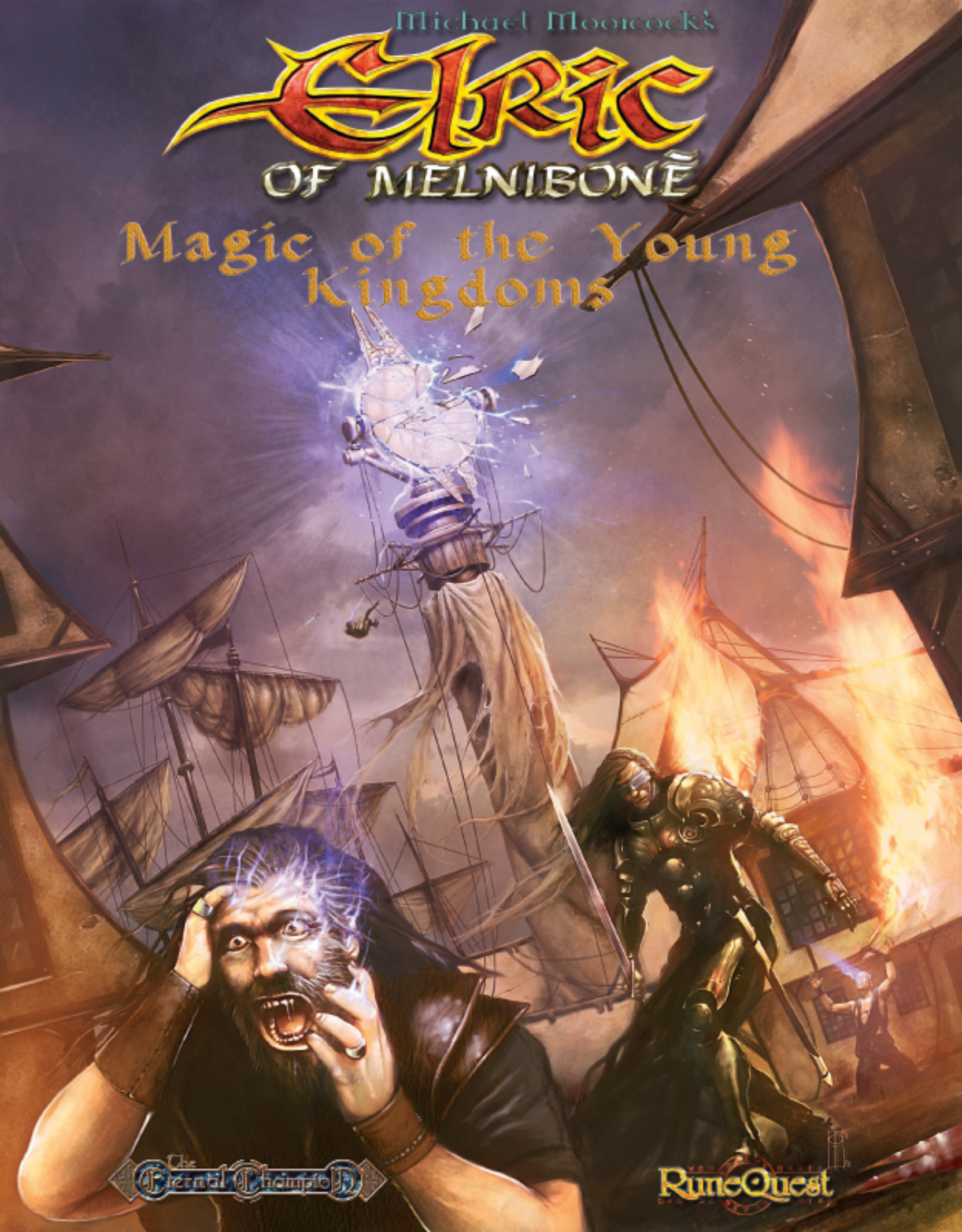


Michael Moorcock's

ELRIC

OF MELNIBONÉ

Magic of the Young
Kingdoms



The
Eternal Champion

RuneQuest

Michael Moorcock's

ELRIC OF MELNIBONÉ

Magic of the Young Kingdoms

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My Lord High Inquisitor,

As requested, I've concluded my study on the tome found in the possession of the arrested heretic, Tobias Gill. Gill claims to be a member of the Cult of Arkyn and that the tome, which he admits to writing, is merely a scholarly treatise on the religious and metaphysical traditions of the Young Kingdoms.

*He begins the book with a study on **Demons**, including the means for summoning and coercing them to do one's bidding. Many of these beings are overt creatures of Chaos and since Gill has neglected to provide commentary on how these beings could be put to use in order to further the aims of the White Lords, it is safe to assume that he intends them to be used to promote Chaos in the world.*

*Then he proceeds to discuss **Rune Magic**. While Church of Law has sanctioned the use of Runes for Lawful purposes, again Gill does not have any discussion on how this is to be done. Instead, he deals strictly with a more general study of the subject, which could potentially supply the enemies of the Church with dangerous weapons.*

*He follows this by speaking of **Sorcery** in general and shows an appallingly accurate discourse on how to not only perform this type of magic but to do so safely. Again, by seeking to make this material available to the general public, Gill provides our enemies with the means for calling substantial supernatural aid and makes it so that they are less likely to find death at the tail end of their folly.*

*Then comes a section dealing with something called **The Elemental Paths**, which appear to have something to do with the primitive religions of the Elemental Cults. By itself, this is not as dangerous, as it is obviously a work of fiction. Everyone knows that the elementals are little more than animals, so the many abilities described here cannot possibly be true. Gill also makes reference to the Balance, which, as you know, is a proscribed term not meant for public ears.*

*Gill continues on by deviating from speaking of magic to issues of history in a chapter called **Enchantments**. He details the history of many of the Bright Empire's most notorious weapons from its past. This by itself would be of no consequence, save that Gill claims to provide information about the current locations of these items and bears a certain fascination with them that speaks of corruption by Chaos. Additionally, he clearly discusses many of the Church of Law's most Holy Relics, the Virtues. From what fevered imagination he assumes that such things are meant for the uninitiated is entirely beyond me. There is also some discussion of the mythological 'Treasures of the Elements' and what it means about his state of mind that he readily blends hard fact and the purest fantasy I am unwilling to speculate.*

*Then, as though he dared his reader to not think his heresy would grow any deeper, Gill provides a hideous essay on the nature of **Necromancy**. Please understand that I am not speaking in hyperbole here. He actually admits to, not only some knowledge of this most heinous of the Black Arts but betrays a familiarity with the subject matter than can only come from willingly wallowing in it. Of all of the dangerous information found in his work, this section I am most pleased about not allowing to be published.*

He again shifts to history in a discussion of the history of **Tomes**. Whereas the Church has officially sanctioned the production of *The White Path*, Gill speaks of it in the same manner in which he described other books of forbidden lore, including the proscribed *Of Gates and Keys*, Armin Land's infamous work on the nature of planar travel, for which he was executed as heretic and sorcerer.

He ends this book with a transcript of a conversation, supposedly overheard between a noble of some sort, arranging commerce with someone who claims to speak with **The Voice of the Dreamthief**. I must profess ignorance in this regard, in that this term is one I have not come across in the performance of my duties. The section also describes a series of fabulous 'dream-realms' which, while obviously fanciful in nature, do betray some hint of magic. The fact that it hides its meaning in metaphor makes it especially troubling, as it alone might evade Inquisitorial attention and be read by an ignorant public.

I've included the captured text for your perusal and disposal. As for Gill, he's thus far proven quite resistant to the methods of extracting more information from him. It seems apparent that this work alone merits his execution, as it mixes sorcery, heresy and lies with secrets about our Church that no one besides the anointed are privy to. However, the decision is yours in this matter and I will keep Gill in my custody until I hear further from you. I'm sure his tongue can be put to good use, given more time.

Sincerely,

Enous Sharpeyes

Captain, Order of the Inquisition

This book is a collection of purely optional rules. Many of the magics found herein are of such tremendous potency that, even if they seem fun, can, without proper handling, bring a campaign to a screeching halt. The trick of the thing is to remember that the point of the game is to have fun telling exciting stories of thrilling adventures.

These are optional also in the sense that they provide options. Campaigns filled with Virtuous weapons, Rune magic and vile necromancies will be rather different without these elements. Individual Games Masters may decide that they'd rather not see elements from this book in their campaigns. They are perfectly within their rights to do so.

However, consider this. Many stories begin with a quest to achieve something, be it an item of great power, lost knowledge or the throne of a kingdom. How would these stories differ, if you begin with the thing you crave and are forced to use it in unfortunate circumstances and defend it from others who desire just as much, if not more, than you. Remember, power is not in the getting but in the keeping.

MAKING A SORCERER

In order to create a sorcerer for the *Elric* game, a few factors need to be considered.

The character will need to have high characteristics in INT, POW and CHA.

In order to learn sorcery, the character will need to either have access to a grimoire (which should be exceedingly rare) or be an initiate in a cult. In the example character generation below, I've handled the initiation procedure after establishing the skills earned from background and profession. Characters who wish to learn sorcery after the game has begun must either find a grimoire and learn magic from it or become an Acolyte in a cult.

When the player spends free Skill Points, he must spend at least 30 Skill Points to purchase the Advanced Skills of Command, High Speech and at least one Summoning Ritual or Runecasting skill from the cult. They also get the Pact skill at it's base chance. The remaining Skill Points can be spent as normal. Remember that all Sorcery skills must

be less than or equal to the character's High Speech skill. Initiates must take a Compulsion and a Gift but they need not choose them at this point in the generation process.

Marsha decides to make a character for the game. She thinks it would be fun to play a sorcerer, since magic from the books looks like it would be fun to experience during the game. Her Games Master agrees that running a sorcerer would be interesting and okays the choice. She wants to be a normal human.

She rolls her characteristics in the usual way, and winds up with STR 10, CON 13, DEX 13, SIZ 13, INT 18, POW 16 and CHA 16. She places her highest results in INT, POW, and CHA in order to make her as good at sorcery as she can be. She's not very strong or sturdy but she has a keen mind and is good at talking her way out of problems. She has 5 Hit Points in each leg, 6 in the abdomen, 7 in the chest, 4 in each arm, and 5 in the head. Marsha decides that her character is quite young, she is a standard character and does not gain any further characteristic bonuses. Her character would be a concubine slave, taken to Pan Tang when the ship she was on with her parents was overtaken by a Slave Galley. Her parents were slain and she was sold to a nasty Pan Tangian Nobleman.

From her characteristics, Marsha determines her attributes. She had a damage modifier of +0, 3 Combat Actions and a Strike Rank of +16. While most adventurers start with 3 Hero Points, Marsha's character will be a sorcerer, so she only begins the game with 1.

Since she has not been in Pan Tang all her life, she chooses the Civilized background and takes the Courtesan profession to represent training in the arts of love while in the Demon Isle. Based upon her occupation, She gains the following skills: Evaluate +15% (33%), Influence +15% (41%), Lore (World) +10% (28%), 1H Sword +10% (33%), Courtesy 16%, Language (Common) +50% (68%), Lore (Vilmirian) 18%, Mechanisms 31%, Play Instrument 16%, Streetwise 32%. Being a courtesan grants her Evaluate +5% (38%), Influence +10% (51%), Perception +10% (44%), Persistence +5% (31%), Resilience +5% (34%), Stealth +5% (15%).

Since neither her background nor profession grant any of the skills needed for sorcery, the Games Master decides this is the best time to an initiate into a cult, as this is the only way for someone like her to gain them. They determine that she is approached by the underground cult of Eequor, made



up of female slaves and the dissatisfied wives of Noblemen. She dedicates 1 POW to the Blue Lady, becoming a Sister of the Azure Veil. As well as a Pact (Eequor) Skill of 17%, she gains a Gift and a Compulsion, which she thinks will be determined later. Her Dedicated POW is increased by one and her Magic Point total is permanently reduced by 1, giving her 15 Magic Points.

When spending free Skill Points, she must devote 30 of them to gaining Command, Language (High Speech) and Summoning Ritual (Sylph) from the cult at their base chance. She divides her remaining 70 points amongst these and her Pact skill, resulting in skill ranks of Command 37%, High Speech 48%, Pact (Eequor) 35%, Summoning Ritual (Sylph) 32%. She may not be quite as powerful as Marsha would have hoped but she's got a decent chance of summoning a sylph and Marsha has an idea about how this might be useful later.

Finally, she determines that her Compulsion will be a irrational fear of rats, spiders and insects. She thinks that, since her former master is a sorcerer himself, he may have hundreds of tiny eyes looking for her. For her Gift, the Divine Training stands out and she uses it to increase her Stealth skill to 100%.

Her starting money is 3000 bronze (4D6 resulting of 10, times 300 for being from a civilized background.) This is a lot of money, especially for an escaped slave but she has an idea about that.

To bring it all together, Marsha says her character was told by the priests of the cult to escape Pan Tang and convert other women to the worship of Eequor. One night, she used a knock-out drug given to her by the cult to render her master unconscious and stole a bag of gemstones and valuable silver tableware from his house. She used her incredible Stealth skill to escape Hwamgaarl unseen and at the start of play, is travelling through the wilds of Pan Tang. She hopes to make it to the far western shore and summon a sylph to carry her to the shores of Dharijor. Hopefully, she'll be able to travel to Gromoorva and sell gemstones to book passage back home to Vilmir.

Of course, Dharijor is an ally of Pan Tang, so she may not be any better off but at least she's free. For now.

Magic Points

As representative of how much raw magic energy a sorcerer can expend before becoming exhausted, it is very important to consider how much and how fast Magic Points are spent. According to the Elic Saga, the use of sorcery is taxing on the mind and the body. To simulate this, consider adding the following rules to the game:

For every 3 Magic Points spent in an encounter, the user automatically takes a level of fatigue. For summoning purposes, assume the Magic Point costs are paid at the very end of the summoning in one lump sum.

As a regular addition to the rules, if any creature is reduced to zero Magic Points by any means, that creature immediately falls unconscious for 60-CON in minutes. They do not gain any Magic Points upon awakening and must wait the normal length of time for spent energies to recover.

Marsha finally figures out a good name and calls her character Tomasina Vilario.

Once a sorcerer has been made, the whole of the Multiverse is open to exploration. There is much to see, secrets to be learned and gods to bargain with. While certainly not without its risks, there are a multitude of reasons why mortals risk their lives and souls.

Sorcery is the power of the gods and it is a powerful mortal indeed who can resist the temptation to use that kind of power. This is a book for those who give in to temptation, who seek power down the path of damnation, those who bargain their immortal souls for temporal power.

The question remains, though, is if the power is really worth what the sorcerer must sacrifice to get it.



DEMONS

They will tell you that dealing with a demon is the surest way to damn your soul. They will tell you this but they do not know the whole truth of the matter. Listen not to the follower of Law when it comes to matters of demons; they know nothing of demons, so how can they possibly tell the Seeker of Knowledge anything about the nature of these creatures?

The beings called demons in the Young Kingdoms are nothing of the sort. They are living beings, natural to their world, just like you or I. They differ from us in remarkable ways, not the least of which is the fact that their alien upbringings can and do produce some wild variations in body structure and psychology. This part of the demon's nature is one of the most useful for the summoner. They do not think in the ways of a human mind and can be made to do things even the most base, puerile human being will not. I'll leave it to you to think of ways this might be used to your advantage.

However, bear in mind that, where the demons mentioned here are forms of life, there are other, darker beings out there. These other demons were once human beings whose minds and bodies have been so corrupted by Chaos that they are no longer safe to deal with. This is the fate of those who are not careful with the sorcery and is an object lesson of why the Summoning Ritual is performed as it is.

Using Demons

There are many demons in the Saga (such as the Grahluk and the Oonai) and their use is a valuable and flexible art, both for Player Characters who call upon them and for Games Masters constructing exciting adventures. Many of Elric's most memorable opponents were bizarre creatures from other worlds. They are one of the Saga's most interesting features and using them in the game goes a long way towards telling stories like Elric's.

How demons are used can go a long way towards establishing themes, tone and overall message of the game. Much like all forms of magic, they are a tool to be used. Who uses them and in what capacity they are used, will depend largely two factors: the nature of the players and what sort of story the Games Master wishes to tell.

Those playing followers of the Lords of Law will no doubt see demons and their summoners as heartless villains, who need to be tracked and put to the sword for the greater good. However, those playing followers of Chaos will see demons as powerful and useful, if not dangerous, allies. Those that fall in between these two extremes, as well as mixed groups, may have differing ideas. To get a proper use out of demons, it will be a good idea to establish early on how the players intend to respond to the presence of demons. If they fight to destroy it, decide to flee from it or attempt to Command it to give up its secrets, then they have provided the Games Masters with important knowledge that can be used in later scenarios.

Secondly, the Games Master should consider the themes being used in the game. If the standard mode of play is to be 'good vs. evil,' then demons may be relegated to monstrous, faceless, nameless beasts who live only to destroy and corrupt. However, if other avenues are being pursued, demons can become something else entirely. In a campaign where followers of Chaos use magic to free a country from a tyrannical Lawful regime, demons will look different and be used for quite different things. Here, they become tools for the players; they can distract guards, hold off powerful foes and tear down supposedly impenetrable defenses. In this regard, demons allow the Player Characters to achieve things beyond the scope of mortal strengths.

Demon Appearance and Behavior

These two factors also influence how players perceive and interact with the demonic and bearing these things in mind during scenario construction can produce some interesting results. When demons are enemies, they become truly monstrous; the demons of folklore and mythology, sharp of tooth, clawed and scaled. In this mode, they represent everything the mortal mind fears about the supernatural, i.e. that it is fundamentally inhuman and destructive. Such monsters are creatures of primal, negative emotions; they rage, destroy and drink the blood of the innocent; or they plot and scheme, seeking to destroy their foes from a distance, not allowing the strong a chance to settle accounts with good, old-fashioned death and glory blood lust. They are cowards, charlatans and liars. In many ways, they reflect humanity's worst qualities, amplified by purity of concept.



However, when demons are allies, there is increased room for expression. They may be beautiful, ethereal entities, whose true nature is beyond human imaginings. They may be personable allies in the war against suppression or they may be dangerous weapons, almost too destructive to use but also too useful to leave out. Here there is potential for a great degree of character interaction, especially if summoners frequently call upon the same demons throughout the course of their careers.

Even beyond these approaches, demons can be an enigma. After all, they are essentially alien to the world of the Young Kingdoms. As such, a lot of mileage can be gained from stressing this in play. They are not bound by the laws of physics and can look like anything. They might float three feet in the air or be nothing more than a coherent collection of plasma from a star. They may be covered in tentacles and be amoral and curious about how the human body operates. Demons can be hostile, friendly, indifferent and anything else besides. Above all, they can and should be, weird.

Reversing Expectations

The above section is pretty clear – find what the players think about demons and play up that approach. However, bear in mind that some interesting things can come out of not playing up to their expectations. Assume the characters are a group of Lawful priests and their most common response when faced when a demon is to use counter-sorcery and steel to banish the beast back to the Hells. How will they respond if they encounter a friendly demon or one lost and desperate to return home? Even better, what happens when they discover a sorcerer using demons to heal the sick and ferry messages from the living to the dead?

By the same token, what happens when a cabal of sorcerers call up a demon they cannot possibly control? Maybe all of the demons they've dealt with in the past have been intelligent and within their scope to Command but suddenly, maybe as the result of Lawful interruption at a critical juncture during the summoning, they're faced with a towering mound of muscle that cannot be reasoned with, that seeks to destroy in blind rage and confusion at being ripped from its home? Will they still feel like Chaos is a useful tool when a loved on is caught in the beast's rampage and slain?

FROM THE BRASS GRIMOIRE: DEMONS

Below is a list of demons, whose summoning sigils and descriptions were taken from the blasphemous *Brass Grimoire*, a fabled text on demonology banned in most countries of the Young Kingdoms.

DEMONS OF COMBAT

Most frequently summoned to dispose of the sorcerer's rivals, the Demons of Combat are typically powerful beings that lack subtlety. However, they are adept at performing the tasks for which they are summoned, especially since, unless sorcerous detection methods are used, there is nothing to direct attention back to their callers.

N'THE, THE SILENT WIND, SCION OF THE FIRST DARK

The principle spirit of ambush, who does stalk His prey by night and makes no noise in His Art. He appears in diverse shapes, most often as a man, shrouded in tatters, who has no face save two pits of Dark and who has not hand but sabers of bone. He floats upon a breeze that goes unheard

and unfelt and serves The Lord of the Seven Darks above all other Masters. He speaks in whispers.

Characteristics

STR 23
CON 17
DEX 25
SIZ 10
INT 10
POW 18
CHA 13

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapons

Type	Weapon Skill	Damage / AP
Demon Scythes	69%	1D6+4+1D4

Note: Counts as being armed with 2 weapons

Special Rules

Combat Actions: 4
Damage Modifier: +1D4+3
Movement: 6m
Strike Rank: +18

Chaotic Features

Climbing. (Adds +40% to Athletics tests when doing so).
Levitating.

Skills

Athletics 75%, Dodge 75%, Persistence 54%, Resilience 51%, Stealth 25%, Unarmed 69%

Cost

8 Magic Points.

VARORAU, LIEG-IN-WAIT, STALKING THE NIGHT

This demon is a Mighty Hunter, who scents His prey and follows them until they fall. He comes in the shape of a

Hound of Hell, dark of skin and red of eyes. He speaks with a soft voice but does not open his mouth. He finds his prey, destroys it and returns the corpse for a reward. He is of Good Nature.

Characteristics

STR 21
CON 17
DEX 33
SIZ 16
INT 16
POW 18
CHA 10

Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	-/6
3-4	Right Hind Leg	-/7
5-6	Left Hind Leg	-/7
7-10	Hindquarters	-/8
11-14	Forequarters	-/9
15-16	Right Front Leg	-/7
17-18	Left Front Leg	-/7
19-20	Head/Neck	-/7

Weapons

Type	Weapon Skill	Damage / AP
Bite	63%	1D8+1D6
Claw	63%	1D6+1D6

Special Rules

Combat Actions: 4
Damage Modifier: +1D6
Movement: 6m
Strike Rank: +25

Chaotic Features

Agile (+5 DEX) Stalker (gains +40% to Stealth when Stalking), Weakening.

Skills

Athletics 99%, Dodge 99%, Persistence 54%, Resilience 51%, Stealth 28 (68 stalking)%, Tracking 16%, Unarmed 69%

Cost

7 Magic Points.



Sa'guan, The Groaning Mist

'Elric took his friend in his arms. 'Dyvim Tvar! What is this sorcery?'

'Dyvim Tvar's face was full of horror and his lips seemed frozen until at last he said: 'It is Yyrkoon's sorcery. He conjured the groaning mist to aid him in his escape. I tried to follow him from the city but the mist engulfed me and I lost my senses. I went to his tower to bring him and his accessory here, but the sorcery had already been accomplished.'

— Elric of Melniboné

A nearly-mindless beast, the Groaning Mist roams in the gaps between worlds and is easily called by any sorcerer with its True Name. A monster in every sense of the word, the Groaning Mist manifests as a shapeless blue and purple mist from which occasional flashes of red eyes and white teeth appear before being swallowed up in the mass of mist. If ordered to attack, it engulfs its targets and tears at them with claws and fangs. None but the stoutest warriors can stand to be in its presence, as the awful groaning sound it emits jangles the nerves.



CHARACTERISTICS

STR 28
CON 15
DEX 23
SIZ 20
INT 3
POW 13
CHA 10

HIT LOCATION

Being shapeless, the Groaning Mist has but one Hit Location. It has 20 Hit Points on this location. When struck and injured, the injury becomes red and bleeds.

Weapons

Type	Weapon Skill	Damage / AP
Claws	84%	1D4+2+1D10
Bite	84%	2D10+2

(to Bite, the demon must successfully Claw first)

Special Rules

Combat Actions:	4
Damage Modifier:	+1D10+2
Movement:	6m
Strike Rank:	+13

CHAOTIC FEATURES

Boneless, Claw, Groaning (counts as Screaming, 80% Potency), Toothed

Skills

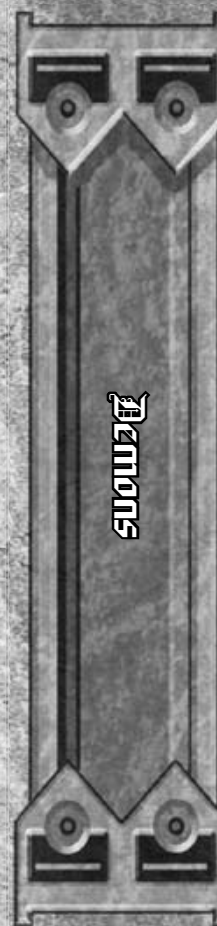
Athletics 69%, Dodge 69%, Persistence 39%, Resilience 45%, Unarmed 84%

Cost

9 Magic Points

C'THUNAE, CHILD OF PYARAY, LURKER AMONGST MEN

A spirit of great power and dubious personality, which manifests as a great red octopus of prodigious size and potency. He is His Father's child in every sense but those who seek to further the Whisperer's aid can at times call upon C'thunae to do their bidding. Fair warning should be taken, as the spirit delights in tormenting those who call it without proper permission. Speaks in a laughing burble.



CHARACTERISTICS

STR 38
CON 20
DEX 37
SIZ 22
INT 11
POW 26
CHA 19

HIT LOCATIONS

D20	Hit Location	AP/HP
1-2	Tentacle 1	-/9
3-4	Tentacle 2	-/9
5-6	Tentacle 3	-/9
7-8	Tentacle 4	-/9
9-10	Tentacle 5	-/9
11-12	Tentacle 6	-/9
13-14	Tentacle 7	-/9
15-16	Tentacle 8	-/9
17-20	Head/Body	-/9

WEAPONS

Type	Weapon Skill	Damage / AP
Beak	114%	1D8+1D12
Tentacle	114%	1D6+1D12
Constrict	114%	As per Grappling

Note: Counts as being armed with 2 weapons.

Note: To use Bite attack, target must be first successfully Grappled.

SPECIAL RULES

Combat Actions:	4
Damage Modifier:	+1D12
Movement:	6m
Strike Rank:	+24

CHAOTIC FEATURES

Boneless, Chameleon (+35% to Stealth when Hiding)
Paralysing,

SKILLS

Athletics 111%, Dodge 111%, Persistence 78%, Resilience 60%, Stealth 25% (60% when hiding), Unarmed 114%

COST

8 Magic Points.

Note: If the summoner is near salt water where the Chaos Fleet is known to frequent, the summoning of C'thunae is an Easy action.

HABATOZIEL, BRINGER OF SWIFT DEATH, CHAMPION OF THE FACELESS ONE

Warrior-Prince of great stature and strength, He bears His Master's standard into conflict with any being. He takes the form of an armoured knight, with full helmet, astride a demon steed that breathes gouts of flame. He is a peerless fighter and will shirk not from a challenge with any foe. Rarely speaks but when He does, His voice resonates in His armour as though it is hollow. He is never found off his steed and cannot be dismounted.

CHARACTERISTICS

STR 32
CON 24
DEX 27
SIZ 22
INT 13
POW 28
CHA 16

HIT LOCATIONS

D20	Hit Location	AP/HP
1-2	Left Foreleg	5/10
3-4	Right Foreleg	5/10
5-6	Forequarters	5/12
7-8	Hindquarters	5/11
9-10	Neck/Head of Steed	5/10
11-12	Right Hind leg	5/10
13-14	Left Hind leg	5/10
15-16	Rider's Chest	5/12
17	Rider's Abdomen	5/11
18	Right Arm	5/9
19	Left Arm	5/9
20	Head	5/10

WEAPONS

Type	Weapon Skill	Damage	AP
Lance	81%	1D10+2+1D12	2
Bastard sword	81%	1D8+1D12	4
Kite Shield	81%	1D6+1D12	10
Rear & Plunge	81%	1D6+1D12	
Gore	96%	2D12	

Special Rules

Combat Actions: 4
Damage Modifier: +1D12
Movement: 6m
Strike Rank: +20

Chaotic Features

Armoured (gains 5 AP) on all locations, Horned (gains Gore attack, 1D12 Damage).

Skills

Athletics 81%, Dodge 81%, Persistence 84%, Resilience 72%, Unarmed 96%

Cost

7 Magic Points

Y'GO-L'AR, UNSEEN ASSASSIN, KNIGHT OF THE OUTER VOID

He does with but a dagger what 1000 swords could not do. He is without true shape; when manifested He appears as a shapeless darkness that blocks out all light. Upon command, He takes His caller's form. He brings death to those His summoner requests, quietly and without arousing suspicion until the deed is done. He does not speak.

Characteristics

STR 15
CON 16
DEX 26
SIZ 17
INT 15
POW 14
CHA 20

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-17
4-6	Left Leg	-17
7-9	Abdomen	-18
10-12	Chest	-19
13-15	Right Arm	-16
16-18	Left Arm	-16
19-20	Head	-17

Weapons

Type	Weapon Skill	Damage / AP
Dagger	78%	1D4+1+1D4
Unarmed	45%	1D3+1D4 (+poison)

Special Rules

Combat Actions: 4
Damage Modifier: +1D4
Movement: 6m
Strike Rank: +21

Chaotic Features

Mimic, Poisonous Touch (6 Action delay, 50% potency, does 7 damage to location struck)

Skills

Athletics 78%, Dodge 78%, Persistence 42%, Resilience 48%, Unarmed 45%

Cost

5 Magic Points

VARTH-KURTUL, THE LIVING MOUNTAIN, FACE OF DESTRUCTION

A titanic shape, this spirit that was once a god, is now a blind and insensate beast. He lashes out madly, bringing corruption and destruction in His wake. Take care when summoning this demon, for its power is more than a single sorcerer can Command. There was once a city of great wealth and piety for the White Lords. Chaos lay siege to it and called upon Varth-kurtul to bring down the city walls. Nothing remains of this place, not even its name. Only The Face of Destruction remains.

Characteristics

STR 36
CON 36
DEX 43
SIZ 39
INT 1
POW 46
CHA 44

DEMONS

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/8
4-6	Left Leg	-/30
7-9	Abdomen	-/16
10-12	Chest	-/17
13-15	Right Arm	-/7
16-18	Left Arm	-/28
19-20	Head	-/14

Weapons

Type	Weapon Skill	Damage / AP
Smash	108%	1D6+2D6+8
Stomp	108%	1D8+2D6+8

Special Rules

Combat Actions:	4
Damage Modifier:	+2D8+8
Movement:	6m
Strike Rank:	+22

Chaotic Features

Asymmetric, Blind, Broadcaster, Deaf, Disturbing (covered in tiny mouths that scream), Nerveless, Screaming (70% potency), Regenerating.

Skills

Athletics 129%, Persistence 138%, Resilience 108%, Unarmed 108%

Cost

24 Magic Points.

Azeal, Cinderburn, Spirit of Ashes

A cowardly spirit who seeks naught but to burn divers, objects and people. He snivels when cornered but will retaliate against those who do Him harm by seeking out that, which they prize and reducing it to ash. He manifests as a tiny form, little larger than an imp, made of dark, smoky fire. He tells his summoner that He cannot control what He burns but this is a lie. He can be commanded to not burn anything without His summoner's approval. Despite His volatile nature, Azeal is good at destroying evidence.

Characteristics

STR 17
CON 13
DEX 22

SIZ 4
INT 4
POW 13
CHA 4

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapons

Type	Weapon Skill	Damage / AP
Touch	51%	1D3+1D4 fire

Special Rules

Combat Actions:	4
Damage Modifier:	None
Movement:	6m
Strike Rank:	+14

Chaotic Features

Hot (counts as Icy-does 1D6 heat damage to anyone in melee range)

Skills

Athletics 66%, Dodge 66%, Persistence 39%, Resilience 39%, Unarmed 51%

Cost

4 Magic Points.

Orgacolsaot, The Shirka, Ancient One

Old when even the earth was fresh, this demon swims the deep waters that flow between the worlds, seeking to fill its ever-hungry stomach. It manifests as a great white shark, larger and more menacing than any mortal shark could ever become. More men and treasure has been lost down this beast's gullet than some nations see in a century. Orgacolsaot is sacred to both Pyaray and Artigkern and serves them before all others when called to the oceans of the mortal world. It can speak and does so with a harsh, commanding voice. It hates humanity with a passion and sorcerers who feed it a human sacrifice find it much more

compliant. It likes to raise its head above the surface of the water and frighten prey into panicking. It will also taunt potential victims.

