORTATION MISHAPS

1D10

01	Mishap FATAL—Horrible reassembly, character is turned inside out, the brain (or another important organ) is forgotten, or other awful effect. The character is dead.
02	GHASTLY—The character is horribly changed somehow. Face is on backwards and his limbs rearranged. Reduce DEX and CHA by half.
03	HORRIBLE—GM may rearrange character’s anatomy arbitrarily. May reduce any three attributes by three points.
04-07	SERIOUS—GM may exchange any two parts of character’s anatomy except the head. May reduce any one characteristic by 3 points.
08-09	COMIC—Feet are on backwards, nose is upside down, or some other minor alteration. GM should reduce one appropriate characteristic by up to three points.
10	MINOR—The placement of eyes, nose, and mouth has been scrambled around on character’s body. Lose 3 from CHA.



Tentacles

C.V.: 10 points per tentacle.

Base Chance: 3D10% Tentacle Attack skill.

The demon has some sort of tentacle-like appendage. This could be a prehensile tail, a slimy sucker tipped tentacle, or long, animated hair. This tentacle can be used for gripping objects and can do 1D8 plus the demon's damage bonus to anything gripped by the demon. Tentacles are unsuitable for feats of fine manipulation. For such a use you need Hands.

Transmute

C.V.: 40 points per substance which can be transmuted.

Base Chance: 5D10% Transmute Attack skill.

The demon is able to manipulate the molecules of a substance. For every 20 points spent on this power the demon can turn one substance into another. Examples include: Stone to Water, Flesh to Iron, Fire to Earth, etc.. If the demon attempts to use this power against a living target, it must overcome the target's POW with its own. The demon which uses this power loses 1 point of CON for every SIZ point it transmutes.

Vampire

C.V.: 20 per 1D6 drained.

Base Chance: Automatic.

The demon has the ability to drain characteristic points from a target. The ability is used with a hand-to-hand attack, and only takes effect if the attack penetrates the target's armor. The Vampirism must be bought separately for each attack of this sort the demon has.

Whether STR, CON, or POW are drained must be specified when the ability is first designed. STR, CON, or POW reduced to zero or less kills the victim. The drained points transfer on a one-to-one basis directly to the demon (thus if a demon drains 5 points of POW from a target, he gets 5 points added to his own POW). These points drain away from the demon at the rate of one per hour. The effect on the target is permanent.

Vapor Attack

C.V.: 10 per 1 meter Radius of effect, plus 10 per 1D6 of potency.

Base Chance: Automatic.

The demon is able to generate a toxic gas around its body. Anyone in this cloud must try to resist the potency of the gas with their CON. If they fail, they take the potency of the gas as hit point damage. If they resist, they take half the potency of the poison as hit point damage.

Anyone killed by the poison dissolves in a number of rounds equal to their CON. They turn into a pinkish goo and begin to evaporate. In five more rounds there is nothing left of the victim.

Vomit

C.V.: 10 points per 1D6 of damage, and 5 meters of range. Each additional 10 points add either 1D6 to the damage or 5 meters to the range.

Base Chance: 3D10% Vomit Attack skill.

The demon can vomit a spray of acid at opponents. The Vomit will destroy armor upon contact. Reduce the protection of the armor by the rolled damage of the acid. If the cumulative damage the acid does is greater than the maximum protection the armor affords, the armor is destroyed.

Wall of Flesh

C.V.: 3 points for a 1 meter high by 1 meter wide by 1 cm thick wall with 2D6 hit points. Each additional 3 points adds either 1 meter to height or width, 1 cm to thickness, or 1D6 hit points to the wall.

Base Chance: Automatic.

The demon is able to create a pulsing, reddish, fleshy wall out of its body. It may not move while it is in wall form. This wall may be armored with the power Armor.

Wardpact

C.V.: the cost of this power fluctuates between 20 points and 60 points, depending on what the demon is Wardpacted against. A Wardpact against swords will cost 50 points, while a wardpact against Fear will cost 25.

Base Chance: Automatic.

Wardpacts are blessings from the Lords of Chaos which allow the demon complete immunity from one type of harmful object. Only a Lord of Chaos may penetrate a wardpact. A wardpact protects the demon by destroying the object used against the demon or the demon's master. If a demon is Wardpacted against a natural attack (such as Fist or Bite) the attacker takes damage equal to what is delivered to the demon.

The list below gives some examples of sources which may be wardpacted against. This list is by no means complete, and players should feel free to augment it as they wish. Note that a wardpact against Men or Women would only protect from a natural attack (fist, kick, etc.).

Acid—40	Missiles—50	Teleportation—35
Axes—45	Polearms—50	Transmutation—30
Daggers—40	Possession—40	Venom—45
Earth—60	Spears—40	Water—60
Fire—60	Stones—55	Wind—60
Men—55	Swords—50	Women—55

Wasps

C.V.: 5 points per 1 meter radius of effect, plus 10 points per 1D6 of damage the flies can inflict.

Base Chace: Automatic.

The demon is able to generate a cloud of whirling, buzzing, biting insects around his body. Normal armor affords no protec-

tion, the bugs just crawl in through the chinks and slits in the armor.

These bugs will do damage to everyone within the radius of effect each round until the demon calls them off, they dissipate naturally or when everyone within the radius has been killed. The demon can keep the swarm up for a number of rounds equal to one tenth its STR.

The demon can only generate one cloud of Wasps at a time.

Weapon

C.V.: 10 points per 1D6 of extra damage, and 10 points for an additional 1D10-1%. If the demon is bound into a missile such as an arrow, each additional 5 points will add 50 yards to the weapon's range. If the demon is the weapon, the wielder adds the Demon's attack chance to his own chance to hit. A more reliable way to raise the weapon's chance to hit is to buy the Power skills.

Base Chance: 1D10-1%.

The demon either has or is a weapon. The weapon does damage equal to its type plus the extra damage paid for. A broadsword with 50 points in this power would do 1D8+5D6 damage.

If the demon is holding the weapon it will need STR and DEX as per the weapon. The demon holding the weapon gets to add his damage bonus to this damage as well.

If the demon is bound into the weapon, the weapon will have a chance equal to the rolled damage as a percentage to shatter any normal weapon or shield which tries to block the demon.

Webbing

C.V.: 5 per 1D6 hit points.

Base Chance: 3D10% Web Attack skill

The demon is able to generate sticky strands of webbing, much like those spun by spiders. Anyone hit by the webbing is immobilized until he can break free. To escape, the victim must destroy the snare by attacking it, eliminating its hit points. A friend can help the victim, but if the friend's attack roll is a miss, he automatically hits the victim instead, delivering normal damage.

If multiple snares entangle a target, add their hit points together.

Zap

C.V.: 10 per 1D6 damage, plus 5 per 10 meters of range.

Base Chance: 3D10% Zap Attack skill.

The demon is able to generate an electrical charge and discharge it from its body. This charge has a chance equal to the damage rolled as a percentage of magnetizing any iron object it hits.

[5.8] SOME SAMPLE DEMONS

The following demons do not appear in the writings of Michael Moorcock, but are here to serve as examples of what it is possible for your sorcerer-character to create using the *Stormbringer* magic rules. See also the chapters *Creatures and Beasts*, and *Personalities of the Young Kingdoms* for examples of demons from Moorcock's stories translated into game terms.

Plathgupot

C.V.: 41

Attributes

CON 1D8

SIZ 1D8

INT 1D8

POW 3D8

POWERS: Sleep (5D6 potency, 1 meter radius)

Shadow Void (1 meter radius)

Many years ago the wizard Farne K'woosc had taken a little too much of the mind-altering drugs which are used in summoning rituals and became an insomniac. Shortly afterward, he summoned a plathgupot and bound it into a pillow. Using its powers of Sleep and Shadow void, he was finally able to get a good night's sleep once again.

HOOJGNURP

C.V.: 239

Attributes

STR 5D8

CON 6D8

SIZ 6D8

INT 1D8

POW 5D8

DEX 1D8

SKILLS:

Vomit Attack 6D10%

Smother Attack 8D10%

POWERS:

Vomit (20 meters range, 2D6 damage)

Bug Eyes x1

Eyestalk x2

Slug (20 meters per round)

Hopping (4 meters)

The hoojgnurp is a particularly disgusting demon. It resembles a large quivering glob of greenish flesh. Arteries can be seen just below the surface of the skin, pumping black fluids throughout the beast. The hoojgnurp's typical method of attack is to smother unsuspecting targets by leaping on them and then forcing its fluid mass into their lungs (use the drowning rules [4.5.2]).

Glop Demon

C.V.: 140

Attributes

STR 2D8

CON 3D8

SIZ 2D8

INT 1D8

POW 3D8

DEX 2D8

POWERS: Big Ears

Bug Eyes x1

Regenerate (2 hit points per melee round)

Stinger (3D6 potency, 2D6 "penetration damage")

SKILLS: 3D10% Stinger Attack

10D10% Listen

1D10% See

1D10% Search

The Glop Demon is a shambling, faceless thing. Because of its keen sense of hearing, it is generally used as a sentry and bound into a wall or floor. It cannot move by itself and must wait for someone to get within range of its tail before attacking.

Dhzutine

C.V.: 121

Attributes

STR 1D8

CON 1D8

SIZ 1D8

INT 1D8

POW 3D8

DEX 3D8

POWERS: Skills (Pick Lock 10D10%, Tie Knot 10D10%)

The dhzutine is a small, pale, hairless, featureless demon. Normally it is bound into a glove or set of lockpicks, allowing the owner to perform exceptionally at feats of lock-picking or knot tying.

[5.8.1] CONVERTING DEMONS FROM EARLIER EDITIONS OF STORMBRINGER

Players and GMs have two choices when converting their old demons into the new system: you can either add up the characteristics and points spent on demon powers and use this as C.V. points to make up entirely new demons, or you can take the stock demons given below. If you choose to take the stock demons below, be sure make a note of the stock demon's C.V. If your old demon has more characteristic points than the stock demon has C.V., you can spend the excess points on extra powers.

DEMON WEAPON

C.V.: 80

Attributes

CON 3D8

SIZ 1D8

INT 1D8

POW 3D8

POWERS: Weapon (+5D6 damage, or +500 yards of range if a missile)

Skills: Attack +5D10%

DEMON FIGHTER

C.V.: 122

ATTRIBUTES

STR 4D8

CON 3D8

SIZ 3D8

INT 1D8

POW 3D8

DEX 2D8

CHA 1D8

POWERS: Divide 30 points between: Hands, any type of eye, any type of movement

Divide 20 points between: Weapon, Claw, Mouth, or other combat type abilities.

DEMON ARMOR

C.V.: 91

Attributes

CON 5D8

SIZ 2D8 (equal to original SIZ)

INT 1D8

POW 3D8

POWERS: Armor (40 points)

DEMON GUARDIANS

SEE DEMON FIGHTER

SPIRIT WARDS

C.V.: 100

Attributes

CON 1D8

INT 5D8

POW 3D8

POWERS: Emotion Control (6D6 potency and 20 meters of range in one of the following: Fear, Confusion, or Depression)

Emotion Control (3D6 potency and 10 meters of range in one of the following: Rage, Hunger, or Fear)

DEMONS OF KNOWLEDGE

C.V.: 107

Attributes

CON 1D8

INT 8D8

POW 3D8

POWERS: Knowledge (4 spheres of expertise, chosen by the players)

DEMONS GATES AND GUIDES

C.V.: 135

Attributes

CON 3D8

POW 3D8

INT 2D8

POWERS: Dimension Shift (can carry 20 SIZ)

DEMON TRANSPORTERS

C.V.: 102

Attributes

STR 4D8

CON 3D8

SIZ 4D8

INT 1D8

POW 3D8

DEX 2D8

POWERS: 60 points spent on appropriate movement powers.

DEMON TELEPORTERS

C.V.: 124

Attributes

STR 4D8

CON 4D8

SIZ 1D8

INT 1D8

POW 3D8

DEX 8D8

POWERS: Teleport (can carry 20 points of SIZ)

DEMONS OF DESIRE

Demons of desire should be created wholly with the new demon creation system. Use powers such as Transmute, Skills, Teleport, or whatever else seems reasonable.

DEMONS OF POSSESSION

Demons of Possession should be created using the new demon creation system.

**[5.8.2] 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 within 10 yards of a significant amount of the proper element. When trying to summon Straasha, Lord of the Water Elementals, the wizard should be out at sea or on a beach. 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 archetypes. Meerclar, 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 Meerclar. 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
Nnuuurrrr'c'c	Insects
Haaashaastaak	Lizards
Fileet	Birds (Lady of the Birds)
Meerclar	Cats
Roofdrak	Dogs (including wolves, foxes, jackals)
Jaanumaarh*	Apes (including monkeys, gorillas, etc.)
P!p!pp'hhhh'p*†	Fish
Skweeeeeee*	Rodents (especially mice, rabbits, etc.)
Uurr-Rzzrr*	Bears
Hhaabar'mmpa*	Batrachians (frogs, toads, etc.)
Shwa-Shwaa*	Spiders
Keheheh*	Turtles
Sssss'sss'ssaan*	Snakes
Vvwy'y'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.

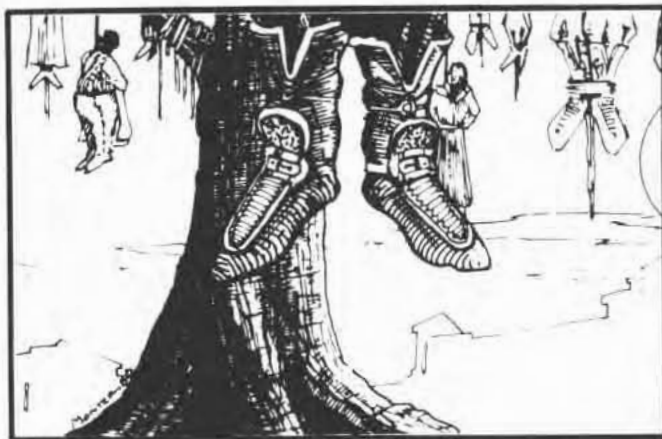
[5.11.2.1] LORDS OF CHAOS

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.



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.

[5.11.2.3] 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 res summon 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 Zarozinia, his wife, and because the Lords of Chaos and the sorcerers of Pantang 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, Moonglum, and many other characters from the Elric saga can be found in the chapter *Characters Alive in the Time of Elric*.

[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.

W. BUNKER





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 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.

Please note that within the terms of this game, the word Cult does not necessarily denote evilness or unlawfulness.



[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 Aslitain, 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 Agency, 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.

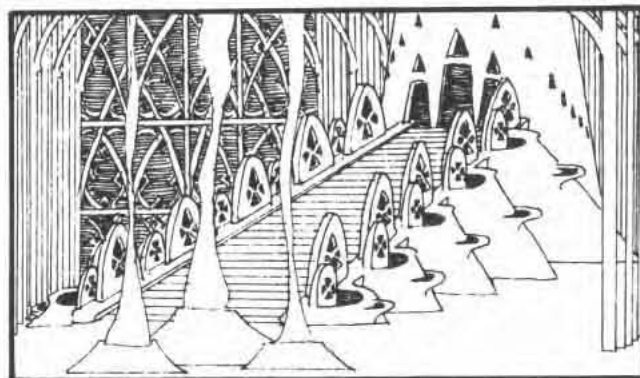
[6.6.4] THE AGENTS OF THE ELEMENTALS

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
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

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

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.

Myshellia, 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 use their Summoning skill to 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. Each Virtue costs 2 points of Free INT from the sorcerer. A sorcerer summoning a virtue Will use his normal Summoning skill percentage to determine his chance of success.

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.

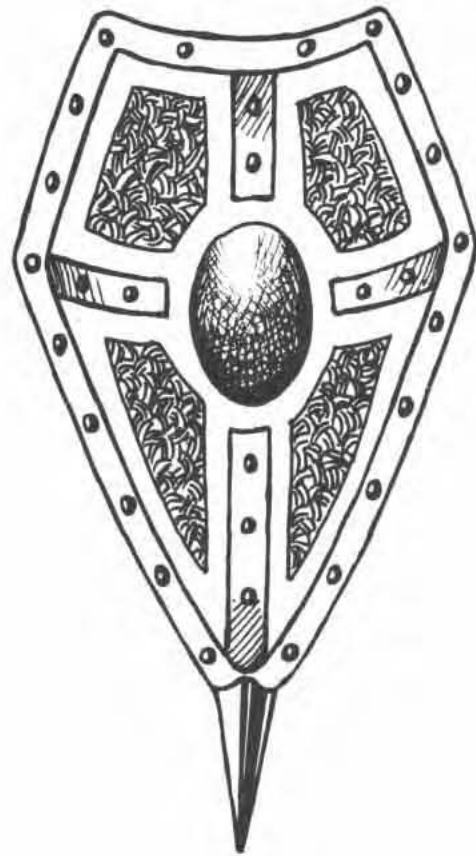
[6.7.4.2] TYPES OF VIRTUES AND THEIR ABILITIES

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. If the 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.

[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. 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 mind-boggling varieties will be bound into every conceivable form, serving 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 with massively powerful combat abilities bound into 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.

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 himself.

[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.



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 Grahluk 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, a successful Poison Lore roll, and the user must actually know the correct procedure for the summoning of the Elenoin.

How the first Elenoin ash came to the Young Kingdoms is unknown, but it is assumed that a Melnibonéan or Dharzi sorcerer journeyed to the plane of the Elenoin and Grahluk and 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 Melniboné 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 is a key ingredient in the summoning of a pack of these dogs, and the summoning will not work without it.

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 Melniboné.