Characteristics

STR 33
CON 15
DEX 28
SIZ 29
INT 13
POW 21
CHA 12

Hit Locations

D20	Hit Location	AP/HP
1-3	Dorsal Fin	-/8
4-6	Left Pectoral Fin	-/8
7-9	Right Pectoral Fin	-/8
10-12	Tail	-/9
13-16	Body	-/11
17-20	Head	-/9

Weapons

Type	Weapon Skill	Damage / AP
Bite	99%	1D10+2D8
Tongue	99%	Immobilized + auto-Bite next action

Special Rules

Combat Actions:	4
Damage Modifier:	+2D8
Movement:	6m/4m on land.
Strike Rank:	+21

Chaotic Features

Tongue, Regenerating, Stalker (+35% to Stealth when stalking) Excellent Swimmer(+30% to Athletics for swimming purposed.) Huge (1D8 SIZ).

Skills

Athletics 84%, Dodge 84%, Persistence 63%, Resilience 45%, Unarmed 99%

Cost

10 Magic Points.

DEMONS OF TRANSPORT

Jinjugoru, Wing of Chaos, Serpent of the Seventy-Seven Sibilant Sutras

There was a time when fiends walked the face of the world and took wing to spread the joys of Chaos. This time is no more and these fiends have grown rare. Jinjugoru was created ages past, a culmination of years of ritual work and blood sacrifice. It pleases Him to take the shape of a dragon; as such beings inspire dread in the hearts of men and promote violence in the minds of those who lust for power. Today the foolish call upon this Great Beast and seek to ride on His back. Little do they know that while they use Him, He also uses them.

Characteristics

STR 45
CON 33
DEX 19
SIZ 43
INT 17
POW 33
CHA 40

Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	7/15
3-4	Right Hind Leg	7/15
5-6	Left Hind Leg	7/15
7-8	Hindquarters	7/16
9-10	Forequarters	7/17
11-12	Right Wing	7/15
13-14	Left Wing	7/15
15-16	Right Front Leg	7/14
17-18	Left Front Leg	7/14
19-20	Head	7/15

Weapons

Type	Weapon Skill	Damage / AP
Charge	Automatic	2D10+knockback

Special Rules

Combat Actions: 4
Damage Modifier: +2D10
Movement: 6m/10m flying
Strike Rank: +18

Chaotic Features

Armoured (7 points, all location, no skill penalty) Roaring (60% potency, stunned for 1D8 actions), Wings.

Skills

Acrobatics 57%, Athletics 57%, Dodge 57%, Persistence 99%, Resilience 99%

Cost

14 Magic Points.



Tenebriel, The Living Darkness, The Whisper Upon the Wind

Sages say that, when the Multiverse was new, there were only two things: Light and Darkness. From these two things, all

life comes. Tenebriel was spawned out of Darkness, formed from the inky black of Nothing, possessing a body without substance and a soul without life. It lives, yet is nothing but a memory of that Primal Darkness that flowed around Light, creating the stuff of life by their interaction. It is everywhere but nowhere. It holds no malice for humankind and speaks in a quiet whisper, heard and then forgotten.

Characteristics

STR 18
CON 5
DEX 5
SIZ 13
INT 7
POW 6
CHA 8

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-4
4-6	Left Leg	-4
7-9	Abdomen	-5
10-12	Chest	-6
13-15	Right Arm	-3
16-18	Left Arm	-3
19-20	Head	-4

Weapons

Type	Weapon Skill	Damage / AP
Charge	Automatic	1D4+knockback

Special Rules

Combat Actions: 1
Damage Modifier: +1D4
Movement: 6m
Strike Rank: +6

Chaotic Features

Absorbing (drains 1D8 Magic Points, which add to the demon's SIZ), Shadow Walking, Warded (steel)

Shadow Walking : When the demon uses this Chaotic Feature, it and whatever it carries may move its normal movement rate in any direction and it does not actually cross the intervening distance. To observers, the demon sinks into the floor and appears 6m away. It cannot cross running water in this fashion and the Shadow Walking only works at night or in areas of deep shadow.

Skills

Acrobatics 15%, Athletics 15%, Dodge 15%, Persistence 18%, Resilience 18%

Cost

5 Magic Points.

P'HOO-GENETH, THE DOOR TO WISDOM

Those who seek wisdom know the truth; there are many worlds other than our own and roads between them exist in a number of forms. The demon P'hoo-Geneth is a doorway to these roads and the sorcerer may walk them and see sights no mortal eyes were ever meant to see. It is still but a demon, though and can be made to serve the will of the summoner. Care should be taken, for traveling in the crawlspaces between worlds is not without its own dangers. When manifested, the Door to Wisdom appears in the Octagon as a simple wooden door, bound in iron and Runes, floating in space. The sorcerer can Command it to open to another world. Many a fool has become lost to the planes when the Door to Wisdom shuts behind them.

Characteristics

STR 25
CON 13
DEX 11
SIZ 26
INT 14
POW 15
CHA 16

Hit Locations

D20	Hit Location	AP/HP
1-5	Door Frame	5/10
6-16	Door	5/9
17-18	Hinges	5/7
19-20	Latch	5/7

Weapons

Type	Weapon Skill	Damage / AP
Slam Shut	Automatic	1D12

Special Rules

Combat Actions:	2
Damage Modifier:	+1D12
Movement:	None
Strike Rank:	+13

Chaotic Features

Armoured (5 points to each location), Nerveless, Portal.

Portal: This rare Chaotic Feature allows the demon that possesses it to temporarily open a gateway to another plane of existence. Some demons can open a gateway to any plane, while others are limited to a single plane. While a Portal demon can be Commanded like any other, summoners wishing to use this ability must also provide the demon with a suitable service or sacrifice, as well as Dedicating a single point of POW to keep the gateway open. If the sorcerer returns through the gateway before it closes, his POW returns and the demon departs. If not, the POW is forfeit and the demon vanishes, leaving the sorcerer and his companions stranded wherever they happen to be.

Skills

Million Spheres 100%

Cost

Magic Points.

GROMBELDOX, THE BOUNDING STEED, MOUNT OF VEZHAN

There is a story from my village about a sorcerer who fled the Inquisition and happened upon the home of a young woman who lived alone. Her family thought she was a witch but rather than stoning her, exiled her from their home. The sorcerer stayed with this woman for several days, learning from her the arts of the witch and teaching her the doleful joys of Chaos. When the Inquisition found him, the sorcerer slew the girl in sacrifice to Vezhan, the Lord of Winds, in exchange for a chance to escape. The Lord of Chaos answered the sorcerer's prayer and sent His steed Grombeldox to ferry the sorcerer away from harm. He clung to the demon's sticky hide and made good his escape. The Inquisition, thusly deprived of their quarry, found the woman's family and burnt them all at the stake, for surely if they had done their Lawful duty and killed the witch, then their pride at failing to catch the sorcerer would never have been bruised. Thus we see the folly of Law; they claim Perfection in themselves but punish the innocent for their own shortcomings.

CHARACTERISTICS

STR 30
CON 15
DEX 19
SIZ 2
INT 8
POW 20
CHA 17

HIT LOCATIONS

D20	Hit Location	AP/HP
1-2	Tail	4/9
3-4	Right Hind Leg	4/9
5-6	Left Hind Leg	4/9
7-10	Hindquarters	4/10
11-14	Forequarters	4/11
15-16	Right Front Leg/Arm	4/9
17-18	Left Front Leg/Arm	4/9
19-20	Head/Neck	4/10

WEAPONS

Type	Weapon Skill	Damage / AP
Charge	Automatic	1D12+knockback

SPECIAL RULES

Combat Actions:	4
Damage Modifier:	+1D12
Movement:	8m
Strike Rank:	+14

CHAOTIC FEATURES

Armoured (4 points to each location), Leaper (+40% to Athletics when leaping), Stench (50% Potency-summoner immune) Sticky (40% Potency)

SKILLS

Acrobatics 57%, Athletics 57 % (97% when leaping)%, Dodge 57%, Persistence 60%, Resilience 45%

COST

11 Magic Points.

K'PEN'A'HOLOL, THE FERRYMAN, HE WHO TRAVELS BY WATER

The Seeker of Knowledge knows that not all wisdom is located in one's home country. To truly know all, one

must travel to foreign shores and seek out the mysteries that reside in them. However, traveling by ship is fraught with dangers and if one can call upon supernatural aid, is it fitting to travel with our mundane counterparts? The demon K'pen'a'holol is quite capable of ferrying the sorcerer across the waters of the Young Kingdoms and does so with no malice or aversion.

CHARACTERISTICS

STR 19
CON 11
DEX 12
SIZ 23
INT 4
POW 19
CHA 11

HIT LOCATIONS

D20	Hit Location	AP/HP
1	Right Fourth Leg	-/7
2	Left Fourth Leg	-/7
3	Right Third Leg	-/7
4	Left Third Leg	-/7
5-11	Abdomen	-/8
12	Right Second Leg	-/7
13	Left Second Leg	-/7
14	Right First Leg	-/7
15	Left First Leg	-/7
16-19	Thorax	-/10
20	Head	-/7

WEAPONS

Type	Weapon Skill	Damage / AP
Charge	Automatic	1D8+knockback

SPECIAL RULES

Combat Actions:	2
Damage Modifier:	+1D8
Movement:	6m on land/12m on water
Strike Rank:	+8

CHAOTIC FEATURES

Levitating (can move over the surface of water),

SKILLS

Acrobatics 36%, Athletics 36%, Dodge 36%, Persistence 57%, Resilience 33%

Cost

10 Magic Points.

DEMONS OF PROTECTION

Helemon, The Insurmountable Door, Guardian of Those at Rest

Many a time occurs when the sorcerer will need to rest and recover from the trials of life, and the world is such that, when this time occurs, the sorcerer will not always be in a position to sleep in safety. True, companions may offer some protection but a stout door that opens only when Commanded is even more valuable. Helemon is such a thing. When summoned, He manifests as an old man, weary and bent with age. However, upon Command, He will shape Himself into a door and bar any single passage from intrusion.

CHARACTERISTICS

STR 12
CON 15
DEX 10
SIZ 15
INT 1
POW 7
CHA 14

Hit Locations

D20	Hit Location	AP/HP
1-5	Door Frame	2/8
6-16	Door	2/7
17-18	Hinges	2/6
19-20	Latch	2/6

Weapons

Type	Weapon Skill	Damage / AP
Lashing Talons	30%	1D6+1D2

Special Rules

Combat Actions: 2
Damage Modifier: +1D2
Movement: None
Strike Rank: +6

Chaotic Features

Absorbing (drains 1D8 MP and turns them into Hit Points), Warded against steel

Skills

Dodge 30% (normally cannot Dodge attacks), Perception 21%, Persistence 21%, Resilience 45%, Unarmed 36%

Cost

6 Magic Points



Sabaduru, The Unnoticed Protector

There are places in the world where the Seeker cannot go with an obvious demon in his entourage. This does not mean that these places have nothing for the Seeker, only that such hostility exists that sorcerers that show no discretion are typically executed. Sabaduru is a bodyguard suited perfectly for working in such places both for Her unassuming appearance and Her devotion to staying out of sight until needed. Sabaduru manifests as a young human child, of appearance that generally suggests family relations with Her summoner. In her human form, the demon speaks in an appropriate voice and appears to stay close to Her summoner out of fear of the outside world. However, should an attack come, Sabaduru proves to be quite capable of defending Her master with sharp claws or whatever weapons are handy. When She speaks as a demon,

her eyes glow red and a voice like the booming of thunder issues from her mouth.

CHARACTERISTICS

STR 12
CON 19
DEX 7
SIZ 20
INT 6
POW 8
CHA 13

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	2/8
4-6	Left Leg	2/8
7-9	Abdomen	2/9
10-12	Chest	2/10
13-15	Right Arm	2/7
16-18	Left Arm	2/7
19-20	Head	2/8

WEAPONS

Type	Weapon Skill	Damage / AP
Claws	21%	1D8+1D4
Bite	21%	1D10+1D4

SPECIAL RULES

Combat Actions:	2
Damage Modifier:	+1D4
Movement:	6m
Strike Rank:	+7

CHAOTIC FEATURES

Clawed, Hatred (cats), Toothed.

SKILLS

Dodge 21%, Perception 24%, Persistence 24%, Resilience 57%, Unarmed 36%

COST

7 Magic Points

Note: Sabaduru's SIZ is much larger than one would expect a little girl to have. Her stature is such that She does appear as a child of SIZ 6, although Her body has a greater density than normal.

MARIEL, HOUND OF THE DAMNED, PRINCE OF THE THOUSAND SHARDS

Mariel is a creature of barely suppressed violence, which only refrains from attacking His summoner due to the Command inherent in the Summoning Ritual. He takes the form of a huge, mastiff-headed warrior, armed and armoured with brilliant gold weaponry and a shield. His skill at arms is legendary; there are whole reams of Lawful dirges for those known to have been killed by him. Neither easy to use or entirely safe, Mariel is still one of the most capable of the Demonic Bodyguards and His summoner can be assured that, so long as Mariel protects him, he will not be harmed.

CHARACTERISTICS

STR 18
CON 26
DEX 25
SIZ 34
INT 12
POW 31
CHA 17

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	5/12
4-6	Left Leg	5/12
7-9	Abdomen	5/13
10-12	Chest	5/14
13-15	Right Arm	5/11
16-18	Left Arm	5/11
19-20	Head	5/12

WEAPONS

Type	Weapon Skill	Damage / AP
Spear	75%	1D10+2+1D12
Kite Shield	75%	1D6+1D12 +knockback

SPECIAL RULES

Combat Actions:	4
Damage Modifier:	+1D12
Movement:	6m
Strike Rank:	+19

CHAOTIC FEATURES

Roaring (potency 20%).

Skills

Dodge 75%, Perception 93%, Persistence 93%, Resilience 78%, Unarmed 54%

Cost

11 Magic Points.

HAMAROKIA, THE BANE, GUARDIAN OF THE HORDE.

To a sorcerer, access to Demons of Knowledge and earth elementals means that vast material wealth is relatively easy to come by. As a result, many sorcerers amass more objects of value than they can comfortably keep an eye on. Fortunately, there is a Demon Hamarokia, who is well known in occult circles as a guardian of treasure without peer. He manifests as a fat, scaly beast with four arms and a sour disposition. He hisses at those who approach what it guards, warning them of its Ward against swords. He will not attack unless attacked first.

CHARACTERISTICS

STR 25
CON 31
DEX 23
SIZ 26
INT 9
POW 17
CHA 13

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/11
4-6	Left Leg	-/11
7-9	Abdomen	-/12
10-11	Chest	-/13
12-13	First Right Arm	-/10
14-15	Second Right Arm	-/10
16-17	First Left Arm	-/10
18-19	Second Left Arm	-/10
20	Head	-/11

Weapons

Type	Weapon Skill	Damage / AP
Claws	69%	1D8+1D12
Bite	69%	1D10+1D12

Special Rules

Combat Actions: 4
Damage Modifier: +1D12
Movement: 6m
Strike Rank: +16

CHAOTIC FEATURES

Arms, Clawed, Resistant (Wardpact against swords), Toothed, Warded (invulnerable to steel weapons forged by mortal hands).

Skills

Dodge 69%, Perception 51%, Persistence 51%, Resilience 93%, Unarmed 75%

Cost

9 Magic Points

DEMONS OF DESIRE

CH'ARMAH'RONDERO, Keeper OF THE GATE, Obedient SERVANT OF THE GRAVE-LORD

Sorcery is not only the ability to enforce your will upon the demons of Chaos; it is also the thirst for knowledge of the nature of the Multiverse. Mortals are fated to die and it is this very fact that makes the dead so useful to the summoner. The dead have seen what lies after their lives and by calling upon this demon of Chardros, the dead can be recalled to answer what questions the summoner may ask them. Ch'armah'rondero himself manifests as a pale gentleman, finely and somberly dressed. He is mostly ethereal and has little ability to interact with the real world. He does not speak but will perform His duties without fail.

CHARACTERISTICS

STR 1
CON 6
DEX 8
SIZ 5
INT 8
POW 11
CHA 14

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-13
4-6	Left Leg	-13
7-9	Abdomen	-14
10-12	Chest	-15
13-15	Right Arm	-12
16-18	Left Arm	-12
19-20	Head	-13

Weapons

None

Special Rules

<i>Combat Actions:</i>	2
<i>Damage Modifier:</i>	-1D6
<i>Movement:</i>	6m
<i>Strike Rank:</i>	+8

Chaotic Features

Corroding

Skills

Dodge 24%, Influence 42%, Perception 33%, Persistence 33%, Resilience 18%, Seduction 42%, Stealth 24%.

Gift

Return the Dead. (Treat His as the 'Return Loved One' Gift, save it can be used with anyone the summoner knows for a fact to have been a real person and who is now dead.)

Cost

2 Magic Points

Romaloz, the Eater from Beyond

It is a fundamental part of living that we must eat in order to maintain our existence. Even those who attain immortality and abstinence need to gain energy from somewhere in order to stay alive. In the case of the immortals, the energy needed to keep them alive comes from their patron god, at no little cost. Even amongst demons, the need to consume some sort of energy can be great. This is chiefly why demons sometimes consume their summoners; it is not a desire for the flesh alone but for the power the summoners possess. By seeking to call upon Romaloz, the sorcerer trades with the demon the sorcerer's own desire for food in exchange for an ability to go without sustenance for a number of

days. As a by-product of this agreement, Romaloz is able to eat almost anything without leaving a single scrap of evidence behind, making Him a valuable asset when bodies need to be disposed of. He manifests as a squat, four-armed creature, barrel-chested and possessing a huge mouth.

Characteristics

STR	8
CON	7
DEX	6
SIZ	11
INT	5
POW	17
CHA	13

Hit Locations

D20	Hit Location	AP/HP
1-4	First Arm	-14
5-8	Second Arm	-14
9-12	Third Arm	-14
13-16	Fourth Arm	-14
17-19	Body	-16
20	Mouth	-14

Weapons

None

Special Rules

<i>Combat Actions:</i>	1
<i>Damage Modifier:</i>	-1D2
<i>Movement:</i>	6m
<i>Strike Rank:</i>	+6

Chaotic Features

Arms, Huge (+1D8 SIZ)Stench (30% Potency), Toothed (instead of a Bite attack, Romaloz gains the ability to eat anything, regardless of normal edibility or relative SIZ characteristics)

Skills

Dodge 18%, Influence 39%, Perception 51%, Persistence 51%, Resilience 21%, Seduction 51%, Stealth 18%.

Gift

Abstinence (summoner can go without food for 17 days without suffering any ill effects)

Cost

6 Magic Points.

Lillien, the Dark Mother, Consort to the Gods

Even amongst the sorcerers, the drive to have sex and produce children is such that it often overwhelms the mind and reaches obsessive levels. However, the time needed to woo and wed a member of the opposing gender detract substantially from the pursuit of the Dark Arts and it is little wonder then why so many sorcerers produce their own consorts to satisfy the desires of the flesh. Lillien is one such demon, being a spirit that represents the sexual drive as it applies to the production of children. It is genderless and can manifest in any form the summoner desires. Also, it has within its power the ability to alter the gender of its summoner, who may wish to experience the sexual response of the other gender. Care should be taken, however; for, regardless of the gender of either partner, Lillien will become pregnant as a result of these couplings and its brood can be dangerous if not dealt with.

Characteristics

STR 10
CON 10
DEX 22
SIZ 9
INT 10
POW 22
CHA 39

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapons

None

Special Rules

Combat Actions: 4
Damage Modifier: -1D2
Movement: 6m
Strike Rank: +16

Chaotic Features

Beautiful (+6 CHA), Mimic, Spawn (shortly after intercourse with Its summoner, the demon gives birth do 1D8 demonic spawn, who have 1D8 in each characteristic and 1 Chaotic Feature each.)

Skills

Dodge 66%, Influence 117%, Perception 66%, Persistence 66%, Resilience 30%, Seduction 117%, Stealth 66%.

Gift

Change Gender

Cost

8 Magic Points

Araquat, Living Oasis, The Desert-Lord of Zar-Hamada

There is a legend from the founding of the first Ilmioran City-States that says the Nomads of the Sighing Desert are notorious haters of the followers of Chaos. Supposedly, in the early days, a tribe of Nomads became much more hostile than usual; they would raid any caravan travelling through the Sighing Desert and put to the sword any who refused to convert to the faith of 'The Desert God.' A group of mercenaries discovered that this 'God' was only a canny sorcerer who was using the demon Araquat to turn the sands of the Sighing Desert into pure, cold water. He thought he could build an empire by controlling an unlimited source of the area's most precious resource. Sadly, he was killed and his pet demon banished back to His home world. Let this be a lesson; if you are going to use such demons, be subtler about it than this fellow was.

Characteristics

STR 8
CON 10
DEX 10
SIZ 17
INT 13
POW 25
CHA 21

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapons

None

Special Rules

<i>Combat Actions:</i>	2
<i>Damage Modifier:</i>	None
<i>Movement:</i>	6m
<i>Strike Rank:</i>	+12

Chaotic Features

Transmutation (Once per combat action, the demon can change 1D8 SIZ worth of one particular substance into an equal amount of one other substance, chosen at the time of summoning. If the change is to effect living tissue, the target may make a Resilience test to avoid its effects.)

Skills

Dodge 30%, Influence 63%, Perception 75%, Persistence 75%, Resilience 30%, Seduction 63%, Stealth 30%

Gift

Chaotic Blessing (Transmutation-Sand to Water only)

Cost

4 Magic Points.

ORMAZIUS, THE DARKLING HAND, PROCURER OF THINGS UNGUARDED

There are times in everyone's life when the desire for something is so great that it being unobtainable does not enter into awareness. Many people have met their doom lusting after this or that item or driven themselves mad pursuing a person who they find fascinating, only to find them dull and unsatisfying when their affections are finally met. To the sorcerer, these feelings are dealt with in a very expedient manner. The Demon Ormazius specializes in obtaining that, which the summoner desires, be it

incriminating gossip, blackmail material or a priceless work of art. He is subtle, quick, and quiet and almost never fails in His Commanded duty.

Characteristics

STR	17
CON	16
DEX	30
SIZ	12
INT	13
POW	22
CHA	19

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapons

None

Special Rules

<i>Combat Actions:</i>	4
<i>Damage Modifier:</i>	+1D2
<i>Movement:</i>	6m
<i>Strike Rank:</i>	+22

Chaotic Features

Agile (+7 DEX), Chameleon (+35% to Stealth when hiding), Climbing (+40% to Athletics when climbing), Skilled (demon gains 1D8x10% to a single skill-in this case, Mechanisms)

Skills

Athletics 47% (87% when climbing), Dodge 90%, Influence 57%, Mechanism 43% (103% with bonus) Perception 66%, Persistence 66%, Resilience 48%, Seduction 57%, Stealth 57% (92% when hiding)

Gift:

Divine Training (any skill known by the demon)

Cost

8 Magic Points.

DEMONS OF KNOWLEDGE

GARRAGORGE, THE CONSUMMATE WARRIOR, DEMON OF ARMS

It is a commonly held belief amongst the followers of Law that, where their own champions are calm, skilled warriors, the foot-soldiers of Chaos are but rabid animals that flail away at their opponents with no skill or tactics. While this is sometimes true, in most cases the warriors of the Dark Lords are as skilled, if not more so, than their Lawful counterparts. This is, in part, due to the innate human talent for learning. It is also because of the immense body of knowledge maintained by the Demons of Knowledge, who are summoned to instruct in the ways of warfare. Garragorge is one such demon, a small, smooth creature, who knows a million ways to defeat a foe. His instruction is tailored to His subjects, and no two students know the same techniques or skills. It is presumed that Garragorge's wisdom is infinite.

CHARACTERISTICS

STR 12
CON 13
DEX 15
SIZ 12
INT 26
POW 20
CHA 6

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	-15
4-6	Left Leg	-15
7-9	Abdomen	-16
10-12	Chest	-17
13-15	Right Arm	-14
16-18	Left Arm	-14
19-20	Head	-15

WEAPONS

None

SPECIAL RULES

Combat Actions: 3
Damage Modifier: None
Movement: 6m
Strike Rank: +21

CHAOTIC FEATURES

Obfuscating (40% Potency)

SKILLS

Evaluate 78%, Influence 18%, Language (High Speech) 78%, Lore (Battle) 78%, Lore (Exploiting Weakness) 78%, Persistence 60%, Resilience 39% all Weapon skills 78%

New Skill: LORE (Battle)

Represents the character's knowledge of battlefield tactics, troop deployments and the use of terrain in open warfare. Generals will have the Lore (Battle) skills, as would veteran soldiers. When involved in a large-scale conflict, characters may make a Lore (Battle) test to find the best place to launch an ambush or how to manoeuvre a unit of infantry to best make use of terrain. Games Masters may consider a successful use of this skill to offer some small bonus to the ensuing conflict.

New Skill: LORE (Exploiting Weakness)

This skill allows its user to determine a weak point in an opponent, such as a chink in a suit of armour, a phobia or other character flaw or an argument with a logical deficit. By making a successful Lore (Exploiting Weakness) test, the user is made aware of such a weakness and can make use of it in future actions. This grants the user a +10% (+20% on a critical) bonus to any Skill Tests using the weakness. In the case of a preside attack directed at a weakness in combat, this skill may partially offset the penalty for making such an attack.

SPECIAL ABILITIES

Garragorge can see one year into the past or one day into the future and describe what He sees with 78% accuracy

TEACHING

Garragorge can tutor any student in one of His Lore or Language skills at a time, so long as the student's skill is less than 20% lower than His. He can teach up to 26% in these skills, at a rate of 1 percent per hour left in His summoning.

COST

5 Magic Points.



Madagabriel, Maker of Mischief, The Uninvited

Any sorcerer of sufficient skill knows that there are times when people line up like dominoes and it only takes a small nudge in the right place to produce a much larger effect. Madagabriel is a Demon of Knowledge whose area of focus is this very phenomenon. When called, She manifests as a beautiful, olive skinned woman, clothed in exquisite garments. She is alternatively fun-loving and intimidating. She can use Her ability to see through time to determine what small action the summoner might take to bring about a larger-scaled effect.

CHARACTERISTICS

STR 7
 CON 18
 DEX 27
 SIZ 15
 INT 31
 POW 25
 CHA 30

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-7
4-6	Left Leg	-7
7-9	Abdomen	-8
10-12	Chest	-9
13-15	Right Arm	-6
16-18	Left Arm	-6
19-20	Head	-7

Weapons

None

Special Rules

Combat Actions: 4
Damage Modifier: None
Movement: 6m
Strike Rank: +29

Chaotic Features

Bad Luck (if Madagabriel chooses, until Her next action, one chosen character takes a penalty to any Skill Tests equal to her CHA. Failing a Skill Test results in some embarrassing or injurious effect), Beautiful (+4 CHA)

Skills

Evaluate 93%, Influence 90%, Language (High Speech) 93%, Lore (Chaos) 93%, Lore (Domino Effects) 93%, Lore (Gossip) 93%, Lore (History) 93%, Persistence 90%, Resilience 54%

Special Abilities

Madagabriel can see 2 years into the past or 2 days into the future and describe what She sees with 93% accuracy.

Teaching

Madagabriel can tutor any student in one of Her Lore or Language skills at a time, so long as the student's skill is less than 20% lower than Hers. She can teach up to 31% in these skills, at a rate of 1 percent per hour left in Her summoning.

Cost

8 Magic Points.

UNASOZAEI, BRINGER OF INFLUENCE, MASTER OF SMALL MANNERS

The thing about humans that is often forgotten by the Seeker of Knowledge is that we're naturally social creatures. It is one thing to live like a hermit when performing Dark Rites to the Lords of Chaos but those seeking power would be remiss if they overlooked the very real power gained by becoming part of a social group and manipulating it for one's own ends. By calling upon Unasozael, the sorcerer can gain important instruction on how to best navigate a human social group and more importantly, how to turn the relationships that exist within this group to one's advantage. The Demon manifests in a very classical demon shape; He bears red skin and tiny vestigial horns on His bald head. He is at all times infuriatingly polite.

CHARACTERISTICS

STR 9
CON 10
DEX 16
SIZ 12
INT 27
POW 28
CHA 8

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	-15
4-6	Left Leg	-15
7-9	Abdomen	-16
10-12	Chest	-17
13-15	Right Arm	-14
16-18	Left Arm	-14
19-20	Head	-15

WEAPONS

None

SPECIAL RULES

Combat Actions: 3
Damage Modifier: None
Movement: 6m
Strike Rank: +22

CHAOTIC FEATURES

Stench (Brimstone, 40% Potency).

SKILLS

Evaluate 81%, Influence 24%, Language (High Speech) 81%, Lore (Chaos) 81%, Lore (Intrigue) 81%, Lore (Navigating Social Circles) 81%, Persistence 84%, Resilience 30%

NEW SKILL: LORE (INTRIGUE)

Characters with this skill are adept at finding their way around a conspiracy. At any time, the user may make a Skill Test to determine if there is a conspiracy to perform a certain action, as well as being able to tell who the likely members of this conspiracy are. This skill does not make the user see conspiracies that do not exist. The Lore (Intrigue) skill also allows the seer to develop his own conspiracies, as well as hide them from view. Spies, secret operatives and police detectives often have this skill at very high ranks. If two characters with this skill are trying to discover the existence of each other's conspiracies, an opposed test of their Lore (Intrigue) skills will be needed to determine whose plots are the best hidden.

NEW SKILL: LORE (NAVIGATING SOCIAL CIRCLES)

A must for characters who wish to engage in social actions, this skill informs the user about the ins and outs of any new social situation; who the power brokers are, what factions are at play in a given city, who is in love with whom and so on. In particular, this skill informs the user about who to approach for a specific sort of aid or assistance.

Gaining knowledge about the social circles in a new city takes about a week, during which time each use of the skill informs the user of one fact about the area's social climate. Once these facts have been determined, figuring out who is best to approach requires a further successful use of the skill.

Having a good working knowledge of the social circles in an area, the user becomes quite good at all social tasks. Any skills that use CHA as a base characteristic maybe be granted a 10% bonus if following a successful use of the Lore (Navigating Social Circles) skill.

Special Abilities

Unasozael can see 1 year into the past or 1 day into the future and describe what He sees with 81% accuracy.

Teaching

Unasozael can tutor any student in one of His Lore or Language skills at a time, so long as the student's skill is less than 20% lower than His. He can teach up to 27% in these skills, at a rate of 1 percent per hour left in His summoning.

Cost

5 Magic Points

SHABAZOT, THE DIVINER, ILLUMINATOR OF CHAOS

Of course, it is a good basic practice to do extensive divinations before undertaking any form of ritual working and purely mundane methods for telling the future are usually sufficient for this process. However, there are times in the life of every Seeker of Knowledge when divinations of greater accuracy and specificity need to be pursued. Calling upon Shabazot or a similar demon is recommended before embarking on any new area of study, as the demon can illuminate areas of the study that might prove problematic. Not only can His insight prevent costly setbacks but also potentially dangerous mistakes that can occur when dealing with magical energies of any sort. He appears as an old man with skin the colour and texture of stained walnut, wearing a purple robe and turban. The means of His divination vary, although evidence suggests He works best using cartomancy to determine the future.