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 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

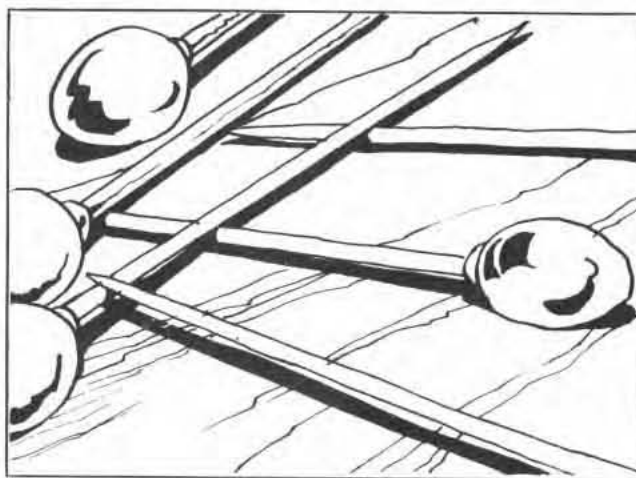
The tertium is an organ found deep within the body of the oonai, its function is unknown. Removing the tertium is invariably fatal to the oonai. This organ, which is roughly the size of a human brain and shaped like a veined melon, must be used in the process of summoning an oonai pack.

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 combined INT and POW of 42 or 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 with the requisite INT and POW), and bound Demons will refuse to do so.

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 vleme. 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 clamber 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 water horse wafer first requires knowledge of the *Summon Spirit of the Waterhorse* spell. Very few, very tough Demons with Knowledge may possess this spell, and

only a sorcerer with a combined INT and POW of 44 or greater may master the spell.

The process requires several exotic materials: 11 pounds (5 kilograms) of boyan-ba bark, one ground onai 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 32% in Summoning skill 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 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.



Creatures & 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

Attributes		Skills	
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
Weapon		Attack	Damage
Bite		45%	2D6
Hand/claw		60%	2D6+2
			Parry
			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.

[7.2.2] BABOONS

<i>Attributes</i>		<i>Skills</i>	
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%
<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
Bite	35%	1D8+2	
Claw	40%	1D6+2	30%

ARMOR — 1 point of protection from skin and fur.

The baboon can be a fearsome adversary if used effectively. 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.

[7.2.3] FOREST BEARS

<i>Attributes</i>		<i>Skills</i>	
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%
<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
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 Lormyr, and on every major forested island including Melnibone, Pan Tang, and the Island of Purple Towns.

[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 Lormyr.

[7.2.5] TIGER

Attributes		Skills	
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

Weapon	Attack	Damage	Parry
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

Attributes		Skills	
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

Weapon	Attack	Damage	Parry
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 Melniboné, 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

<i>Attributes</i>	<i>Skills</i>
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
<i>Weapon</i>	<i>Attack</i> <i>Damage</i>
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

<i>Attributes</i>	<i>Skills</i>
STR 2D6+1	See 60%
CON 3D6	Dodge 15%
SIZ 2D6	(in air)
INT 1D4	
POW 1D6+3	
DEX 2D6	Hit Points: CON
<i>Weapons</i>	<i>Attack</i> <i>Damage</i>
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

<i>Attributes</i>	<i>Skills</i>
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
<i>Weapon</i>	<i>Attack</i> <i>Damage</i>
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

<i>Attributes</i>		<i>Skills</i>	
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			
<i>Weapon</i>		<i>Attack</i>	<i>Damage</i>
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

<i>Attributes</i>		<i>Skills</i>	
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	
<i>Weapon</i>		<i>Attack</i>	<i>Damage</i>
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

<i>Attributes</i>		<i>Skills</i>	
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	
<i>Weapon</i>		<i>Attack</i>	<i>Damage</i>
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	<i>Skills</i>	
INT	1D6	Search	10%+1D10
POW	3D6	Scent	10%+1D10
DEX	2D6	Hit Points:	CON+SIZ-12

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>
Gore*	65%	3D8+3	25% (with tusks)
Trample	75%	10D6	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

<i>Attributes</i>		<i>Skills</i>	
STR	6D6	Swim	100%
CON	2D6+6	Move Quietly	90%
SIZ	5D6+6		
INT	1D4		
POW	2D6		
DEX	3D6	Hit Points:	CON+SIZ-12
<i>Weapons</i>		<i>Attack</i>	<i>Damage</i>
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>
POW	1D6	Bite*	90%
DEX	2D10	Hit Points:	CON
			<i>Damage</i>
			(1D10)D6

* 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.

[6.2.15.2] CONSTRICTORS

Attributes		Skills		
STR	3D6+12	Move Quietly	80%	
CON	3D6+6	Hide	70%	
SIZ	5D6	Ambush	60%	
INT	2D6	Weapon	Attack	Damage
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

Attributes

STR	3D6+18		
CON	2D6+6		
SIZ	4D6+12	Skills	
INT	1D6	Swim	1D100%
POW	1D6	Scent	1D100/2 %
DEX	3D6	Hit Points: CON+SIZ-12	
Weapons		Attack	Damage
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 I have listed so far. The GM who wishes to use such things as ants, bees, raccoons, wild pigs, wild cattle, etc., as monsters or foes are urged to figure out their characteristics 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	
SIZ	20D8		80%+1D10
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.)



[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 Zhortha. 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.

[7.3.6] MIST GIANTS

Attributes

STR	8D8
CON	8D8
SIZ	18
INT	7
POW	5D8
DEX	4D8

Hit Points: CON+6

Weapon	Attack	Damage	Parry
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

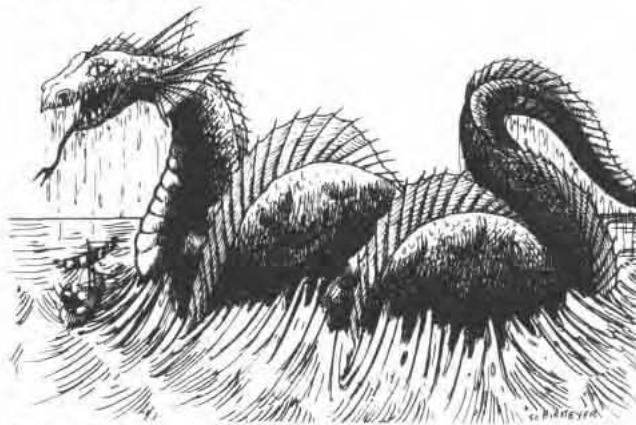
Attributes		Skills	
STR	12D8	Swim	100%
CON	5D8	Ambush	60%
SIZ	16D8		
INT	2D8		
POW	2D8+4		
DEX	2D8	Hit Points: CON+SIZ-12	
Weapon		Attack	Damage
Teeth		30%	4D8+4
Claw		1D100%	3D8+3
Ram		DEX x 2%	Destroys any ship struck
Tail		1D100/2 %	8D8

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.



Bronze Gryphs

Attributes		Average	
STR	8D8+8	44	
CON	5D8+5	28	
SIZ	16D8	72	
INT	2D8	9	
POW	3D8+4	18	
DEX	3D8	14	
Weapon		Attack	Damage
Claw		50% + 3D8	25% + 3D8
Beak		8D8%	8D8%
Wing Buffet		32%	—
Tail Lash		4D8+4%	—
			Hit Points: CON+SIZ-12
		Parry	Damage
			5D8
			4D8+4
			3D8
			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 $\frac{1}{4}$ 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	Skills
SIZ 3D8+4	18	Swim 100%
INT 2D8	9	Track 50%
POW 2D8	9	Ambush 50%
DEX 3D8	14	Dodge 8D8%
Weapon	Attack	Parry Damage
Bite	10D8%	— 4D8
Shriek	Auto.	— Special Hit Points: CON+SIZ-12

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.)

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	
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

Skills
Fly 100%
See 90% by night,
20% by day

Hit Points: Normal

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

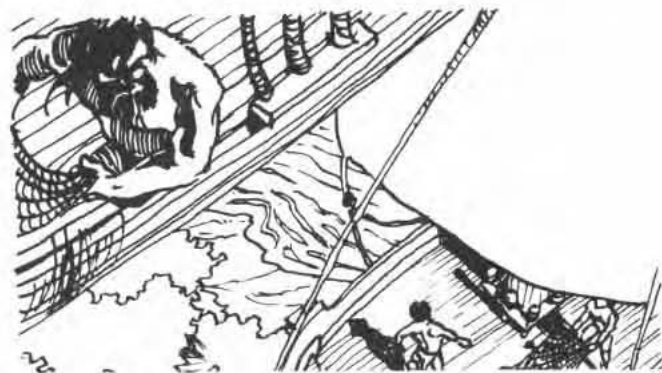
Attributes	Average	Skills
STR 6D6	21	Fly 100%
CON 3D6+6	17	Move Quietly 90%
SIZ 5D6	17	Dodge 30%
INT 1D4	2-3	
POW 2D6	7	
DEX 3D6	11	
Weapon	Attack	Damage Parry
Bite	50%	— 2D6+3

Hit Points: CON+SIZ-12

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	
CON 3D6+3	14	
SIZ 3D6+1	12	
INT 3D6	11	
POW 3D6	11	
DEX 3D6	11	

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 *Stormbringer*, chapter 2).

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.

[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.

[7.4.10] DEMONS

The following monsters are demons which were met by the characters in the Elric saga. They have been created using the *Stormbringer* magic rules.

[7.4.10.1] CHAOS BUTTERFLIES

C.V.: 256

Attributes	
STR	7D8
CON	8D8
SIZ	3D8
INT	3D8
POW	3D8



DEX 4D8

SKILLS: Fly 10D10%, Ambush 5D10%, Dodge 3D10%, Claw Attack 10D10%, Wing Buffet Attack 4D10%.

POWERS: Eyeball x2, Bug Wings (600 meters per round), Claw x2, Legs (10 meters per round), Bug Eyes x2, Sticky Wings (see below)

NOTE: The wings of a chaos butterfly are coated with a thin layer of a sticky, glue-like substance. This glue can pull weapons out of men's hands. If a wing buffet hits, and is parried, the weapon's user must roll his STR x3 or less on 1D100 or his weapon is pulled out of his hand. If the attack is not parried, the victim must roll his STR x3 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 not be able to fly, but will be able to strike at the victim with double normal chances for a hit (and a critical hit).

Each round, the chaos butterfly can attack three times: twice with claws, and once with the wing buffet, both wings striking together.

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.

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 their beautifully-colored wings range from a mere 30-foot span to an immense 75-foot coverage.

[7.4.10.2] CREATURES OF MATIK

C.V.: 164

Attributes

STR 5D8

CON 7D8

SIZ 5D8

INT 1D8

POW 5D8

DEX 3D8



SKILLS: Claw Attack 4D10%, Bite Attack 5D10%

POWERS: Eyeball x2, Legs (20 meters per round), Claw x2, Bite, Armor (10 points)

The creatures of Matik hark back to the wars between the Dragon Masters of Melniboné and the sorcerer-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 any sorcerer of great power who 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 melnibonéan 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 bite attack each combat turn.

[7.4.10.3] ELENAIN

C.V.: 364

Attributes

STR 5D8

CON 5D8

SIZ 3D8

INT 2D8

POW 4D8



DEX 3D8

SKILLS: Each elenoin has 4 skills of the summoner's choice at 5D10%, Greatsword Attack/Parry 8D10%, Hair Attack 3D10%, Bite Attack 2D10%, Claw Attack 3D10%

POWERS: Eyeball x2, Weapon (carries a greatsword), Webbing (4D6 hit points), Horde, Claw x2, Bite, Legs (20 meters per round)

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. 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.

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 dagger-like talons 2-4 inches long. Both teeth and talons have the appearance of sharpened steel. The elenoin speak a tongue of chaos which is close enough to Melnibonéan to be understood by Elric and his fellow Melnibonéans; 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.

[7.4.10.4] GOLDEN ICE HOUNDS

C.V.: 416

Attributes

STR 5D8

CON 7D8

SIZ 6D8

INT 1D8

POW 4D8

DEX 5D8

SKILLS: Bite Attack 4D10%, Track 8D10%, See 6D10%, Search 6D10%, Scent 8D10%, Move Quietly 7D10%, Hide 60%, Dodge 50%

POWERS: Bite, Eyeball x2, Freezing (2D6 damage, no range), Armor (1 point), Legs (20 meters per round)

This creature normally inhabits the planes of chaos. Balo is known to have kept on as a guardian or pet, and it may be assumed that other gods and godlets of Chaos do likewise.

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.

[7.4.10.5] GRAHLUK

C.V.: 288

Attributes

STR 6D8

CON 6D8

SIZ 4D8

INT 1D8

POW 4D8

DEX 4D8

SKILLS: Net Attack 8D10%, Shield Parry 8D10%, Bite 2D10%, Grapple 3D10%

POWERS: Eyeball x2, Weapon x2 (net and shield), Bite, Legs (10 meters per round), Claws x2, Horde

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 bites, 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.

The grahluk wears no armor, but the large shields carried by all grahluk are worth 30 points of protection.

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 so given below.

The invocation must be spoken in High Melnibonéan. 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 this thine ancient enemy!
Make this thy victory day!*

Each time the invocation is spoken, it temporarily 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 the invocation, but if discontinued, the ceremony ends, a failure.

Lost STR and POW will regenerate at the rate of 1 points per hour back to their original levels.

The above procedure summons a horde of grahluk.

The grahluk are large purplish ap-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.

[7.4.10.6] HUNTING DOGS OF THE DHARZI

C.V.: 251

Attributes

STR 3D8
 CON 3D8
 SIZ 2D8
 INT 1D8
 POW 3D8
 DEX 3D8



SKILLS: Track 9D10%, Search 3D10%, Climb 5D10%, Dodge 5D10%, Claw Attack 2D10%, Bite Attack 3D10%

POWERS: Eyeball x2, Horde, Claw x2, Bite

The hunting dogs of the Dharzi are not exactly dogs. Instead, they are a strange hybrid creature – part wolfhound and part eagle. The 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 millennium 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 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 Dharzi dogs may be acquired by a sorcerer who learns the correct summoning rituals. 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.

[7.4.10.7] OONAI

C.V.: 270

Attributes

STR 5D8
 CON 5D8

SIZ 4D8
 INT 2D8
 POW 3D8
 DEX 3D8



SKILLS: See 4D10%, Bite Attack 5D10%, Claw Attack 3D10%

POWERS: Shape Change, Eyeball x2, Armor (10 Points), Bat Wings (300 meters per round), Horde, Bite, Claw, Legs (10 meters per round)

Oonai are shape-shifting Chaos beasts. Their Shape Change ability allows them to assume the shape of any other beast or being. When killed, they revert back to their true form.

The true form of the oonai is something like a large, ugly pig with wings. They do not like this shape and spend as little time in it as possible. 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. (This limitation cuts the cost of their Shape Change ability down to 35 points). 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.

[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

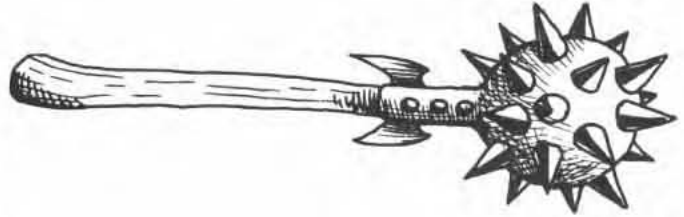
Because eight is the magical number of Chaos, I have defined all the attributes of Chaotic creatures in section [7.3] of this chapter in terms of 8-sided dice. To be consistent, you should also do so.

[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 *Stormbringer* characters to occasionally encounter figures, personages, or things straight out of some mythology. However, such encounters should be rare.

[7.4.7.3] ANTHROPOMORPHIZATION

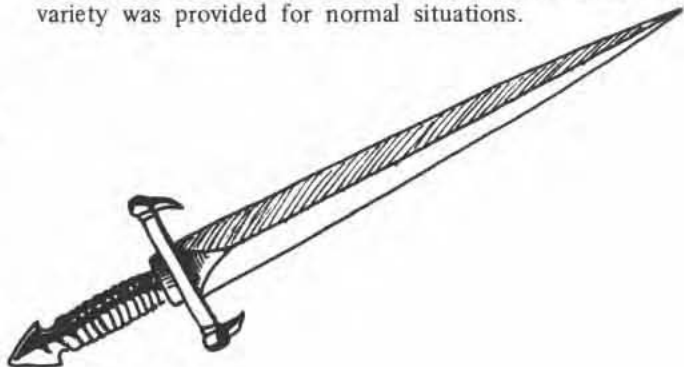
This is the process of turning animals or things into men. If you have a lion that walks upright, dresses in fancy armor, and uses metal weapons, you have anthropomorphized the lion. This is a very popular technique in both science fiction and fantasy. The classic example of this technique is the planet 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.





Characters Alive in the Time of Elric



The statistics in this section show what Elric and the other major characters in his saga 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.

CYMORIL

A princess of the Melnibonéan 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 Yyrkoon, jealous of other magic workers, forbade her study. By Melnibonéan standards, if not human ones, Cymoril is benign and gracious. She is Elric's closest friend. Alas, Yyrkoon — 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 MELNIBONÉ

Noble-Sorceress

STR 12 CON 12 SIZ 10 INT 17

POW 15 DEX 15 CHA 21

Free INT: 16

Hit Points: 12 Armor: None

Age: 20

Weapon	Attack	Parry	Damage
Dagger	40%	30%	1D4+2

AGILITY SKILLS (+6% bonus): Climb 43%, Dodge 62%, Jump 55%, Ride 80%, Swim 70%, Tumble 56%

MANIPULATION SKILLS (+11% bonus): Juggle 30%, Pick Lock 20%, Sleight of Hand 30%, Set Trap 26%, Tie Knot 74%

PERCEPTION SKILLS (+8% bonus): Balance 45%, Listen 76%, Scent 49%, Search 68%, See 73%, Taste 36%, Track 40%

STEALTH SKILLS (+8% bonus): Ambush 33%, Conceal 41%, Hide 68%, Move Quietly 75%, Cut Purse 13%

KNOWLEDGE SKILLS (+10% bonus): Evaluate Treasure 70%, First Aid 67%, Make Map 32%, Memorize 45%, Music Lore 82%, Navigate 43%, Plant Lore 51%, Poison lore 12%

LANGUAGES: Read/Write Common Tongue 90%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 30, Speak Common Tongue 90%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 40%

COMMUNICATION SKILLS (+14% bonus): Credit 95%, Orate 91%, Persuade 99%, Sing 79%

SUMMONING SKILL: 32%

SUMMONINGS: Air Elementals

DYVIM SLORM

Dyvim Slorm is a distant cousin of Elric's and a Dragon Master. After the sack of Imrryr, Dyvim Slorm led a company of Melnibonéans out into the world as soldiers of fortune. In Elric's later adventures, Dyvim Slorm becomes his greatest ally.



DYVIM SLORM

Warrior-Noble

STR 15 CON 14 SIZ 13 INT 20

POW 23 DEX 12 CHA 13

Free INT: 6

Hit Points 15 Armor: Plate

Age: 30

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	90%	90%	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 311%, Navigate 91%, Plant Lore 80%, Poison Lore 31%

LANGUAGES: Read/Write Common Tongue 97%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 60%, Speak Common Tongue 100%, Speak Low Melnibonéan 100%, Speak High Melnibonéan

COMMUNICATION SKILLS (+20% bonus): Credit 41%, Orate 72%, Persuade 73%

SUMMONING SKILL: 84%

SUMMONINGS: Air Elementals, Earth Elementals, Fire Elementals; up to five breeds of demon chosen by the GM; Lassa

POSSESSIONS: War Horse. 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. For a time, he wielded Mournblade, which is a demon sword with statistics identical to those of Stormbringer.

SWIFTSTRIDE, DYVIM SLOM'S WAR HORSE

STR 53 CON 16 SIZ 30 INT 7

POW 4 DEX 15 CHA 15

Hit Points: 34 Armor: Demon Barding (see below)

Weapon	Attack	Parry	Damage
Bite	60%	—	1D10
Kick	45%	—	1D8+4D6
Rear & Plunge	30%	—	2D8+4D6
Trample	25%	—	8D6 to downed foe

APPEARANCE: Large handsome gelding

DRAGONSCALE, DYVIM SLOM'S DEMON ARMOR

CON 46 SIZ 13 POW 21 INT 9

Hit Points: 47

APPEARANCE: Ordinary, if rather fancy, Melnibonéan plate armor

POWERS: Armor (30 points)

CARAPACE, DYVIM SLOM'S DEMON HORSE BARDING

CON 35 SIZ 30 POW 15 INT 5

Hit Points: 53

APPEARANCE: Dark metal horse barding in the Melnibonéan style.

POWERS: Armor (30 points)

HOLDTIGHT, DYVIM SLOM'S DEMON SADDLE

STR 4 CON 12 SIZ 6 POW 14 CHA 10 INT 1

Hit Points: 9

APPEARANCE: Good leather saddle with excellent stitchery and sheaths for bow and sword plus saddlebags.

POWERS: Poltergeist (200 points of telekinetic STR, this is only used to make the horse and rider move at exceptional speeds, and to hold Dyvim Storm into the saddle in case someone tries to knock him out).

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 Melnibonéan knight. He is several years older than Elric, and one of his earliest and most faithful friends. He supported Elric during Yyrkoon's first revolt, but later defended Yyrkoon's government when Elric led the Sea Kings against Imrryr. After the fall of Imrryr, Dyvim Tvar made his living leading a band of Melnibonéan mercenaries in the Young Kingdoms. In Bakshan he was reconciled with Elric, but was slain soon after, assaulting the stronghold of the merchant Nikorn.

DYVIM TVAR, LORD OF THE DRAGON CAVES

Warrior

STR 16 CON 15 SIZ 15 INT 18

POW 13 DEX 13 CHA 16

Hit Points: 18 Armor: Plate

Age: 50

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

AGILITY SKILLS (+2% bonus): Climb 80%, Dodge, 75%, Jump 73%, Ride Horse 95%, Ride Dragon 98%, Swim 82%, Tumble 60%

MANIPULATION SKILLS (+12% bonus): Juggle 23%, Pick Lock 40%, Sleight of Hand 34%, Set Trap 70%, Tie Knot 92%

PERCEPTION SKILLS (+2% bonus): Balance 100%, Listen 46%, Scent 34%, Search 54%, See 80%, Taste 8%, Track 44%

STEALTH SKILLS (+6% bonus): Ambush 75%, Conceal 72%, Hide 76%, Move Quietly 44%, Cut Purse 16%

KNOWLEDGE SKILLS (+37% bonus): Evaluate Treasure 69%, First Aid 56%, Make Map 100%, Memorize 53%, Music Lore 61%, Play Dragonhorn 84%, Dragon Lore 99%, Plant Lore 52%, Poison Lore 38%

LANGUAGES: Read/Write Common Tongue 100%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 40%, Speak Common Tongue 99%, Speak Low Melnibonéan 100, Speak High Melnibonéan 45%

COMMUNICATION SKILLS (+9% bonus): Credit 74%, Orate 75%, Persuade 82%, Sing 42%

DRAGONHORN, DYVIM TVAR'S DEMON AXE

STR 36 CON 24 SIZ 2 INT 1

POW 14 DEX 40 CHA 10

Hit Points 24

APPEARANCE: A well polished sea axe with an additional long, exceedingly sharp dragonbone point.

POWERS: Weapon (+4D6 damage)

Skills (+5% to hit)

FIREHYDE, DYVIM TVAR'S DEMON SHIELD

STR 12 CON 20 SIZ 2 INT 1

POW 14 DEX 40 CHA 10

Hit Points 22

APPEARANCE: An oblong shield with spokes of flame radiating from a central demonic face.

POWERS: Armor (20 points)

Emotion Control: Fear (6D6 potency, 10 meters of range)

Skill (+5% to parry)

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 Dharmat 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 Baldheads' warship.

DYVIM TARKAN, COMMANDER OF THE WALL

Warrior

STR 15 CON 14 SIZ 16 INT 17

POW 13 DEX 14 CHA 13

Hit Points: 18 Armor: plate

Age: 40

Weapon	Attack	Parry	Damage
Greatsword	78%	74%	2D8+1D6
Javelin	76%	—	1D8+2+1D4
Scimitar	81%	77%	1D8+1+1D6

AGILITY SKILLS (+2% bonus): Climb 54%, Dodge 52%, Jump 45%, Ride 70%, Swim 42%, Tumble 3%

MANIPULATION SKILLS (+10% bonus): Juggle 12%, Pick Lock 24%, Sleight of Hand 23%, Set Trap 33%, Tie Knot 56%

PERCEPTION SKILLS (+6% bonus): Balance 15%, Listen 69%, Scent 12%, Search 48%, See 56%, Taste 34%, Track 32%

STEALTH SKILLS (+2% bonus): Ambush 90%, Conceal 55%, Hide 34%, Move Quietly 77%, Cut Purse 12%

KNOWLEDGE SKILLS (+25% BONUS): Evaluate Treasure 65%, First Aid 34%, Make Map 65%, Memorize 36%, Music Lore 53%, Navigate 14%

LANGUAGES: Read/Write Common Tongue 90%, Read/Write Low Melnibonéan 95%, Read/Write High Melnibonéan 28%, Speak Common Tongue 92%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 29%

COMMUNICATION SKILLS (+7% bonus): Credit 75%, Orate 47%, Persuade 23%, Sing 60%

ELRIC OF MELNIBONÉ

Elric is the last of the Melnibonéan Emperors. An albino sadly deficient in iron in his blood, Elric is intellectually active in an age when most Melnibonéans 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 Melniboné to the forces of the Sea Kings.

After the fall of Melniboné, 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 MELNIBONÉ, EMPEROR OF THE DRAGON ISLE

Noble

STR 25* CON 12* SIZ 15 INT 25

POW 35 DEX 20 CHA 25

Free INT: 0

Hit Points 15 Armor: Plate

Cult: Arioeh Elan: 99

Age: 25

**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 4%, Make Map 54%, Memorize 100%, Navigate 65%, Plant Lore 95%, Poison Lore 52%

LANGUAGES: Read/Write Common Tongue 100%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 80%, Read/Write Mabden 26%, Speak Common Tongue 100%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 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%

SUMMONING SKILL: 100%

SUMMONINGS: Air Elementals, Water Elementals, Fire Elementals, Earth Elementals; Many types of demons including (but not limited to): Grahluks, Creatures of Matik, and the greater demon Quaolnargn (this ability became useless when Elric killed Quaolnargn); Ariocho, Grome, Kakatal, Lassa, Straasha, Missha, Graoll, Nnuuurr'r'c'c, Haaashaastaak, Fileet.

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 been forced to settle down, the GM is justified in permitting him whatever demons seem sensible and unobtrusive. Elric's library of grimoires in Imrryr is perhaps the greatest in the Young Kingdoms, containing hundreds of points of free INT worth of demons. He probably carries grimoires with him which contain at least 100 free INT points worth of demons.

POSSESSIONS: the Ring of Kings and the demon sword Stormbringer. If given time, he can have a wide variety of demons, drugs and magical herbs available.

THE RING OF KINGS: This ring acts as a focus for the ancient pacts between the Emperors of Melniboné 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 initial 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 Melniboné 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'c'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 later 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 Melnibonéan royalty (or perhaps a god) can use Stormbringer and its brothers. This sword has the ability to "steal souls," that is, suck forth 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, THE BLACK SWORD

Demon Weapon

STR 30 CON 200 SIZ 3 INT 25

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.

POWERS: Stormbringer is a greater demon, and as such, does not need to adhere to the standard demon rules, however it does have the following powers which are similar to those given to standard demons: Weapon (itself, does +3D6 damage), Move Stuff (can only lift itself, has 30 points of telekinetic STR). Additionally, when Stormbringer wounds a target, it can drain 1D100 points of POW from the victim and transfer that POW to itself. Other powers are occasionally realised 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 by 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 of 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

Free INT: 0

Hit Points: 21 Armor: Demon

Cult: Chardros Elan: 99

Age: 60

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%

SUMMONING SKILL: 99%

SUMMONINGS: Air Elementals, Fire Elementals, Earth Elementals, Water Elementals; Many types of demons, left up to the gamemaster; Chardros, Kakatal, Lassa, Grome, Straasha

POSSESSIONS: Demon axe, sword, armor, shield, horse, door, ring, and concubine. His demon armor is inhabited by 100 salamanders. He 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.

SPLITTER, JAGREEN LERN'S DEMON AXE

STR 5 CON 56 SIZ 2 INT 2

POW 22 DEX 15

Hit Points: 49

Appearance: Large War-axe.

Powers: Weapon (+3D6 damage, +40% to hit)

Vampire (drains 1D6 of CON)

Armor (50 points)

RIPPER, JAGREEN LERN'S DEMON SWORD

STR 5 CON 50 SIZ 3 INT 4 POW 23

Hit Points: 44

Appearance: Ordinary steel broadsword.

Powers: Weapon (+1D6 damage)

Armor (40 points)

SAVER, JAGREEN LERN'S DEMON ARMOR

CON 60 SIZ 12 INT 4 POW 13

Hit Points: 60

Appearance: Plate armor, glowing red-hot.

Powers: Armor (60 points)

NOTE: This suit of armor is the binding object for 100 salamanders.

BLOCKER, JAGREEN LERN'S DEMON BUCKLER SHIELD

CON 22 SIZ 2 INT 4 POW 31

Hit Points: 15

Appearance: A blood-red shield emblazoned with the arrows of chaos.

Powers: Wardpact x2 (Fire and Missiles)

Armor (20 points)

STRIDER, JAGREEN LERN'S DEMON STEED

STR 5 CON 30 SIZ 31 INT 7 POW 19 DEX 10

Hit Points: 49

Appearance: Ugly, hairless horse-thing.

Powers: Eyeballs x2

Legs (20 meters per round)

CLOSER, JAGREEN LERN'S DEMON DOOR

CON 61 SIZ 35 INT 7 POW 60

Hit Points: 58

Appearance: This is the door to Jagreen L'erna's bedroom. It appears to be a normal door.

Powers: Regeneration (10 points per melee round)

Armor (30 points)

FINDER, JAGREEN LERN'S DEMON RING

CON 2 SIZ 1 INT 50 POW 34

Hit Points: 1

Appearance: Ring with clear glass sphere.

Powers: Knowledge x4 (Where Elric is, and three others chosen by the individual GM).

L'AYLE, JAGREEN LERN'S DEMON CONCUBINE

STR 9 CON 12 SIZ 9 INT 12 DEX 20 APP 69

Hit Points: 12

Appearance: Stunningly beautiful, but changeable.

Powers: Shape shift

Knowledge (Mating Rituals)

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

Hit Points: infinite Armor: none

Age: 10,000+

Weapon	Attack	Parry	Damage
Quarterstaff	50%	50%	1D8

AGILITY SKILLS (+0% bonus): Climb 67%, Dodge 12%, Jump 67%, Ride 13%, Swim 100%, Tumble 68%

MANIPULATION SKILLS (+0% bonus): Juggle 56%, Pick Lock 0%, Sleight of Hand 45%, Set Trap 13%, Tie Knot 50%

PERCEPTION SKILLS (+0% bonus): Balance 56%, Listen 45%, Scent 56%, Search 85%, See 54%, Taste 3%, Track 45%

STEALTH SKILLS (+0% bonus): Ambush 23%, Conceal 45%, Hide 100%, Move Quietly 33%, Cut Purse 2%

KNOWLEDGE SKILLS (+10,000% bonus): all non-language skills at 100%, however, his knowledge is limited to the area surrounding R'lin K'ren A'a

LANGUAGES: Speak Low Melnibonéan 90%

COMMUNICATION SKILLS (+0% bonus): Credit 0%, Orate 6%, Persuade 35%, Sing 1%

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 Melniboné, 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 Melnibonéan, 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

Torturer

STR 10 CON 9 SIZ 13 INT 16

POW 12 DEX 18 CHA 6

Hit Points: 10 Armor: none

Age: 40

Weapon	Attack	Parry	Damage
Dagger	78%	40%	1D4+2
Cudgel	65%	35%	1D6

AGILITY SKILLS (+5% bonus): Climb 32%, Dodge 54%, Jump 28%, Ride 53%, Swim 12%, Tumble 39%

MANIPULATION SKILLS (+12% bonus): Juggle 46%, Pick Lock 63%, Sleight of Hand 90%, Set Trap 67%, Tie Knot 90%

PERCEPTION SKILLS (+6 bonus): Balance 36%, Listen 63%, Scent 69%, Search 90%, See 86%, Taste 87%, Track 35%



© GASSNER

STEALTH SKILLS (+11% bonus): Ambush 32%, Conceal 74%, Hide 87%, Move Quietly 55%, Cut Purse 63%

KNOWLEDGE SKILLS (+27% bonus): Evaluate Treasure 34%, Find Truth 99%, First Aid 96%, Make Map 36%, Memorize 100%, Music Lore 48%, Navigate 29%, Plant Lore 63%, Poison Lore 89%, Basic Torture 100%, Intermediate Torture 98%, Advanced Torture 96%

LANGUAGES: Read/Write Common Tongue 100%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 40%, Read/Write Mabden 39%, Read/Write 'Pande 44%, Speak Common Tongue 100%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 45%, Speak Mabden 90%, Speak 'Pande 64%

COMMUNICATION SKILLS (+3% bonus): Credit 86%, Orate 63, Persuade 100%, Sing 4%

RACK, THE DOCTOR'S DEMON RACK

STR 57* CON 10 SIZ 25 INT 3 POW 17

Hit Points: 23

POWERS: Weapon (+4D6 damage)

Emotion Control: Fear, 8D6 potency, no range

*Vampire (drains 1D6 of STR)

APPEARANCE: A grim, blood-spattered torture rack.

WHISPERED, DOCTOR JEST'S TORTURE DEMON

STR 5 CON 15 SIZ 2 INT 19

POW 16 DEX 10 CHA 1

Hit Points: 8

POWERS: Knowledge (Torture Methods)

Paralyze (2D6 potency, no range, 89% Paralyze Attack skill)

APPEARANCE: A pair of spiky tongs with bits of charred flesh adhering to the claws.