Characteristics

STR 9
CON 17
DEX 11
SIZ 12
INT 30
POW 28
CHA 19

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-16
4-6	Left Leg	-16
7-9	Abdomen	-17
10-12	Chest	-18
13-15	Right Arm	-15
16-18	Left Arm	-15
19-20	Head	-16

Weapons

None

Special Rules

Combat Actions: 2
Damage Modifier: None
Movement: 6m
Strike Rank: +21

Chaotic Features

Absorbing (turns drained Magic Points into INT, each point of which increases His Lore skills by 3% and His ability to tell the future or the past by the same amount. He frequently asks for a sacrifice of Magic Points to augment His fortune-telling abilities).

Skills

Evaluate 90%, Influence 57%, Language (High Speech) 90%, Lore (Chaos) 90%, Lore (Fortune Telling) 90%, Lore (Fate) 90%, Persistence 84%, Resilience 51%

New Skill: Lore (Fate)

This skill allows the user to get a very general sense of the ultimate fate of the target, such as whether the target will die during a particular siege or if they are destined to become a sorcerer at some point in the future. In some ways, this skill produces very vague results, while in others ways the results can be quite specific. Games Masters can allow this to work as a limited form of precognition, allowing characters to gain insight to the future on a successful test.

New Skill: Lore (Fortune Telling)

With this skill, the user may gain insight into the future of a specific individual or the outcome of a specific action. There are many types of fortune telling and the user must specialize in at least one. Cartomancy; fortune telling with cards, is probably the most common, although other forms exist. With a successful Skill Test, the user can determine, in a very general sense, what will occur in the immediate future following a source of action. If the test is a failure, the information gained is vague or unclear and on a fumble the results are wrong or outright misleading. Characters with the Lore (Fate) skill may add a +10% bonus to that skill if it is preceded by a successful Lore (Fortune Telling) Skill Test.

Special Abilities

Shabazot can see 5 year into the past or 5 days into the future and describe what He sees with 90% accuracy.

Teaching

Shabazot can tutor any student in one of His Lore or Language skills at a time, so long as the student's skill is less than 20% lower than His. He can teach up to 30% in these skills, at a rate of 1 percent per hour left in His summoning.

Cost

9 Magic Points

Tinhalel, Lord of Learning, Most Exalted of Sages

Where most normal people try to learn things the hard way, such laborious and time-consuming approaches take precious time away from the study of sorcery, which every Seeker of Knowledge recognizes as the best use of time and resources. However, specialized training in other disciplines does have other advantages. Sorcerers, of course, have means of learning these skills in a manner much faster and more thorough than their mundane counterparts and good sorcerers always knows when to use the tools at their disposal. I have heard that there is a secret cabal of student sorcerers at the University of Cadsandria who call upon the Demon Tinhalel in order to augment their knowledge of their studies in order to increase their marks

on exams. As such they attain positions of great influence after graduating. The demon Himself manifests as a black cat – somewhat traditional but also fairly unassuming so as to better avoid unwanted attention. Despite His form, He speaks in a dry, humorless voice.

Characteristics

STR 5
CON 10
DEX 15
SIZ 4
INT 20
POW 19
CHA 11

Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	-3
3-4	Right Hind Leg	-3
5-6	Left Hind Leg	-3
7-10	Hindquarters	-4
11-14	Forequarters	-5
15-16	Right Front Leg	-2
17-18	Left Front Leg	-2
19-20	Head	-3

Weapons

None

Special Rules

Combat Actions: 3
Damage Modifier: -1D6
Movement: 6m
Strike Rank: +18

Chaotic Features

None

Skills

Evaluate 60%, Influence 33%, Language (High Speech) 60%, Lore 60%, Persistence 57%, Resilience 30 %

At the time of summoning, the summoner may name two areas of academic research (mathematics, alchemy, astrology and so forth) or any two foreign languages. Tinhalel will manifest knowing each of these Lore skills or Languages at 60%.

Special Abilities

Tinhale can see 2 year into the past or 2 days into the future and describe what He sees with 60% accuracy.

Teaching

Tinhale can tutor any student in one of His Lore or Language skills at a time, so long as the student's skill is less than 20% lower than His. He can teach up to 20% in these skills, at a rate of 1 percent per hour left in His summoning.

Cost

4 Magic Points

Diavonel, The Unseeing Eye, Lord of the Painful Truth and the Comforting Lie

Not all of the spirits of Chaos are large beasts determined to destroy, although this is the image of Chaos perpetuated by those fools in the Church of Law. Demons can be quite small, cunning and to the astute sorcerer, very useful. Diavonel is one such demon. She does not possess great strength, nor does She spit acid or exsanguinate the sorcerer's foes. No, Her use is a simple one; Diavonel can tell lies from truth. She sits invisibly upon Her summoner's shoulder and any time someone within the sorcerer's hearing speaks, the demon whispers one word, either 'truth' or 'lie.' Sadly She cannot clarify what She means and is sometimes confused by lies of omission and dissembling. However, when spoken, Her words are as absolute as such things can be.

Characteristics

STR 3
CON 13
DEX 13
SIZ 1
INT 32
POW 22
CHA 10

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-3
4-6	Left Leg	-3
7-9	Abdomen	-4
10-12	Chest	-5
13-15	Right Arm	-2
16-18	Left Arm	-2
19-20	Head	-3

Weapons

None

Special Rules

Combat Actions: 3
Damage Modifier: -1D8
Movement: 6m
Strike Rank: +23

Chaotic Features

Brilliant (+1D8 INT), Blind, Invisible.

Skills

Evaluate 96%, Influence 30%, Language (High Speech) 96%, Lore (Comforting Lies) 96%, Lore (Painful Truth) 96%, Persistence 66%, Resilience 39%.

New Skill: Lore (Comforting Lies)

This skill allows the user to determine precisely what lie can be told to someone to produce a relaxed state and allow the user to gain a +10% (+20% critical) bonus to Influence tests against this target. Use of this skill does not mean the lie is actually spoken, only that the user has the knowledge of what to say. Of course, these are still lies and can result in a great deal of suffering if misused.

For example, a sorcerer has the need to break into a heavily guarded estate and is stopped by the guard at the front gate. If the sorcerer makes his Comforting Lies test, he is aware that the guard only protects this gate out of fear for his family, the sorcerer may say something like, 'Your family is safe from harm and your duty here is at an end. Let me pass.' The Influence test needed to bypass the guard would be augmented by +10%.

New Skill: Lore (Painful Truth):

Much like the Lore (Comforting Lies) skill, this skill allows the user to determine what one truth can be said to target that will be the most devastating, painful thing they could hear. A successful use of this skill grants the user insight into the target, granting them the same bonuses to Influence rolls as per the Lore (Comforting Lies) skill. Note however, that these are true statements, not lies and while suffering may come out of their utterances, they do not promote long-lasting discord as the use of lies do. They are harder to hear but preferable in the long term.

Special Abilities

Diavonel can see 1 year into the past or 1 day into the future and describe what She sees with 96% accuracy.

Teaching

Diavonel can tutor any student in one of Her Lore or Language skills at a time, so long as the student's skill is less than 20% lower than Hers. She can teach up to 20% in these skills, at a rate of 1 percent per hour left in Her summoning. Unlike most Demons of Knowledge, She is capable of training skills in those who do not possess them.

Cost

4 Magic Points

The Courts Inauspicious: Vassals and their Attendant Spirits

The preceding demons are pure creatures of Chaos; they stand alone, without peers or family, as unique expressions of infinite potential. Demons of this sort make up the vast bulk of the known demons of the Multiverse but they are not the only way in which demons manifest.

In the Multiverse, the powers and ranking of the Lords of the Higher Worlds vary a great deal. In one world, Arioch may be the supreme ruler of the Lords of Chaos, while in another he may be a vassal to Hionhurn and in another he may not exist at all. It is said that, at the height of its power, the Bright Empire of Melniboné could summon such beings. Today, the rules governing magic in the Young Kingdoms have changed; these beings cannot be compelled to appear by any means.

A vassal owes its existence and level of influence to one of the other Lords of Chaos and is considered to be a servant of this god. They operate outside the god's purview but further their master's aims. However, there have been well known cases of Princes seeking their own divine ascension, thereby empowering themselves and taking useful tools from their former patron.

A Vassal develops a cadre of demonic followers, which are dispatched into the world to further His schemes. These followers are also farmed out to sorcerers, who are given the demon's Specific Summoning Ritual and allowed to use them as they see fit. Of course, the loyalty to any demon is always its true master.

Those sorcerers unlucky enough to attract the attention of a Vassal will be followed and observed and if any misstep is made during a conjuration, the being will force His way into the summoning. Vassals cannot be Commanded and will depart at their own leisure. However, due to the existence of the Barrier of Law, no Lord of Chaos can manifest for more than a few minutes in the Young Kingdoms

What the Vassal requires from those that attract His attention is aid, either in His master's plots or His own. He will flatter the summoner, describing the esteem the summoner holds within the demon realms (which may or may not be true) and suggest a mutually fulfilling partnership. The terms of this partnership vary but tend to be remarkably similar to those offered by the more powerful Lords of Chaos.

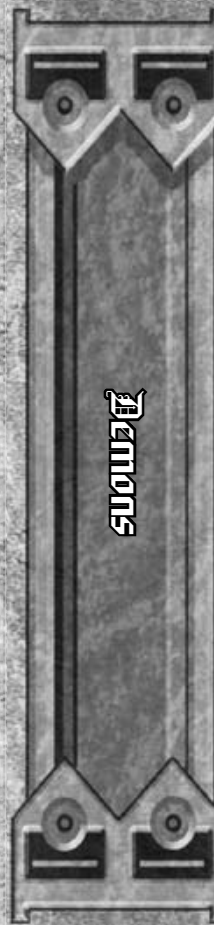
The nature of the pact with a Vassal is identical in most respects to that with any other Lord of Chaos. Some have cults, offering Gifts to their faithful, expect services and the dedication of POW in exchange for their patronage. However, the important distinction is that, since they are of a lesser station, there are times when their influence is overridden by those of greater prestige. If the aims of the Vassal come into conflict with a more prominent Lord of the Higher World, His sorcerers may find themselves without patronage at important junctures. This is even more likely when travelling to other planes. As with all Lords of Chaos, Vassals are notoriously fickle; they are equally likely to warn their charges to bow out of a conflict as to spur them on, hoping to lead them into entertaining trouble.

Vassals tend to view their Pacted sorcerers as mere servants, albeit one who is afforded a great deal of freedom. Those sorcerers who devote more of their time to their own affairs risk earning the Prince's ire. Those undergoing apotheosis while enjoying a Vassal's patronage become one of His demons, loaned out to other sorcerers in order to achieve the Prince's aims.

Designing Vassals

As manifestations of Chaos beyond the scope of regular demons, Vassals do not have game stats as such. For use in games, they only require a few things:

- * An appearance: whereas the Lords of Chaos frequently takes different forms, the Vassals seem to be more limited, taking a single form when dealing with mortals. This form may be warped and twisted to a limited degree but it is always recognizable as the Vassal's form.



- * A domain: this is usually one thing over which the Vassal has an abiding interest. This will influence their behavior, as well as the types of activities for which they'll approach sorcerers.
- * Attending demons: nearly all Vassals have lesser demons at their command, typically at least one of each type of demon. In addition to the abilities normally associated with each type of demon, those serving a Vassal will have an appearance that echoes their patron and Chaotic Features that relate to their master's domain. Demons that are part of a Vassal's entourage are used to being made slaves of sorcerers. They will willingly serve those who are members of their master's cult but resist serving unallied sorcerers. They may be summoned as usual but all Command tests are more difficult when dealing with them.



An example of a Vassal from the Saga follows, however there are no doubt others.

Duke Teer, Vassal of Mabelode, Lord of the Castle Built of Blood

Appearance: A massive, nude human figure with a blood-matted boar's head.

Domain: Oversees the construction and maintenance of The Castle Built of Blood, a structure that is formed from the liquid blood of anyone killed by one of Teer's numerous mortal or demonic champions. He often approaches mortals and requests the murder of important political officials from Lawful countries. In this way, he serves both Himself and His Master.

Attending Demons: Duke Teer maintains a legion of demons, some of which are listed below.

Demon of Combat

Selbane, Champion of Bloodletting

Selbane is a violent, blood-crazed demon that exists only to spill the blood of mortals in His master's name. He manifests as a heavily muscled human warrior armed with a wickedly serrated axe and bearing a hairy, porcine face like that of His master. Any foe slain by Selbane does not bleed; the blood that would normally flow from their wounds is channeled through a gate to Teer's Castle, where it is collected and used in the construction of His mighty Castle.

Characteristics

STR 20
CON 10
DEX 19
SIZ 10
INT 6
POW 8
CHA 8

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapons

Type	Weapon Skill	Damage / AP
1H Battleaxe	60%	1D6+1D4+3
2H Battleaxe	60%	1D6+1D4+5

Special Rules

Combat Actions:	4
Damage Modifier:	+1D4+2
Movement:	6m
Strike Rank:	+13

Skills

Athletics 57%, Dodge 57%, Persistence 24%, Resilience 30%, Unarmed 60%

Cost

4 Magic Points

DEMON OF PROTECTION

THORNE, THE WAILING REAPER

A bodyguard sent by Teer to protect those who aid Him in His work, Thorne is appears similarly to Selbane, saving that Thorne is obviously female and the head atop Her body is that of an antelope. She sticks closely to Her charge and intervenes when Her summoner is attacked.

CHARACTERISTICS

STR	11
CON	17
DEX	14
SIZ	15
INT	4
POW	14
CHA	9

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-7
4-6	Left Leg	-7
7-9	Abdomen	-8
10-12	Chest	-9
13-15	Right Arm	-6
16-18	Left Arm	-6
19-20	Head	-7

Weapons

Type	Weapon Skill	Damage / AP
Martial Arts	42%	2D3+1D2

Special Rules

Combat Actions:	3
Damage Modifier:	+1D2
Movement:	6m
Strike Rank:	+18

CHAOTIC FEATURES

Acidic (does 1D4 damage to anyone that wounds her), Broadcaster, Regenerating.

Skills

Dodge 42%, Perception 42%, Persistence 42%, Resilience 51%, Unarmed 42%

Cost

5 Magic Points

DEMON OF TRANSPORT

VILAEI, THE UNERRING TRACKER

A devout servant of Duke Teer, Vilael uses a perfected sense of smell to track down any creature. Used as a mount for those working with Teer, Vilael allows His summoner to ride on His back while in pursuit of the single prey that Teer demands. He is shaped like His peers, only that He moves on all fours and is too big to have a saddle. Those seeking to use this demon should be able to ride well and be mindful of the fact that holding onto His stinking mane is the only thing keeping them from falling. Vilael speaks in a guttural bark and talks only of blood and slaughter.

CHARACTERISTICS

STR	28
CON	18
DEX	21
SIZ	23
INT	5
POW	22
CHA	7

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/9
4-6	Left Leg	-/9
7-9	Abdomen	-/10
10-12	Chest	-/11
13-15	Right Arm	-/8
16-18	Left Arm	-/8
19-20	Head	-/9

Weapons

Type	Weapon Skill	Damage
Charge	Automatic	1D12+Knockback

Special Rules

Combat Actions:	4
Damage Modifier:	+1D12
Movement:	10m
Strike Rank:	+13

Chaotic Features

Skilled (+80% to Tracking)

Skills

Acrobatics 63%, Athletics 63%, Dodge %, Persistence 66%, Resilience 54%, Tracking 85%

Cost

9 Magic Points

Demon of Knowledge

Thamiuss, The Patient Sage

Where Teer's other attendant demons are aggressive in their pursuit of blood, Thamiuss takes an intellectual, detached view of the art of bloodletting. Where His peers rampage and slaughter the multitudes, Thamiuss devotes His time to extracting every drop of blood from rare and precious creatures. He manifests as a slim human male with a boar's head but unlike His fellows He is clothed in the white robes of a sage. These robes are often dappled with a series of tiny red dots.

Characteristics

STR	9
CON	11
DEX	12
SIZ	9
INT	20
POW	19
CHA	12

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapons

None

Special Rules

Combat Actions:	2
Damage Modifier:	-1D2
Movement:	6m
Strike Rank:	+11

Chaotic Features

Skilled (+60% to Healing)

Skills

Evaluate 60%, Healing 99%, Influence 36%, Language (High Speech) 60%, Lore (Chaos) 60%, Persistence 57%, Resilience 33%.

Note: Thamiuss can make a Healing check to drain all of the blood from a dead body, so long as the body is freshly dead (not dead longer than 1 hour for each point of SIZ).

Special Abilities

Thamiuss can see 1 year into the past or 1 day into the future and describe what He sees with 90% accuracy.

Teaching

Thamiuss can tutor any student in one of His Lore, Language, or Healing skills at a time, so long as the student's skill is less than 20% lower than His. He can teach up to 19% in these skills, at a rate of 1 percent per hour left in His summoning.

Cost

5 Magic Points

Demon of Desire

Nominae, The Keeper of the Castle Gate

None save Mabelode and Duke Teer know the reasons why the Duke of Hell is building His Castle of Blood and none may enter the castle without the permission of Nominae, Gatekeeper to the Castle of Blood. When called, this soft spoken, boar headed man allows the summoner and his friends to temporarily reside in a small portion of the Castle, which extrudes itself into the mortal world for the duration of the demon's Gift. Those who serve Teer make use of this demon, summoning Him every few days to maintain a free fortress out of a section of Teer's castle.

Characteristics

STR 8
CON 10
DEX 11
SIZ 9
INT 8
POW 18
CHA 18

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-14
4-6	Left Leg	-14
7-9	Abdomen	-15
10-12	Chest	-16
13-15	Right Arm	-13
16-18	Left Arm	-13
19-20	Head	-14

Weapons

None

Special Rules

Combat Actions: 2
Damage Modifier: -1D2
Movement: 6m
Strike Rank: +10

Skills

Dodge 33%, Influence 54%, Perception 54%, Persistence 54%, Resilience 30%, Seduction 54%, Stealth 33%.

Gift

Sanctuary. Can be of any size listed in the Gift entry. Castles are common. In any event, the entire edifice is composed of liquid blood that somehow maintains its shape, and occupants can live in it as if it were an otherwise mundane structure

RUNE MAGIC

'He worked swiftly over a small fire, using an alchemist's pestle and mortar, mixing the shredded leaf with a little water. As the brew bubbled on the fire, he drew peculiar runes on the ground, some of which were twisted into such alien forms that they seemed to disappear into a different dimension and reappear beyond it.'

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

'So Elric chanted as a small pink cloud formed in the air over the fire, wavered, reformed into a spiral shape which curled downwards into the bowl. The brew spluttered and then was still. The albino sorcerer said: 'An old boyhood spell, so simple that I'd near forgotten it. The leaf for the potion grows only in Troos and therefore it is rarely possible to perform.'

— *The Bane of the Black Sword*

There are an unknowable number of Runes. Some are singularly powerful and some need to be combined with others to be effective and are sometimes called spells. Runes are expressions of specific parts of the fabric of the Multiverse, meaning that someone who understands a Rune, through the Rune Casting skill, can manipulate the fabric of the Multiverse locally and in a limited way.

Runes are shadow topologies that project or represent a specific part of the Multiverse's nature. Learning a Rune can take years of study to accomplish or may be grasped easily by someone with the right outlook and affinity with the order of the Multiverse. Runes can also be mastered by followers of any of the powers at work in the Young Kingdoms, although some Runes are clearly the provinces of certain powers, such as the elemental Runes of the Elemental Lords.

A Rune is a mixture of iconography, emotion, speech and state of mind. Speaking a known Rune initiates its effect immediately around the sorcerer or that, which they touch. Inscribing a Rune on an object localises the Rune's power and effect to that object. Investing a Rune casting attempt with more Magic Points increases the Rune's effect or duration of influence. Whilst all Runes are different, there are some common traits:

- * Whilst Runes can be learned outside a cult, it is rare for this to happen. In the Young Kingdoms, Runes are normally taught by cults, although they can occasionally be found in grimoires, hidden in works of art or even engraved into the walls of ancient buildings.
- * Once a Rune is known, it cannot be forgotten. Its nature burns its way into the psyche and remains there, waiting to be used. A human user may only know a number of Runes equal to his INT. The only exception to this is for Melnibonéans, who possess the mental capacity to know many, many Runes, even if they linger as distant memories. In all cases, once a Rune is memorized, it cannot be forgotten.
- * Inscribed Runes are permanent: no amount of washing, scrubbing, purging or hacking can remove a Rune once it has been marked. The ink or pigment might wash away but the Rune's shape is always visible, even when its power has been completely exhausted.
- * All Runes require Magic Points for activation. A sorcerer can invest a Rune with as many Magic Points as he can afford. If several sorcerers, such as fellow cult members, wish to combine their abilities to invoke a Rune, they may pool their available Magic Points to augment the Rune's power. However, each participating sorcerer must succeed in a Rune Casting Skill Test or the Rune fails.
- * Although a Rune's symbol is permanent, its effect wanes with time and neglect. However, some extremely powerful Runes, such as those carved by the Lords of Law and Chaos are eternally active, beyond the intellect of anyone alive in the Young Kingdoms, even Melnibonéans, to comprehend and are impossible to replicate.
- * If activated verbally, the Rune generally acts upon the caster, although its effects can be directed to another person or creature if the sorcerer can make physical contact.
- * If inscribed on a person or object, the Rune affects the bearer directly. Inscribed Runes retain their power for as long as the caster wishes to dedicate the Magic Points invested in them. During this time the sorcerer's *maximum* number of Magic Points is reduced by the number dedicated to the Rune. Once allowed to lapse, the Rune's power rapidly ebbs away, although it still leaves a slight, invisible, magical emanation only detectable by Witch Sight.

Someone who knows the Rune can reactivate it with a successful Rune Casting Skill Test and making a new investment of Magic Points.

- * To activate a Rune verbally, the sorcerer must be in a position to vocalise the Rune, forming words in High Speech and able to mutter, at the very least. Inscribing a Rune requires both vocalisation and the ability to mark the object in some way (ink or other pigment, scratching, branding and so forth).

RUNE CASTING (Specific Rune) (INT + POW)

The sorcerer has learned the properties of a specific Rune, named in the skill. He understands its geometry, its topology and the way it interacts with the Multiverse. He understands the glyphs and strokes forming the Rune and he knows how to voice it using High Speech. The Rune Casting skill is used to either inscribe or speak a single Rune. If a sorcerer comes across the same Rune inscribed by another, he recognises it automatically. If the Rune is unknown and the sorcerer succeeds in a High Speech Skill Test, he can, after 1D8 hours of study



and contemplation, figure-out the Rune's likely nature, although he cannot counter, alter or replicate the Rune. The percentage of the Rune Casting skill can never exceed the sorcerer's High Speech skill.

CASTING THE RUNES

The procedure and restrictions on Rune Casting are as follows.

- * The Magic Point investment must be declared *before* the Rune is cast.
- * Vocalising a Rune takes 1 Combat Action for each Magic Point invested. The Rune's power takes effect on the last Combat Action.
- * Inscribing a Rune takes 1D8 minutes for each Magic Point being invested.
- * To cast a Rune, the sorcerer must concentrate totally on it. No other actions are permitted. If disturbed in anyway, the casting attempt is aborted but can be retried on the next Combat Action.
- * A successful Rune Casting (Rune) test is made every time a sorcerer casts a Rune, either via inscription or vocalisation.
- * A critical success means the sorcerer has been able to control the flow of the Rune effectively. The character loses one Magic Point fewer than normal for casting the spell (so a Magnitude 2 spell costs 1 Magic Point and a Magnitude 1 spell is free) and any attempts to resist or counter the spell suffer a -10% penalty.
- * If the Rune Casting test fails, 1 Magic Point is lost.
- * If the test is fumbled, *all* the declared Magic Points are lost.
- * As Runes are not physical items, a sorcerer who knows a Rune does not need to hold it in their hand to activate its effects; subtle vocalisation is enough.
- * All Runes are vocalised in High Speech. The maximum chance of invoking a Rune is limited by the value the caster has in High Speech. It is *not* necessary to make a High Speech roll to inscribe or vocalise a Rune.
- * The effects of a vocalised Rune last for one hour. This duration can be extended by investing additional Magic Points over and above those already invested in powering the Rune. Every additional Magic Point increases the duration of the Rune's effect by a further hour. For example, Lady Sathril, a Melnibonéan sorceress, casts the Rune of Protection, investing the Rune with 4 Magic Points to give herself 4 Armour Points across each Hit Location. This lasts for one hour only and since she

will face many enemies that night, she decides to extend the duration of the protection for a further two hours by investing another 2 Magic Points. So, her magical protection is now 4 points and she will enjoy this protection for three hours.

- * Inscribed Runes have an indefinite duration. However, the sorcerer's maximum number of Magic Points is *reduced* by the Rune's power (i.e., the Magic Points invested in it) until the sorcerer ceases to maintain it. Only once the inscribed Rune is allowed to lapse may the Magic Points dedicated to it be recuperated. *For example Lady Sathril has 16 Magic Points available for Rune Casting. She has a Rune of Enhance STR tattooed upon her body and decides to invest it with 10 MP. From that point forward the Rune continuously augments her strength, making her a deadly opponent in combat. However, she will only ever regain these dedicated Magic Points if she ceases to maintain the Rune. Until that time her maximum available Magic Points are reduced to 6, severely weakening her sorcery powers.*
- * The effects of a Rune *cannot* be dismissed. Only in some circumstances can a Rune be *countered* by a Rune of opposite power and only then if it equals or exceeds the number of Magic Points invested in it.

Stacking Runes

Runes can be stacked. If a sorcerer knows several Runes and he has the Magic Points, he can combine one or more together in a single effect, either vocally or through inscription. When vocalized, the spoken Runes flow into a High Speech mantra, which may be poetic in form or simply the Rune's names chanted over and over. When inscribed, stacked Runes form a complex pattern of characters that seem to flow out of this plane and into others, shifting visibly before the watcher's gaze.

- * There is no limit to how many Runes can be stacked, save for the sorcerer's reserve of Magic Points.
- * Each Rune must have at least a 1 Magic Point applied to it.
- * A Rune Casting Skill Test is required for each stacked Rune.
- * The order of stacking is unimportant; the Runes take effect simultaneously when the spell is activated.
- * The casting duration is cumulative. Casting a stack of Runes that require 8 Magic Points takes 8 Combat Actions; thus it can take *more* than a single round of combat to cast a complex spell.

Types of Runes and Their Powers

Air

Using the Air Rune, the sorcerer can create a pocket of air surrounding him. Each Magic Point extends the range of the air pocket to include one additional person. Those sharing an air pocket must remain



within touching distance for the Rune to maintain its effect. Anyone moving outside of this sphere of influence loses the Rune's protection.

Alarm

When inscribed upon a person or thing, the sorcerer is *immediately* aware of the subject being moved, moving or being touched. The Alarm Rune has no purely verbal activation. The sorcerer must be on the same plane as



the inscribed item but otherwise, range has no effect.

Animate

In the phosphorescent Central Tomb, surrounded by the mummified corpses of his ancestors, Veerkad chanted the resurrection ritual before the great coffin of the Hill-King—a giant thing, half as tall again as Veerkad who

was tall enough. Veerkad was forgetful for his own safety and thinking only of vengeance upon his brother Gutheran.'

— *The Bane of the Black Sword*

A dangerous Rune that is used to return dead bodies to a semblance of life. The sorcerer can animate a body by paying as many Magic Points the body had in its SIZ characteristic. However, raising a creature from

the dead requires a successful Command test, else the creature runs amok. The Rune only empowers the body and unlike the Rune of Raising, it does not touch the soul. Creatures resurrected in this fashion use the physical skills they once possessed in life.



BARRING

Now he could take his vengeance, he thought, as he reached yet another door at the top of the stair and drew back his sword to smite it. The blow fell, but the door held. 'Curse the thing, it is protected by charms!' he swore.'

— Stormbringer

The Rune of Barring prevents entry into an area. It affects a number of cubic meters equal to the Magic Points invested. Those caught within the area of the Rune may leave but not re-enter until the Rune dissipates. In all other respects it is similar to a Rune of Confinement.



BEASTS

Each beast, whether insect, fish, reptile, mammal or bird, has its own Rune. Singularly, Beast Runes do nothing but indicate the nature of the beast.



Bewilderment

This Rune causes confusion and uncertainty. When vocalised, the caster's actions, appearance, words, clothing and so forth become confusing, indistinct or unmemorable. Each Magic Point invested allows one

such attribute to become bewildering. When inscribed

on an object, its appearance alters in a similar way. Note that the Bewilderment Rune does not cause invisibility; it simply alters the perceptions of the viewer, masking the true nature of the subject. Witch Sight sees through a Bewilderment Rune on a successful opposed roll against the Rune caster's Bewilderment Rune skill. Mundane onlookers need to succeed in a critical, unopposed Perception test to know that all is not as it appears but will not be able to see the truth behind the obfuscation.

Example of Bewilderment

Nerak Cyn of Filkhar, a petty sorcerer in a Pact with Balo, knows the Rune of Bewilderment at 44%. Accused of cheating at Nine Fingers Whist, a popular card game in Raschil's taverns, he mutters the Rune of Bewilderment under his breath and spends 2 Magic Points. The dice roll is successful and his player announces that Nerak intends to make his protestations of innocence seem utterly convincing and make his opponent forget that he has just seen Nerak palming an Ace. The Games Master rolls a Perception test for Nerak's opponent and the roll is a normal success. Despite having seen the cheat with his own eyes, Nerak's opponent finds he can do naught but agree that Nerak is the most upstanding and honest player he's ever had the fortune to encounter and admit that the ace was, in fact, a 10 of Wands. Nerak scoops his winnings and departs the gaming table swiftly...

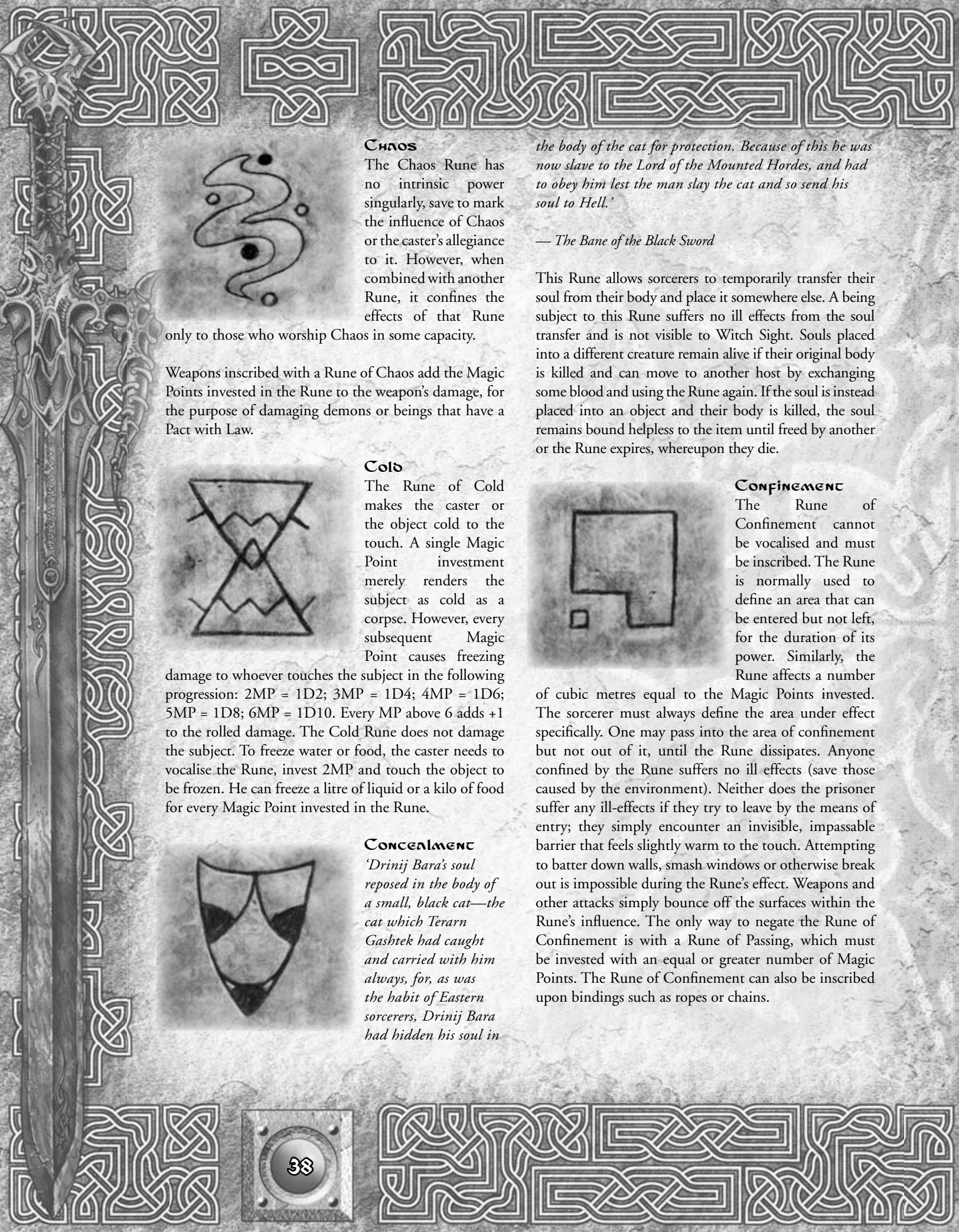


BLIGHT

The Rune of Blight is a terrifying punishment used to strip away the senses of its recipient. Each Magic Point invested allows one such sense or perception to be lost.