PERSUADER, DOCTOR JEST'S DEMON SCALPEL

CON 40 SIZ 1 INT 3 POW 16 DEX 8

Hit Points: 32

POWERS: Weapon (+1D6 damage)

MAGUM COLIM

The Grand Admiral of the Melnibonéan navy, Magum Colim is tall, elderly, and dignified. The golden battlebarges of Melniboné 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 Yyrkoon, Magum Colim was left commanding Imrryr. Even so, Magum Colim was forced to side with Yyrkoon 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 MELNIBONÉ

Sailor

STR 12 CON 13 SIZ 13 INT 17

POW 14 DEX 11 CHA 15

Hit Points: 14 Armor: Demon

Age: 60

Weapon	Attack	Parry	Damage
Broadsword	90%	90%	1D8+1+1D6
Demon Spear	89%	76%	1D10+1+3D10
Bone Bow	85%	80%	2D6+1+1D4
Sea Axe	93%	90%	2D6+2+1D6

AGILITY SKILLS (+1% bonus): Climb 45%, Dodge 50%, Jump 63%, Ride 48%, Swim 79%, Tumble 62%

MANIPULATION SKILLS (+7% bonus): Juggle 42%, Pick Lock 34%, Sleight of Hand 14%, Set Trap 34%, Tie Knot 98%

PERCEPTION SKILLS (+6% bonus): Balance 77%, Listen 46%, Scent 23%, Search 49%, See 80%, Taste 13%, Track 63%

STEALTH SKILLS (+4% bonus): Ambush 62%, Conceal 33%, Hide 51%, Move Quietly 33%, Cut Purse 12%

KNOWLEDGE SKILLS (+45% bonus): Evaluate Treasure 66%, First Aid 73%, Make Map 100%, Memorize 95%, Music Lore 23%, Naval Tactics 100%, Navigate 100%, Shiphandling 100%

LANGUAGES: Read/Write Common Tongue 90%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 30%, Speak Common Tongue 100%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 35%

COMMUNICATION BONUS (+9%): Credit 94%, Orate 80%, Persuade 92%, Sing 65%

BARRACUDA, MAGUM COLIM'S DEMON SPEAR

STR 14 CON 20 SIZ 3 INT 2

POW 17 DEX 12 CHA 5

Hit Points: 24

APPEARANCE: A long spear with a head that looks like a barracuda that bites the target.

POWERS: Mouth (+3D10 damage, 46% Bite Attack skill)

WAVE KING, MAGUM COLIM'S DEMON ARMOR

CON 43 SIZ 13 INT 4 POW 14 CHA 27

Hit Points: 44

APPEARANCE: Plate armor fantastically scalloped with wave motifs. It is also a binding object for 3 air elementals which will keep the wearer alive if he falls under water.

POWERS: Armor (43 points)

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 Zarozinia, Moonglum returns home only to return seeking Elric's help against Teram Gashtek. Thereafter he remains with Elric until the end.



MOONGLUM OF ESHMIR, COMPANION OF CHAMPIONS

Warrior

STR 16 CON 16 SIZ 9 INT 13

POW 17 DEX 18 CHA 12

Hit Points: 16 Armor: Leather

Age: 25

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 73%, 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 Melnibonéan 10%, Read/Write 'Pande 75%, Speak Common Tongue 90%, Speak Low Melnibonéan 40%, Speak 'Pande, Speak Mong 60%

COMMUNICATION SKILLS (+6% bonus): Credit 72%, Orate 89%, Persuade 64%, Sing 75%

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.

CUTTER, MOONGLUM'S DEMON SCIMITAR

STR 20 CON 47 SIZ 2 POW 10 INT 3

Hit Points: 40

APPEARANCE: Ordinary battered scimitar.

POWERS: Weapon (+2D6 damage)

STICKER, MOONGLUM'S DEMON SHORTSWORD

STR 10 CON 30 SIZ 2 POW 16 INT 8

Hit Points: 23

APPEARANCE: Ordinary steel shortsword

POWERS: Weapon (+1D6 damage)

Skills: +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

Free INT: 0

Hit Points: 36 Armor: none

Cult: Arkyn Elan: 99

Age: 400+

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 Melnibonéan 100%, Read/Write High Melnibonéan 100%, Read/Write Mabden 30%, Read/Write 'Pande 30%, Speak Common Tongue 100%, Speak Low Melnibonéan, Speak High Melnibonéan 100% Speak Mabden 20%, Speak 'Pande 50%

COMMUNICATION SKILLS (+42% bonus): Credit 45%, Orate 85%, Persuade 100%, Sing 100%

SUMMONING SKILL: 93%



SUMMONINGS: Air Elementals, Fire Elementals, Earth Elementals, Water Elementals; Virtues of Combat, Protection, Knowledge, and Travel; Arkyn, Straasha, Kakatal, Lassa, Grome; Many other special summonings such as the oonai, the Noose of Flesh, and so forth.

POSSESSIONS: Amulet of Law, Virtuous Dagger, Virtuous metal bird, Virtuous, 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 Points: 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 MysHELLA's questions correctly.

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 PHUM/TANELORN

Warrior-Priest

STR 18 CON 18 SIZ 14 INT 15

POW 16 DEX 19 CHA 18

Hit Points: 20 Armor: Leather

Age: 35

Weapon	Attack	Parry	Damage
Desert Bow	100%	25%	1D10+2+1D4
Shortsword	64%	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): 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 Melnibonéan 40%, Speak High Melnibonéan 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.

SURESHOT, RACKHIR'S DEMON BOW

CON 40 SIZ 3 POW 16 INT 3

Hit Points: 34

APPEARANCE: Extremely fine composite bow.

POWERS: Weapon (+100 meters to normal composite bow range)

Armor (20 points)

Skill (+64% to hit)

DEATHBRINGERS, RACKHIR'S EIGHT DEMON ARROWS

STR 50 CON 13 SIZ 1 POW 19 INT 3

Hit Points: 5

APPEARANCE: Red-fletched arrows

POWERS: Weapon (+5D6 damage, +23% to hit)

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 nonconformity. 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 of natural Causes when Elric was barely out of his teens.

SADRIC THE EIGHTY-SIXTH, EMPEROR OF MELNIBONÉ

Noble

STR 10 CON 12 SIZ 14 INT 19

POW 20 DEX 13 CHA 17

Hit Points: 14 Armor: Plate

Age: up to the GM

Weapon	Attack	Parry	Damage
Light Mace	70%	65%	1D6+2
Scimitar	74%	71%	1D8+1

AGILITY SKILLS (+7% bonus): Climb 23%, Dodge 12%, Jump 16%, Ride 87%, Swim 49%, Tumble 12%

MANIPULATION SKILLS (+16% bonus): Juggle 18%, Pick Lock 16%, Sleight of Hand 50%, Set Trap 23%

PERCEPTION SKILLS (+15% bonus): Balance 21%, Listen 67%, Scent 23%, Search 49%, See 65%, Taste 34%, Track 43%

STEALTH SKILLS (+6% bonus): Ambush 56%, Conceal 54%, Hide 48%, Move Quietly 75%, Cut Purse 6%

KNOWLEDGE SKILLS (+14% + age modifier): Evaluate Treasure 75%, First Aid 35%, Make Map 67%, Memorize 89%, Music Lore 96%, Navigate 23%, Plant Lore 100%, Poison Lore 94%

LANGUAGES: Read/Write Common Tongue 98%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 70%, Read/Write Mabden 20%, Speak Common Tongue 96%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 75%, Speak Mabden 18%

COMMUNICATION SKILLS (+20% bonus): Credit 100%, Orate 98%, Persuade 85%, Sing 22%

SUMMONING SKILL: 86%

SUMMONINGS: Air Elementals, Earth Elementals, Water Elementals, Fire Elementals; Many types of demons at the GM's discretion; Lassa, Straasha, Grome, Haaashaastaak, Nnuurrr'c'c, Fileet

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 magical 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, Grateysa, but at last tortured and killed her on a mistaken charge of infidelity. Centuries later, when he believed Grateysa had been reincar-

nated as Vassliss of Jharkor, he brought her and the ship of Smiorgan Baldhead to his private domain. He was finally slain in a duel with Carolak, Grateysa's lover.



SAXIF D'AAN, IMMORTAL SORCERER

Sorcerer

STR 13 CON 16 SIZ 13 INT 25

POW 40 DEX 12 CHA 16

Free INT: 0

Hit Points: 17 Armor: Half plate

Age: 250

Weapon	Attack	Parry	Damage
Demon Sword	62%	50%	1D8+1+4D6

AGILITY SKILLS (+20% bonus): Climb 54%, Dodge 45%, Jump 35%, Ride 23%, Swim 56%, Tumble 43%

MANIPULATION SKILLS (+34% bonus): Juggle 36%, Pick Lock 35%, Sleight of Hand 90%, Tie Knot 80%

PERCEPTION SKILLS (+33% bonus): Balance 45%, Listen 99%, Scent 97%, Search 86%, See 95%, Taste 92%, Track 60%

STEALTH SKILLS (+12% bonus): Ambush 60%, Conceal 75%, Hide 54%, Move Quietly 34%, Cut Purse 45%

KNOWLEDGE SKILLS (+100% bonus): all non-language skills at 100%

LANGUAGES: Read/Write Common Tongue 95%, Read/Write Low Melnibonéan 100%, Read/Write High Melnibonéan 96%, Read/Write Mabden 65%, Speak Common Tongue 100%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 90%, Speak Mabden 55%

COMMUNICATION SKILLS (+37% bonus): Credit 34%, Orate 90%, Persuade 89%, Sing 34%

SUMMONING SKILL: 94%

SUMMONINGS: Air Elementals, Earth Elementals, Fire Elementals, Water Elementals; many breeds of demons, as the GM desires; Straasha, Lassa, Kakatal, Fileet, P'p'p'p'hhh'p, Sssss"sss'ssaan

POSSESSIONS: Several demons are bound to Saxif D'aan, the ones below are a brief sample.

SPECIAL: Saxif D'aan has the ability to read the thoughts of persons nearby with a chance of success equal to 75% minus the target's POW.

BLOODSEEKER, SAXIF D'AAN'S DEMON SWORD

STR 12 CON 30 SIZ 2 INT 4

POW 12 DEX 14 CHA 5

Hit Points: 23

POWERS: Weapon (+3D6 damage)

Skills: +15% to Attack skill.

APPEARANCE: Broadsword with wavy blade.

BRIGHT FLYER, SAXIF D'AAN'S DEMON STEED

STR 30 CON 58 SIZ 20 INT 7

POW 15 DEX 10 CHA 5

Hit Points: 64

POWERS: Bird Wings (500 meters per melee round)

Legs (40 meters per round)

APPEARANCE: The binding object for this demon is an amulet with a chaos sign surrounded by wings. The demon's true form appears to be a winged horse with a lion head.

COUNT SMIORGAN BALDHEAD

Elric meets Smiorgan Baldhead of the Isle of the 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 for 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 Imrryr, and though he is Elric's friend, Elric cannot save him from the dragons after Imrryr 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 Points: 11 Armor: Plate

Age: 35

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 Melnibonéan 100%, Speak Common Tongue 100%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 10%, Speak Mong 25%, Speak 'Pande 15%, Speak Yuric 25%

COMMUNICATION SKILLS (+1% bonus): Credit 45%, Orate 86%, Persuade 31%, Sing 21%

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, THEOCRAT OF PAN TANG

Priest

STR 13 CON 14 SIZ 17 INT 22

POW 22 DEX 18 CHA 7

Free INT: 0

Hit Points: 19 Armor: Half Plate

Cult: Chardros Elan: 80

Age: 50

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 Knot 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 Melnibonéan 50%, Read/Write Mabden 60%, Speak High Melnibonéan 40%, Speak Mabden 60%

COMMUNICATION SKILLS (+18% bonus): Credit 29%, Orate 54%, Persuade 99%, Sing 25%

SUMMONING SKILL: 85%

SUMMONINGS: Air Elementals, Fire Elementals, Water Elementals, Earth Elementals, Water Elementals; Many types of demons such as those listed below, the elenoin and others; Kakatal, Grome

POSSESSIONS: Ring with demon in it, and two demon bodyguards. These demons vary from time to time and these are 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.

He also has a ring which contains 60 fire elementals, an amulet containing 4 water elementals, and a second amulet containing 5 earth elementals.

QUICKMOVE, THELEB K'AARNA'S DEMON RING

STR 34 CON 12 SIZ 0 INT 7

POW 25 DEX 34 CHA 1

Hit Points: 6

APPEARANCE: Large pearl set in thumb ring.

POWERS: Teleport (can carry 34 points of SIZ)

GRONTOR, THELEB K'AARNA'S DEMON BODYGUARD

STR 34 CON 26 SIZ 15 INT 7

POW 10 DEX 18 CHA 1

Hit Points: 29 Armor: none

Weapon	Attack	Parry	Damage
Scimitar	90%	45%	1D8+1+3D6
Target shield	45%	90%	1D6+3D6

POWERS: Legs (10 meters per round)

Hands x2

Eyeballs x2

Weapon x2

Skills: Weapon attack and parry skills.

APPEARANCE: Obese, pig-headed man.

KEEKS, THELEB K'AARNA'S OTHER DEMON BODYGUARD

STR 21 CON 25 SIZ 20 INT 7

POW 6 DEX 13 CHA 1

Hit Points: 33 Armor: None

Weapon	Attack	Parry	Damage
Lormyrian Axe	82%	41%	3D6+2D6
Sting	41%	—	1D6+2D6+poison

POWERS: Spider Legs (20 meters per round of speed)

Bug Eyes x2

Hand x2

Stinger (5D6 POT, 4D6 "penetration damage")

APPEARANCE: Insect-like creature with hands and a large stinger.

VALHARIK

Valharik rose to prominence as the captain of Princess Cymoril's guards. When Yyrkoon 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 Yyrkoon's gratitude and he was made Yyrkoon'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 Yyrkoon's arrest. Yyrkoon was sentenced to be fed the flesh of his underling, Valharik, but before either of them suffered, Yyrkoon and Valharik escaped. Valharik continued to serve Yyrkoon until the prince betrayed and sacrificed him in a self-defense plan.

VALHARIK, YYRKOON'S LIEUTENANT

Warrior

STR 14 CON 13 SIZ 14 INT 12

POW 17 DEX 15 CHA 12

Hit Points: 15 Armor: plate

Age: 30

Weapon	Attack	Parry	Damage
Broadsword	66%	58%	1D8+1+1D6
Light Mace	70%	65%	1D6+2+1D6
Shortsword	59%	60%	1D6+1+1D6

AGILITY SKILLS (+8% bonus): Climb 42%, Dodge 35%, Jump 36%, Ride 46%, Swim 70%, Tumble 24%

MANIPULATION SKILLS (+10% bonus): Juggle 25%, Pick Lock 55%, Sleight of Hand 34%, Tie Knot 40%

PERCEPTION SKILLS (+5% bonus): Balance 41%, Listen 56%, Scent 23%, Search 34%, See 46%, Taste 46%, Track 67%

STEALTH SKILLS (+1% bonus): Ambush 90%, Conceal 83%, Hide 86%, Move Quietly 75%, Cut Purse 34%

KNOWLEDGE SKILLS (+5% bonus): Evaluate Treasure 23%, First Aid 67%, Make Map 34%, Memorize 25%, Music Lore 13%, Plant Lore 43%, Poison Lore 54%

LANGUAGES: Read/Write Common Tongue 75%, Read/Write Low Melnibonéan 95%, Read/Write High Melnibonéan 15%, Speak Common Tongue 80%, Speak Low Melnibonéan 100%, Speak High Melnibonéan 20%

COMMUNICATION SKILLS (+5% bonus): Credit 56%, Orate 35%, Persuade 12%, Sing 34%

YYRKOON OF MELNIBONÉ

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 opening the Shade Gate, which allowed the runeswords Mournblade and Stormbringer to be brought into 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 Imrryr in the process.



YYRKOON OF MELNIBONÉ

Noble

STR 12 CON 15 SIZ 15 INT 15

POW 29 DEX 14 CHA 15

Free INT: 0

Hit Points: 18 Armor: Demon

Age: 25

Weapon	Attack	Parry	Damage
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%

SUMMONING SKILL: 89%

SUMMONINGS: Air Elementals, Fire Elementals, Earth Elementals, Water Elementals; Many different breeds of demons, up to the GM; Kakatal, Straasha, Meerclar

POSSESSIONS: Demon sword, dagger, armor, shortsword, maidervant, mount and satchel guard. Also possesses a magic necklace holding four amulets. One amulet contains a dozen fire elementals, a second contains a dozen water elementals, a third contains four air elementals, and the last contains four earth elementals.

GUTSLICER, YYRKOON'S DEMON SWORD

STR 30 SIZ 3 CON 30 POW 25

DEX 25 CHA 5 INT 3

Hit Points: 24

APPEARANCE: Long, Glimmering Greatsword

POWERS: Weapon (+4D6 damage)

Skills +20% to attack

BACKSTABBER, YYRKOON'S DEMON DAGGER

STR 20 CON 16 SIZ 1 POW 19 INT 3

Hit Points: 8

APPEARANCE: Plain, curved dagger.

POWERS: Weapon (+7D6 damage)

GRANITESKIN, YYRKOON'S DEMON ARMOR

CON 80 SIZ 15 POW 24 INT 4 CHA 9

Hit Points: 83

APPEARANCE: The torso resembles the huge carved silver face of a demon, while Yyrkoon's limbs are encased in silvery flared plates

POWERS: Armor (80 points)

Emotion Control (Fear — 10 meters range, 6D6 potency)

ZERGNUT, YYRKOON'S DEMON STEED

STR 15 CON 48 SIZ 15 INT 12

POW 14 DEX 10 CHA 1

Hit Points: 51

APPEARANCE: Changeable, but always retains purple, warty skin

POWERS: Bird Wings (500 meters per round of speed)

Legs (30 meters per melee round of speed)

Shape Change

MYLSE, YYRKOON'S MAIDSERVANT

STR 21 CON 38 SIZ 15 INT 12

POW 9 DEX 10 CHA 20

Hit Points: 42

POWERS: Legs (10 meters per round of speed)

Eyeball x2

Hands x2

GRIZZLE, YYRKOON'S SACHEL GUARD

STR 1 CON 45 SIZ 1 INT 15

POW 20 DEX 10 CHA 1

Hit Points: 37

APPEARANCE: A tiny, wizened man, no more than a foot or so tall. Can alter shape.

POWERS: Emotion Control (Fear — 5 meters range, 5D6 potency)

Sleep Attack (4D6 potency, 2 meter radius of effect)

NOTE: This demon rides inside Yyrkoon's satchel, which is where he keeps his most important valuables.

KIDNEYGOUGER, YYRKOON'S DEMON SHORTSWORD

STR 10 CON 15 SIZ 1 INT 11 POW 4

Hit Points: 7

APPEARANCE: Blackened, sawtoothed shortsword.

POWERS: Weapon (+1D6).

ZAROZINIA

A noblewoman of Karlaak by the Weeping Waste, she wins Elric's love and marries him, getting him to lay aside Stormbringer 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 KARLAAK

Noble

STR 13 CON 11 SIZ 10 INT 12

POW 8 DEX 16 CHA 22

Hit Points: 11 Armor: None

Age: 17

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 Melnibonéan 30%, Speak Common Tongue 100%, Speak Low Melnibonéan 50%, Speak Mong 30%, Speak 'Pande 45%

COMMUNICATION SKILLS (+9% bonus): Credit 48%, Orate 85%, Persuade 99%



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.

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 Melnibonéan domination and established most of the Young Kingdom. In the end Aubec was captured by a Melnibonéan sorcerer with the aid of Arioch of Chaos. Aubec's weapons and armor became Melnibonéan 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 at the End of Time.

[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 Hwangaarl, 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. What would happen if a Melnibonéan sorcerer were transported to feudal Japan? Or what about a half dozen Oinish barbarians rampaging through the streets of modern Los Angeles? Could your Nadsokorian Beggar withstand the might of the fiendish Granbretanian Empire? 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 Melnibonéan 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.

The Tower of Yrkath Florn

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 Melnibone 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-

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

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 Melnibonean 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.

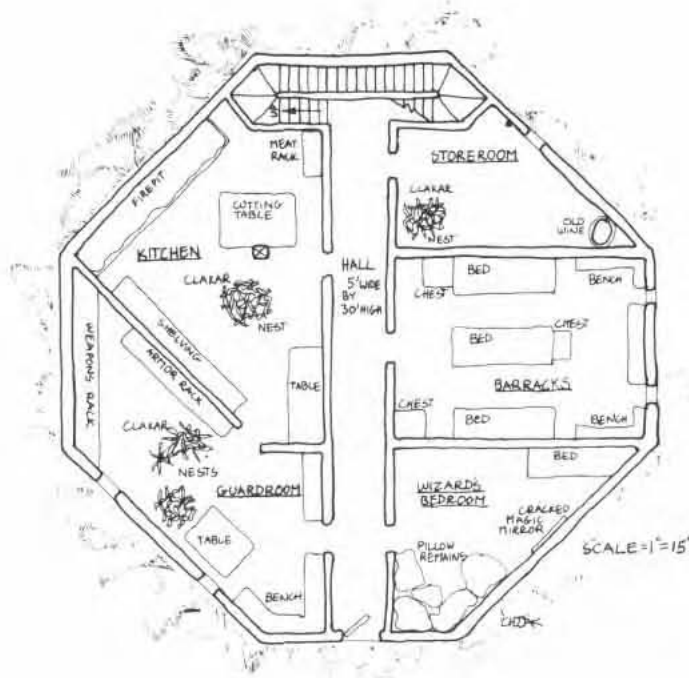
[8.4.3.1] THE HALL

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.

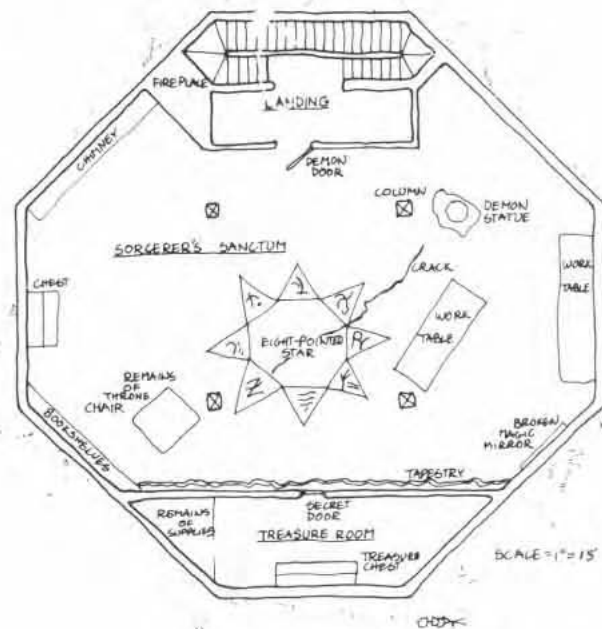
[8.4.3.2] WIZARD'S BEDROOM

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 $\times$ 5% and those without armor make it against POW $\times$ 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 one point of CON, and touching it will cause the character 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 may permit the transported character to materialize in the wilderness somewhere in *Hawkmoon's* Tragic Millennium Earth. The mirror is damaged and not functioning properly — it should not automatically suck people into it, and 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 $\times$ 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 that has been trapped in this chamber for centuries since it slew its summoner. When an earthquake shook the tower and cracked the floor right through the octagon of containment, the Demon 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.

PANTHER DEMON

STR 30 CON 20 SIZ 18 INT 5

POW 9 DEX 18 Hit Points: 26

POWERS: 2 x Claws, 1 x Bite, Legs (10 meters per round of speed)

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 1D6+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 parpeted 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.



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 Hwamgaarl 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 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, one of his Demons, 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, Moligark) 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.

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 Melnibonéan 20/78%, High Melnibonéan 70/58%, 'pande 35/20%, Mabden 100/90%, Orgjenn 25/15%, Mong 12/—

SUMMONING SKILL: 83%

SUMMONINGS: Air Elementals, Earth Elementals, Fire Elementals, Water Elementals; All the breeds of Demons detailed below.

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, DEMON RING

CON 17 SIZ 0 INT 26 POW 24

Hit Points: 9

POWERS: Knowledge: Back streets of Pan Tang, Jokes about Melnibonéans, Where the P.C.'s are

APPEARANCE: Abakadreshar is bound into a gold ring worn on Karyzoon's left hand.

LYSHAL, DEMON WARHORSE

STR 28 CON 13 SIZ 28 INT 12

POW 12 DEX 13 CHA 1

Hit Points: 29

POWERS: Mouth (1D10 damage, 26% Bite), Legs, Skills, Snout

SKILLS: Scent 56%, Swim 65%, Speak Common 90%, Speak Mong 70%

Weapon	Attack	Damage
Bite	25%	1D10
Kick	16%	1D8+2D6
Rear & Plunge	43%	2D8+2D6
Trample	28%	4D6 to downed foe

APPEARANCE: A huge black, warhorse.

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.

MOLKIGARK, DEMON AMULET

STR 32 CON 10 INT 15 POW 22

DEX 33 CHA 3

Hit Points: 10

POWERS: Teleport (32 SIZ)

APPEARANCE: A silver and bronze amulet which Karyzoon always wears about his neck, even while bathing.

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.)

X'ONARE, DEMON DAGGER

CON 21 SIZ 1 INT 7 POW 8

POWERS: Weapon +2D6 damage

SKILLS: +10% to hit

APPEARANCE: Looks like a dull steel knife ready for the junk pile. Karyzoon does not flaunt it.

KIRIANA, DEMON COMPANION

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

POWERS: Legs (10 meters per round), Hands x2, Skills, Knowledge: Mating Rituals, Eyeballs x2, Teleport

SKILLS: Dance 75%, Listen 68%, Move Quietly 99%, Seduce 98%

LANGUAGES: Speak High Melnibonéan 90%, Speak Common Tongue 98%, Speak Mong 23%

APPEARANCE: Takes the form of a beautiful Ilmioran girl (approx. 12 years of age) and acts as Karyzoon's mistress.

NOTES: 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 over only to Karyzoon.

While the expedition is away, she will stay in Karyzoon's house in Karlaak, teasing his male servants.

LILILILILI, DEMON SERVANT

STR 14 CON 14 SIZ 14 INT 17

POW 20 DEX 16 CHA 21

Hit Points: 16

POWERS: Hands x2, Legs (10 meters per round), Eyeballs x2, Teleport, Skills

SKILLS: Tempt Adventurers 98%, Speak Common Tongue 90%, Speak High Melnibonéan 80%

APPEARANCE: 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.

NOTES: 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.

RASHANKA, DEMON SERVANT

STR 15 CON 20 SIZ 9 INT 15

POW 18 DEX 19 CHA 21

Hit Points: 17

POWERS: Hands x2, Legs (10 meters per round), Eyeballs x2, Teleport, Skills

SKILLS: Confuse Adventurers 98%, Speak Common Tongue 90%, Speak High Melnibonéan 80%

APPEARANCE: Rashanka looks like a young dark-haired Melnibonéan female.

NOTES: 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.

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

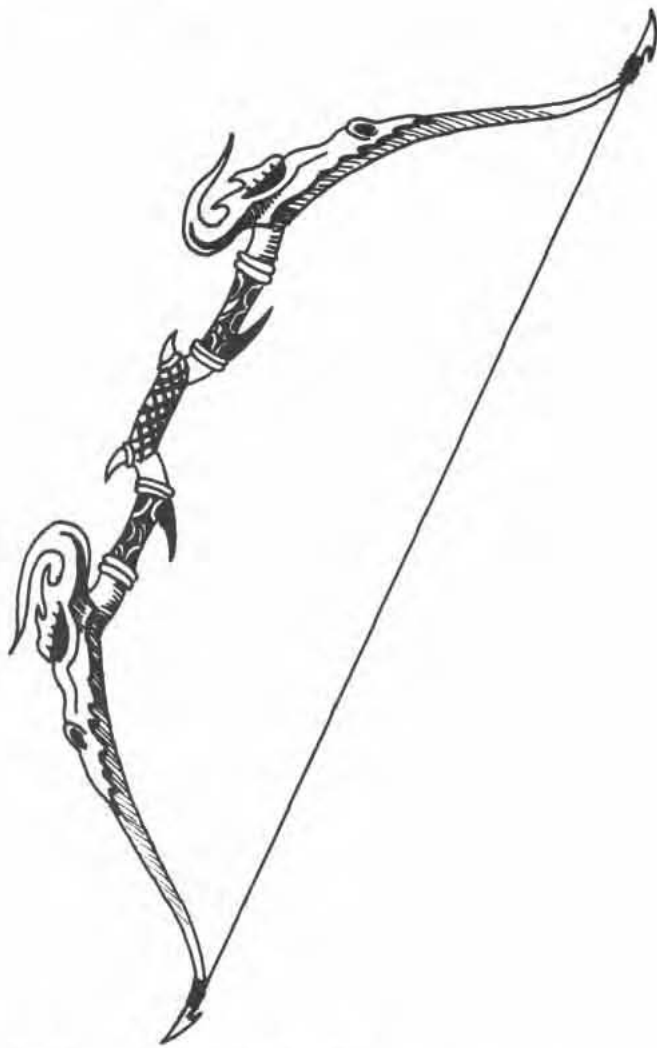
Weapon	Attack	Parry	Damage
Greatsword	69%	54%	2D8+1D6
Desert Bow	72%	44%	1D10+2+1D4
Heavy Mace	43%	34%	1D8+2+1D6

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%

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

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

CON 9 SIZ 1 INT 4 POW 17

POWERS: Weapon (+7D6 damage)

APPEARANCE: A normal dagger.



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.

TEGWALCHMAI, DEMON GUARDIAN

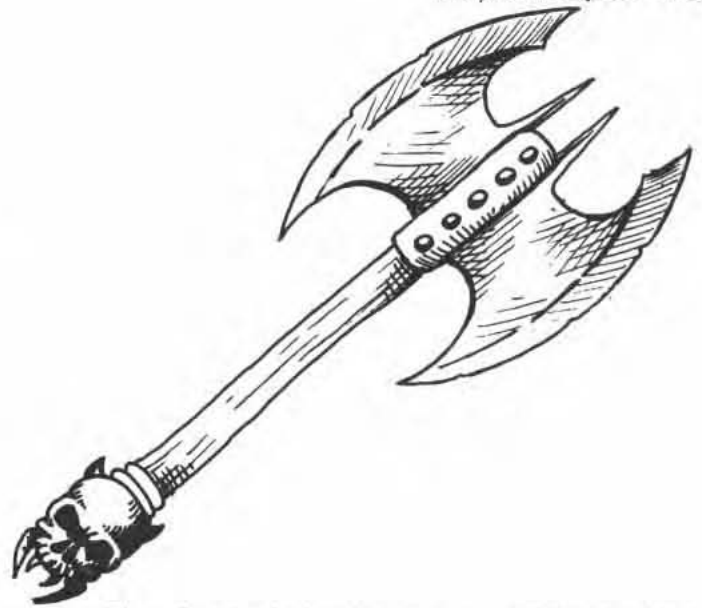
STR 28 CON 31 SIZ 7 INT 10

POW 10 DEX 25 CHA 8

Hit Points: 29

Weapon	Attack	Parry	Damage
Broad Axe	52%	81%	4D6
Stinger	28%	—	"1D6"+poison (see below)

POWERS: Stinger (1D6 penetration damage, 5D6 potency), Regenerate (3 Hit Points per melee round), Legs (10 meters per melee round), Eyeballs x2, Hands x2

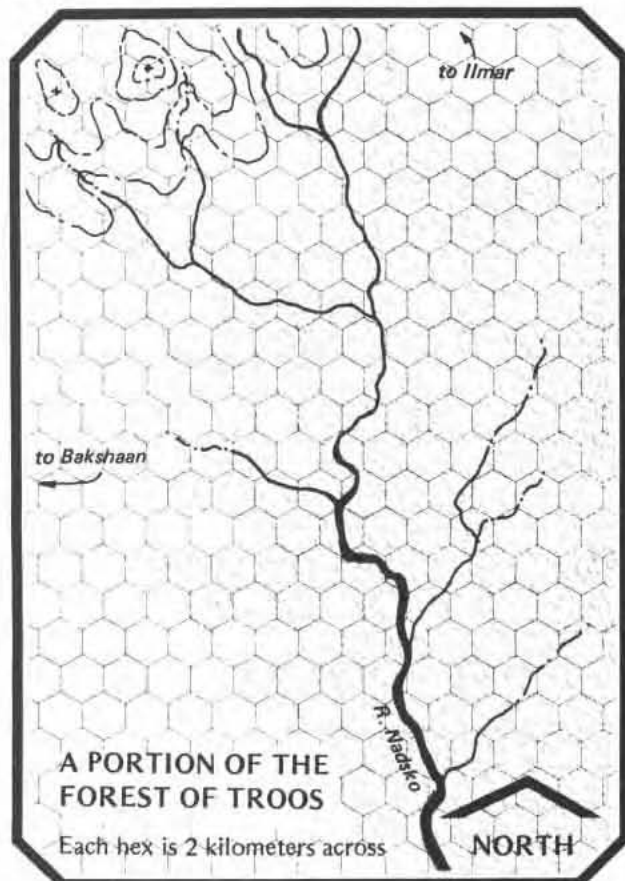
**THE FOREST OF TROOS**

"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 discomforting 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 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

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%

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 Jasmain 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.



The 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 Jharkor 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



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**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 Arioeh himself will be more merciful than I. This I swear by Arkyn 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 round-about 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 hierarchy 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%

SUMMONING SKILL: 72%

SUMMONINGS: Air Elementals, Water Elementals; Virtue of Attack, Virtue of Defense.

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 wolfsheds, 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 Melni-bonean 45%, Speak Common 100%, Speak Low Melni-bonean 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

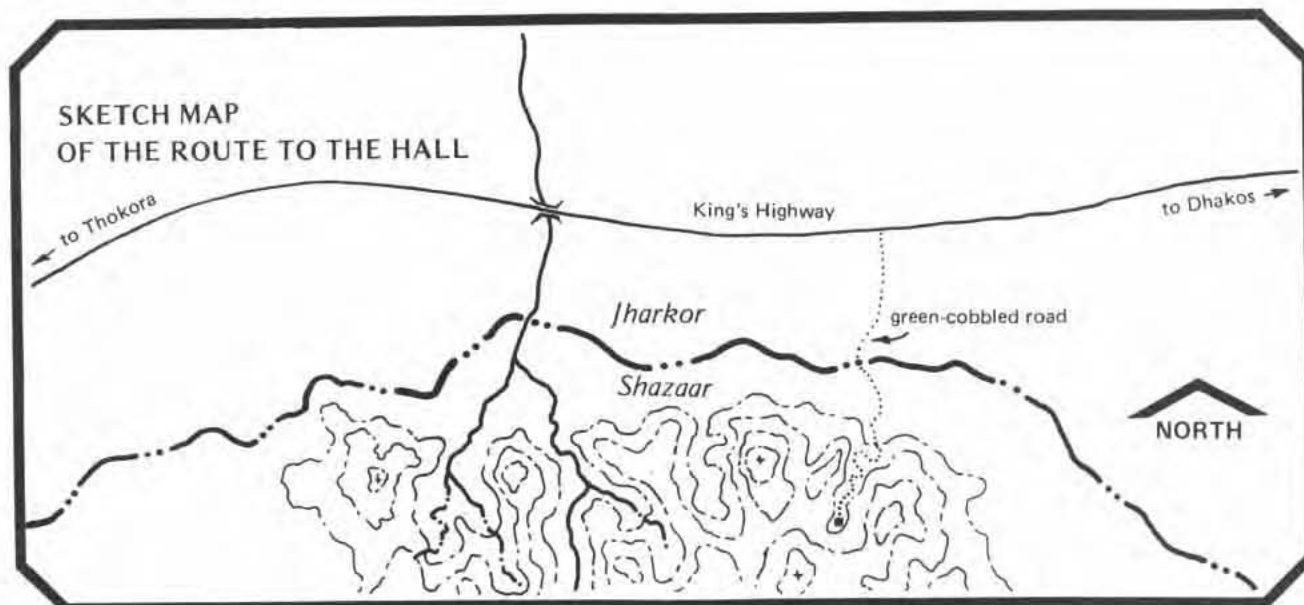
Rumors are spreading like wildfire throughout the Western Lands. In a green castle, in the hills between Shazaar and Jharkor, there lives a woman who can answer any question put to her.