The victim may make an opposed Resilience test against the sorcerer's Rune Casting (Blight) skill to attempt to negate its effects. Although regarded as an evil curse, this Rune can potentially have beneficial effects if used in the right circumstance.





CHAOS

The Chaos Rune has no intrinsic power singularly, save to mark the influence of Chaos or the caster's allegiance to it. However, when combined with another Rune, it confines the effects of that Rune

only to those who worship Chaos in some capacity.

Weapons inscribed with a Rune of Chaos add the Magic Points invested in the Rune to the weapon's damage, for the purpose of damaging demons or beings that have a Pact with Law.



COLD

The Rune of Cold makes the caster or the object cold to the touch. A single Magic Point investment merely renders the subject as cold as a corpse. However, every subsequent Magic Point causes freezing

damage to whoever touches the subject in the following progression: 2MP = 1D2; 3MP = 1D4; 4MP = 1D6; 5MP = 1D8; 6MP = 1D10. Every MP above 6 adds +1 to the rolled damage. The Cold Rune does not damage the subject. To freeze water or food, the caster needs to vocalise the Rune, invest 2MP and touch the object to be frozen. He can freeze a litre of liquid or a kilo of food for every Magic Point invested in the Rune.



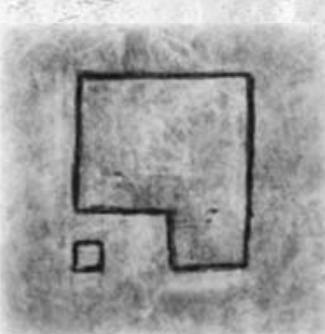
CONCEALMENT

'Drinij Bara's soul reposed in the body of a small, black cat—the cat which Terarn Gashtek had caught and carried with him always, for, as was the habit of Eastern sorcerers, Drinij Bara had hidden his soul in

the body of the cat for protection. Because of this he was now slave to the Lord of the Mounted Hordes, and had to obey him lest the man slay the cat and so send his soul to Hell.'

— *The Bane of the Black Sword*

This Rune allows sorcerers to temporarily transfer their soul from their body and place it somewhere else. A being subject to this Rune suffers no ill effects from the soul transfer and is not visible to Witch Sight. Souls placed into a different creature remain alive if their original body is killed and can move to another host by exchanging some blood and using the Rune again. If the soul is instead placed into an object and their body is killed, the soul remains bound helpless to the item until freed by another or the Rune expires, whereupon they die.



CONFINEMENT

The Rune of Confinement cannot be vocalised and must be inscribed. The Rune is normally used to define an area that can be entered but not left, for the duration of its power. Similarly, the Rune affects a number

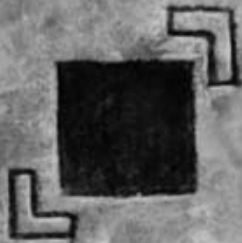
of cubic metres equal to the Magic Points invested. The sorcerer must always define the area under effect specifically. One may pass into the area of confinement but not out of it, until the Rune dissipates. Anyone confined by the Rune suffers no ill effects (save those caused by the environment). Neither does the prisoner suffer any ill-effects if they try to leave by the means of entry; they simply encounter an invisible, impassable barrier that feels slightly warm to the touch. Attempting to batter down walls, smash windows or otherwise break out is impossible during the Rune's effect. Weapons and other attacks simply bounce off the surfaces within the Rune's influence. The only way to negate the Rune of Confinement is with a Rune of Passing, which must be invested with an equal or greater number of Magic Points. The Rune of Confinement can also be inscribed upon bindings such as ropes or chains.



Contact

The Rune of Contact permits mental contact with another person over distance. The Rune must be inscribed on something carried or worn by the person the sorcerer wishes to contact. The contact

can include one of either speech, sound, taste, touch or emotion for each Magic Point invested. The range of the spell is 1 kilometre for every Magic Point.



Darkness

The Darkness Rune creates a pool of darkness around the caster (if vocalised) or object (if inscribed). Light sources within this area shed no illumination and normal sight ceases to function, even for

the caster. Other senses, such as a bat's sonar, function normally. Witch Sight is unaffected by the Darkness Rune and a sorcerer using Witch Sight can see normally. The Rune affects a number of cubic metres equal to the Magic Points invested.



Deception

'When Mashabak appeared to claim my soul, then Arioeh, I drew up a false soul, which is the spell I taught thee in Incarnations After Death, to deceive them.'

— *The Revenge of the Rose*

The sorcerer may create a *false* soul, which can be used to fool observers using Witch Sight that an object or dead creature has a soul. It can also be used to falsely indicate that a person's soul is greater than it really is. Each Magic Point invested in the Rune gives the recipient 1 (extra) point of false POW.



Dissolution

'Drinij Bara had no sword, but he did not need one, he was using subtler means to defend himself. All around him were the gruesome results, boneless masses of flesh and sinew.'

— *The Bane of the Black Sword*

The Dissolution Rune dissolves or disintegrates, a particular substance. This Rune must be combined with a second to control specifically what should be affected. For instance, to disintegrate a foundation stone would require stacking the Rune of Dissolution with the Rune of Earth. The Rune affects 1 SIZ of substance for each Magic Point invested within it. If used to affect living creatures, they may make an opposed Resilience test against the sorcerer's Rune Casting (Dissolution) skill to attempt to negate its effects.

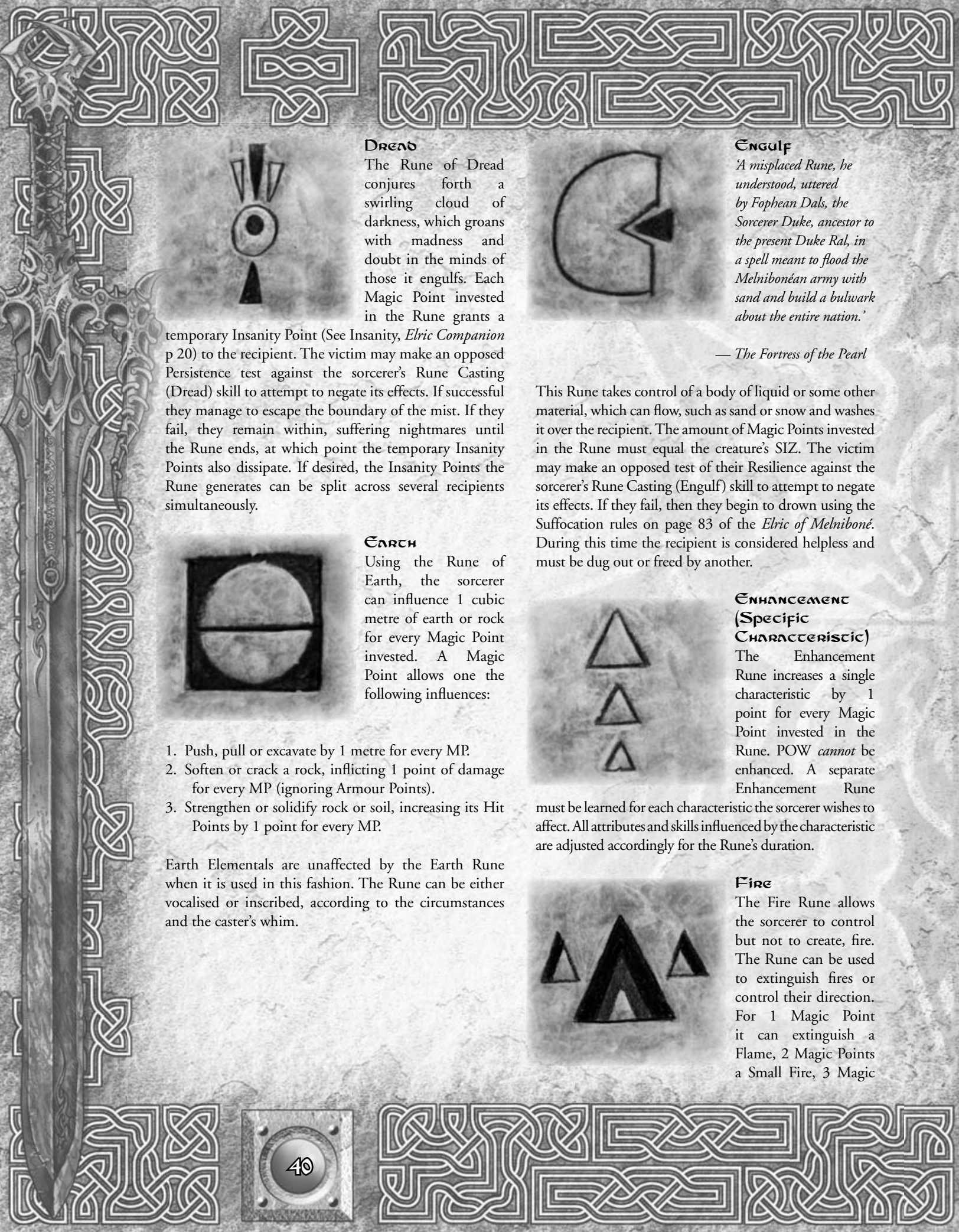
When used to harm living creatures, each MP inflicts 1HP of damage to every Hit Location simultaneously but *must* be cast with a Rune appropriate to the opponent (Man, Woman, Plant or Beast).



Domination

Allows a sorcerer to command absolute obedience from the mortal being the Rune is cast upon. The Rune must be combined with a second to control specifically what type of creature can be affected (Man, Woman, Beast).

The number of Magic Points invested in the Rune must equal the number of the creature's SIZ. If used to affect sapient creatures, they may make an opposed Persistence test against the sorcerer's Rune Casting (Domination) skill to attempt to negate its effects.



DREAD

The Rune of Dread conjures forth a swirling cloud of darkness, which groans with madness and doubt in the minds of those it engulfs. Each Magic Point invested in the Rune grants a

temporary Insanity Point (See Insanity, *Elric Companion* p 20) to the recipient. The victim may make an opposed Persistence test against the sorcerer's Rune Casting (Dread) skill to attempt to negate its effects. If successful they manage to escape the boundary of the mist. If they fail, they remain within, suffering nightmares until the Rune ends, at which point the temporary Insanity Points also dissipate. If desired, the Insanity Points the Rune generates can be split across several recipients simultaneously.



EARTH

Using the Rune of Earth, the sorcerer can influence 1 cubic metre of earth or rock for every Magic Point invested. A Magic Point allows one the following influences:

1. Push, pull or excavate by 1 metre for every MP.
2. Soften or crack a rock, inflicting 1 point of damage for every MP (ignoring Armour Points).
3. Strengthen or solidify rock or soil, increasing its Hit Points by 1 point for every MP.

Earth Elementals are unaffected by the Earth Rune when it is used in this fashion. The Rune can be either vocalised or inscribed, according to the circumstances and the caster's whim.



ENGULF

A misplaced Rune, he understood, uttered by Fophean Dals, the Sorcerer Duke, ancestor to the present Duke Ral, in a spell meant to flood the Melnibonéan army with sand and build a bulwark about the entire nation.'

— *The Fortress of the Pearl*

This Rune takes control of a body of liquid or some other material, which can flow, such as sand or snow and washes it over the recipient. The amount of Magic Points invested in the Rune must equal the creature's SIZ. The victim may make an opposed test of their Resilience against the sorcerer's Rune Casting (Engulf) skill to attempt to negate its effects. If they fail, then they begin to drown using the Suffocation rules on page 83 of the *Elric of Melniboné*. During this time the recipient is considered helpless and must be dug out or freed by another.



ENHANCEMENT (Specific Characteristic)

The Enhancement Rune increases a single characteristic by 1 point for every Magic Point invested in the Rune. POW *cannot* be enhanced. A separate Enhancement Rune

must be learned for each characteristic the sorcerer wishes to affect. All attributes and skills influenced by the characteristic are adjusted accordingly for the Rune's duration.



FIRE

The Fire Rune allows the sorcerer to control but not to create, fire. The Rune can be used to extinguish fires or control their direction. For 1 Magic Point it can extinguish a Flame, 2 Magic Points a Small Fire, 3 Magic

Points a Large Fire and 4 Magic Points or more will put out an Inferno (see *Elric of Melniboné* page 83 of the Adventurers chapter for sizes of fire). The sorcerer may also use these same guidelines to enhance a fire, making it burn hotter.

Fire Elementals are unaffected by the Fire Rune when it is used in this fashion. The Rune can be either vocalised or inscribed, according to the circumstances and the caster's whim.

FORGETTING

The Rune of Forgetting deadens the recent memories of the recipient. Each Magic Point invested in the Rune allows the suppression of a single event or memory. Extremely traumatic events, which cause

madness can be treated, reducing the Insanity Points by a number equal to the Magic Points invested. The recipient of the Rune may make an opposed Persistence test against the sorcerer's Rune Casting (Forgetting) skill to attempt to negate its effects. Success makes the memory loss temporary, lasting only until the Rune expires. Failure permanently erases the memory. The target of a Rune of Forgetfulness cannot *willingly* fail the Opposed Test. This Rune can be used to help defer the effects of insanity long enough for the mind of a victim struck by madness to heal and recover (See Insanity, *Elric Companion* page 20)

HEARING

The Rune of Hearing can be vocalised or inscribed. If vocalised the sorcerer's Perception skill, *for hearing purposes only*, is raised by 10% for each Magic Point invested in the Rune. If inscribed into an object, the object can

record any sounds within a 1 metre radius for each Magic Point invested and play the sounds back to the caster on a second successful casting of the Hearing Rune.



Heat

The Rune of Heat makes the caster or the object hot to the touch. A single Magic Point investment makes the subject comfortably warm, as though wrapped in blankets and the recipient of the

Rune suffers no penalties to Fatigue tests from a cold environment while the Rune is active. However, every subsequent Magic Point causes heat damage to whoever touches the subject in the following progression: 2MP = 1D2; 3MP = 1D4; 4MP = 1D6; 5MP = 1D8; 6MP = 1D10. Every MP above 6 adds +1 to the rolled damage. The Heat Rune does not damage the subject.



INSOMNOLENCE

The Rune of Insomnolence reduces the recipient's need for sleep. Each Magic Point reduces the daily requirement by a single hour. Most humanoids can entirely negate the need for sleep in a 24 hour period with a 6 MP Rune.



Law

'I can give you nothing so strong— or so evil— as Stormbringer,' Sepiriz said. 'But I have a charm for your sword, a slight one that my contact with the White Lords has enabled me to use. Give me your sword, Moonglum.' A trifle

unwillingly, Moonglum unsheathed his curved steel blade and banded it to the Nihrain who took a small engraving tool from his robe and, whispering a Rune, scratched several symbols on the sword near its hilt. Then he gave it back to the Eastlander. 'There. Now the sword has the blessing of Law and you will find it more able to withstand Law's enemies.'

— Stormbringer



The Rune of Law, has no intrinsic power singularly, save to mark the influence of Law or the caster's allegiance to it. However, when combined with another Rune, it confines the effects of that Rune only to those who worship Law in some capacity. A bandage, for example, inscribed with the Law Rune, would only assist the healing of someone who is a lay-worshipper or better in a Lawful cult.

Weapons inscribed with a Rune of Law add the Magic Points invested in the Rune to the weapon's damage, for the purpose of damaging demons or beings that have a Pact with Chaos.

Leeching

The Rune of Leeching steals power from other Runes. When it drains a Rune, it absorbs as many Magic Points as the Leeching Rune was originally invested with. If the Leeching Rune contains more Magic Points than

the Rune being drained, then the targeted Rune is completely devoured. If vocalised, the sorcerer manifests the absorbed Rune. If inscribed, then it is the object, which holds Leeching Rune that manifests the new power. The Leeching Rune's absorbed power lasts until the Leeching Rune expires or the targeted Rune elapses.

Light

The Light Rune generates light about the caster (if vocalized) or object (if inscribed). The area is considered to be illuminated. Note that only the specified area is illuminated – everything outside the area of effect is

not. The Light Rune creates raw light, not a flame and affects an area of cubic metres equal to the Magic Points invested.

Man

On its own, the Rune of Man simply indicates gender. However, when combined with another Rune, it confines the effects of that Rune to males only.

Melding

This Rune, a relic of the Dharzi wars, allows two or more creatures to be melded into one. The number of Magic Points invested in the Rune must equal the SIZ of all the creatures being combined. The caster

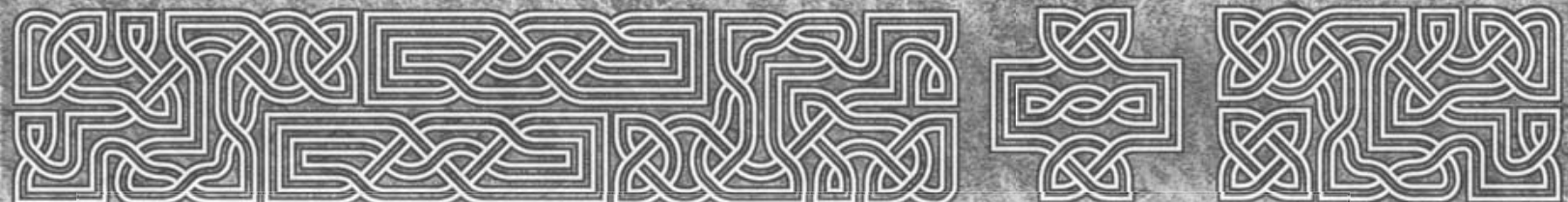
may select from which beast each separate Characteristic and body location comes. This Rune must be cast with the appropriate beast Runes for each creature involved. When the Rune expires, the melded creature disintegrates into a nauseating pile of offal.

Obfuscation

Not long before, Yyrkoon had used his sorcery to summon a peculiar mist, which hid the golden barges from view, but through which those on the Melnibonéan ships could peer.

— *Elric of Melniboné*

The Rune of Obfuscation knits together mists or shadows to cloud a region, so that those looking into the area have their vision obscured. However, those within the area of obfuscation can clearly see out. Normally used to shield large objects such as castles, dangerous terrain or entire units of soldiers, each Magic Point invested in the Rune increases the diameter of the obfuscated area by 10 metres. This Rune only blocks vision, not sound, smell or any other form of perception.



Passing

The Rune of Passing negates the Confinement or Barring Runes (see above). It also assists in opening any mundane locking mechanism such as a padlock or bolt on a touched item,

even if the mechanism is not visible to the sorcerer, such as a bolt on the other side of a door. For every Magic Point invested, the sorcerer temporarily gains 20% in the Mechanisms skill. The Rune can be vocalised or inscribed onto an object, as appropriate.



Plants

Each plant, whether tree, bush, flower or moss, has its own Rune. Singularly, Plant Runes do nothing but indicate the spirit of the plant. However when other Runes are combined with a Plant Rune, their powers only

ever affect the vegetation associated with that Rune.



Protection

For every Magic Point invested in this Rune, one Armour Point is added to every Hit Location of the target. This stacks with any existing armour and is treated in the same way, so a precise attack can bypass it normally. The Rune can be vocalised or inscribed.



Purity

The Rune of Purity has several effects. First, for an investment of 1 Magic Point, it sterilises foods and liquids making them safe to drink. Secondly, each Magic Point invested reduces the potency of a poison (including magical venoms) by 20%. Thirdly, each Magic Point invested offers 20% resistance to disease.

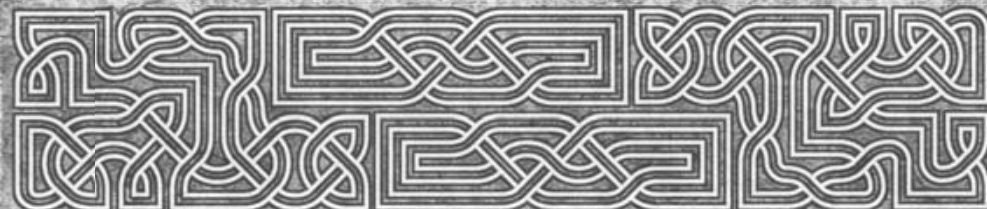
Raising

The Rune of Raising temporarily restores life to a corpse, allowing the sorcerer to question it for a short time. The magic required to recover the soul of the creature from across the Multiverse means that the Rune only lasts 1 minute for each Magic Point invested. The Rune does not resurrect the deceased and the body cannot move; it can only answer questions but even then, cannot answer questions directly. Answers might be in the form of riddles or deliberate obfuscations but they must be truthful.



Reduction

The Rune of Reduction decreases a single characteristic by a number of points equal to the Magic Points invested in the Rune. POW cannot be reduced. A separate Reduction Rune must be learned for each



characteristic the sorcerer wishes to affect. All attributes and skills influenced by the characteristic are adjusted accordingly for the duration of the Rune.

Reflection

A shower of arrows whistled towards them. Drinij Bara smiled, spoke a few words as he moved his hands almost carelessly. The arrows stopped in mid-flight, turned back and each uncannily found the

throat of the man who had shot it. Terarn Gashtek gasped and wheeled back, pushing past his men and, as he retreated, shouted for them to attack the four.'

— *The Bane of the Black Sword*

The Rune of Reflection reflects any physical blow upon the sorcerer, so that the attacker effectively strikes at their self. The number of attacks per round, which can be rebounded is equal to the Magic Points invested in the Rune. To use this Rune successfully, the caster must be aware of any incoming attacks on their person.

Sight

The Rune of Sight can be vocalised or inscribed. If vocalised the sorcerer's Perception skill, for observation/searching purposes only, is raised by 10% for each Magic Point invested in the Rune.

If inscribed onto an object, it can record any action within a 1 metre radius for each Magic Point invested and play the images back to the caster as a mental image on a second successful casting of the Sight Rune.



Silence

The Rune of Silence can be whispered or inscribed. If whispered the sorcerer's Stealth skill is raised by 10% for each Magic Point invested in the Rune. If inscribed into an object, all sound within a 1 metre radius is absorbed for each Magic Point invested.



Sleep

'She was lying upon a couch and she was naked. There were Runes painted on her flesh and the Runes were, in themselves, obscene. Her eyelids were heavy and she did not at first recognise them. Elric rushed to her side and cradled her body in his arms. The body was oddly cold. 'He--he makes me--sleep...' said Cymoril. A sorcerous sleep--from which--only he can wake me...' She gave a great yawn. 'I have stayed awake --this long--by an effort of--will--for Elric comes...'

— *Elric of Melniboné*

The Rune of Sleep induces a dreamless, restful slumber. The sleeper cannot be awakened for the duration of the Rune. If the recipient of the Rune's effect is unwilling, they may make an opposed Resilience test against the sorcerer's Rune Casting (Sleep) skill to attempt to negate its effects. The Rune can be vocalised or inscribed. If vocalised, the sorcerer must touch the recipient for the Rune to take effect. The Rune of Sleep also blocks Dreamthieves from entering the dreamscape of the sleeper.



Speed

The Speed Rune increases the recipient's movement rate by 1 metre for every Magic Point invested. It also grants a +1 Strike Rank bonus for every Magic Point.



Taste

The Taste Rune can be vocalised or inscribed. If vocalised the sorcerer's Perception skill, for gustatory purposes only, is raised by 10% for each Magic Point invested in the Rune. If inscribed on an appropriate object,

such as a bowl, plate or goblet, everything consumed from the item tastes like pure nectar, irrespective of its true taste or condition. Note that the Taste Rune does not negate any form of poison or disease, it merely masks its taste or scent.



Touch

The Rune of Touch enables the sensation of touch without the physical need to come into contact with the object of study. It is usual to vocalise this Rune. For each Magic Point invested, the sorcerer can touch and

feel an object 1 metre away. Note that the Touch Rune does not permit an object to be moved in anyway. If the object of study is living, an opposed Persistence test against the sorcerer's Rune Casting Touch skill is allowed. If successful, the subject can feel the Rune's effects as though the sorcerer's own hands were involved although, of course, the source might not be visible.



Transfer

'I discovered traces of sorcerous Runes on the walls and floor. He has transported himself somewhere and I could not discover where, in spite of deciphering most of the Runes! Perhaps he went to Pan Tang.'

— *The Sailor on the Seas of Fate*

This powerful Rune is created in two parts, permitting the transfer of an object between the two when its halves are reunited. The first half may be inscribed upon a location, object or being, requiring a single Magic Point invested in it, to ensure its duration. The Rune is triggered when its second half is inscribed or spoken. At this point the sorcerer may either transfer the recipient of the second half to the presence of the first or vice versa. If one half of the Rune is tied to a location, rather than an object or person, then recipients may only transfer to it. The sorcerer can move 3 points of SIZ for every Magic Point invested in the second part of the Rune. If used to transport hostile opponents, they may make an opposed Resilience test against the sorcerer's Rune Casting (Transfer) skill to attempt to negate its effects. Once the Rune is reunited its invested power dissipates.



Truth

The Rune of Truth compels the recipient to answer a question absolutely truthfully. For each Magic Point invested, the sorcerer may ask one question. An opposed Persistence test against the sorcerer's skill in the

Rune can be made but it requires a critical success to lie effectively. The Truth Rune is almost always vocalised, although it can be enchanted into a potion and fed to an unwitting victim.

Rune Magic



Runes that the recipient has cast upon themselves.

WARDING

The Rune of Warding dissipates the magical energy of Runes cast against a sorcerer. Each Magic Point negates 1 Magic Point of a Rune that is directed upon them. Warding does not interfere with



100 litres for every Magic Point invested.

WATER

The Water Rune allows the sorcerer to control but not to create, water. The Rune can be used to manipulate static bodies of water or control the direction of flowing water. The sorcerer can control

Water Elementals are unaffected by the Water Rune when it is used in this fashion. The Rune can be either vocalised or inscribed, according to the circumstances and the caster's whim.



WOMAN

On its own, the Rune of Woman simply indicates gender. However, when combined with another Rune, it confines the effects of that Rune to females only.

RUNES AND CULTS

Each of the cults described in Chapter 8 of *Elric of Melniboné* has within its knowledge and power a selection of Runes, which cult adherents can be taught, depending on their level of standing within the cult. A cult member must be of Acolyte (or its equivalent) standing or greater

Discovering New Runes
 There are an infinite number of Runes. The ones detailed here are those known to the various cults and sorcerers of the Young Kingdoms but countless others exist, scribbled in ancient tomes or inscribed into the walls of forgotten Melnibonéan laboratories. Games Masters are encouraged to create their own Runes, using the *Elric Saga* as inspiration and those presented here as guidance.

Discovering a new Rune requires the sorcerer to identify it with a High Speech test. If the sorcerer succeeds in the test, he can, after 1D8 hours of study and contemplation, figure-out the Rune's likely nature, although he cannot counter, alter or replicate the Rune. To truly know the Rune and be able to manipulate its power requires a *critical* success. It takes a further 1D8 hours of uninterrupted study to memorise the new Rune. At the end of this period the sorcerer knows the name of the Rune and has a new Rune Casting skill for it at the base chance.

to begin learning Rune magic, having thus proved his allegiance to the cult and developed an understanding of how the cult uses the Runes it teaches.

Rune Casting is taught like any other skill. It costs 2000 Bronze to learn a new Rune at its base Rune Casting percentage and 500 Bronze per 1% of increase thereafter. Cults may make a higher charge or demand a specific service or sacrifice for teaching more powerful Runes.

The Runes each of the cults described in Chapter 8 of *Elric of Melniboné* are as follows:

Cult of Grome

Beast (Insect, Reptile, Mammal), Darkness, Domination, Earth, Enhancement (STR and SIZ), Man, Plant, Protection and Woman.

Cult of Kakatal

Bewilderment, Contact, Enhancement (DEX or CHA), Fire, Heat, Light, Man, Transfer and Woman.

Cult of Lassa

Air, Beast (Birds), Contact, Domination, Hearing, Passing, Sight, Speed and Transfer.

Cult of STRAASHA

Beast (Fish), Cold, Domination, Purity, Reflection, Silence, Speed, Taste and Water.

ARIOCH

Bewilderment, Chaos, Confinement, Dissolution, Domination, Man, Passing, Warding and Woman.

SWORD RULERS

Chaos, Domination, Enhancement (STR and DEX), Man, Protection, Speed and Woman.

DEATH BRINGERS

Alarm, Animate, Confinement, Chaos, Darkness, Passing, Raising and Silence.

ECSTATIC INDULGENCE

Beast (Any), Bewilderment, Chaos, Confinement, Man, Melding, Taste, Touch and Woman.

AZURE SISTERHOOD

Beast (Any), Bewilderment, Chaos, Enhancement (INT and CHA), Passing, Silence, Sleep, Taste and Woman.

THE WHISPERERS

Animate, Beasts (Fish and Sea Serpents), Chaos, Cold, Domination, Protection, Raising, Speed, and Water.

SILENT WATCHERS

Bewilderment, Chaos, Contact, Enhancement (INT), Hearing, Sight and Silence.

BLOOD BROTHERS

Beasts (Porcine Mammals), Chaos, Deception, Domination, Enhance (STR and SIZ), Hearing, Purity, Speed, Taste and Transfer.

ARKYN

Alarm, Barring, Contact, Enhancement (INT), Heat, Law, Light, Purity, Reflection and Warding.

DONBLAS

Alarm, Confinement, Hearing, Law, Light, Man, Passing, Reflection, Sight, Truth and Woman.

MIGGEN

Beast (Wolf), Confinement, Domination, Enhancement (STR and CON), Heat, Law, Protection, Truth and Warding.

THE UNRELENTING KNIGHTS OF TOVIK

Alarm, Contact, Heat, Law, Light, Protection, Purity, Reflection, Speed and Truth.

RUNES FOR THE CULTS IN BRIGHT SHADOWS

SIX BREASTED ARNARA OF UNMATCHED EROTICISM

Chaos, Contact, Domination, Enchantment (CHA), Insomnolence, Man, Taste, Touch and Woman.

NNUUURR'C'C, LORD OF INSECTS

Barring, Beasts (Insects), Confinement, Hearing, Heat, Sight, Speed and Warding.

HAASHAASTAAK, LORD OF LIZARDS.

Alarm, Barring, Beasts (Lizards), Chaos, Contact, Enchantment (STR), Protection and Speed.

FILEET, LADY OF BIRDS.

Air, Beasts (Birds), Enhancement (INT), Purity, Sight, Silence and Speed.

MEERCLAR, LORD OF CATS.

Beasts (Cats), Bewilderment, Contact, Darkness, Enhancement (DEX), Passing, Sight and Silence.