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.

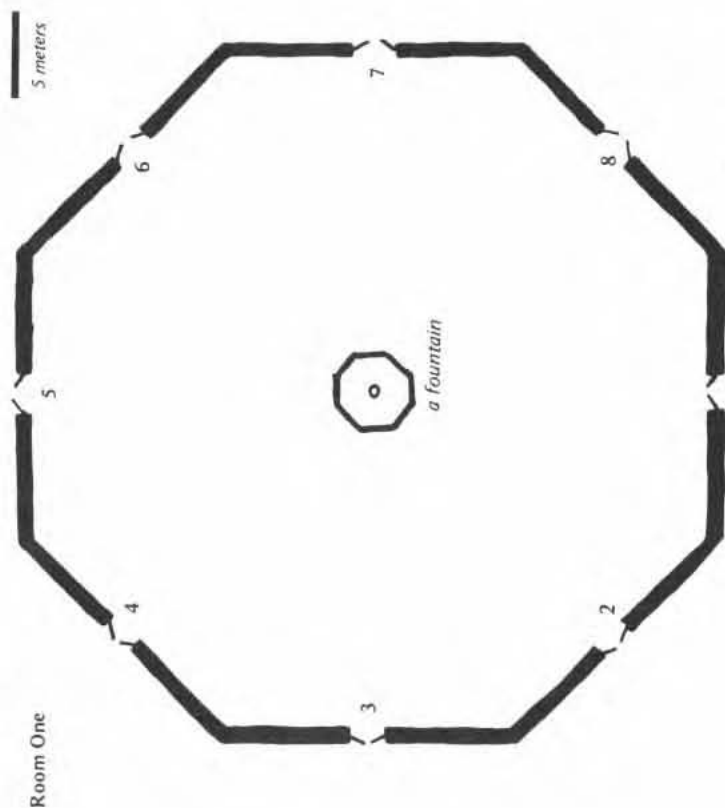
SIX PROPERTIES OF THE HALL

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 Merut 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.

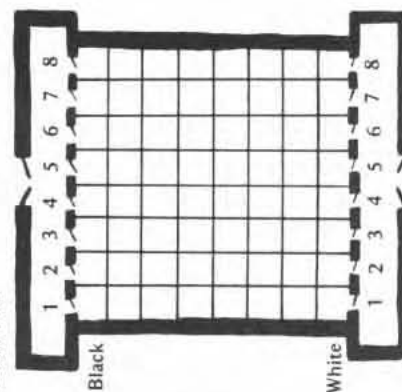
THE HOUSE PERCENTAGE— Balo did not create the Hall of Risk solely for his amusement. There is another and more potent reason. Not only is the Hall a temple to Balo, but it acts as a manna focus. Whoever dies in the Hall of Risk has his or her essence completely absorbed by Balo. The Jester of Chaos will not drink the life of anyone

INTERIOR OF THE HALL OF RISK



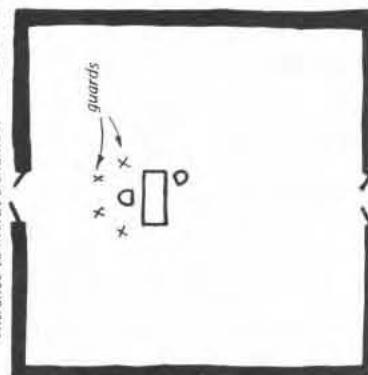
Main Entrance — this is the only entrance available from the outside of the hall.

Room Two

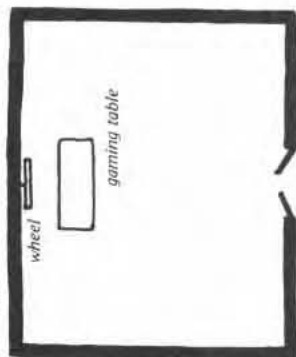


entrance to Merut's chamber

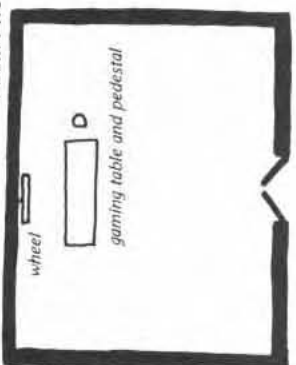
Room Three



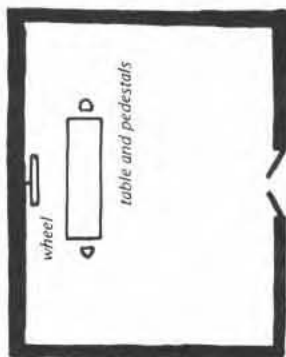
Room Four



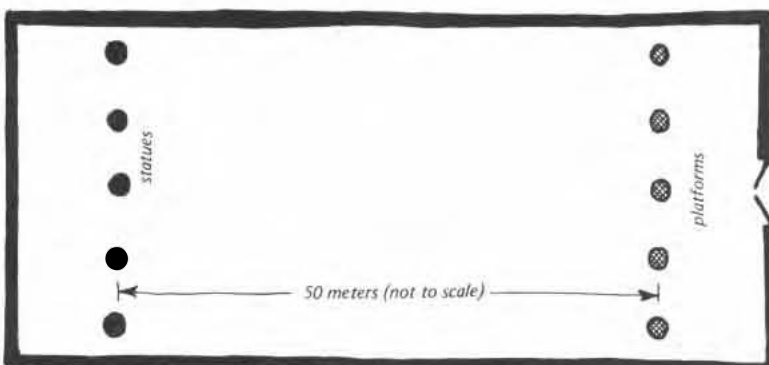
Room Five



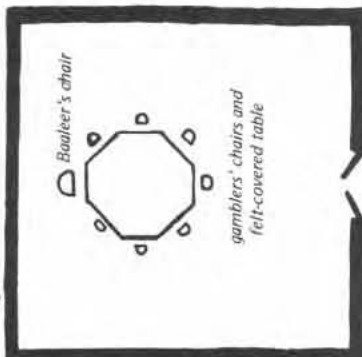
Room Six



Room Seven



Room Eight



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 cannot remove an 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 her 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

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
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

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
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 through 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.

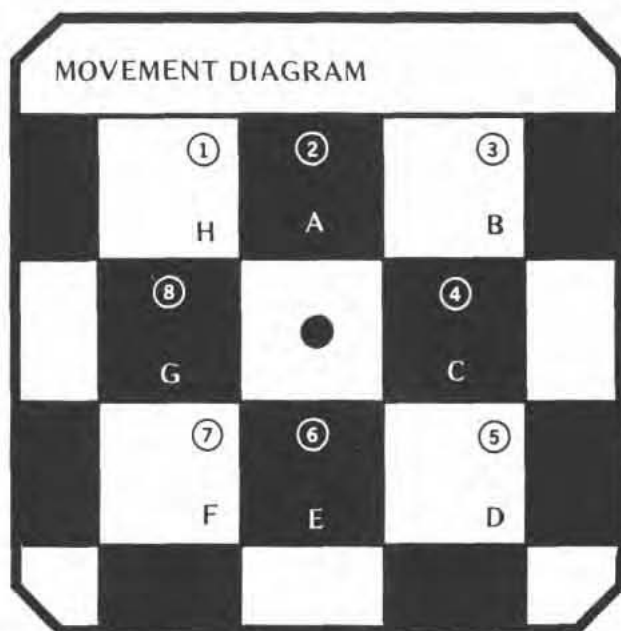
The game of chess is played on a square board of 64 black and white alternating squares. To play the game, one normally needs 32 playing pieces, 16 white and 16 black. Each side's pieces are identical in value: eight pawns, two rooks (or castles), two knights, two bishops, one queen, and one king. The 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 squared 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 powers from section [5.7.1] Demonic Powers. Assume that all pieces have a C.V. of 145.
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 gold 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

CON 23 SIZ 2 INT 5 POW 11

POWERS: Weapon (+1D6 damage), Vampire (drains 1D6 off of CON), Skills (+5% to attack)

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 ($\frac{1}{2}$ meter by $\frac{1}{2}$ 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 Balo.

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 of 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 Melnibonean 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

<i>Statue Color</i>	<i>Gem</i>	<i>Attack</i>	<i>Damage</i>
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.

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 Demons. The Demon thus summoned needs to be bound POW vs. POW before it can be used by the character. The C.V. of the Demon is equal to 1/2 the total attribute points of the character wishing for the demon.

4) Two or more characters may not combine their wishes.

5) Baaleer will not answer questions.

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.

tle 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 Argimiliran 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 every five minutes who are assigned to attack the intruder 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, Mearig, Tolnu, and Klemin) will open fire with bows. They are the beach guard left behind by a Dharijoran wizard now exploring the island's interior.

ig, Tolnu, and Klemin) will open fire with bows. They are the beach guard left behind by a Dharijoran 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 Dharijoran wizard. Failing that, Zaluss will ambush the party using poisoned arrows. If the Dharijoran 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%

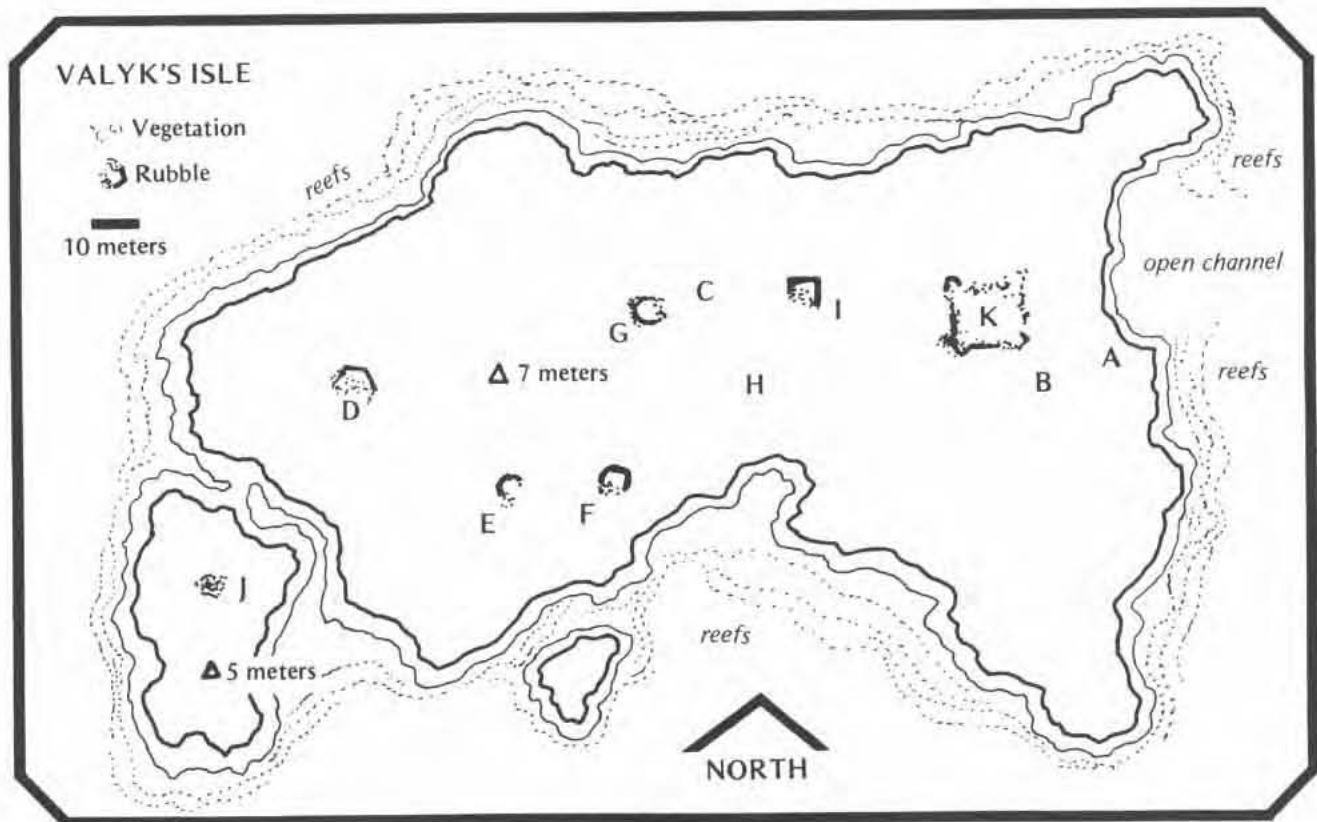
TOLNU, Shazaarian warrior

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%

SUMMONING SKILL: 57%

SUMMONINGS: Earth Elementals

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

CON 34 SIZ 1 INT 5 POW 15 CHA 30

POWERS: Weapon (+1D6 damage), Skills (+20% to attack)
APPEARANCE: A finely crafted dagger.

NOTES: This weapon was originally forged by a Melnibonean wizard named Avam Krolym 6,000 years ago. The dagger is very egotistical and dislikes any Demon weapon with a CHA 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.

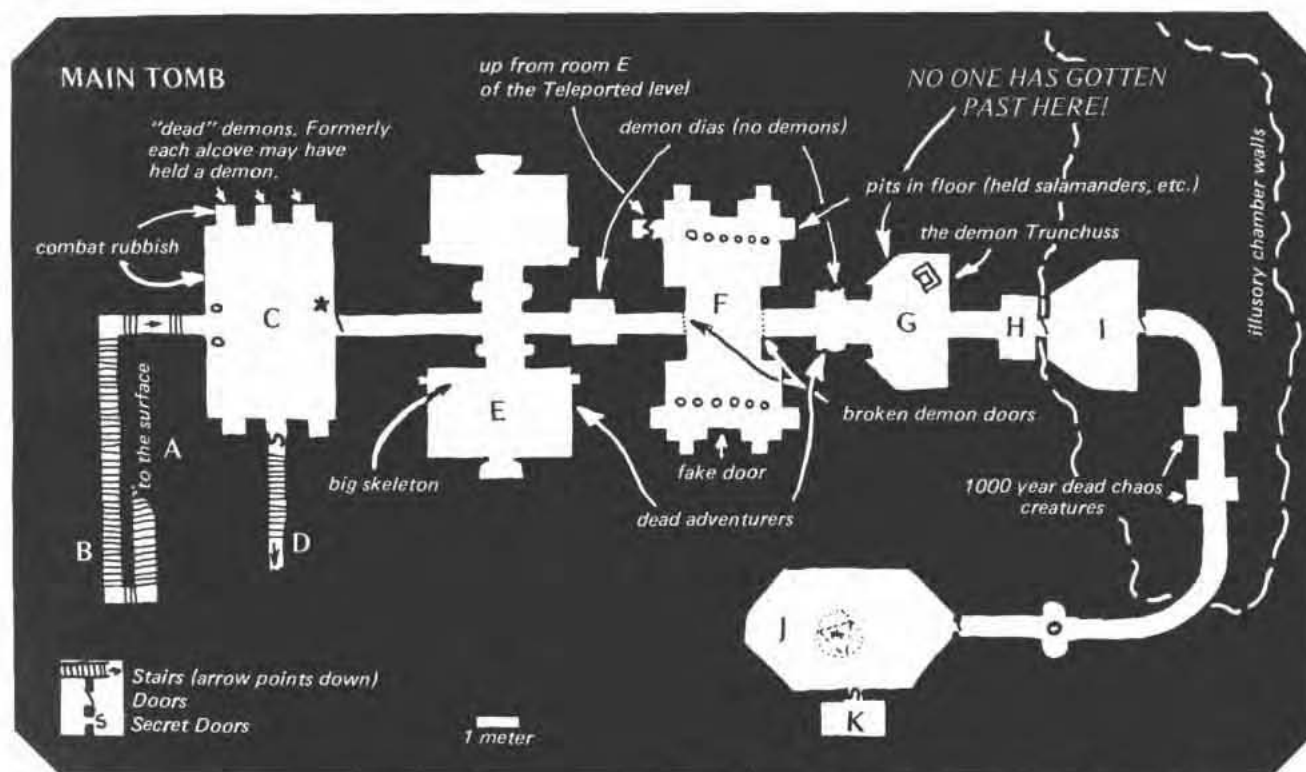
The Tomb Level

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 uncereimoniously 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 the 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 will not tell them the password, but will babble on about other Demons it has known and similar trivial matters. If the party gets the door open, the dog-demon wishes them luck.