ALCHEMY

Potions, Pills and Salves

In the forest he had found a particular leaf which, when used with certain invocations (which were harmless in that the invoker was in little danger of being harmed by the spirits he marshalled) would invest that person, and anyone else to whom he gave the drug distilled from the leaf, with temporary invulnerability. The spell somehow reknitted the skin and flesh structure so that it could withstand any edge and almost any blow. Elric explained, in a rare garrulous mood, how the drug and spell combined to achieve the effect, but his archaisms and esoteric words meant little to the other two.'

— *The Bane of the Black Sword*

Several times in the Saga, Elric uses magic to enchant herbal potions. A potion is essentially a Rune, which has been placed into a consumable form, whether a paste, fluid, tablet or powder. They have the advantage that a Rune can be cast upon an imbiber without the direct presence of the sorcerer. They also allow a sorcerer to store the power of his Runes for future occasions.



However, most potions require the use of rare and invariably toxic components, such as magical herbs, unusual minerals and exotic venoms. Although these ingredients often augment the duration of the enchantment, repeated consumption of potions can quickly cause incapacitation or even death. An example of such is the *Potion of Invulnerability* that Elric brews in the Forest of Troos, which is a Rune of Protection in tablet form but must be taken in small quantities since it is inherently poisonous.

Concocting a potion requires a successful Skill Test against each Rune invested and the sorcerer's Lore (Plant) skill or Lore (Animal) skill depending on the nature of the ingredients. Failing any one of the rolls results in the potion possessing no virtue and a fumble creates, unbeknown to the sorcerer, a deadly poison with a potency equal to the invested Magic Points x10%.

Once concocted the potion can be placed in an airtight container granting it a shelf life of up to one month for each Magic Point invested. More stable forms such as salves or pills can last even longer. Yet once its container has been opened, a potion rapidly grows stale and only survives for a number of days equal to its Magic Points. A potion may be consumed piecemeal as separate doses, granting a fraction of its power equal to the ratio imbibed.

Swallowing or applying a potion triggers its effect within 1D8 minutes and its effects last for one hour per Magic Point contained in the dose.

The toxicity of a dose is equal to the number of Magic Points it contains. A character may safely ingest (or apply to themselves) a total potion toxicity of up to half of their CON attribute. Exceeding this value exposes the consumer to a toxic overdose. In this case the recipient must succeed in an opposed test of their Resilience against the total accrued toxicity multiplied by 5%, else suffer some debilitating effect specific to the potion(s) involved.

The subtle poisons from exotic ingredients build up in an imbiber's body. Each successive potion consumed adds its toxicity to the running total. However, over time, the body will slowly leech out the poisons, dropping the toxicity total by one each day.

The materials used to produce potions are rarely found in any common marketplace, normally being found in dangerous regions; especially those, which long ago have suffered from magical disasters or the stuff of Chaos, such as Troos, Dorel and even Melniboné. Often they must be gathered by specially commissioned expeditions or adventured for personally. Either way, the chance of recovering the specific component is by no means guaranteed and attempts are usually expensive and dangerous. Hence the manufacture of potions is an unusual occurrence, normally undertaken in preparation for a special purpose.

The difficulty of manufacturing potions makes them valuable. However, since potions are prevalent in the Elric saga, they could be available for purchase from cosmopolitan merchants or even offered as rewards by thankful churches or sorcerers.

Example Potions

Balm of Sleeplessness

'Next night and for seven nights in all the Wild Dance of Melniboné would fill the streets. Potions and petty spells would ensure that no one slept, for sleep was forbidden to any Melnibonéan, old or young, while a dead emperor was mourned.'

— Elric of Melniboné

This balm is a magically enhanced stimulant, which prevents the sufferer from suffering sleep deprivation. Ensorcelled with the Rune of Insomnolence, the thick paste assumes a deep blue colour and is applied to the users' eyelids. It is mainly used in Melniboné to extend pleasurable experiences but during the Wild Dance many Melnibonéans suffer madness from over application in the desperate festivities.

Each Magic Point contained within the dose reduces the wearer's daily need for sleep by a one hour. Thus a normal human could entirely negate the need for sleep in a twenty-four hour period with a 6 MP dose.

Overdosing with the balm leaves purple stains around the eye sockets and gives the user a nervous twitch. They must also make an Opposed test of their Resilience versus the accumulated toxicity of the salve applied. If failed, the extended lack of sleep causes the mind of the

user to crack, sending them into a waking nightmare, in which they gain a number of Insanity Points equal to the last dose applied.

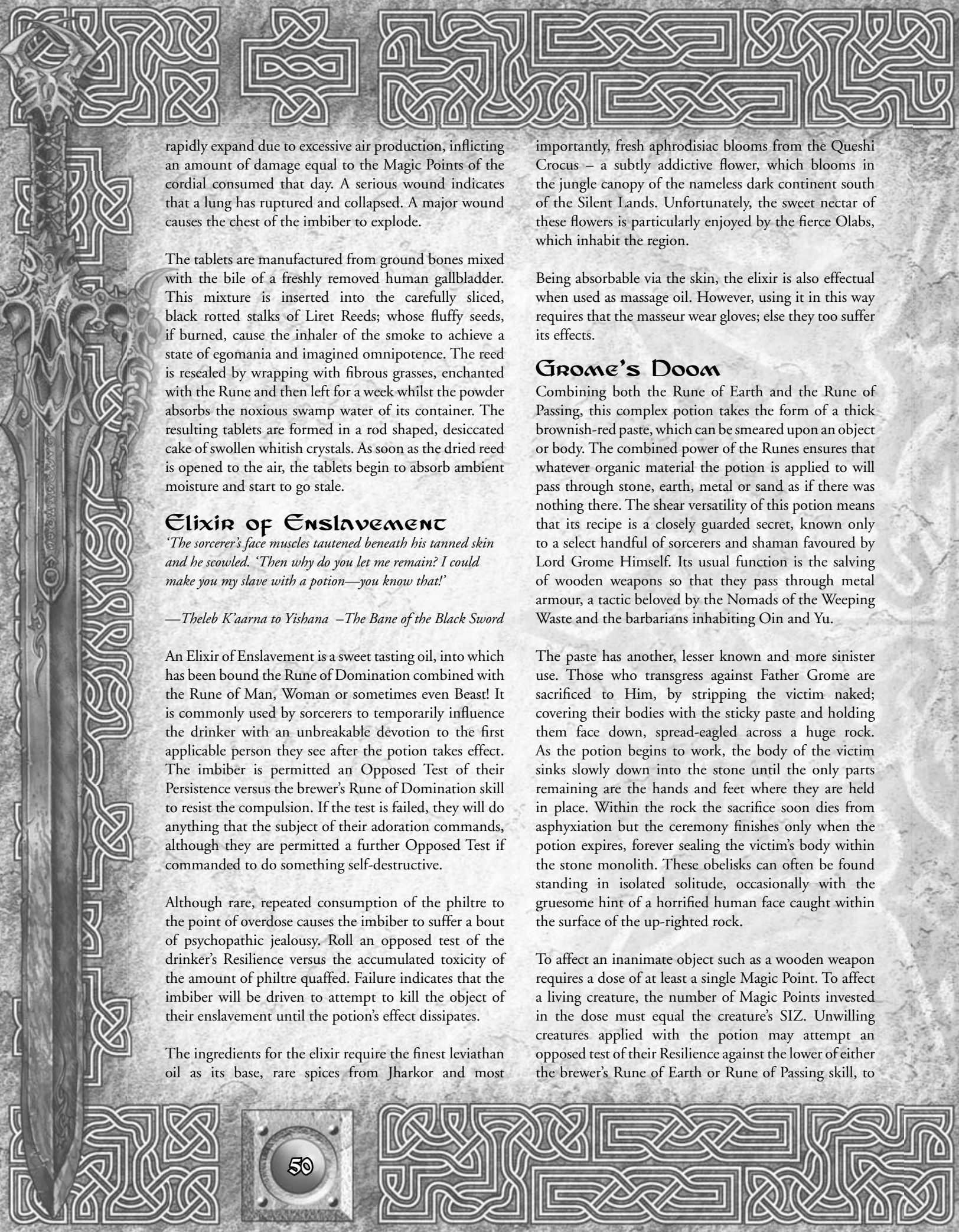
The balm is created from the lush, purplish blue fruit of the poisonous Noidel Bush, which grows in the interior of Melniboné. To the pulped fruit is added weathered bone dust and the mixture is thickened with the fat of wild boars. The mixture is then enchanted and is often stored in small silver boxes lined with black rose petals.

Cordial of Breath

Small yellowish-white pills, which must be diluted with water or wine before being drunk, these tablets have been found both upon the Sorcerers Isle and in the Marshes of Mist. Crafted by native shaman the tablets are enchanted with the Rune of Air, allowing its swallower to remain submerged under water or mud for extended periods of time, which is perfect for escapes or ambushes. Each Magic Point invested in the dose grants one hour's worth of air to the imbiber.

Overdosing on the tablets requires an opposed test of the drinker's Resilience versus the accumulated toxicity of the cordial swallowed. Failure causes the imbiber's lungs to





rapidly expand due to excessive air production, inflicting an amount of damage equal to the Magic Points of the cordial consumed that day. A serious wound indicates that a lung has ruptured and collapsed. A major wound causes the chest of the imbiber to explode.

The tablets are manufactured from ground bones mixed with the bile of a freshly removed human gallbladder. This mixture is inserted into the carefully sliced, black rotted stalks of Liret Reeds; whose fluffy seeds, if burned, cause the inhaler of the smoke to achieve a state of egomania and imagined omnipotence. The reed is resealed by wrapping with fibrous grasses, enchanted with the Rune and then left for a week whilst the powder absorbs the noxious swamp water of its container. The resulting tablets are formed in a rod shaped, desiccated cake of swollen whitish crystals. As soon as the dried reed is opened to the air, the tablets begin to absorb ambient moisture and start to go stale.

Elixir of Enslavement

'The sorcerer's face muscles tautened beneath his tanned skin and he scowled. 'Then why do you let me remain? I could make you my slave with a potion—you know that!'

—Theleb K'aarna to Yishana —*The Bane of the Black Sword*

An Elixir of Enslavement is a sweet tasting oil, into which has been bound the Rune of Domination combined with the Rune of Man, Woman or sometimes even Beast! It is commonly used by sorcerers to temporarily influence the drinker with an unbreakable devotion to the first applicable person they see after the potion takes effect. The imbiber is permitted an Opposed Test of their Persistence versus the brewer's Rune of Domination skill to resist the compulsion. If the test is failed, they will do anything that the subject of their adoration commands, although they are permitted a further Opposed Test if commanded to do something self-destructive.

Although rare, repeated consumption of the philtre to the point of overdose causes the imbiber to suffer a bout of psychopathic jealousy. Roll an opposed test of the drinker's Resilience versus the accumulated toxicity of the amount of philtre quaffed. Failure indicates that the imbiber will be driven to attempt to kill the object of their enslavement until the potion's effect dissipates.

The ingredients for the elixir require the finest leviathan oil as its base, rare spices from Jharkor and most

importantly, fresh aphrodisiac blooms from the Qeshi Crocus – a subtly addictive flower, which blooms in the jungle canopy of the nameless dark continent south of the Silent Lands. Unfortunately, the sweet nectar of these flowers is particularly enjoyed by the fierce Olabs, which inhabit the region.

Being absorbable via the skin, the elixir is also effectual when used as massage oil. However, using it in this way requires that the masseur wear gloves; else they too suffer its effects.

Grome's Doom

Combining both the Rune of Earth and the Rune of Passing, this complex potion takes the form of a thick brownish-red paste, which can be smeared upon an object or body. The combined power of the Runes ensures that whatever organic material the potion is applied to will pass through stone, earth, metal or sand as if there was nothing there. The sheer versatility of this potion means that its recipe is a closely guarded secret, known only to a select handful of sorcerers and shaman favoured by Lord Grome Himself. Its usual function is the salvaging of wooden weapons so that they pass through metal armour, a tactic beloved by the Nomads of the Weeping Waste and the barbarians inhabiting Oin and Yu.

The paste has another, lesser known and more sinister use. Those who transgress against Father Grome are sacrificed to Him, by stripping the victim naked; covering their bodies with the sticky paste and holding them face down, spread-eagled across a huge rock. As the potion begins to work, the body of the victim sinks slowly down into the stone until the only parts remaining are the hands and feet where they are held in place. Within the rock the sacrifice soon dies from asphyxiation but the ceremony finishes only when the potion expires, forever sealing the victim's body within the stone monolith. These obelisks can often be found standing in isolated solitude, occasionally with the gruesome hint of a horrified human face caught within the surface of the up-righted rock.

To affect an inanimate object such as a wooden weapon requires a dose of at least a single Magic Point. To affect a living creature, the number of Magic Points invested in the dose must equal the creature's SIZ. Unwilling creatures applied with the potion may attempt an opposed test of their Resilience against the lower of either the brewer's Rune of Earth or Rune of Passing skill, to

resist its effects. In the unlikely event of an overdose, the recipient requires an opposed test of their Resilience versus the accumulated toxicity of the paste applied. Failure indicates the condition is permanent.

The components of the potion are fine sand animated by an earth elemental, the blood of a human sized sentient creature and fresh clay, which has never seen the light of the sun. The elemental must be directed to mix the three ingredients together into a fine paste and the Runes cast whilst it churns. At the completion of the enchantment the elemental is dismissed, leaving the paste, which must be sealed in carved stone pots and left to mature underground for a year and a day.

It is rumoured that a Mereghn, one of the infamous assassins of Bakshaan, once managed to steal a small jar of Grome's Doom by murdering the impoverished shaman who'd offered to sell it to him. Ignorant of its exact use, the Mereghn undertook a mission of suicidal danger to slay the Vilmir's high priest of Donblas. Such an assault on the fortified temple in Jadmar, guarded by both Warrior-Priests of Tovik and clockwork automatons, was considered impossible but the assassin imagined walking through the halls of the temple unopposed, immune to the metal weapons of the guardians and armed with a poisoned wooden dagger. The story goes that the Mereghn applied himself from head to foot with the paste, being canny enough not to apply the solution to his boots so that he might retain the ability to walk on the ground. However, when he eventually cut a bloody swathe to the sanctity of the high priest's chambers, the old priest threw a wooden chair, which knocked the assassin over. Lacking any resistance since his body and clothes had been salvaged, the Mereghn ended up hanging upside-down through the stone floor supported only by his boots. Shocked by this apparent disappearing act, the high priest demanded that his remaining guards bring the boots to him, which they promptly did. A brief wriggle of toes later, the pair of feet vanished downwards. Despite an extensive excavation of the floor and a shaft 50 feet in depth, the body of the Mereghn was never discovered. It is postulated that the man was welcomed to Grome's halls personally and to this day suffers horrific punishments for slaying one of Elemental Lord's faithful...

Formulation of Forgetfulness

'I believe that to be true. But I have a potion in my house which will deaden some of your memories, help you forget some of what has happened lately.'

*'I would be grateful for such a potion. Though I doubt ...'
'It will work. I promise. Another would achieve complete forgetfulness from drinking this potion. But you may hope to forget a little.'*

— Rackhir to Etric – *The Vanishing Tower*

This potion is the inert form of the Rune of Forgetfulness. It takes the appearance of a grey powder, which can be dissolved into fluids; hot beverages or alcohol are the best manner to disguise its sharp, sour flavour. The formulation is often used by healers to treat those who are suffering from mental shock or insanity, from some traumatic event. Sometimes, however, it is distilled for those with more nefarious purposes, in order to cover their guilt in a crime or to frame another in their place.

The imbiber is permitted an opposed test of their Persistence versus the brewer's Rune of Forgetfulness skill to resist. Success means that the memory loss is temporary. Failure indicates the memory loss is permanent. Repeatedly consuming the potion requires an opposed test of the swallower's Resilience versus the accumulated toxicity of the formulation drunk. Failure causes the entire memory of the imbiber to be wiped clean, leaving them mindless and drooling, lacking all knowledge and skills.

To prepare the formulation the sorcerer requires an adult Dorel viper and a Poisonthorn apple tree from the Sorcerer's Isle. When the tree begins to fruit, the viper is forced to repeatedly bite the poison-thorned apples. Before they reach full ripeness they are enchanted with the Rune, then picked, sun dried and powdered.

Kakatal's Salve

A potion highly prized by the Nomads of the Sighing Desert, the salve of Kakatal is a cream enchanted with the Rune of Heat combined with the Beast Rune of Insects. The coppery-red salve is rubbed over the skin, protecting the wearer from being bitten or stung by any form of creepy-crawly. When an insect touches the salve it immediately combusts in a tiny bright flame, giving rise to quite pretty displays of scintillating sparks if the



wearer happens to meet a swarm of sand flies. Its additional benefits are that of purging the user of all lice, ticks and fleas; a constant problem in areas where bathing is unavailable and it protects against sicknesses transmitted by biting insects.

The salve is usually reserved for crossing deadly areas of the desert, infested with insect plagues where repeated bites can send a riding beast (let alone its rider) insane with pain and irritation; or accessing oases normally forbidden due to disease.

Overusing the salve can bring the curse of Kakatal. The user must make an opposed test of their Resilience versus the accumulated toxicity of the salve applied. If failed, the wearer's skin suddenly bursts into flame and they suffer an amount of damage to every Hit Location equal to the Magic Points of the salve applied that day. Such spontaneous combustion is often fatal and those who have the misfortune to survive are left horrifically disfigured with scars.

The potion is made from the vivid red flowers of the thorny Urдум Bush, a rare desert plant, which is normally dug up if found near oases, due to its propensity to burst

into flame in the summer months. Unfortunately the bush only flowers after it rains, which is to say, extremely rarely in the Sighing Desert. Fresh blossoms are mixed with mare's milk butter and crushed stingers of deadly scorpions. The mixture is cooked slowly for one day and one night whilst the Runes are enchanted into it and finally the translucent orange-red fluid is drained off and allowed to set in earthenware jars. The recipe is jealously guarded by nomadic shaman but evidence of the salve's use has been found in far off places such as the Marshes of Mist.

Pellets of Invulnerability

'The leaf for the potion grows only in Troos and therefore it is rarely possible to perform.' The brew, which had been liquid, had now solidified and Elric broke it into small pellets. *'Too much,'* he warned, *'taken at one time is poison, and yet the effect can last for several hours.'*

— *The Bane of the Black Sword*

The stabilised form of the Rune of Protection, this potion grants the imbiber a degree of immunity from physical harm by toughening their skin and flesh. Taking the appearance of a powdery cake, it is usually broken into small pellets for ease of swallowing.

Each Magic Point in the dose reduces any damage suffered by one point. Overdosing exposes the consumer to a dangerous poison. They must make an opposed test of their Resilience versus the accumulated toxicity of the pellets swallowed. If the test is failed, the imbiber's flesh rapidly degenerates, old wounds and scars tear open, closely followed by an agonisingly painful death.

The ingredients for this potion are inherently simple. The leaf of a shrub, whose name is lost to history, shredded and seeped in boiling water whilst the Rune is cast. However, since the shrub only grows in the Forest of Troos, a warped and dangerous place where few dare to venture and fewer ever return from, the manufacture of this potion is extraordinarily rare despite its power.

Perfume of Distraction

The Perfume of Distraction is an insubstantial yet exotic scent that bemuses those in close proximity to the wearer. It encapsulates the Rune of Bewilderment, which makes the words spoken by the user become confusing, indistinct or unmemorable. Addled breathers of the scent are permitted an opposed test of their Persistence versus the brewer's Rune of Bewilderment skill to resist

its effects. Failure means that the breather believes anything the wearer says, no matter how ridiculous it might sound. However, a victim of the scent cannot be forced into any self-destructive acts and the effects of the perfume dissipate a couple of minutes after they leave the wearer's immediate vicinity.

Over application of the perfume leads to a potion overdose, requiring an opposed test of the wearer's Resilience versus the accumulated toxicity of the perfume worn. Failure causes the wearer's mind to become damaged from the poisons being continuously inhaled and they suffer a permanent loss of INT equal to the number of Magic Points of the perfume applied that day. Foolish abusers of this potion often end up as wild-eyed beggars believing in the continuous drivel of lies, which pass from their babbling mouths.

The scent is concocted from a number of hard to obtain ingredients: the musk glands of the Shazaarian Elk; a ferocious beast reputed to have been created by the Dharzi, which lives in the chaos wastes of the Silent Lands; water, which must be purified by an undine and perhaps most difficult of all, the seeds of blue Melnibonéan chrysanthemums (a mild narcotic), which flourish in the mist-shrouded Intangible Forests beyond Imrryr. Since the seeds are tiny, literally thousands of flowers must be harvested for a single dose. The musk from the glands is distilled using steam from the purified water. To this is added the roughly ground chrysanthemum seeds and the mixture is allowed to steep for a week. Once the fluid becomes opaque the Rune is cast into the mixture, which then turns crystal clear.

Since this potion is normally only found in Imrryr where it is used as light entertainment, its Melnibonéan crafters often add other perfumes to the scent for variety, according to the customer's wishes.

Pills of Imperception

'The Eastlander regarded the thing suspiciously. 'What's this?'

'A potion. I used it once before when I came to Nadsokor. It will kill your sense of smell completely — unfortunately your sense of taste as well. . . .'

'Moonglum laughed. 'I did not plan to eat a gourmet meal while in the City of Beggars!' He swallowed the pill and Elric did likewise.'

— *The Vanishing Tower*

A concoction, into which has been bound the Rune of Blight, these pills completely kill the swallower's sense of taste and smell. This is of obvious benefit if forced to explore places afflicted with severe noxious fumes or travelling with companions with cleanliness problems! The imbiber is completely immune to smells of any sort and can even eat excruciatingly spicy or stomach turning substances with no ill effect.


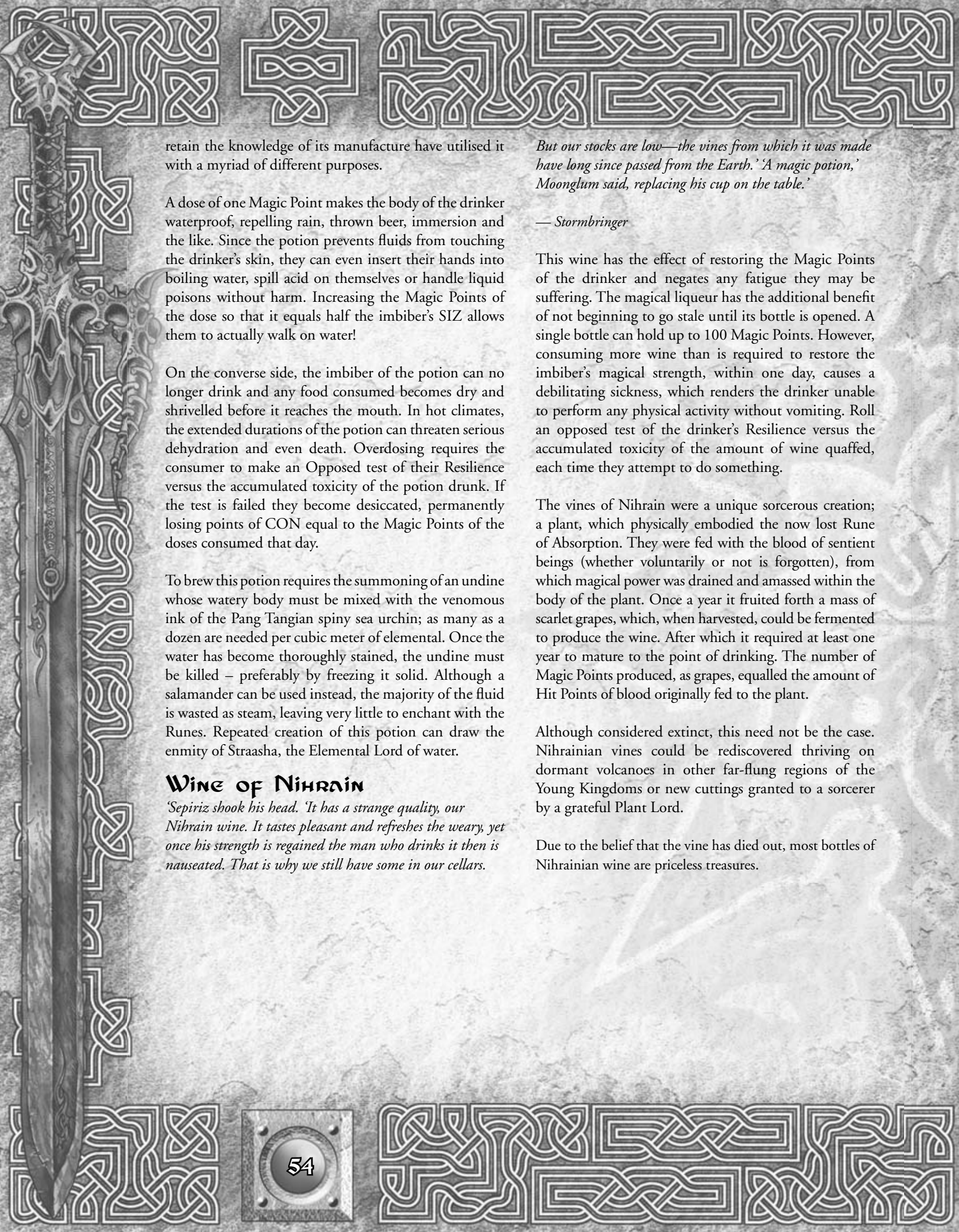
Overdosing requires an opposed test of the swallower's Resilience versus the accumulated toxicity of the pills eaten. Failure causes the loss of sense of taste and smell to become permanent.

The powder of each pill is primarily comprised of pure chalk from Vilmir, foxglove blossoms and rock salt, which has passed through the gullet of a mastodon. The difficulty of locating the latter or surviving its collection, makes this substance rare outside the hands of a few Weeping Waste shamans.

The party of adventurers are waylaid during a dangerous trek across the Weeping Wastes by a horde of barbarian Nomads. Faced with overwhelming numbers, the party are forced to prove their 'masculinity' by participating in the 'Feast of Khundur.' The challenge involves the consumption of increasingly disgusting things without regurgitating. Starting with brothar seeds (the equivalent of hot chillies), the competition rapidly deteriorates to eating rotten meat, horse dung, stink beetles, sulphurous putrid eggs and so on. The winner is the person last to throw up, which considering the clan champion is using Pills of Imperception is unlikely to be him. Nothing bad happens to the adventurers if they make an honest attempt to participate and the last character to lose his stomach will receive a gift, including several of the pills, from the Nomads in respect of their courage.

Water of Dehydration

A formulation enchanted by the Runes of Barring and Water, this potion has the appearance of slightly effervescent, purple tinted water. Its original purpose is lost in the depths of time but the few sorcerers who



retain the knowledge of its manufacture have utilised it with a myriad of different purposes.

A dose of one Magic Point makes the body of the drinker waterproof, repelling rain, thrown beer, immersion and the like. Since the potion prevents fluids from touching the drinker's skin, they can even insert their hands into boiling water, spill acid on themselves or handle liquid poisons without harm. Increasing the Magic Points of the dose so that it equals half the imbiber's SIZ allows them to actually walk on water!

On the converse side, the imbiber of the potion can no longer drink and any food consumed becomes dry and shrivelled before it reaches the mouth. In hot climates, the extended durations of the potion can threaten serious dehydration and even death. Overdosing requires the consumer to make an Opposed test of their Resilience versus the accumulated toxicity of the potion drunk. If the test is failed they become desiccated, permanently losing points of CON equal to the Magic Points of the doses consumed that day.

To brew this potion requires the summoning of an undine whose watery body must be mixed with the venomous ink of the Pang Tangian spiny sea urchin; as many as a dozen are needed per cubic meter of elemental. Once the water has become thoroughly stained, the undine must be killed – preferably by freezing it solid. Although a salamander can be used instead, the majority of the fluid is wasted as steam, leaving very little to enchant with the Runes. Repeated creation of this potion can draw the enmity of Straasha, the Elemental Lord of water.

Wine of Nihrain

'Sepiriz shook his head. It has a strange quality, our Nihrain wine. It tastes pleasant and refreshes the weary, yet once his strength is regained the man who drinks it then is nauseated. That is why we still have some in our cellars.'

But our stocks are low—the vines from which it was made have long since passed from the Earth.' 'A magic potion,' Moonglum said, replacing his cup on the table.'

— Stormbringer

This wine has the effect of restoring the Magic Points of the drinker and negates any fatigue they may be suffering. The magical liqueur has the additional benefit of not beginning to go stale until its bottle is opened. A single bottle can hold up to 100 Magic Points. However, consuming more wine than is required to restore the imbiber's magical strength, within one day, causes a debilitating sickness, which renders the drinker unable to perform any physical activity without vomiting. Roll an opposed test of the drinker's Resilience versus the accumulated toxicity of the amount of wine quaffed, each time they attempt to do something.

The vines of Nihrain were a unique sorcerous creation; a plant, which physically embodied the now lost Rune of Absorption. They were fed with the blood of sentient beings (whether voluntarily or not is forgotten), from which magical power was drained and amassed within the body of the plant. Once a year it fruited forth a mass of scarlet grapes, which, when harvested, could be fermented to produce the wine. After which it required at least one year to mature to the point of drinking. The number of Magic Points produced, as grapes, equalled the amount of Hit Points of blood originally fed to the plant.

Although considered extinct, this need not be the case. Nihrainian vines could be rediscovered thriving on dormant volcanoes in other far-flung regions of the Young Kingdoms or new cuttings granted to a sorcerer by a grateful Plant Lord.

Due to the belief that the vine has died out, most bottles of Nihrainian wine are priceless treasures.

SORCERY: THE CONJURER'S ART

Humanity has, since its inception, wanted to be something other than what it was. We see monkeys in trees and wish we could climb like they do; we see birds in the air and wish we could fly; we see dolphins on the water and we wish we could swim half as fast and as well as they. It is human nature to want to improve on our situation, to do things no one else can. In a world where most of us are no different than our neighbors, we desire to be different somehow; different in a way that allows us greater freedoms and opportunities. We may even want to have these abilities for altruistic reasons; we simply want to make a difference in the world, to make it a better place where the wicked are punished and the just rewarded.


With a proper understanding of the Art of Sorcery, base human beings can do all of these things and much, much more. Whereas the animals have their unique abilities due to their nature and their environment, humanity can achieve all of these things for itself because of the one thing that makes us human: our ability to communicate complex ideas between each other. By learning the High Speech of Melniboné, we humans can use our amazing ability to communicate with beings that, by their own nature, can do many of the things we desire, while maintaining the intelligence enough to listen to instruction. Sorcery is, in many ways, the ultimate human expression of the Art of Magic, because with it, we achieve supernatural effects, not because of being supernatural ourselves but by our ability to be utterly convincing and Commanding those who we call to the world. We let them do our work for us.

The 'them' referred to above are a motley collection of inhuman beings from across the vast stretch of the Multiverse. No matter what task you face, no matter how tricky your situation, there is likely to be someone, somewhere in time that, not only knows how to navigate the situation but would excel at it by virtue of its own nature. By employing sorcery, there is no obstacle that cannot be overcome, no secret that will go unlearned. With sorcery, there is nothing that can stand between the human will and its ultimate expression.

This, of course, is also why sorcery is so dangerous; the horror stories you've no doubt heard about those who truck with the supernatural almost invariably stem from the poor, deluded fools who assume they've mastered the Black Arts and try to do something far beyond their ability to manage. Yes, sorcery is a powerful, flexible art and its use can open up the very heavens to human exploration. However, fair warning; it can also lead you down a path of damnation that can consume you if you are not careful.



To that end, what I've included below is a crash course in sorcery; what it is, how to do it and pitfalls to avoid. I know it's fashionable to drop the more time-intensive elements of the Rites listed below and it is true that a summoning can take several hours. Remember, the reasons the Rites take so long is that they need the extra time to be performed safely. True, you can leave out steps or signs and you will



gain a measure of speed in your Rite and you may even get away unharmed. However, the one time you decide to not set up protective signs might be the time your summoned creature decides to remove your brain and use your head for a soup bowl.

I press this because I want to convince you of the seriousness of the subject. The forces you'll be working with are immensely powerful and only safely handled using the rituals provided. There is a fair degree of wiggle room, surely but if I say to not do something, I mean it. Remember, it not just your soul you risk; it is the souls of those close to you. Think about your most cherished person and remind yourself that they may be harmed if you do something wrong.

Below I've included the most common form of the Summoning Ritual, which is the basis for any form of conjuration performed in just about any corner of the world. It should work well enough for you to summon any being you can think of and is equally functional whether you're working with the Demons of Chaos, the Virtues of Law or any of the myriad beings that lie in between these two extremes. You'll no doubt find other versions of the Rite in other places but for now, this one will work well enough.

Note that, as with any form of ritual magic, deviating from the supplied structure is a terribly dangerous idea. You may be attacked by that which you seek to Command but honestly that is least of your problems. Should any step in the ritual be ignored, the energy raised through the ritual action will be channelled in a random direction. Before you begin thinking this does not sound so bad, remember that one of the directions is towards you, the summoner. If you think taking in a huge charge of Chaotic energy sounds like fun, you'd be doing the whole word a favour by putting this book down and walking away.

THE SUMMONING RITUAL

Most summonings can be performed in one of two ways. The longer of the two is more involved but also safer, while the shorter is quicker, yet far more dangerous. If given a choice and time to plan, most summoners will opt for the longer but this isn't always an option. In each version, the casting time for the ritual is measured as 1D8. In the longer rituals, this is a measure of hours and in the shorter ones it is a measure of minutes.

To perform the longer ritual, the sorcerer may perform a few additional steps to enhance the ritual:

- * The sorcerer may use wards, mystic signs and sigils to assist in achieving the proper state of consciousness. Their mind travels to other realms, seeking the creature being sought. Strictly speaking, these signs are not mandatory to the ritual. They are tools and using them grants a benefit of +10% to the Summoning Ritual Skill Test. Also, in case of disaster, the signs help mitigate the deleterious effects of the Summoning Backlash table results, cutting their effects by half. Additionally, experienced Sorcerers augment their signs and seals with the Runes of Barring and Confinement to help insure that summoned creatures cannot harm them.
- * Ritual tools may also be employed. Again, these are not mandatory to the success of the ritual but their use adds a +10% bonus to the Summoning Ritual Skill Test. Note that ritual tools are highly personalized, and using someone else's tools does not offer this bonus.
- * Incense is often burnt in order to help set the mood. This offers no benefit to the ritual but is done as a matter of tradition. However, sorcerers who are familiar with the blooms of the hellebore plant (*Bright Shadows*, page 39) often maintain supplies of the plant grown from the spilled blood of their favoured demons.
- * The sorcerer begins the Ritual, which takes 1D8 hours spent chanting, meditating, and performing ritual actions meant to open the pathway between the creature's home dimension and that of the Young Kingdoms. At the end of the casting time, the sorcerer rolls against his Summoning Ritual skill and pays the Magic Point cost for the creature. If, however, the test is a fumble remember to roll on the Summoning Backlash table on page 112 of the *Elric of Melniboné* rules.

The shorter invocation is an abbreviated version of the longer. There is no time for wards and signs and tools are of no aid to the ritual. The caster manically intones the creature's name and chants for 1D8 minutes. At the end of the casting time, the sorcerer rolls their Summoning Ritual Skill Test and pays the Magic Points. If the test is a success, the creature appears as normal. However, a failure means a roll on the Summoning Backlash table and in this instance there are no signs and seals to protect the caster from the effects.



When summoning goes wrong - optional rules



The most dangerous thing about summoning is that, even when the summoner makes a mistake, the power of High Speech ensures that something happens. With this ritual, there is no 'fail your incantations, fail the summoning.' When the summoning ritual is cast, there is always a supernatural effect.

No matter what type of Summoning is being used, consider the following effects. When called upon to make a test on the Summoning Backlash table, replace the 1 -25% result of 'The summoning has failed normally with no further effects' with the following result: 'Roll once or choose a result from the Disastrous Summoning Table.'

Disastrous Summoning Table

1. **Astral Explosion** – The energies being called upon do not manifest as the creature being called. Instead, it erupts outward in a roaring rush of light and heat. If the sorcerer is protected by signs and seals, he may make a Hard Persistence test to avoid the effects. In such an event, the energy dissipates without any
2. **Vassal Appears** – Instead of the creature expected, a Vassal manifests in the summoning area. It desires to create a Pact with the Summoner. If the sorcerer does not wish to form a Pact, he must make a Courtesy test to avoid angering the Prince. If mollified, it disperses without further incidence. However, if angered, the Prince will lash out in some way, possibly teleporting the offending character across the Young Kingdoms or afflicting them with a punitive Compulsion that lasts for 1D8 months. See the Vassal entry on page 29.
3. **Angry Demon Appears** – A Demon of Combat with as many Magic Points as were spent on the ritual appears, bellows a challenge and immediately begins to fight its way to the summoner. The demon will

further effect and the summoner may begin the ritual again. Characters effected by the rampant energy take 1D6 damage (armour does not protect) to a random Hit Location and gain a random Chaotic Feature that lasts for a number of days equal to 30 minus the characters' POW. If the Persistence test is a fumble, the damage done is doubled and the Chaotic Feature is permanent.



attack and pursue the summoner until either it or its caller is dead.

4. **Wrong Being Appears** – Whatever the caster was hoping to find is instead replaced with another entity of an equal number of Magic Points. The being is not automatically hostile and the caster will have to decide if he wants to keep it and Command it or allow it to return to its home plane and begin the summoning process anew.
5. **Tricky Demon Appears** – What the caster calls is not the being he has asked for. In that being's place, a demon with the ability to change its shape manifests and looks like what the summoner had wished for. The use of Witch Sight reveals the demon's duplicity. Otherwise, it will pretend to be what the caster called and will work towards the caster's destruction as best as it can. This is why Lawful sages frequently train themselves in Witch Sight and Command all summoned beings to take their true form.
6. **Inverted Summoning** – Rather than drawing a supernatural being to the summoner's presence, the summoner and all present at the ritual are drawn into another plane of existence. To find their way home, they will need to either research a gateway back or approach the Lords of the Higher Worlds and ask for transport home in exchange for a service. This effect should be saved for times when the players are all present together, either performing a group summoning or when interrupting an antagonist's ritual.
7. **A Lord of the Higher World Appears** – Save this one for a particularly bad fumble at the just the wrong time. A Lord of Chaos (or more rarely, a Lord of Law) manifests an avatar in the summoner's presence. How He behaves depends on the god, although killing the summoner outright is rarely done. The god will consider it much more fun to either convert the characters or perhaps, even aid them.
8. **Bizarre Magical Mishap** – Rather than producing the desired entity, the charge of energy erupts outward and produces some other magical effect. The assembled players may find that they've switched bodies, in which case they'll need to trade character sheets until they can find a remedy. Perhaps they get a glimpse of their future or discover a terrible secret about someone they know and trust. Games Masters should allow this mistake in the summoning to serve a greater goal in the campaign.
9. **A Horde** – Rather than producing a single entity, the summoning instead calls 1D100 of them,

which immediately begin to rampage through the countryside. They cannot be commanded.

10. **A Mistake of Cosmic Import** – Roll twice on this table and combine the results in the worst possible way. Recall that simply killing or assaulting the players with overwhelming numbers is poor form. There should be some small saving grace or a freak accident of happenstance that allows the players some means of remaining active, no matter what the outcome.

AFFINITIES AND BINDINGS

The sorcerer can try to establish an affinity with a creature he has summoned. An *affinity* is a contract between creature and sorcerer, which means the creature can be summoned again with greater ease. A sorcerer can only strike an affinity with demons and elementals.

To establish an affinity, the sorcerer summons a supernatural creature as usual. Instead of commanding the creature, the sorcerer permanently dedicates 1 point of POW to establish the affinity. The creature then willingly joins with the sorcerer in a mutual alliance.

In the future, the sorcerer may summon the creature and instead of giving it a task, request that it enter a temporary *binding* with him. The creature returns to its home plane but a metaphysical bond remains, linking the sorcerer and creature together. The link remains as long as the Magic Points originally invested in its summoning remain bound up. These Magic Points do not regenerate for the duration that the binding is maintained. The binding may also be performed during the same summoning, in which the affinity was established.

The advantage of the *binding* is that at any time the sorcerer may call upon the creature to perform a service. This summoning happens automatically (no skill roll is required) and costs no further Magic Points. The creature manifests within 1D8 Combat Rounds but must be Commanded before it will follow the sorcerer's instruction. It will serve the sorcerer for one hour, although this duration may be extended with further Magic Points as normal. After this time has passed, the creature returns to its home plane and the Magic Points the sorcerer had invested in the binding begin to regenerate.

The *affinity* remains for the rest of the sorcerer's life. Even if the summoned being's physical form is slain, its essence continues to live. It may be summoned and re-bound as often as the sorcerer wishes, as long as the sorcerer wishes to tie up the Magic Points involved in maintaining a binding.

A sorcerer may only bind those beings with which they have an affinity and only a single *binding* can be maintained at a time.

Normally, any affinities and bindings are rendered null upon the sorcerer's death, although there are some anecdotal reports of them being passed on to a sorcerer's children, possibly using magics otherwise unknown.

Group Summoning - A Guide to the Workings of Rites and Rituals

While sorcerers do tend to be solitary, many come to the realization that, no matter how powerful they are, no matter the demons at their command, there are beings in the Multiverse that are simply too powerful to be safely called to the world by a solitary sorcerer. It is for this reason that so many sorcerers take apprentices and why magical colleges and cabals form. Not only does the increased size offer some support and protection from the Inquisition but it also provides a body of knowledgeable fellows that can assist in the calling of great, monstrous beings in times of need.

Being able to participate in a group ritual is considered a basic knowledge of sorcery and anyone possessing any of the sorcery skills will know how to behave in this ritual without needing special training. However, all active participants must know the Summoning Ritual spell for the type of creature being summoned. For example, if the players are trying to summon the Living Mountain on page 11, each must know the Summoning Ritual (Demon of Combat) skill.

Group summonings are always performed as long rituals. Tools and signs contribute to the skills for the individual participants, which may increase their critical range. If Hellebore is used, one dose must be used for each of the people participating, otherwise its affect is ignored.



One sorcerer will be the primary one for Skill Test purposes. Each additional sorcerer counts as an assistant. In addition to contributing their critical range of their Summoning Ritual skill, each assistant may contribute Magic Points to the ritual. The total Magic Point cost is spread evenly amongst all participants.

If the leader's Summoning Skill Test is a fumble, the Summoning Backlash table results apply equally to all participants. Games Masters may decide that all participants are affected by the same result or to apply a different result to each individual.

The summoned creature can be Commanded by the leader and will remain in the Young Kingdoms for an hour and Magic Points can be spent to increase this as usual. However, in the case of a group summoning, any member of the group can contribute this Magic Point.

Also, those responsible for the summoning must be in complete agreement on how to use the creature once it

has arrived. Any dissension during the summoning renders the entire process ruined and the summoned creature, if present, is free to do as it pleases for one hour, before departing to its home world.

Specific Creature Summonings

In the course the saga, various named creatures are summoned to thwart or destroy Elric; the Creatures of Matik, the Kyrenee, the Oonai. All these specific summonings require a specific spell. Coming by such spells should never be easy and no sorcerer should ever begin the game with such knowledge (although it might be gained through adventuring, accidentally or deliberately or be gifted by a generous patron deity).

Most of the creatures listed below appear in the Elric Saga. Other powerful, extra-dimensional entities doubtlessly exist and Games Masters are encouraged to create their own, with suitable summoning spells, using the following creatures as guidance.

Summoning Spells

Each spell must be learned separately. As with the standard Summoning Ritual spell, it cannot exceed the sorcerer's High Speech percentage. All summoning spells have a base percentage equal to the caster's POW.

Each summoning spell has certain unique attributes.

Casting Time: The time, in minutes, required to prepare and cast the spell. The sorcerer may also perform a lengthier ritual, which makes full use of the Summing Ritual material above, for the spell's casting time in hours. For each of the spells below, the casting time is 1D8. If the quicker summoning is performed, remember to roll on the Summoning Backlash table on page 112 of the Elric of Melniboné rules in case of failure.

Magic Point Cost: Deduct this from the sorcerer's Magic Point total once the spell is cast. If the spell fails, deduct 1 Magic Point. If the attempt fumbles, the full cost is deducted.

Duration: How long the summoning lasts before the creature departs. If summoned to complete a specific task, the creature returns once it is done. In each of the spells below, duration is one hour, with an option to extend the duration by another hour for each extra Magic Point spent.

Summon Air-Shark of Xerlerenes

Magic Point Cost: 6 per creature

Requirements: Rune of Air. Rune of Chaos is also required for a corrupted Air-Shark

These large, airborne monsters are the bane of the Boatmen of Xerlerenes. They prowl the night sky, looking for food to temporarily slake their endless hunger. They typically attack the weak, injured or those travelling alone. If summoned to counter the Boatmen, any Command to attack one of the Longships or the Boatmen themselves is Easy.

The Air-Sharks are similar in shape to oceanic sharks, differing mainly in that they have large fleshy wings where regular sharks have pectoral fins and their underbellies are sky-blue or stormy grey instead of white. There are also much larger than normal sharks, being nearly 3 meters in length from nose to tail. They are typically solitary hunters but have been known to school together in order to tackle larger prey, as well as to scavenge on the bodies of larger creatures that have died and gone unburied.

While they are largely unintelligent, they hunt with a certain animal cunning. Typically, one Air-Shark will draw attention to itself by circling its target, while other Air-Sharks sneak in for a surprise attack. At other times, they simply swarm the target en masse, taking their own massive casualties in the process.

Characteristics

STR	6D6	(21)
CON	3D6+6	(17)
DEX	3D6	(11)
SIZ	5D6	(17)
INT	2	(2)
POW	2D6	(7)
CHA	2	(2)

Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	3/6
4-6	Dorsal Fin	3/6
7-9	Abdomen	3/8
10-12	Chest	3/9
13-15	Left Fin	3/7
16-18	Right Fin	3/7
19-20	Head	3/7

Weapons

Type	Weapon Skill	Damage
Bite	50%	1D8+3+1D6

Special Rules

Combat Actions:	2
Damage Modifier:	1D6
Movement:	6m
Strike Rank:	+7

Skills

Dodge 33%, Persistence 21%, Resilience 50%, Stealth 90%

Typical Armour

3 Points thick, scaly skin, no skill penalty.

Of the many air-borne creatures native to Xerlerenes, the Air-Sharks are the most prone to corruption by Chaos. This does not occur often, but the resulting mutations render the already deadly Air-Shark into a massive monstrosity that terrorizes the airways. Corrupted Air-Sharks can be called specifically if the summoner has a Pact with a Lord of Chaos or if they know and cast the Rune of Chaos during the Air-Shark Summoning Ritual. At the Games Master's discretion, a corrupted Air-Shark may be accidentally called if any attempt to summon a creature from Xerlerenes is a fumble. A corrupted Air-Shark may only be Commanded if summoned on purpose by a committed follower of Chaos.

Characteristics

STR	6D8	(26)
CON	3D8+8	(20)
DEX	3D8	(14)
SIZ	5D8	(22)
INT	2D8	(6)
POW	2D8	(6)
CHA	2D8	(6)

Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	3/8
4-6	Dorsal Fin	3/8
7-9	Abdomen	3/10
10-12	Chest	3/11
13-15	Left Fin	3/9
16-18	Right Fin	3/9
19-20	Head	3/9

Weapons

Type	Weapon Skill	Damage
Bite	50%	1D8+3+1D10

Special Rules

Combat Actions:	3
Damage Modifier:	+1D10
Movement:	6m
Strike Rank:	+10

Skills

Dodge 42%, Persistence 20%, Resilience 60%, Stealth 75%

Typical Armour

3 points thick scaly skin, no skill penalty.

Summon Boatmen of Xerlerenes

Magic Point Cost: 20 per boat

Requirements: Rune of Air

Lassa dominates the realm of Xerlerenes and the boatmen are residents of that plane (characterised by a lake that floats above the mountains). The boatmen are phenomenally strong and fierce but mortal nonetheless. These huge, bearded, black-skinned sailors fish the lakes of Xerlerenes with their wide nets from their airborne boats. It is the boats that are magical, blessed, perhaps, by Lassa's hand.

Summoning a boat and its crew requires great magical reserves and takes 15 minutes; five to perform the incantations and ten for the Boatmen to materialise, sailing into view through the air, heading towards the summoner.

One boat and its crew is summoned when the spell is cast. A boat carries 20+2D10 crewmen. Treat the boat as a Longship (*RuneQuest Companion*, page 48).

The Boatmen fight on behalf of the summoner for 1 hour before returning to Xerelenes. Their key tactic is to use their steel nets to scoop-up an enemy, haul them towards the boat and then attack the helpless prisoners with their barbed tridents, harpoons and curved, long-bladed swords. They relish battle and fight without mercy.

CHARACTERISTICS

STR 2D6+6 (13)
 CON 2D6+6 (13)
 DEX 2D6+6 (13)
 SIZ 2D6+6 (13)
 INT 2D6+6 (13)
 POW 3D6 (10)
 CHA 2D6 (7)

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	-1/6
4-6	Left Leg	-1/6
7-9	Abdomen	1/7
10-12	Chest	1/8
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	1/6

WEAPONS

Type	Weapon Skill	Damage	AP/HP
Trident	60%	2D6+1D2	2/10
Xerelenes Sword	60%	1D10+1D2	4/10
Harpoon	50%	1D10+1 +1D2	2/10
Net	70%	Entangle	6/20

The nets are woven from a fine steel mesh and can hold up to SIZ60 and must be wielded by 6 Boatmen. Anyone caught in a net must make an Athletics Skill Test to prevent being snared and rendered helpless. If failed, the target cannot make any Combat Actions for 1D4 rounds. The test can then be reattempted.

SPECIAL RULES

Combat Actions: 3
 Damage Modifier: None
 Movement: 4m
 Strike Rank: +13

SKILLS

Athletics 60%, Dodge 40%, Perception 50%, Resilience 30%, Sleight 45%, Stealth 15%, Survival 40%, Tracking 25%

TYPICAL ARMOUR

Boatmen wear a war harness; leather jerkins designed to strengthen the back and arms when manipulating their huge nets.

SUMMON CREATURES OF MATIK

Magic Point Cost: 6 per creature.

Requisites: High Speech 50% or greater, Rune of Chaos

Details can be found on Page 141 of *Elric of Melniboné*.

SUMMON ELENOIN

Magic Point Cost: 6 per Elenoin.

Requirements: Runes of Chaos and Women

Details can be found on Page 143 of *Elric of Melniboné*.

SUMMON GOLDEN ICE-HOUND

Magic Point cost: 5 per hound

Requirements: Rune of Chaos, Pact with a Lord of Chaos.

These beasts are native to the planes of Chaos and are not demons even though they behave like them. They are excellent bodyguards and some of the Lords of the Higher Worlds are known to keep them as pets. Elric encounters one in the Citadel of Chaos, in the service of Balo the Jester and it almost managed to defeat him.

The Ice-Hounds are mastiff-sized dogs formed of golden ice. They are hairless and their eyes flash with red demonic fire. There is no mistaking these creatures for regular hounds. While they can bite their foes, they prefer to freeze their prey with their chilling aura.

While they are tough, they are also mortal. Hit Locations that take a crippling injury, shatter instead of being severed or maimed.

Characteristics

STR 4D8+4 (20)
CON 6D8+4 (28)
DEX 4D8+4 (20)
SIZ 6D8 (24)
INT 1D8 (4)
POW 4D8 (16)
CHA 1D8 (4)

Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	1/11
3-4	Right Hind Leg	1/11
5-6	Left Hind Leg	1/11
7-10	Hindquarters	1/12
11-14	Forequarters	1/13
15-16	Right Front Leg	1/10
17-18	Left Front Leg	1/10
19-20	Head/Neck	1/11

Weapons

Type	Weapon Skill	Damage
Bite	60%	2D8

Special Rules

Combat Actions: 4
Damage Modifier: +1D8
Movement: 6m
Strike Rank: +12

Skills

Dodge 50%, Perception 80%, Persistence 48%, Resilience 54%, Stealth 65%.

Chaotic Features

Crystalline (1 point of armour), Icy (1D8 damage per round to anyone in melee range).

Summon Hunting Dog of the Dharzi

Magic Point: 2 per hunting dog
Requisites: Opish 60%, Rune of Beasts (Dogs)

Details can be found on Page 146 of *Elric of Melniboné*.

Summon Kyrenee

Magic Point Cost: 28
Requirements: Rune of Chaos (minimum 50%), Rune of Darkness

The Kyrenee is a greater demon summoned by Narjhan, himself a minor noble of Chaos, in his attack upon Tanelorn. The Kyrenee is as vast as a storm cloud, a festering, shapeless mass of seething chaotic energy that drips a poisonous dew from its substance and forms streams of coiling tentacles to seize and crush its foes.

The Kyrenee is vulnerable to salamanders, sustaining double damage from their attacks.

Characteristics

STR 120
CON 80
DEX 12
SIZ 120
INT 16
POW 30
CHA 16



Hit Locations

D20	Hit Location	AP/HP
1	Tentacle 1	-/40
2	Tentacle 2	-/40
3	Tentacle 3	-/40
4	Tentacle 4	-/40
5	Tentacle 5	-/40
6	Tentacle 6	-/40
7	Tentacle 7	-/40
8	Tentacle 8	-/40
9	Tentacle 9	-/40
10	Tentacle 10	-/40
11	Tentacle 11	-/40
12	Tentacle 12	-/40
13	Tentacle 13	-/40
14	Tentacle 14	-/40
15	Tentacle 15	-/40
16	Tentacle 16	-/40
17	Tentacle 17	-/40
18	Tentacle 18	-/40
19-20	Body	-/80

Weapons

Type	Weapon Skill	Damage
Tentacles	40%	1D8+5D10
Poison Dew	35%	Smear'd poison wita potency of 30, 1D4 damage to location struck

Special Rules

Combat Actions:	2
Damage Modifier:	+5D10
Movement:	6m
Strike Rank:	+14

Summon Oonai

Magic Point Cost: 9 per Oonai
Requirements: Rune of Law (minimum 50%)

Details can be found on Page 148 of *Elric of Melniboné*.

Oonai Forms

Games Masters may use this table below as inspiration when determining what shape they turn into. The Oonai retain their stats and Hit Locations, regardless of form.

Pick one detail from each list and combine in the strangest way possible:

Primary Form	Lesser influences	Chaotic influence
Horse	Tentacles	Glowing Eyes
Lizard	Fur	Brightly coloured skin/fur
Bird	Insect mandibles	Extendible jaws
Dragon	Spiny skin	Striped skin/fur
Shark	Hairless	Boneless
Ape	Quadruped	Exposed Bones
Snake	Woody skin	Extremely long limbs
Bear	Huge teeth	Drooling
Wolf	Eyestalks	No visible sense organs

Summon Owls of Xerlerenes

Magic Point Cost: 5 per Owl
Requirements: Runes of Air and Beasts (Birds).

These giant snowy-white owls are native to Xerlerenes, can be readily called to the Young Kingdoms. They travel in flocks of up to a dozen and when summoned to the Young Kingdoms they take Commands *Easily* from those who have Pacts with Lassa of the Winds or Fileet Lady of Birds.

The Owls are quite large, each the size of an adult human being. They bear a particular hatred for the bestial Clakars and will attack any of the foul ape-birds on sight.

Characteristics

STR	4D4+2	(12)
CON	4D6	(14)
DEX	4D6	(14)
SIZ	2D6+6	(13)
INT	5	(5)
POW	2D6+6	(13)
CHA	5	(5)

Hit Locations

D20	Hit Location	AP/HP
1-3	Left Leg	-/6
4-6	Right Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Left Wing	-/5
16-18	Right Wing	-/5
19-20	Head	-/6

Weapons

Type	Weapon Skill	Damage
Beak	35%	2D4
Claws	35%	2D6+2

Special Rules

<i>Combat Actions:</i>	3
<i>Damage Modifier:</i>	None
<i>Movement:</i>	2m walking, 8m Flying
<i>Strike Rank:</i>	+10
<i>Traits:</i>	Dark Sight, Night Sight

Skills

Dodge 42%, Perception 75%, Persistence 39%, Resilience 42%



Summon Quolnargn

Magic Point Cost: 19

Requirements: Rune of Chaos

This hideous, blind monstrosity is an assassin that feeds on the souls of its contracts. Quolnargn resembles a vast, green toad-like thing with milky unseeing eyes that moans with the pain that being on earth causes it. Quolnargn must be commanded using the Command skill and focuses on the soul of the victim specified by its summoner.

Quolnargn is invulnerable to normal weapons although, if struck in the head by a critical hit, it is dispelled.

Characteristics

STR	60
CON	100
DEX	10
SIZ	100
INT	4
POW	18
CHA	4

Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	-/32
3-4	Right Hind Leg	-/32
5-6	Left Hind Leg	-/32
7-10	Hindquarters	-/33
11-14	Forequarters	-/34
15-16	Right Front Leg	-/32
17-18	Left Front Leg	-/32
19-20	Head/Neck	-/32

Weapons

Type	Weapon Skill	Damage
Drain Soul	Automatic	See below
Tongue	55%	Grasp

Quolnargn uses its long, sticky tongue to grasp its victim, which is allowed an Athletics (brute force) test to break free. Otherwise it begins to drain the victim's soul at the rate of 1D8 points of POW per round. Once POW is completely drained, Quolnargn devours the soulless remains.

Special Rules

<i>Combat Actions:</i>	3
<i>Damage Modifier:</i>	+4D10
<i>Movement:</i>	6m
<i>Strike Rank:</i>	+7

Skills

Persistence 30%, Resilience 40%, and Track Soul 100%

Summon Sea Serpent

Magic Point Cost: 12

Requisites/Components: Rune of Chaos, Rune of Water, Blood sacrifice of one living being of SIZ 10 or larger.

Sea serpents and other, similar monsters, prowl the deepest reaches of the ocean where they serve Pyaray. This spell allows the sorcerer to summon one such creature from the depths and issue it a single Command. The sorcerer must remain in full concentration during the spell or it is broken and the creature returns to its watery lair.

Details can be found on Page 89 of *Etric Companion*.

Other Creatures

The Multiverse is a big place and many species exist in it that will answer the call of a summoner. While the above entities are the ones called in the Saga, there are many, many other beings that a summoner can call to aid him in his endeavors. Below is a sampling of what is available. Games Masters are encouraged to invent new beings for this purpose.

Summon Xohotl

Magic Point Cost: 6 for each Xohotl

Requirements: Runes of Beasts (Insects) and Law

The Xohotl are a race of Law-aligned insect people whose technological base is far in advance of the Young Kingdoms. They are roughly twice as tall as a human being, have large, multi-faceted eyes and bear weapons of alien design and function. They avoid stand-up fights if at all possible, preferring to attack from ambush. They are most well known for their use of devastating long-range weaponry.

Characteristics

STR	3D6	(9-12)
CON	3D6	(9-12)
DEX	4D6+6	(18-22)
SIZ	4D6	(12-15)
INT	5D6+6	(21-25)
POW	3D6	(9-12)
CHA	5D6+6	(21-25)

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	3/5
4-6	Left Leg	3/5
7-9	Abdomen	3/6
10-12	Chest	3/7
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	3/5

Weapons

Type	Weapon Skill	Damage
Electrostatic Pistol	60%	3D6
Punch	40%	1D3
Energy Rifle	96%	2D10

Note that Xohotl weapons do not remain after their owners have fled the Young Kingdoms.

Special Rules

<i>Combat Actions:</i>	4
<i>Damage Modifier:</i>	None
<i>Movement:</i>	6m
<i>Strike Rank:</i>	+21
<i>Traits:</i>	Wings-Xohotl can fly at their walking speed.

Skills

Dodge 45%, Persistence 30%, Resilience 30%.

Typical Armour

Carapace Hide: 3 AP, all locations. No skill penalty.

Summon Oblonjen

Magic Point Cost: 10

Requirements: Rune of Chaos.

A moderately intelligent race of shapeless protoplasm, Oblonjen are racial foes of the Xohotl. They come from the

same world, which is constantly locked in warfare between these two races. Oblonjen are voracious eaters, capable of enveloping and consuming almost anything organic. They are also immune to standard Xohotl weapons, making them an ideal counter to the insects. In their native world, Oblonjen gain a point of SIZ for every 10 SIZ they eat. This is not likely to be a problem when summoned, given their short duration but may prove disastrous if they were to find their way back to the Young Kingdoms under their own power.

CHARACTERISTICS

STR	4D8	(16)
CON	4D8	(16)
DEX	2D8	(8)
SIZ	10	(10)
INT	2D8-2	(6-10)
POW	3D8	(12)
CHA	2D8-2	(6-12)

Hit Locations

D20	Hit Location	AP/HP
1-2	Tentacle 1	-/6
3-4	Tentacle 2	-/6
5-6	Tentacle 3	-/6
7-8	Tentacle 4	-/6
9-10	Tentacle 5	-/6
11-12	Tentacle 6	-/6
13-14	Tentacle 7	-/6
15-16	Tentacle 8	-/6
17-20	Body	-/8

Weapons

Type	Weapon Skill	Damage
Tentacle	50%	1D8+1D2 or grapple
Envelope	100%	2D8+suffocation

Note that, if the target is immobilized by the grapple attack, it is enveloped on the Oblonjen's next Combat Action. From then on, it takes damage until either it or the creature is dead. If the target is not immobilized, it may Dodge the Envelope attack to avoid damage.

Special Rules

Combat Actions:	2
Damage Modifier:	+1D2
Movement:	6m
Strike Rank:	+7
Traits:	Boneless.

Typical Armour

None but takes no damage from energy-based attacks. If attacked by slashing weapons, it loses 1D4 points of SIZ to each attack, which is doubled on a critical hit. Reduced to 0 SIZ, the thing is slain. When faced with foes armed with such weapons, it typically flees and attempts to attack later by ambush.

Summon Hero Of Legend

Casting Time: 1D8 days.

Magic Point Cost: 100

Duration: Until foe is bested.

Heroes take a great number of shapes, and the tales of the Eternal Champion are filled with their exploits. One motif that plays out in these tales is the idea that great Heroes can be called to aid those in need when no other solution is available. If a cabal of sorcerers can enact this lengthy ritual, one such hero can be plucked from his home to arrive and aid the downtrodden. This is not an act to be entered into lightly.

The hero that arrives can be from any time or place. In some instances, the hero may be called to a time in his future, after he himself is long dead and only remembered as a legend or he may be called to a distant, alien world to aid a small human town against inhuman oppressors. In any event, he will be at the peak of his performance, even if summoned from a time before his exploits have made him a legend. Unless a suitably heroic figure is already present in the campaign, use the game stats below as needed.

CHARACTERISTICS

STR	20
CON	16
DEX	16
SIZ	14
INT	12
POW	16
CHA	15

Playing the Hero

An interesting game can come about if one of the players represents a hero called to aid those on another plane. This would work best for a solo game, or a game where all but one of the players cannot show up to the play session.

For a quick Heroic conversion, which can be applied to any character, make the following changes to their character sheet:

1. Add 10 points to Characteristics in any combination. Note that this will mean adjusting Damage Modifier and Hit Points, as well as base skill chances. If you do not feel like doing the math, assume 1 or 2 extra Hit Points on each location, move their Damage Modifier up to the next highest die type.
2. Add 50 points to any ten skills already in possession. Remember that sorcerer's cannot have Summoning or Command skills higher than their High Speech skill.
3. Give them the Heroic Aura Legendary ability and let them pick another. If you do not feel like giving them the option, give them Madness of Purpose as well.
4. One of their weapons does maximum damage against one type of foe and their armour, if they have any, gains +2 to each location.
5. Give them 1D6 bonus Hero Points.