PHEYDORE, DOG-DEMON

CON 70 INT 50 POW 30

POWERS: Knowledge (Useless Trivia, Riddles)

SKILLS: Speak Common Tongue 90%, Speak Low Melnibonéan 89%

CASIM, DEMON DOOR

STR 20 INT 7 POW 63 CON 60

POWERS: Armor (60 points)

(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 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, TELEPORTER DEMON

STR 110 CON 7 DEX 33 POW 14 INT 7

POWERS: Teleport (100 SIZ)

(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, DEMON GUARD

STR 26 SIZ 13 CON 25 INT 7

POW 20 DEX 15 CHA 1

Hit Points: 26

Weapon	Attack	Parry	Damage
Bite	35%	—	1D10+3D6
Claw	47%	37%	4D6

POWERS: Claws x2, Mouth, Legs (20 meters per round), Eyeballs x2

Wardpact against axes

SKILLS: Speak Common Tongue 98%

(H) — At this widening of the corridor is a shiny black door two meters wide and three meters high, without hinges or handle. High Melnibonéan 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

POWERS: Armor (60 points)

SKILLS: Speak Common Tongue 5%

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. A Demon has been bound into this room, and will use its Emotion Control power on the intruders in order to get them to leave. All who fail to resist the potency of the Emotion Control think that a huge Melnibonéan dragon is in the room with them and is going to rip them limb from limb. To those who overcome the potency of the Emotion Control, the room will appear as it is shown on the map, with an iron door on the western wall. That iron door is 1.5 meters wide, two meters high, and unlocked.

N'WRATH, DEMON SENTINEL

CON 15 INT 30 POW 30

POWERS: Emotion Control (Fear 6D6 potency)

(J) — This room is ten meters high. The door to the room is solid bronze with High Melnibonéan 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 Daerdaerdarth is found at last!

The Crystal of Daerdaerdarth 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

SIZ 2 CON 12 INT 1 POW 5

POWERS: Weapon (+3D6 damage), Skills (+5% to attack)

(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 "Stavodus" 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

CON 30 SIZ 3 INT 7 POW 30 CHA 4

POWERS: Weapon (+3D6 damage), Skills (+20% to attack)

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).

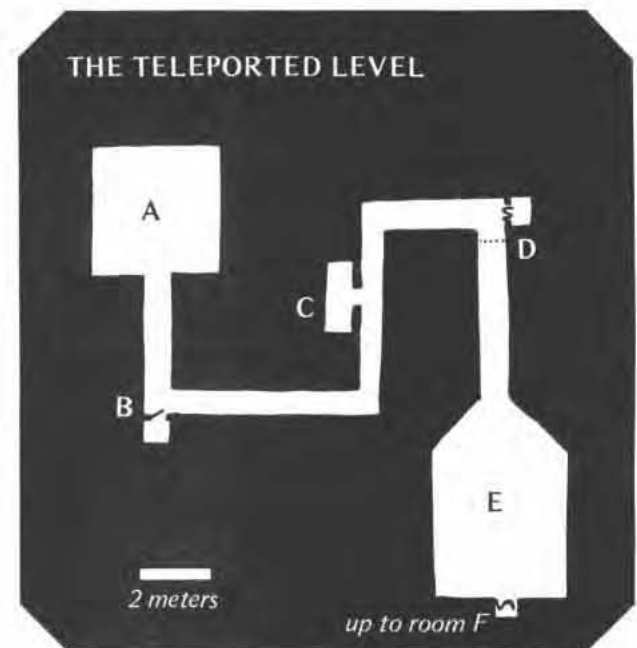
This spell is called the "Spell of Eternal Life". The recipient of the spell will live forever immune to disease, hunger, thirst, or lack of oxygen. Death can come to the recipient only through a violent act. However, the side effect of the spell is that slowly, over a period of the next few weeks, the 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.

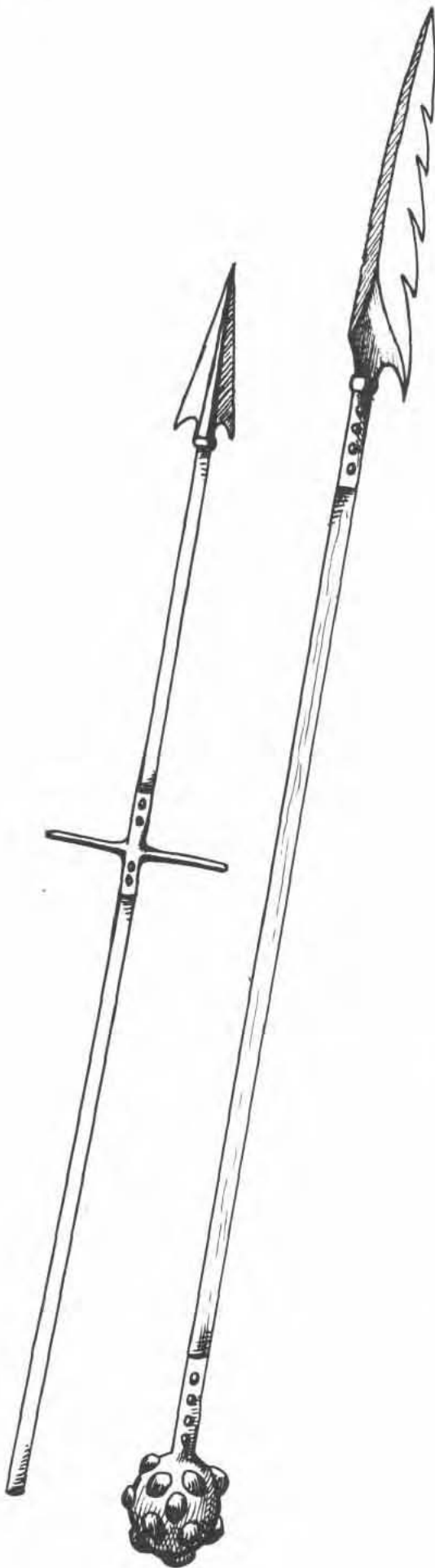


ARTARLEX, DEMON IN THE WALLS

CON 50 SIZ 200 INT 7 POW 43 HP: 238

POWERS: Armor (50 points)

(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, AWFUL DEMON

STR 26 CON 30 SIZ 25 INT 7

POW 33 DEX 20 CHA 9

Hit Points: 43

Weapon	Attack	Parry	Damage
Sword	68%	60%	2D8+4
Mace	50%	42%	3D6

POWERS: Legs (20 meters per round), Hands x2, Weapon x2, Armor (11 points), Bug Eyes x2, Skills

(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, incorruptible 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.

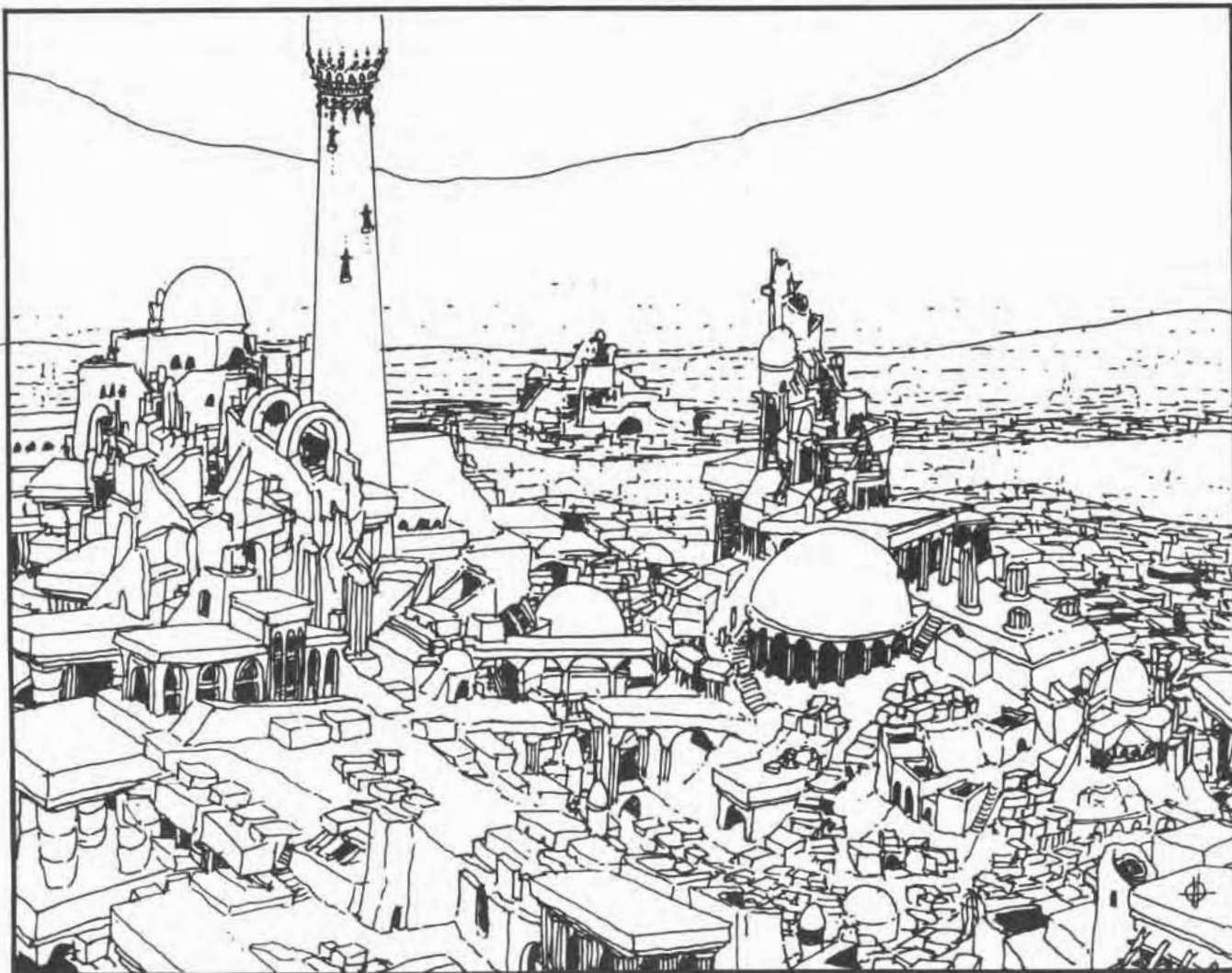
If the party runs with the crystal, give them a rough time. Not only will Master Thravose send redoubtable hirelings to get it, but also powerful independent sorcerers (only those with a combined INT+POW of 50 or more) will be able to find the crystal, as its magical aura can be felt by them for a radius of several miles. The sorcerer can then consult a Demon 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?



The 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 with a combined INT + POW of 42 or more, or an Agent or Priest 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



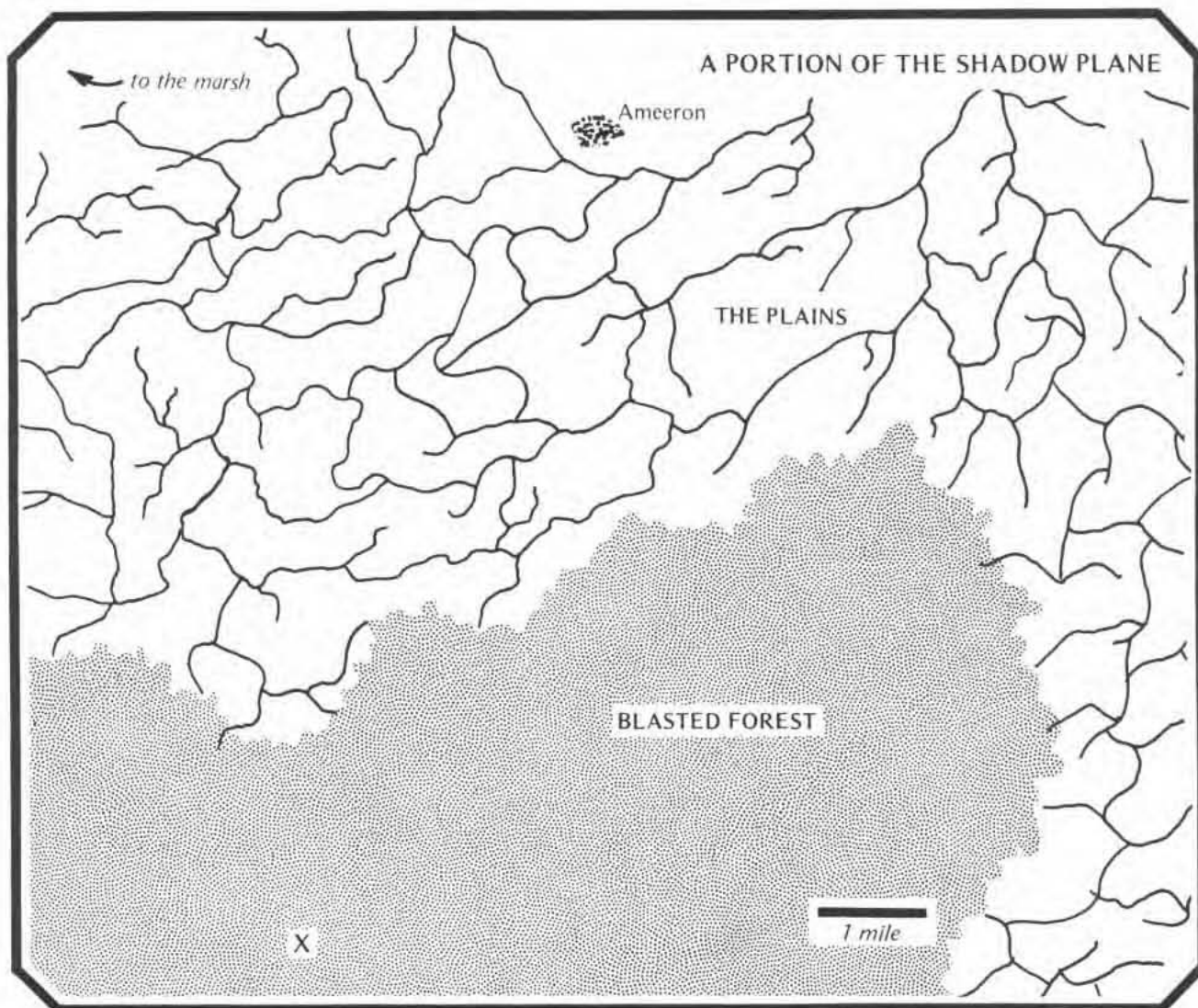
inhabitants know that Rijel is hiring men, which implies that something is going on at the tower. For the most part, though, the residents are disinclined to investigate.

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

All these Demons' powers have been included in their statistics.

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

Move: 20 meters per turn 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.

STR 20 CON 19 SIZ 21 INT 12 POW 10
DEX 20 CHA 10

Move: 30 meters per turn 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

Move: 10 meters per turn 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

Move: As per shape 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

STR 20 CON 14 SIZ 18 INT 6 POW 12
DEX 18 CHA 5 Move: 10 meters per turn.

ARMOR- 3 pt. skin HIT POINTS- 20

Weapon	Attack	Parry	Damage
Bite	47%	—	1D10+1D6
Claw	53%	51%	1D6+1D6

This Demon looks like a man, save that his eyes are where his nostrils should be. When the characters meet him, he will try to flee with the body and eat it. If he is pursued he will drop the body and escape. This Demon's powers are not very exotic and have been included in its characteristics.

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

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 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

STR 15 CON 10 SIZ 10 INT 5 POW 10
DEX 10 CHA 5

Move: 10 meters per turn 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. Their powers are not very special and have been included in their statistics.

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

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. 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. This demon's powers are not very exotic and are included in its statistics.

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 or 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 course, it will attack.

STR 30 CON 35 SIZ 1 INT 1

POW 17 DEX 10 CHA 6

Hit Points: 24

POWERS: Dust Cloud (4D6 potency, 20 meter radius)

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.