The adventure the hero goes on is epic in scale and grand in scope. They'll likely be fighting for the continued existence of an entire people, against fiendish foes that seek only death and destruction. The particulars of the adventure depend greatly on the nature of the hero but here are a few events that would be well placed in any heroic tale:

1. The hero falls in love with one of the people who called him to this plane. This, of course, ends tragically, as even the best possible result means the hero must return to his own world.
2. Foes will be very powerful and only the hero has any real chance to defeat them.
3. One of the people will betray the others, possibly by allowing the foes an advantage they would not have under normal circumstances. The betrayer is caught and punished; either by making them run to the enemy or by brutal torture and execution.
4. The final battle with the foe should be something more than just a one-on-one melee combat between the hero and the leader of the foes. A mass battle is appropriate, as is a small party of infiltrators sneaking into the villain's lair to attack him *en masse*. The fate of the world should rest on this one confrontation.

No matter the outcome, the player returns to the regular campaign. Even if they died defending the people from tyranny, it makes no difference. The benefits of playing the hero fade, as do the memories of being hurled into another world. However, they are forever changed by what happened. They gain 1D6 Hero Points and may make any improvement rolls they may have earned.

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	7/6
4-6	Left Leg	7/6
7-9	Abdomen	7/7
10-12	Chest	7/8
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6

Weapons

Type	Weapon Skill	Damage
Scimitar	125%	1D6+1+1D6
Bow	75%	1D10

Note: The Scimitar is an enchanted weapon that does 7+1D6 points of damage to demons and creatures of Chaos.

Special Rules

<i>Combat Actions:</i>	3
<i>Damage Modifier:</i>	+1D6
<i>Movement:</i>	6m
<i>Strike Rank:</i>	+14

Skills

Athletics 81%, Dodge 57%, Language (Common) 107%, Perception 78%, Resilience 92%, Riding 97%, Stealth 62%, Survival 73%, Tracking 57%

Typical Armour

Enchanted Scale Mail, 7 AP and no skill penalty.

Legendary Abilities

Born in the Saddle, Heroic Aura

Hero Points

1D8 at the time of summoning.

SUMMON THE JUGGERNAUT OF RHOAMES

Casting Time: 1D8 hours.

Magic Point Cost: 15

Duration: Until the purpose for its summoning has been achieved.

Requirements: Rune of Protection.

The Juggernaut is a titanic beast from a far-away plane.

About as intelligent as a dog and nearly as friendly, the Juggernaut is called to carry a large number of people away from danger. The thick shell in the bottom of its belly protects it from nearly any form of damage; in one recorded instance, it walked over an erupting volcano with no effect and its ability to walk tirelessly, although slow, for the duration of its summoning, means

that the population of a large city could be taken to safety. The one who summons it must maintain strict concentration for the duration of the summoning and the Magic Points spent to call the beast from its marshy home world are considered Dedicated to the task and do not regenerate until the beast has reached the end of its journey.

The summoner may rest and eat but if anything else occurs to break his concentration, the Juggernaut immediately stops moving and will not resume its trek until such time as the summoner can resume concentrating.

The Juggernaut looks similar to a turtle the size of a mountain save for its long neck, elephantine feet and thick, warty skin. It seems to greatly care for those who ride upon its back and exhibits great distress if something attacks them while it performs its service.

A being of such size is beyond simple game characteristics. It is safe to assume that only a direct attack by something of godlike power could harm this beast. Stormbringer might be able to damage it but it is possible that this monster is protected by something no power can touch. It seems that the Juggernaut exists to shepherd the innocent away from conflicts that do not concern them, which suggests that there is a caring force in the Multiverse after all.



Summon the Host

Casting Time: 1D8 hours

Magic Point Cost: 1 Being per Magic Point Spent (2 or more for monsters).

Duration: until the purpose of their summoning has been fulfilled, typically the conquest of a small nation and setting up the sorcerer as ruler.

Requirements: A gateway to another plane that is stable enough to allow the Host to pass through, which needs to be about a week.

This potent spell is much sought after by those seeking power or vengeance. By means of this spell, the caster calls through a portal and attracts the Host – a sizable standing army of battle-trained and ready troops who will fight for whatever cause they are called. The caster will need to make but a single Influence test to secure the loyalty of the Host once the summoning has occurred.

Thankfully, the requirements for this spell are steep enough that it is very rarely cast and the spell itself is only known to exist in a handful of old grimoires, half of which are known to be lost and the others either lie entombed in Melniboné or Pan Tang. It is possible, although not very likely, that a tome that contains the spell may be found and make its way into general circulation.

The Host itself is made up of a majority of the same type of creature, with a few other life forms native to the Host's home to account for distinct tactical situations. Assume that the Host is mostly basic infantry, with a few of the other options listed below, as well as a leader, at least one magic user and a few other notable figures. There are no hard and fast rules as to the actual size of the Host, consider it to be big enough to make trouble for the players but not large enough to warrant international attention.

The Host Regulars

Characteristics

STR 13
CON 13
DEX 12
SIZ 11
INT 10
POW 10
CHA 10

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/5
4-6	Left Leg	1/5
7-9	Abdomen	1/6
10-12	Chest	1/7
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	1/5

Weapons

Type	Weapon Skill	Damage
1H Sword	50%	varies by sword
Target Shield	50%	1D6

Special Rules

Combat Actions:	2
Damage Modifier:	None
Movement:	4m
Strike Rank:	+11

Skill

Dodge 25%, Persistence 25%, Resilience 25%

Typical Armour

Exotic leather armour, 1 HP per location, -4% skill penalty.

Chaotic Features

None normally. If the Host is demonic or from an alien world, give them 1 purely cosmetic feature and one other one.

Archers

Characteristics

STR 10
CON 10
DEX 13
SIZ 10
INT 12
POW 10
CHA 10

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/4
4-6	Left Leg	1/4
7-9	Abdomen	1/5
10-12	Chest	1/6
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	1/4

Weapons

Pick one of the following:

Type	Weapon Skill	Damage
Staff Sling	50%	1D8
Short Spear+Atlatl	50%	1D8+2-1D2
Short Bow	50%	1D8

Special Rules

Combat Actions:	3
Damage Modifier:	-1D2
Movement:	4m
Strike Rank:	+13

Skills

Dodge 25%, Persistence 25%, Resilience 25%

Typical Armour

Exotic leather armour, 1 HP per location, -4% skill penalty.

Chaotic Feature

None normally. If the Host is demonic or from an alien world, give them 1 purely cosmetic feature and one other one.

Elite Troopers

Characteristics

STR	15
CON	13
DEX	13
SIZ	14
INT	12
POW	12
CHA	10

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	4/5
4-6	Left Leg	4/5
7-9	Abdomen	4/6
10-12	Chest	4/7
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5

Weapons

Pick one of the following:

Type	Weapon Skill	Damage
1H Bastard Sword	75%	1D8
2H Bastard Sword	75%	1D8+1
1H Battle Axe	75%	1D6+1+1D2
2H Battle Axe	75%	1D6+2+1D2
Glaive	75%	1D8+1+1D2
Great Sword	75%	2D8+1D2

Special Rules

Combat Actions:	3
Damage Modifier:	+1D2
Movement:	4m
Strike Rank:	+13

Skills

Dodge 34%, Persistence 34%, Resilience 34% (armour penalty already taken into account.)

Typical Armour

Scalemail skirt and shirt, helmet. 4-5 AP, -16% penalty to skills.

Chaotic Feature

None normally. If the Host is demonic or from an alien world, give them one purely cosmetic feature and one other one.

Unit Leaders:

Consider unit leaders to be identical to the unit they lead, save they are moved up one die type in Damage Modifier, have +1 AP to each location and an additional 10% to every skill.



MONSTERS

No Host is complete without a handful of monsters captured and trained for war. Use any creature with characteristics from this book, *Elric of Melniboné*, *RuneQuest* or *RuneQuest Monsters* to represent these beasts.

Generals

Even though the Host serves its summoner, there is one amongst their number who actually plans attacks and leads the Host in battle. This being is typically a member of the Host whose skill and experience are unmatched. He is often humanoid, although in some demonic Hosts, these leaders can be a great deal larger and more powerful than their counterparts in the lower ranks. Consider the characteristics below only a suggestion.

CHARACTERISTICS

STR	14
CON	15
DEX	15
SIZ	16
INT	15
POW	14
CHA	14

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	6/7
4-6	Left Leg	6/7
7-9	Abdomen	6/8
10-12	Chest	6/9
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/7

Weapons

Type	Weapon Skill	Damage
Great Sword	75%	2D8+1D4
Long Sword	50%	1D10+1D4
Javelin	45%	1D6+1D4
Dagger	50%	1D4+1+1D4

Special Rules

Combat Actions:	4
Damage Modifier:	+1D4
Movement:	4m
Strike Rank:	+15

Typical Armour

Platemail suit of exotic design.

Chaotic Feature

None normally. If the Host is demonic or from an alien world, give them one purely cosmetic feature and one other one.

ENCHANTMENTS

The leader of the Host often has his pick of the very best items and plunder. To represent this, consider giving him a Rune or two to add to his weapons or armour or if you're feeling particularly sadistic, one of the Enchantments found later in this book.

CREATION SPELLS

Some creatures from the Saga are not called from other planes but created from other creatures. The process is often torturous and even if not slain in battle, the resulting creature will likely die as its new body begins to dissolve. The Dharzi Empire was known to make use of sorceries of this sort to develop weapons of war for use against the Bright Empire and Theleb K'aarna managed to create a monster that very nearly killed Elric, Moonglum, Queen Yishana and her royal guard. Such creatures are certainly powerful but extremely taxing for mortal sorcerers to create.

CREATE CHAOS BUTTERFLY

'...it had a man's body, covered with hairs or feathers hued like a peacock's.'

'The air whistled as it descended, its fifty-foot wings dwarfing the seven feet of head and body. From its head grew two curling horns, and its arms terminated in long talons.'
'We are doomed, Elric!' cried Yishana.'

— *Weird of the White Wolf*

This hideous beast was once a mortal man warped by Theleb K'aarna's sorcery. The spell needed to create such a creature is listed below, although it is well beyond the capabilities of some of the most powerful sorcerers in the Young Kingdoms.

Magic Point Cost: 30

Requirements: Rune of Melding, living human sacrifice.

During the process of the spell, the caster intones over the target, which begins to change as soon as the spell begins. The body swells and then hardens, forming a chrysalis from which the butterfly shape emerges at the end of casting time. If the caster fails the test to cast this spell, the target is slain by the wayward energies of the spell and a new target must be procured.

Once the Butterfly emerges, it has the Statistics below and must be Commanded immediately lest it attack its creator to vent the pain and frustration that lingers from the process.

CHARACTERISTICS

STR 6D8+6 (33)
 CON 8D8+8 (40)
 DEX 4D8 (22)
 SIZ 5D8 (22)
 INT 3D8 (14)
 POW 3D8 (14)
 CHA 3D8 (14)

HIT LOCATIONS

D20	Hit Location	AP/HP
1-2	Right Leg	-/12
3-4	Left Leg	-/12
5	Abdomen	-/13
6	Chest	-/14
7-10	Right Wing	-/11
11-14	Left Wing	-/11
15-16	Right Arm	-/11
17-18	Left Arm	-/11
19-20	Head	-/12

WEAPONS

Type	Weapon Skill	Damage
Talons	99%	1D8+2+1D12
Wings	66%	1D4+special

Notes: The wings of the Chaos Butterfly are covered in a sticky resin that adheres to anything that touches them. Weapons striking either wing become stuck, as do weapons that are parried by the wings. Stuck weapons can be yanked free by spending one Combat Action to pull them out with an Athletics (Brute Force) test. Also, the Butterfly may attempt to pull a stuck weapon from its opponent's grasp. The weapon's wielder must make an Athletics (Brute Force) test to retain a grip on their weapon.

SPECIAL RULES

Combat Actions: 4
Damage Modifier: +1D12
Movement: 6m on the ground, 12m flying
Strike Rank: +18

SKILL

Dodge 66%, Persistence 42%, Resilience 120%, Stealth 66%

CHAOTIC FEATURES

Hatred (human beings), Levitating (hovers just above the ground), Warped, Wings.

OTHER CREATION SPELLS

While the Chaos Butterfly is the only sorcerous construct discussed in the Saga, the magical knowledge to perform this sort of manipulation for the creation of other creatures no doubt exists. While many small-scale changes can be performed using the Rune of Melding, there may come a time when the Games Master wishes to introduce greater transformation spells, either as a reward for enterprising players or as a tool for antagonists in the story.

Consider the following guidelines when designing a new spell of this nature:

- * Creation Spells are terribly high-end sorcery, the sort of things a very powerful sorcerer might work towards for much of their life. They are out of scale for beginning characters.
- * As such, they tend to be very expensive in terms of Magic Points and other resources. 30 seems a good baseline, as it is out of reach of many sorcerers.
- * The spell requires the sacrifice of one or more living beings; making it the sort of thing only the cruellest of sorcerers will contemplate.
- * The resulting creature should be powerful enough to be worth the time and energy that goes into making it. In the Saga, Elric only defeated the Chaos Butterfly by calling upon his ancestral Pact with Haaashaastaak, Lord of Lizards. Simple combat alone should not be sufficient.

THE ELEMENTAL PATHS

The power-hungry magicians of Pan Tang sneer at the powers of the elements considering them to be mere exercises in conjuration; lesser forces that, whilst useful from time to time, are poorer cousins to the all-mighty gods of entropy. Such is the foolishness of Pan Tang – however, not others. Melniboné’s sorcerers have long understood the importance and power of the elements, ever since the White Crow, the Silverskin and other ancient heroes of their race forged the elemental Pacts in the Bright Empire’s earliest years. A good and true sorcerer of the Dragon Isle knows that, whilst the Lords of Law and Chaos cannot enter the affairs of men directly, the elemental Lords are free from such restrictions.

Those cultures that weather the elements as part of the trials of life understand this too; they know that the Elemental Lords are direct and very real powers. Those of places such as the Weeping Waste, Pikarayd and the Sighing Desert, who have dedicated their souls to an Elemental Lord and shown particular devotion, may be invited to Walk the Elemental Path.

Walking the Elemental Paths

This chapter describes the Elemental Paths and how to tread them. There is a path associated with each of the four elements and walking the paths grants those who do so a set of abilities that they may draw upon during their travels. Not just anyone can become a walker, though. Prospective walkers must meet the following requirements:

- * The walker's Path Skill cannot ever be greater than the Pact associated with the cult.
- * They must have memorized the Rune associated with the path they seek to walk. Thus, someone seeking to walk the Path of Stone must have memorized the Rune of Earth. This is an absolute requirement, as walking the paths involves the ability to sense and manipulate mystical energies and only the Runes allow users to do this.

- * The walker may never join a cult other than that of the Elemental Rulers and cannot learn any new forms of magic, although they may learn new Runes. Doing either of these things means an immediate loss of all Path Skills and the abilities associated with them. The use of certain Runes, most notably Domination and Dissolution, will very likely be considered a violation of the Vows of the path. Games Masters should warn Runecasters when using damaging magic might be considered a violation.

Those who meet the requirements may be taught the Elemental Path of their cult by accepting the teaching of the path as one of their cult Gifts. The prospective walker goes through an initiation ritual that involves a trial of some form pertinent to the element and gains the appropriate Path Skill at its base chance, as well as the abilities associated with the first level of the path.

The base value of the Path Skill is equal to the dedicated POW to the Elemental Lord plus the CHA Characteristic. Every 25 percentiles represent one level or path of progression.

Sample Initiation Rites:

These initiation rites are particular to the Elemental Paths and are not indicative of the initiations used in the Elemental Cults.

Air

Stand atop the high peak, unclothed and without food or water for a day and night. The character must make three successful Resilience tests to endure the biting cold.



EARTH

Be buried alive for a day and a night. The character must make three successful Resilience tests to endure the claustrophobia involved.

FIRE

Walk across the coals of Kakatal. Three Resilience tests must be made to walk these burning coals without any form of damage to the feet.

WATER

Baptism of Straasha – self-submerge under water for 20 minutes. Three successful Resilience tests must be made to avoid having to surface for air.

High Speech

While Path Walkers do gain the ability to summon elementals of the type associated with their element, they must possess the High Speech skill in order to do so. Also,

CONCERNING ENERGY

It's important to note that, when we use the term 'energy' in a metaphysical sense, it differs from how the term is used to describe the purely physical phenomena. Metaphysical energy is of a spiritual nature, existing alongside but outside, of the real world. It may interact with the real world, especially through the bodies of sorcerers but it is not to be confused with heat or gravity.

So, a fire burning in a hearth gives of energy in the form of heat and it also gives off metaphysical energy of a fiery nature. Just as non-magical creatures can be warmed and comforted by the heat of the fire; sorcerers can draw upon the fire's metaphysical energy and store it for later use.

Metaphysical energy can be produced in a nearly infinite number of flavours, each of which has its own properties and peculiarities. A person's store of Magic Points is an example of 'soul' energy, which carries the essence of that individual. For our purposes in this chapter, we'll be discussing metaphysical energies of types aligned with the four basic elements, which are the blocks upon which the whole of physical reality are composed.

the effective skill at which these summonings are performed is limited by the character's High Speech skill, exactly like any other Sorcery skill. Note the Path skill is not a Sorcery skill *per se* and as such is not itself limited by the character's High Speech.

For example, Martia Greencloak is a walker on the Path of Stone, who has a Path of Stone skill of 75% and a High Speech skill of 35%. When summoning gnomes, she may use her Path of Stone skill to do so but the skill is limited to 35% for this particular purpose.

This applies to all summonings on the Elemental Paths, including the vision-enhancing rituals, as well as the ultimate summonings for each of the 'Soul' level summonings. As with any practitioner of magic, it pays to have as large a High Speech skill as you can manage when walking the Paths.

PATHS AND Skill

There are a number of skills granted to the walker that are earned by walking the Elemental Paths. Whenever a skill is granted, it is added to the walker's list of skills. If the walker already has this skill, he is entitled to a free improvement roll on that skill the next time improvement rolls are called for.

The Path of Stone

1–25% Body of Stone – the initiate's body becomes hardened and resistant to injury, like the stone upon which the mortals tread. By increasing the earth energies in the body, they gain the following abilities:

- * For one Magic Point, they may increase the amount of armour on each Hit Location by one point. The amount of Magic Points that may be spent on this ability is equal to the number of levels they have proceeded down the path of Stone. This armour persists for one Combat Round.
- * For one Magic Point, they may increase their Resilience skill by 10% for the purposes of a single test to resist disease, poison, drugs or any other effect that requires a Resilience test to resist. The number of points that may be spent on this ability are equal to the number of levels the walker has proceeded down the Path of Stone.
- * If he spends time meditating in a place filled with earth energies (a deep cave, a mountaintop or a forest) the walker may regain spent Magic Points at double the normal rate. This counts as complete, undisturbed rest for regenerative purposes.
- * Insight: At this level, the Walker sees how Grome's presence exists in all material things. He gains the Engineering skill at its base chance and can use this skill to see places where a structure has a weakness. He can then either make an Engineering Skill Test to topple or destroy the structure or to repair the flaw and make the structure more lasting.

26–50% Heart of Stone – the walker's emotions become more stable and smooth. He is adept at remaining calm, even during times of incredible stress. By drawing upon the energies of the earth, the walker gains the following abilities:

- * In any situation where remaining calm is desirable, the walker may spend a Magic Point and make a Persistence test. If his test is successful, the walker becomes perfectly calm and level headed, able to make rational decisions regardless of other factors. In such a state, any Skill Test that might benefit

from this state of mind is given a +10% bonus.

- * The walker may spend one Magic Point to increase their Persistence skill by +10% for purposes of resisting magical or emotional manipulations for a single test. The number of Magic Points that may be spent on this ability is equal to the number of levels the walker has proceeded down the path of stone.
- * Call The Soothing Balm of Ava'matre'a – This elemental spirit manifests as a gnome that is more mud than rock. The spirit may envelop those suffering from insanity for a period of four days and nights, during which time they do not need food, water or air. When they emerge, one insanity will have been cured, regardless of its cause and they will feel refreshed and calm, if dirty.
- * Command the Child Earth – The walker may use his Path of Stone skill as a replacement for the Summoning Ritual (Gnome). He must still Command it to act and the normal Magic Point costs apply.

51–75% – Mind of Stone – the walker's perceptions and thinking becomes clear and lucid at all times, enabling them to think his way through problems with greater ease. By drawing upon earth energies, they can use the following abilities:

- * The walker may spend a Magic Point to his Perception skill to see through illusions. If the Skill Test passes, the walker gets a sense of the true meaning behind what they perceive, even if they do not see what's really going on. For example, if faced with an illusion, the walker may augment a Perception test to know that what they see is an illusion, even if he does not know what the illusion may cover.
- * The walker may spend a Magic Point to increase their Perception skill by +10% for purposes of detecting minute details for a single test of that skill. The number of Magic Points that may be spent on this ability is equal to the number of levels the walker has proceeded down the Path of Stone.
- * Summon the Eye of Grome – an elemental spirit in the loosest sense of the word, the Eye of Grome is a large green gemstone set in a silver headband that lies over the walker's forehead. When worn, the Eye of Grome allows the user to visualize earth energies as a greenish, radiant mist. It also allows the walker to see through all illusions and to determine the relative strength of anyone in view as though using the Witch Sight skill.

- * **Insight:** The mortal body is largely water but it also bears a sizable percentage of solid matter, which is of Grome's domain. For a number of times each day equal to the number of steps down the Path of Stone, the walker may ignore any negative modifiers to the skill he is called upon to use.

76–100% – Soul of Stone – At this stage, the walker begins to understand how earth energies transcend the mortal world and extend out into the Higher Worlds. Even the realms of the gods are largely composed of solid matter. This understanding leads to a number of abilities:

- * The walker may walk through any cave system and by spending 1D8 Magic Points, travel through the planes and arrive in another world as they exit the cave. The walker has only a little influence over which plane they arrive in, although if he is on a quest, he will very likely arrive where he is supposed to go.
- * The walker may use his Path of Stone skill in place of the skill requirements for the following Legendary Abilities:
 - * Disease Immunity
 - * Heroic Aura
 - * Madness of Purpose (in this case, the walker ignores the POW requirements and the ability is renamed 'Stubborn').
 - * Poison Immunity
 - * Skin of the Bear
 - * Tireless.

DRAWBACKS TO THE PATH OF STONE

While a great deal of power over one's self and the physical world can be gained from walking the Path of Stone, doing so is not without its drawbacks. Walkers are expected to follow the following behavioural guidelines at all times and any instance of wilfully violating them means instantly dropping one step backwards on the Path of Stone and the Path skill cannot increase through experience until some service has been performed in atonement for the misdeed. Egregious violations especially can result in the total loss of steps along the path and all benefits associated with them.

- * **Vow of Charity** – Great wealth can be accumulated along the Path of Stone, as all material wealth falls within Grome's domain and any gnome can instruct a walker on how to find treasure hidden within the earth. However, a walker along the Path of Stone


should know that the wealth thus discovered does not belong to him but to Grome and the Lord of Earth desires that the walker uses it, not for selfish reasons but as a tool to assist the less fortunate and the downtrodden. In addition to regular tithing of money and time, walkers along the Path of Stone are expected to give what money they have to any who ask for aid, regardless of their personal feelings about the person asking. While this is not a vow of poverty, many walkers approach it from that angle.

- * **Vow of Assistance** – Walkers along the Path of Stone are expected to render what aid they can whenever someone asks for his help. This request must be made in person but need not be addressed to the walker specifically. If the walker is actually unable to help, they are not compelled to do so. In any event, the aid offered must be the sort that promotes Grome's interests or the tenants of the Balance in general. Thus, aiding a farmer in rescuing his beloved daughter from a sorcerer is acceptable, while aiding a cult of Law in destroying a Chaotic temple is not.
- * **Vow of Returning** – All material things in life belong to Grome and He allows mortals to use them for a time. Walkers along the Path of Stone are expected to return things that have outlived their allotted time to the earth. Dead bodies, uneaten foods, broken tools and other items taken from the earth are to be buried once their usefulness has passed. Walkers need not perform actual funeral services but any item that comes to their attention should be buried as soon as possible.

THE PATH OF RIVERS

Where the Path of Stone promotes stability, the Path of Rivers promotes change and movement. Like the flowing waters that course from the mountaintops to the seas, those who walk the Path of Rivers are constantly in motion, resting only so long as the body needs. The Path attracts those to whom ties to family and country have no allure and those who feel restless when bound to a temple or Cult.

Even though it is linked by virtue of water to Lord Straasha of the Seas, the Path of Rivers, like all of the Elemental Paths, is not a cult in the sense that the walker does not draw power from the god. Instead, he seeks to attune himself with the energies of water, working to build up this energy in his body and soul to fuel his life of travels.



Seek wisdom down the Path of Rivers if you wish to flow into hidden places and see what the world has to offer without needing to hide behind iron doors or under slate roofs.

The Path of Rivers is an Advanced Skill. It offers the walker the following abilities, earned each time one of the level thresholds is made.

1–25% – Body of Rivers – The walker becomes flexible and nimble, easily bending the body to avoid injury and to accomplish astonishing feats of dexterity. By increasing the body's affinity with the energies of water, the walker gains the following abilities:

- * By spending a Magic Point, the walker can increase his Strike Rank by one point for the duration of the combat. The number of Magic Points that may be spent on this ability is equal to the number of steps the walker has taken along the Path of Rivers.
- * By spending time meditating in a place filled with water energy, such as on a beach or the banks of a river, the walker is able to regenerate Magic Points at twice the normal rate. This counts as complete, undisturbed rest for regenerative purposes.
- * Call Child of Water – The walker may use his Path of Rivers skill to summon an undine. However, he must still Command the undine to act and the normal Magic Point costs apply.
- * Insight – The bodies of mortal beings are made up of mostly water. By manipulating the water in the body, the walker can control the movement of blood, invigorating the tissues and promoting health and harmony. The walker gains the Healing skill at its base chance and when used to treat someone who is diseased or poisoned, the Healing skill test is Simple.

26–50% Heart of Rivers – Water is the element of emotions, the force of the heart that brings about feelings and mood swings. By enhancing the heart with water energies, the walker gains the following abilities:

- * By conversing with a subject, the walker can bring about in that person any emotion desired. The walker must spend a Magic Point and make an opposed Influence test against the target's Persistence. If the test is successful, the target will experience a particularly intense emotion of the walker's choice for the walker's CHA in minutes.
- * By spending a Magic Point, the Walker may increase his Dodge, Acrobatics or Athletics skills by +10% for the purposes of a single use of the skill. The number of Magic Points that may be spent on this ability is equal

to the number of steps the walker has taken along the Path of Rivers.

- * Summon the Festive Water – This undine appears as a typical version of her kind and behaves as such in most instances. However, her most interesting attribute comes out when made to enter a supply of drinking water. Anyone who consumes a dish or drink that used this water in its preparation must make a Persistence or Resilience test (whichever is higher) or be affected by an intense feeling of giddiness and well being. This produces riotous laughter, cavorting in the streets and amorous feelings. These effects persist for a whole day and night. Those who are affected awake the next morning feeling relaxed, peaceful and refreshed. Despite the intensity of the physical activity that comes with this effect, all who partake will have all levels of fatigue erased and will have regained all of their spent Magic Points.
- * Insight – The energy of water that flows through mortals allows them to engage with each other on social levels, connecting to other living beings through a shared emotional experience. This can be a beautiful thing but it can also be used to terrorize others or to manipulate their emotions to break their wills. The walker has become so attuned to the emotions of others that he is able to move through social circles with a great deal of ease. Whenever the walker is interacting with other beings, any social Skill Tests that need to be made are Simple. This bonus only applies to creatures that have some water energy in them (mainly humans, Melnibonéans and Myrrhn but also undines). Most supernatural creatures have some water energy in them, although elementals other than undines do not. Demons sometimes do, but the nature of their Command to act usually precludes social interaction.

51–75% – Mind of Rivers – Water finds its own path, patiently and without much force. It seeks the lowest possible way and always arrives at where its destination. So too does the mind of the walker upon the Path of Rivers. It may not arrive in a timely fashion but it always winds up where it was going eventually. By enhancing the mind with the energy of water, the walker gains the following abilities:

- * Any time the walker is trying to figure something out, they may take extra time to gain the benefits for doing so. However, by spending a Magic Point, he can double the bonus gained in this fashion for the purposes of a single Skill Test. This ability typically only applies to the various Lore skills, although it may also be applied

to any skill that uses INT as a base characteristic for twice the Magic Point cost.

- * The walker may, for the cost of a Magic Point, augment his Persistence skill by 10% for the purposes of resisting magical mental influence. If the test to resist is a success, the walker will know that he has been targeted for manipulation and have a sense of who was responsible.
- * Summon the Diadem of Clear Waters – Much like the Eye of Grome, the Diadem of Clear Waters is an elemental spirits that manifests as a piece of jewellery, in this case a diadem of red coral set with deep blue gemstones. It takes 1D8 Combat Rounds to call, costs and equal number of Magic Points to summon and remains for the equivalent of the walker's CHA in Combat Rounds. The Diadem enhances the walker's vision, allowing them to visualize water energies as a cool, flowing mist of blue light. Additionally, it grants the walker the ability to see the water energy of other beings and can gauge their emotional status according to colour.

Water Energy Colors

Color	Emotional State
Red	Anger, hatred or aggression
Orange	Courage, flamboyance or vanity
Yellow	Learning, wisdom or critical of others
Green	Sensitivity, compassion or jealousy
Blue	Devotion, seriousness, sometimes domineering
Violet	Searching, wilful or a need to overcome something
Pink	Love, purity or immaturity
Gold	Enthusiasm, inspiring, sometimes a lack of clarity
White	Truth, awakening or cleansing. Law
Gray	Initiation into higher mysteries, sometimes imbalances
Brown	Industriousness, organized, sometimes a lack of discrimination
Black	A desire for protection, secrets, the carrying of burdens. Chaos
Flashes of Light	Seen in conjunction with other colours; reflects creativity or fertility, sometimes relates to pregnancy.

- * Insight – Human beings are inherently logical creatures, which goes a long way to explain why the worship of Law found such a ready home in the burgeoning human kingdoms. However, we also possess the capability to make astonishing leaps in logic, using our talent for intuition to jump from problem to conclusion without travelling the distance between them. The walker has honed this ability through practice. When faced with a problem that he cannot figure out on his own, the walker may spend a Magic Point and ask for a Hunch, which allows him to adjust the next roll he makes to figure out the problem by 20% in either direction. If the problem is one that doesn't involve skill rolls to figure out, the Hunch may be used to gain some small insight into how the problem might be solved

76–100% – Soul of Rivers – The walker has come to a total understanding of how the energies of water wash through the lives of mortals, bringing change, emotions and inspiration. He has become adept at using this knowledge and his ability to manipulate the water energies to achieve his own ends. At this stage, the walker sees how water is the connective tissue that binds lives together and in this way sees also that water binds the Multiverse together. This understanding produces the following abilities:

- * In any body of deep water, the walker may make an Athletics test to dive down, spend 1D8 Magic Points and resurface in another world. Those who seek communion with Straasha find that this is an excellent way to gain entrance to the Sea King's court. Other worlds may be travelled to as well and the walker has some limited control over their destination. He may also bring companions with him, at a cost of one Magic Point per person. Fate has a habit of arranging events so that walkers must use this ability to escape danger and are then brought to a world where their abilities are needed to help redress the Balance.
- * The walker may use his Path of Rivers skill in place of one of the prerequisite skills for the following Legendary Abilities:
 - * Devilish Charm
 - * Duelist
 - * Empathic Wound
 - * Heroic Aura
 - * Linguist (the Path of Rivers skill only replaces one of the required languages)
 - * Slaying Touch

DRAWBACKS FOR THE PATH OF RIVERS

Walking the Path of Rivers grants the walker a great deal of influence over their emotions and those of others and an unscrupulous walker could use this influence to make the lives of others a living hell and to gain personal wealth and status. This is in opposition to the true nature of the Path of Rivers and those who walk this Path will find themselves beholden to a set of behavioural conscripts to keep them from using this power for purely personal gain. As with the Path of Stone, wilful violations of these vows will result in the loss of Path levels and an inability to learn from experience until atonement has been reached.