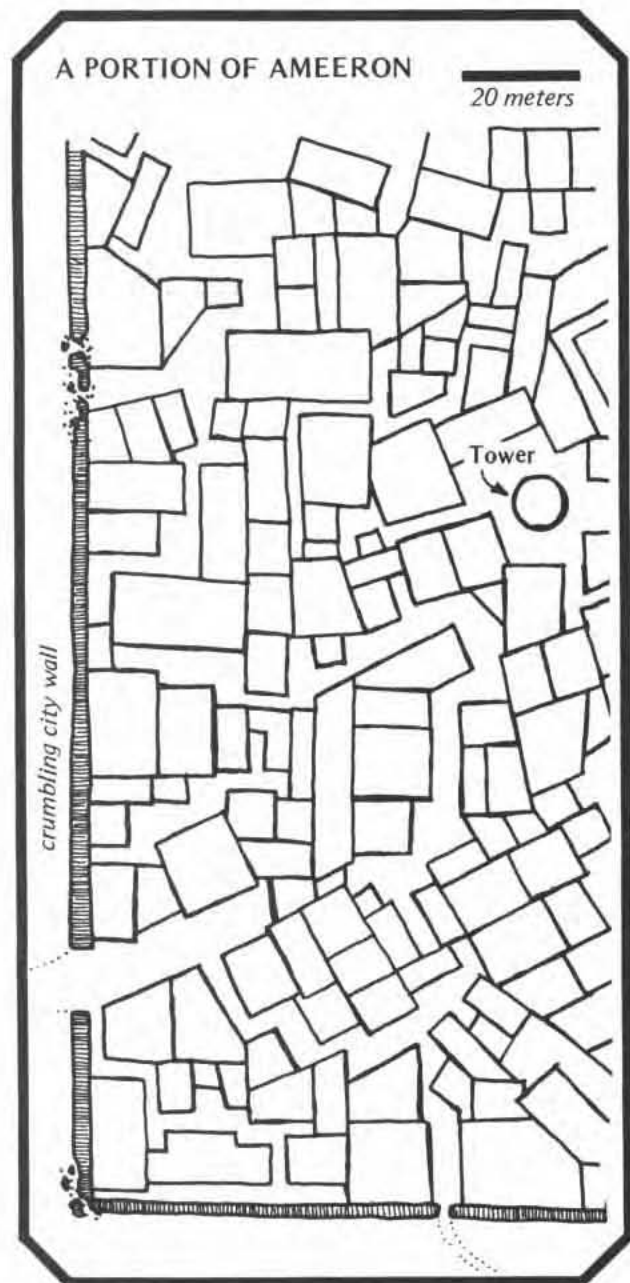
Detailing Buildings

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

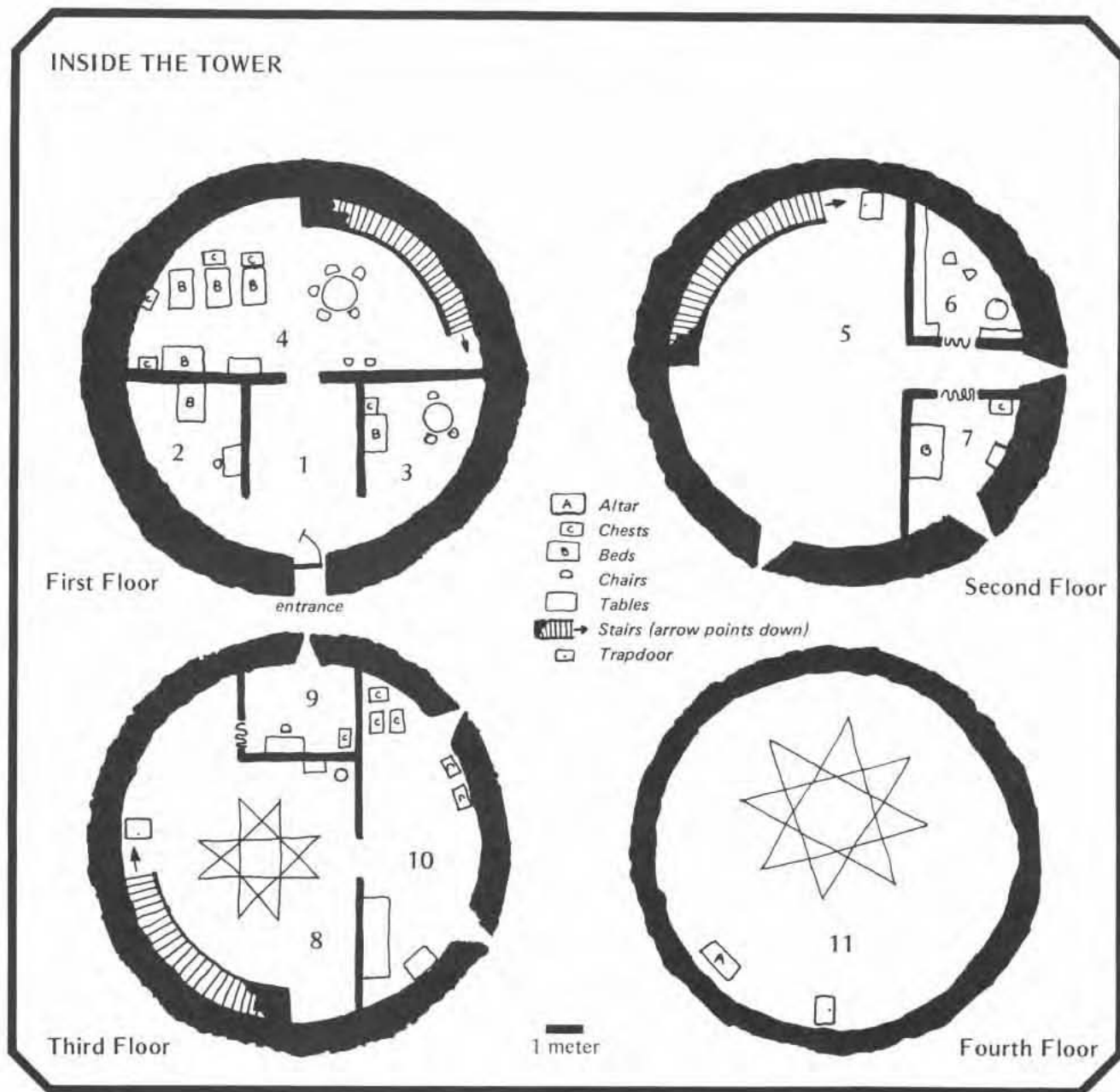
THE TOWER OF RIJEL

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



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 Demon with a POW of 28, a CON of 34 and an INT of 17, with the power Emotion Control (Fear, 6D6 potency, 30 meters range). Once this demon 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 number in increased POW points.

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 and powers:

STR 0	CON 69	SIZ 16	INT 7	POW 20
DEX 0	CHA 0	HP: 73	Armor: 50 points	

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 Madder 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 Melnibonae. 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 with a total INT + POW of 42 or more, 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 the following powers and attributes:

SIZ 2 CON 20 POW 5 INT 5

Weapon: +5D6 damage

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 the following powers and attributes:

SIZ 2 CON 22 POW 12 INT 1

Weapon: +5D6 damage

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 the following powers and attributes:

SIZ 2 CON 21 POW 17 INT 1

Weapon: +5D6 damage

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 the following powers and attributes:

SIZ 2 CON 24 POW 13 INT 1

Weapon: +5D6 damage

LYONRA

Lyonra is Rijel's current mistress. She is also a Demon, 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

POWERS: Legs (20 meters per melee round), Eyeballs x2, Hands x2, Skills, Knowledge (Mating Rituals)

LANGUAGES: Speak Common Tongue 90%, Speak Low Melnibonéan 50%, Speak Mabden 90%

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 the following powers and attributes:
Weapon (+5D6 damage)

POW 14 CON 15 SIZ 3 INT 2

† a Demon dagger with the following powers and attributes:
Weapon (+5D6 damage)

POW 17 CON 20 SIZ 1 INT 1

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 Melnibonéan: Speak 93%, R/W 87%; High Melnibonéan: Speak 69%, R/W 66%; 'pande: Speak 36%, R/W 24%; Mabden: Speak 99%, R/W 98%; Orgienn: Speak 100%; R/W 100%

SUMMONING SKILL: 96%

SUMMONINGS: Air Elementals, Earth Elementals, Fire Elementals, Water Elementals; Many types of demons; 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.

Stormbringer

Fantasy Roleplaying in the World of Elric



NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____ CULT _____

STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____



Portrait or Symbol

DESCRIPTION

ARMOR _____ rating _____

MAJOR WOUND LEVEL _____

HIT POINTS _____

CURRENT 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

MONEY

AFFLICTIONS

WEAPONS

Attack Damage

Parry

Bonuses:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

NOTES

AGILITY
bonus _____

Climb	_____	☐
Dodge	_____	☐
Jump	_____	☐
Ride	_____	☐
Swim	_____	☐
Tumble	_____	☐
_____	_____	☐

COMMUNICATION
bonus _____

Credit	_____	☐
Orate	_____	☐
Persuade	_____	☐
Sing	_____	☐
_____	_____	☐

KNOWLEDGE
bonus _____

Craft	_____	☐
Craft	_____	☐
Evaluate Treasure	_____	☐
First Aid	_____	☐
Make Map	_____	☐
Memorize	_____	☐
Music Lore	_____	☐
Navigate	_____	☐
Plant Lore	_____	☐
Poison Lore	_____	☐
_____	_____	☐

READ-WRITE/SPEAK
LANGUAGES:

Common	____/____	☐
High Melnbn.	____/____	☐

Low Melnbn.	____/____	☐
-------------	-----------	--------------------------

Mabden	____/____	☐
--------	-----------	--------------------------

Mong	_____	☐
------	-------	--------------------------

Orgjen	____/____	☐
--------	-----------	--------------------------

'pande	____/____	☐
--------	-----------	--------------------------

Yuric	_____	☐
-------	-------	--------------------------

_____	_____	☐
-------	-------	--------------------------

MANIPULATION
bonus _____

Juggle	_____	☐
--------	-------	--------------------------

Pick Lock	_____	☐
-----------	-------	--------------------------

Sleight of Hand	_____	☐
-----------------	-------	--------------------------

Set Trap	_____	☐
----------	-------	--------------------------

Tie Knot	_____	☐
----------	-------	--------------------------

_____	_____	☐
-------	-------	--------------------------

PERCEPTION
bonus _____

Balance	_____	☐
---------	-------	--------------------------

Listen	_____	☐
--------	-------	--------------------------

Scent	_____	☐
-------	-------	--------------------------

Search	_____	☐
--------	-------	--------------------------

See	_____	☐
-----	-------	--------------------------

Taste	_____	☐
-------	-------	--------------------------

Track	_____	☐
-------	-------	--------------------------

_____	_____	☐
-------	-------	--------------------------

STEALTH
bonus _____

Ambush	_____	☐
--------	-------	--------------------------

Conceal	_____	☐
---------	-------	--------------------------

Cut Purse	_____	☐
-----------	-------	--------------------------

Hide	_____	☐
------	-------	--------------------------

Move Quietly	_____	☐
--------------	-------	--------------------------

_____	_____	☐
-------	-------	--------------------------

SUMMONING

Free INT	_____	☐
----------	-------	--------------------------

Summoning	_____	☐
-----------	-------	--------------------------

SUMMONINGS
MEMORIZED:

_____	_____	☐
-------	-------	--------------------------

_____	_____	☐
-------	-------	--------------------------

_____	_____	☐
-------	-------	--------------------------

_____	_____	☐
-------	-------	--------------------------

_____	_____	☐
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_____	_____	☐
-------	-------	--------------------------

_____	_____	☐
-------	-------	--------------------------

_____	_____	☐
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**Notes and Personal
History**

MICHAEL MOORCOCK'S

DEMON DESCRIPTION SHEET

Stormbringer

Fantasy Roleplaying in the World of Elric

DEMON _____ BREED _____

SUMMONER _____ TOTAL CV _____

STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____



Picture

BINDING OBJECT/DESCRIPTION

SPECIAL POWERS & NOTES

ARMOR _____ rating _____

MAJOR WOUND LEVEL _____ HP _____

CURRENT 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
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

POWERS

CV

SKILLS

ATTACKS

Attack

Damage

Parry

Bonuses:

DEMON WEAPON BONUS: Attack _____ Damage _____

MICHAEL MOORCOCK'S

DEMON DESCRIPTION SHEET

Stormbringer

Fantasy Roleplaying in the World of Elric

DEMON _____ BREED _____

SUMMONER _____ TOTAL CV _____

STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____



Picture

BINDING OBJECT/DESCRIPTION

SPECIAL POWERS & NOTES

ARMOR _____ rating _____

MAJOR WOUND LEVEL _____ HP _____

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21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

POWERS

CV

SKILLS

ATTACKS

Attack

Damage

Parry

Bonuses:

DEMON WEAPON BONUS: Attack _____ Damage _____

MICHAEL MOORCOCK'S

DEMON DESCRIPTION SHEET

Stormbringer

Fantasy Roleplaying in the World of Elric

DEMON _____ BREED _____

SUMMONER _____ TOTAL CV _____

STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____



Picture

BINDING OBJECT/DESCRIPTION

SPECIAL POWERS & NOTES

ARMOR _____ rating _____

MAJOR WOUND LEVEL _____ HP _____

CURRENT 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
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

POWERS

CV

SKILLS

ATTACKS

Attack Damage

Parry

Bonuses: _____

DEMON WEAPON BONUS: Attack _____ Damage _____

MICHAEL MOORCOCK'S

DEMON DESCRIPTION SHEET

Stormbringer

Fantasy Roleplaying in the World of Elric

DEMON _____ BREED _____

SUMMONER _____ TOTAL CV _____

STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____



Picture

BINDING OBJECT/DESCRIPTION

SPECIAL POWERS & NOTES

ARMOR _____ rating _____

MAJOR WOUND LEVEL _____ HP _____

CURRENT HIT POINTS

01	02	03	04	05	06	07	08	09	10
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31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

POWERS

CV

SKILLS

ATTACKS

Attack Damage

Parry

Bonuses: _____

DEMON WEAPON BONUS: Attack _____ Damage _____

MICHAEL MOORCOCK'S Stormbringer <i>Fantasy Roleplaying in the World of Elric</i>	GRIMOIRE DESCRIPTION SHEET GRIMOIRE TITLE _____ SUMMONING BONUS _____ MAXIMUM FREE INT _____ CURRENT FREE INT _____ LOCATION _____																																
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[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 1990 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 Melnibonean 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
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metalsmith ram	20,000 LB
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BOOKS

common subject matters (per 20 pages)	1 LB
grimoires (per entity 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 Melnibonean silver dragon (MS)

1000 MS = 1 Melnibonean 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.

- 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.

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	Warrior-Noble**
			21-00	Warrior**
06-08	Myrrhyn	INT+1D6 POW+1D6 CHA+1D6 (females)	01-20	Warrior
			21-30	Merchant†
			31-45	Warrior
			46-60	Hunter
			61-65	Farmer
			66-70	Priest*
			71-75	Noble†
			76-90	Warrior
			91-00	Craftsman
09-12	Dharior	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	Warrior
			21-30	Merchant†
			31-65	Sailor
			66-70	Priest*
			71-75	Noble†
			76-85	Thief
			86-90	Beggar
			91-00	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	Warrior
			21-30	Merchant†
			31-60	Sailor
			61-65	Farmer
			66-70	Priest*
			71-75	Noble†
			76-85	Thief
			86-90	Beggar
			91-00	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	

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
00	Org	STR+1D6	01-20	Warrior
		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.

[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
81-00	1D4 damage
21-40	2. Causes slow death: roll 1D100
01-10	In 1D4 x 10 minutes
11-30	In 1D6 hours
31-60	In 2D10 hours
61-00	In 1D6+1 days
41-60	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
01-10	Instant
11-50	In 1D6 melee rounds
51-00	In 1D10 minutes

[4.8.9.1] PLANT LORE SKILLS

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

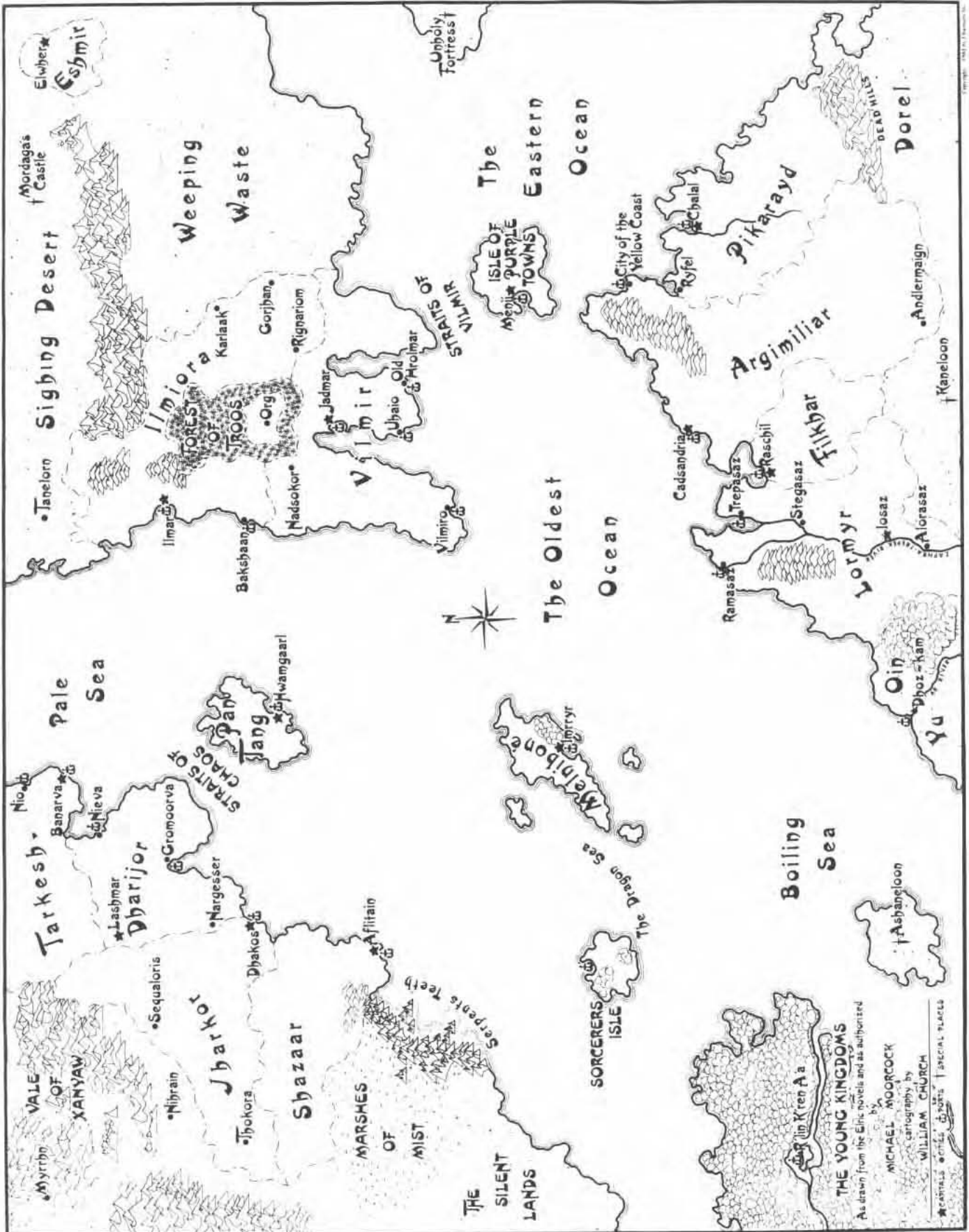
Skill % Skill Level

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.

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.





"Stormbringer reveals more about my own fantasy world than I could have guessed! It does not merely derive from the books — it complements them perfectly. The game is delightful."

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'Stormbringer.'

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'Stormbringer!'"

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