- * Vow of Non-Manipulation – The walker must not use his ability to influence the emotions of others for selfish or tortuous means. Each time the ability to sway others is used, it must be in the service of a greater goal and the walker must take pains to assure that those whom they do manipulate are not unduly harmed or shamed by his actions. This specifically includes those the walker considers enemies or those who desire to harm others. Defeating an enemy in physical combat is safe from a Path perspective but causing him to weep publicly to harm his esteem in the eyes of others is not.
- * Vow of Rescue – Straasha desires for human beings to have a benevolent relationship with the sea, allowing them to draw life and livelihood from its bounty. He does not go out of his way to bring harm to those who make their livings from the oceans but even so, accidents do occur. The walker must attempt to rescue any person he sees who is struggling to stay afloat at sea and about to drown, including known enemies or other hostile forces. Also, if the walker hears of fishermen lost at sea or having not returned home on time, he must make a serious, deliberate effort to find them and bring them home or at least to discover their final fate should they have already meet their doom.
- * Vow of Movement – The nature of water is to flow and to fully emulate this property, the walker must remain in motion from one place to another for the duration of their active walking of the Path. They may maintain a base of operations and return to it from time to time in order to rest and deal with personal affairs but must otherwise spend no more than one motion a single place. Doing so is a violation of this vow. This allows them an increased number of opportunities to make the lives of others better by their actions.

THE PATH OF WINDS

The Path of Winds deals with the energies of air, a cool, dry force that is fluid like water but not as heavy or insistent on movement. It is the force of the mind, the capacity of mortals to study and learn from experience. The Path attracts those who seek to understand the world by logic and rigorous study, as well as those seeking knowledge about the life that exists far above the world where mortals are bound by gravity to the solid ground.



Seek wisdom down the Path of Winds if you are the sort of person who desires to unlock the secrets of the mind and use those abilities to promote greater understanding of the world and its mysteries.

The Path of Winds is an Advanced Skill that offers those who walk it a number of abilities and insights and new ones are earned each time a skill level threshold it met.

1–25% – Body of Winds – The walker's body becomes as light as a feather, buoyed on all sides by the flowing winds.

This allows them to jump great distances, to stand easily on surfaces that would not ordinarily support their weight and to go places normal mortals may not enter. This grants the walker the following abilities:

- * The walker may spend a Magic Point to augment their Athletics skill for the purposes of jumping. Each Magic Point spent doubles his vertical jumping distance and to quadruple their horizontal jumping distance. The number of Magic Points that may be spent on this ability is equal to the number of steps that he has taken along the Path of Winds.
- * By spending time meditating in a place of strong winds, such as a windy mountaintop or a wind-swept field, the walker may regenerate spent Magic Points at twice the normal rate.
- * Call the Child of Wind – The walker may use his Path of Winds skill to summon Sylphs. He must be able to Command the creature once it has answered the summons. All attempts to Command are Simple, as the elemental considers the walker a friend and ally. The normal Magic Point costs apply.
- * Insight – The walker has developed the understanding that air energies are vitally important to life, obviously but also that poor air and breathing habits hamper the body's ability to perform at its maximum level. He gains the Healing skill at its base chance and when used upon himself, the test becomes Simple. The walker may not perform surgery on himself.

26–50% – Heart of Winds – Air is the element of intellect, which has some part to play in the emotions of mortals. The walker at this stage has developed the ability to see clearly into his own emotions and those of others, perceiving true feelings from within the tangle of jumbled impressions and half-formed thoughts. This grants him a number of abilities:


- * When interacting with others, the walker may spend a Magic Point and make a Perception test. If this test is successful, he will have an instant understanding of precisely what the target is really feeling, rather than what they target might be expressing. Using this knowledge when dealing with this particular target at this time grants any social skills used against this target a +10% bonus.
- * The walker gains the Breathless trait. He may, for the cost of one Magic Point per Combat Round, suffer no damage from being unable to breath. He

can remain under water for the duration of this ability and is also immune to any poisons or diseases that require inhalation to take effect. At the Games Master's discretion, the walker may be immune to other effects that involve cutting off air for damage, like suffocation or some grappling damage effects. Unfortunately, this means he cannot speak so long as he wishes to maintain this state.

- * Summon the Clear-Thinking Wind – This elemental's summoning is the same as any other Sylph summoning ritual and the answering spirit behaves like a Sylph in most respect. However, when allowed to fill a chamber it is a gentle breeze, all thinking inside will be clean and easy. Skill Tests made while in this room are one step easier than they would be otherwise. The spirit responsible for the Clear-Thinking Wind can perform any normal function while maintaining the Wind.
- * Insight – Some forms of human social interactions are layered in rules and hidden meanings. The walker has at this stage integrated a finely honed sense of propriety with the ability to quickly assimilate new information into his thoughts. He gains the Courtesy skill at its base chance.

51–75% – Mind of Winds – This is where the walker of the Path of Winds excels, as the energies of air works most effectively to stimulate the mind. The energies promote clear thinking and precise judgments made in short times. This invigorating power of the winds grants the walker the following abilities:

- * Any Lore skill that the walker possesses can be augmented by +10% for each Magic Point spent for the purposes of making a single test with that skill. The number of Magic Points that may be spent on this ability is equal to the number of steps the walker has taken down the Path of Winds.
- * If engaged in a debate with another party, the walker is able to augment all skills used in the debate by 10% for each Magic Point spent. This manifests as the walker's clear thinking allowing him to see minuscule flaws in the other's arguments and exploit them to the walker's benefit. The number of Magic Points that may be spent on this ability is equal to the number of steps the walker has taken down the Path of Winds.
- * Summon the Lenses of Lassa – An elemental spirit that manifests as a set of unadorned eyeglasses, the



Lenses augment the walker's intellectual ability to such a degree that they make the learning of new skills (pardon the pun), a breeze. If worn during a period of training, the Lenses double all of the bonuses and halve the skill requirements of any skill being raised, greatly increasing the likelihood that the walker will learn something new from his training. In addition to this effect, the walker may visualize air energies as a flowing sky-blue mist and can perceive the word as if using the Witch Sight skill. The Lenses take 1D8 minutes to summon and cost an equal number of Magic Points. They persist for a number of hours equal to the walker's INT.

- * **Insight** – The walker is able to perceive the world with a great deal of clarity and can see tiny imperfections that lesser eyes cannot perceive. He gains the Evaluate skill at its base chance and may use his Perception skill to catch minuscule details that other people miss.

76–100% – Soul of Winds – The walker has come to an understanding of how the winds flow through the minds of mortals, enhancing our ability to think. Large amounts of wind energy separate us from non-thinking animals and are one of the factors that raised humanity up from simple primates to thinking individuals. This ability to think also allows us to worship, giving rise to the power of gods in the Multiverse. Air flows through all the worlds where mortal minds exist. This understanding grants the walker a number of abilities:

- * If the walker is able to leave the ground and fly far up into the sky, he may leave the plane upon which he lives and by spending 1D8 Magic Points, travel to another plane of existence. Walkers frequently find themselves in Xerlerenes or in the Sky-Court of Lady Lassa Herself. Other places will work as destinations as well and Fate often transpires to bring the walker to where they are needed most. So long as companions are willing, they may be brought along on the journey at an extra Magic Point cost for each individual.
- * The walker may use his Path of Winds skill as a replacement for the skill requirements for the following **Legendary Abilities**:
 - * **Born on the Winds** (as per Born in the Saddle but applies to winged mounts or to the walker himself if he is able to fly.)

- * **Dead Eye**
- * **Heroic Aura**
- * **Loremaster**
- * **Scientific Genius** (the Path of Winds skill only replaces one of the skill requirements)
- * **Wall Leaping**

DRAWBACKS OF THE PATH OF WINDS

The Path of Winds affords the walker a great deal of mobility and intellectual prowess but as with all of the Elemental paths, this power is not to be used expressly for personal gain. Those who walk the Path of Winds are expected to conform to certain behavioural standards, in the form of vows. Those who violate the vows face the usual repercussions as listed in the other Elemental Paths above.

- * **Vow of Commonality** – Even if the walker can do things other mortals cannot and is typically much smarter than normal people, he is forbidden to treat other, less intelligent people as though there were somehow lesser beings.
- * **Vow of Involvement** – It is very easy for the walker to escape most situations, given their mixture of abilities. However, this vow indicates that they may not leave others behind if they are in danger and must always seek to rescue those who are lost or stranded. This is especially true when the lost are in danger from those who serve the Lords of the Higher Worlds. He needn't go out of his way to exact revenge for another and isn't beholden to assist another's quest for vengeance.
- * **Vow of Instruction** – The walker is encouraged to teach any skill they know to any who ask for instruction, so long as they meet the normal requirements for training. If the student cannot pay in money, an exchange of services must be offered in exchange for instruction.

THE PATH OF FLAME

The other Elemental Paths take an approach to life that is based upon service to others and engaging in the social lives of the communities the walkers find themselves in. They are mystical traditions grounded in the ideals of the Balance; any life, even that of an enemy, is worth saving.

The Path of Flame is largely the same, although it differs in an important way: the walkers of the Path of Flame are warriors first and foremost, who use their abilities to protect the people of the world from those who would kill and enslave for personal gain.

Where the gods of Chaos seek to turn their Champions into serial-killing sorcerers and the gods of Law desire their faithful to become high-handed tyrants, the Path of Flame attracts those who wish to become Champions of the people, fighters of great skill who understand that true warriors fight to protect those they love, never to expand personal power.

Walk the Path of Flame is you seek the warrior way to enlightenment, to become the Sword of the Balance, the Flame that purges the destructive from the fold.

The Path of Flame is an Advanced Skill that grants those who walk it abilities and insights, with new ones gained each time a skill reaches one of the level thresholds:

1–25% – Body of Flame – The walker's body becomes invigorated by the fire energies made to course through it. They are stronger and faster than most mortal men and can withstand great heat without harm. This grants them the following abilities:


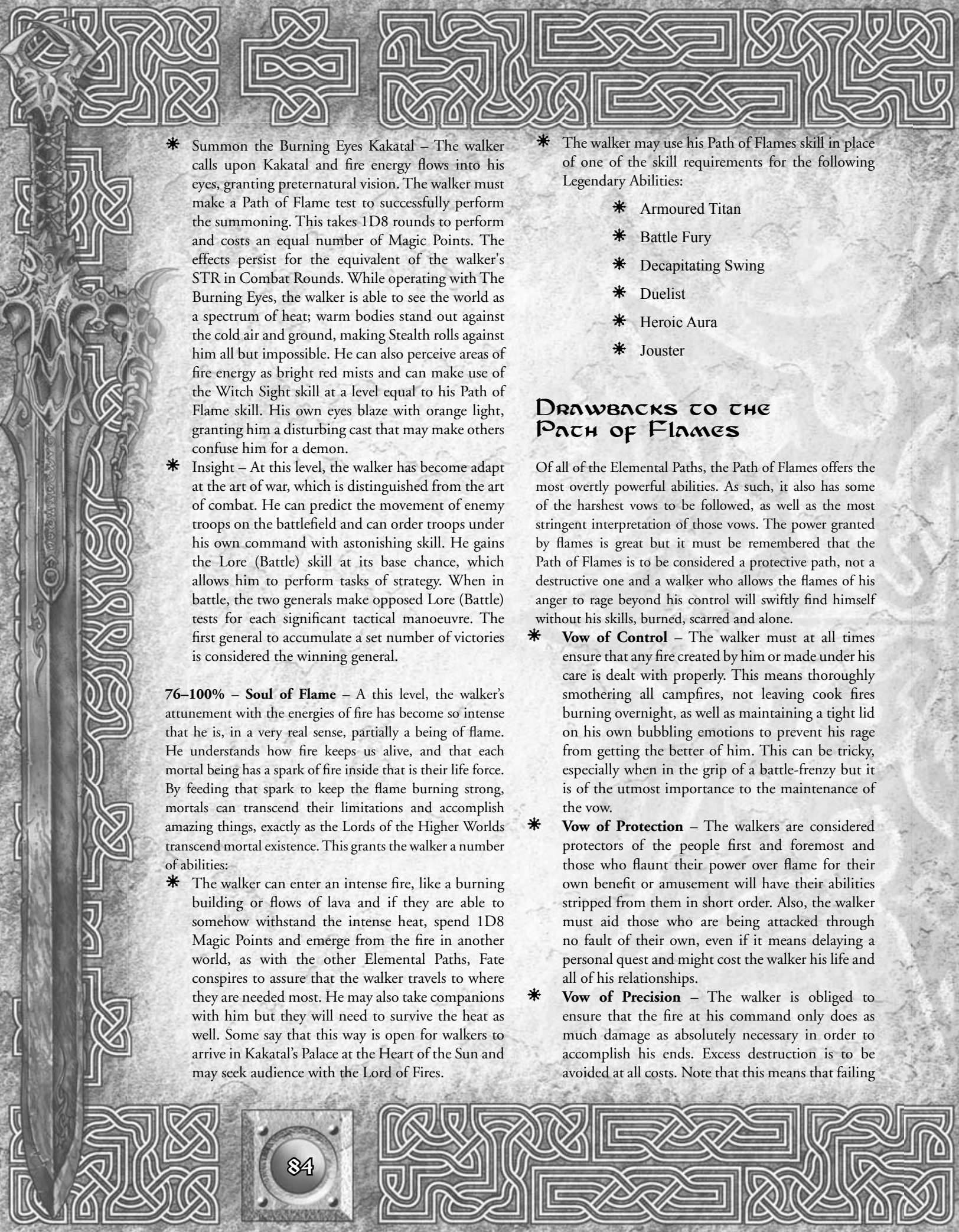
- * Before making an attack, the walker may spend Magic Points to augment the damage done if the attack is ultimately successful. For each Magic Point spent, the damage for that attack is increased by one point, up to the weapon's maximum damage. The number of Magic Points that may be spent on this ability is limited to the steps taken down the Path of Flames.
- * By meditating near a large source of fire energy (such as a bonfire, at the edge of a forest fire or near the caldera of a volcano) the walker is able to regenerate spent Magic Points at double the normal rate.
- * **Summon Child of Fire** – The walker may use his Path of Flame skill to summon salamanders. He must pay the normal Magic Point cost and must still Command the spirit to act but doing so is simple since the elemental views him as an ally.
- * **Insight** – The walker knows that fire is the animating force that creates the spark of life in the living. If can nurture and heal as well as burn and destroy. The walker gains the Healing skill at its base chance and when it is used to cauterize wounds or to purge a body of disease with a fever, the use of this skill is Simple.

26–50% – Heart of Flame – Where water soothes emotions, fire inflames them. The walker has learned enough about the energies of fire to incite brilliant passions into himself and others. This grants him the following abilities:

- * When used to inspire courage in others, the walker may augment his Influence skill by spending a Magic Point for each +10% he wishes to increase it. The number of Magic Points that may be spent in this ability is equal to the number of steps down the Path of Flame the walker has taken.
- * The walker may augment his Persistence skill in the same manner when resisting emotional influence that attempts to get him to be calm and cease hostilities. Once roused to anger, the walkers are notoriously hard to calm down.
- * The walker may channel fire energy through his skin, for the cost of one Magic Point per Combat Round. While thus protected, he is able to withstand heat of any intensity without damage to himself or his possessions. He may extend this protection to other at an additional cost of 1 Magic Point per round per person.
- * **Insight** – Often, on the eve of battle, those involved who are not professional warriors will be quite frightened about the coming carnage. The walker will know this and know also that nearly anything that frightens them further will cause them to flee rather than face the possibility that they will die on the morrow. The walker may devise some means of frightening enemy soldiers, who must individually make a Persistence test or flee into the night, thereby limiting the enemy's numbers for the next day. If the frightening event involves fire in some way, the Persistence test is Difficult. Note that this will not affect important named antagonists, unless they are well-known cowards.

51–75% – Mind of Flame – At this level, the walker's mind is constantly in motion, seeking items in the environment that can be used as improvised weapons, likely spots for an ambush, defensible terrain features and other items that only warriors see. This increased perceptual ability makes them dangerous to attack, and almost impossible to surprise, which has the following effects:

- * If the walker is able to plan an attack or defence to take into account local terrain features and make a Path of Flame test, then the walker and anyone who benefits from this plan has all skills related to the battle made Simple for its duration.



- * Summon the Burning Eyes Kakatal – The walker calls upon Kakatal and fire energy flows into his eyes, granting preternatural vision. The walker must make a Path of Flame test to successfully perform the summoning. This takes 1D8 rounds to perform and costs an equal number of Magic Points. The effects persist for the equivalent of the walker's STR in Combat Rounds. While operating with The Burning Eyes, the walker is able to see the world as a spectrum of heat; warm bodies stand out against the cold air and ground, making Stealth rolls against him all but impossible. He can also perceive areas of fire energy as bright red mists and can make use of the Witch Sight skill at a level equal to his Path of Flame skill. His own eyes blaze with orange light, granting him a disturbing cast that may make others confuse him for a demon.

- * Insight – At this level, the walker has become adapt at the art of war, which is distinguished from the art of combat. He can predict the movement of enemy troops on the battlefield and can order troops under his own command with astonishing skill. He gains the Lore (Battle) skill at its base chance, which allows him to perform tasks of strategy. When in battle, the two generals make opposed Lore (Battle) tests for each significant tactical manoeuvre. The first general to accumulate a set number of victories is considered the winning general.

76–100% – Soul of Flame – At this level, the walker's attunement with the energies of fire has become so intense that he is, in a very real sense, partially a being of flame. He understands how fire keeps us alive, and that each mortal being has a spark of fire inside that is their life force. By feeding that spark to keep the flame burning strong, mortals can transcend their limitations and accomplish amazing things, exactly as the Lords of the Higher Worlds transcend mortal existence. This grants the walker a number of abilities:

- * The walker can enter an intense fire, like a burning building or flows of lava and if they are able to somehow withstand the intense heat, spend 1D8 Magic Points and emerge from the fire in another world, as with the other Elemental Paths, Fate conspires to assure that the walker travels to where they are needed most. He may also take companions with him but they will need to survive the heat as well. Some say that this way is open for walkers to arrive in Kakatal's Palace at the Heart of the Sun and may seek audience with the Lord of Fires.

- * The walker may use his Path of Flames skill in place of one of the skill requirements for the following Legendary Abilities:

- * Armoured Titan
- * Battle Fury
- * Decapitating Swing
- * Duelist
- * Heroic Aura
- * Jousting

DRAWBACKS TO THE PATH OF FLAMES

Of all of the Elemental Paths, the Path of Flames offers the most overtly powerful abilities. As such, it also has some of the harshest vows to be followed, as well as the most stringent interpretation of those vows. The power granted by flames is great but it must be remembered that the Path of Flames is to be considered a protective path, not a destructive one and a walker who allows the flames of his anger to rage beyond his control will swiftly find himself without his skills, burned, scarred and alone.

- * **Vow of Control** – The walker must at all times ensure that any fire created by him or made under his care is dealt with properly. This means thoroughly smothering all campfires, not leaving cook fires burning overnight, as well as maintaining a tight lid on his own bubbling emotions to prevent his rage from getting the better of him. This can be tricky, especially when in the grip of a battle-frenzy but it is of the utmost importance to the maintenance of the vow.

- * **Vow of Protection** – The walkers are considered protectors of the people first and foremost and those who flaunt their power over flame for their own benefit or amusement will have their abilities stripped from them in short order. Also, the walker must aid those who are being attacked through no fault of their own, even if it means delaying a personal quest and might cost the walker his life and all of his relationships.

- * **Vow of Precision** – The walker is obliged to ensure that the fire at his command only does as much damage as absolutely necessary in order to accomplish his ends. Excess destruction is to be avoided at all costs. Note that this means that failing

the Path of Flames roll when performing the Call to the Inferno counts as a violation of this vow.

Elemental Mastery

There is a secret, fifth level of progression down each of the paths, one which few walkers live long enough to see. It is accessible when the walker has achieved 101% or more in his Path skill, a thought begins to stir in him, suggesting that, when situations become incredibly dire, he could do 'something' about it but is unsure about what that



something might be. When all seems lost and only a large-scale effect will save the day, the thought finally coalesces; by making a sacrifice of himself, disaster can be averted.

He may, at the cost of immediate apotheosis, call upon the Elemental Ruler of his path to invoke one of the following effects;

- * He may call upon a tremendous horde of elementals of various sizes to achieve an impossible effect associated with that element. A legion of salamanders might destroy a fortress or potentially save one from a volcanic eruption. A swarm of undines could save an entire city from a tidal wave. Gnomes might seal up a valley by collapsing the only pass into it and sylphs might gather to blow away a school of air-sharks preparing to feast upon a caravan of refugees.
- * He may petition the Elemental Ruler to produce a massive, environment-altering effect, such as moving a mountain several miles in any direction or raising a sunken island from the seabed. A castle made of clouds may begin to move across the face of the world or a ball of pure fire may float over the ground, making never-ending daylight for miles away. This is a permanent magical effect that will greatly alter the face of the world.

No matter which effect the walker asks for, it is performed automatically. After the effect is finished, The Elemental Ruler will come for the walker, taking a favoured servant by the hand and walking with them down the last steps of the path, the ones that take him away from life as a mortal.

ENCHANTMENTS

While most other forms of magic can be quite powerful and useful to the errant wanderer, one of their many drawbacks is the fact that, as most are founded in Chaos, they are, by their very nature temporary and therefore cannot be totally relied upon. True, some Runes can be inscribed on an item to imbue it with magical properties but even these effects lack the raw power of an effective Summoning Ritual.

However, one way of overcoming this limitation is the fact most of the Young Kingdoms is built upon the ruins of at least one, if not many more, ancient civilizations whose mastery of the Dark Arts far exceeds what is even possible to accomplish in today's geo-magical climate. As these civilizations had a history of war, much of their knowledge has been left behind, abandoned to buried ruins and far-flung habitats. Many useful tools can be found simply by looking in the right place.

Below I've listed those devices that I've heard of, from one source or another, with as good a description as I can find about their various powers, as well as hints about their last known locations and other notes that may have come to light in my research.

Bear in mind that, with most of these items, extreme care should be taken, as much, if not more, than you would when performing a summoning for the first time using a being whose power far outstrips your own. These things are dangerous, especially if used carelessly, not just to those around you but to your own life and soul as well. Consider yourself warned.

Demon-Bound Items

Without exception, these items have their genesis or discovery in the early days of the Bright Empire, when Melnibonéan sorcerers had the time, skill and resources to accomplish acts of travelling and summoning that boggle the mind of modern sorcerers. Many of their origins have been lost since the time of Dharzi Wars, when the Bright Empire fought with the Beast-folk for dominance over the world. Due to their constant wars for supremacy, most of these items are designed for military applications, which should appeal to a particular sort of person in the Young Kingdoms.

WARNING! DANGERS AHEAD!

The bulk of the artefacts in this chapter are quite potent. As such, they can produce dramatic changes to how the game works. The items that are in the possession of cults are considered Holy Relics and are only loaned out to the most devout of Champions and even then only for a limited time when facing huge, powerful threats to that force. The artefacts that are lost should be the result of lengthy game play, not something found for sale in a shop or hidden in a noble's vault.

All of these items are not meant to be in play indefinitely. Relics are meant to be returned and items unearthed are too dangerous to be kept for long. If nothing else, a Champion of Chaos should rest assured that, if they make use of a demon item for too long, a Champion of Law equipped with items of equal power will come hunting them.

Consider these items short-term rewards and move them out of play as soon as possible. They are intended to be used as part of the climax to a story arc, not for regular use during a campaign.

It should be emphasized that the demons used to give these items their supernatural powers are in no way pleased about their imprisonment, especially given the vast lengths of time that exist between the dates of their creation and the time lying in state wherever it is they are to be found. The demons are capable of using some of their strength to lash out at their wielders and those in close proximity to them. Still, the benefits they bring may outweigh the drawbacks but that is ultimately for the individual user to decide.

Demon Weapons

Using methods far beyond the understanding of mortal sorcerers; these weapons of exquisite craftsmanship function as a binding matrix to imprison the essence of a Demon of Combat. It is conjectured that imprisonment inside a weapon intensifies the demon's anger, making their already stupendous abilities even more pronounced.

Fierce Swiftness

Fierce Swiftness is a finely bladed longsword designed to maximize its wielder's grace and speed. If not for the demon bound into the weapon, its very lightness would reduce its damage potential. It is rumoured that demon was once known as R'gun'oxia, a vassal of one of the Sword Rulers. Never a smart creature, R'gun'oxia betrayed its Lord and was punished with eternal imprisonment within the blade of its own sword. The demon has learned to love its home, although its temper does get the better of it from time to time.

When wielded, Fierce Swiftness has the following effects:

- * The user may make a single extra free attack at the very beginning of every Combat Round. If the target's Strike Rank is not higher than the Fierce Swiftness's



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wielder, the target may neither Dodge nor Parry the attack, as it moves too fast for him to counter.

- * The user's own Strike Rank is increased by +5.
- * Damage done by a successful attack is increased by 1.
- * The sword moves in the user's grip, allowing him an extra Parry reaction, which is made at a skill of 100%.
- * The user may make a precise attack, targeting any Hit Location. If the attack inflicts damage, the location will continue to bleed for an additional point of damage at the end of every Combat Round. This bleeding continues until the target is dead or it receives a successful First Aid roll. If the precise attack does enough damage to produce a serious wound, the location takes a Major wound and is automatically severed.
- * If the user ever fumbles a close combat attack, Fierce Swiftness will vent its anger on the nearest of the user's companions. This attack is assumed to automatically hit, although the target may make a reaction as usual.

According to Ergotz's *A Military History of the Dragon Isle, Vol. 1*, Fierce Swiftness was last used by the Dragon Prince Dyvim Estox in the Battle of Torment Ridge, which is in present day Ilmiora, in the hills near the capital city of Ilmar. History does not record the Dragon Prince's final fate, although Ergotz notes that it is likely he died at his battle with the Dharzi. He and his dragon Blackwing are likely interred somewhere in the hills. Care should be taken for anyone seeking to excavate the grave site; Ilmiora is a Law-aligned country and unearthing Chaotic artefacts would result in strict penalties should they be discovered.

The Headman's Axe

A battleaxe of blackened steel and set with the Sign of Chaos, The Headman's Axe is a grim weapon of war as well as a tool for execution. Used during the time of Bright Empire's initial war of conquest across the Young Kingdoms, the Axe was used almost exclusively by T'lara Voelah, Lord of Death; a Gift to him from Hionhurn the Executioner. He was fearsome in battle and would capture enemy leaders and execute them in front of his human captives as an object lesson for those who oppose the will of Chaos. The demon inside the Headman's Axe is not recorded in any of the histories, although some of its characteristics are apparent when studying the accounts of how T'lara Voelah behaved when using it:

- * Users may spend one Hero Point at any time during a close Combat Round. For the rest of that melee, the user may use the Decapitating Swing Legendary Ability, even if he does not possess it. If the user already has Decapitating Swing, the penalty for the precise attack is entirely negated.
- * All attacks do an extra 1D6 damage.
- * If used against a helpless opponent, the Axe always performs a Decapitating Swing. In this instance, the user gains 1D6 Magic Points for each target slain in this manner. This action may take the user over their normal Magic Point maximum and the extra Magic Points fade after 24 hours.
- * If injured while carrying the Headman's Axe, the user must pass a Persistence test to avoid flying into a rage. While raging, the user gains an additional attack but may not Dodge or Parry any incoming attacks. This lasts for the equivalent of the user's CON in Combat Rounds, at which point the rage ends and the user takes a single level of fatigue.

The Headman's Axe is a sacred weapon for the cult of Hionhurn in Melniboné but recently was found to have vanished from the house of the current Champion of Hionhurn, Magum D'o. Its whereabouts are unknown, although it is safe to assume that D'o and his henchmen are pursuing those who stole it.

Splinter of Oblivion

This demon bastard sword was discovered in a cold, dark plane of Chaos by the Dragon Prince Gri'pet, a member of the Melnibonéan royal family and brought back to scythe down the Lormyrian Rebellion. Gri'pet had nothing but contempt for the humans who made up the fledgling nation of Lormyr and sought a grand weapon to strike fear into the hearts of those who stood before him. The Splinter of Oblivion was the result of his crusading toil, a black-bladed weapon that was so cold and sharp that few living things could take its touch and survive unscathed. The demon bound to the weapon sees humanity as the reason for its tormented imprisonment, though its tale is long lost; will not willingly serve a human master. When in use, the blade has the following abilities:

- * When drawn from its scabbard in the presence of humans, the blade emits an eerie, chilling wail. Treat this as the Screaming Chaotic Feature with a potency of 40%.
- * If the user intends to wield it, Splinter of Oblivion radiates a deep, bone chilling cold. Anyone within melee range suffers automatic 1D4 damage to a random Hit Location at the end of every round. Hit Locations reduced to zero Hit Points are frozen solid and if struck again they shatter, effectively severing the location. Frozen locations thaw within an hour's time.
- * The blade emits a bright blue light whenever it is drawn from its scabbard. This light is bright enough to read by and can be seen for several hundred yards.
- * The user may spend 3 Magic Points and make a Glittering Arc attack for one of his Combat Actions. This attack is a wide slash that flashes with brilliant blue light and sends small chunks of ice cascading over the battle. Roll to hit once and have every target engaged in combat with the wielder make a reaction. Those who fail to Dodge or Parry take damage from Splinter of Oblivion to D3 adjacent Hit Locations. This attack leaves the wielder open to counter-attack and anyone who Parries the Glittering Arc may immediately Riposte.
- * When in the possession of a human, Splinter of Oblivion becomes incredibly agitated. The first time it is drawn in an adventure, the wielder must make an opposed Persistence test against the demon, which has a Persistence rating of 50%. If the user fails this test, the sword immediately lashes out against him, attacking with a skill equal to the user's. This test can be repeated each round until the user wins, in which case the sword is mostly pacified and can be used as normal for the rest of that session.
- * If a human user ever fails an attack roll with Splinter of Oblivion, consider the roll a successful attack against the user to a random Hit Location. This attack cannot be Parried or Dodged. The sword is known to laugh when this occurs.

Prince Gri'pet was mortally wounded during the fighting with Lormyr and died in agony in Imrryr. He was embalmed, along with all of his favourite slaves and sent out to sea in a golden Battlebarge filled with his worldly goods. His funeral barge may still be found adrift on the currents of the world's oceans or perhaps sailing the Multiverse on the Seas of Fate, guided by the hatred of the blade. Of course, there is a possibility that Splinter of Oblivion was left behind on the battlefield and lies buried somewhere in the southern plains of Malador.



THE PROTEAN BLADE

A dire manifestation of Chaos, the Protean Blade is a demon weapon of such frightening potency that every time it has surfaced, great tragedy has followed in its wake. The process used to make this blade was an attempt by Melnibonéan sorcerer-sages to replicate the techniques used by the ancient race known as the Older Ones to forge the dreaded black runeswords, Stormbringer and Mournblade. Perhaps it was their famed hubris that doomed this experiment to failure. In any event, where the Older Ones succeeded in shaping the raw stuff of Chaos into sentient weapons, the Melnibonéans only succeeded in partially containing the stuff of Chaos into a shape similar to that of a sword. Thinking their experiment was a success, they began using the blade for their own purposes, much to their regret.

- * All attempts to parry the shifting, flowing blade are Hard.
- * It naturally avoids armour, slipping through gaps to damage its target. Treat all worn armour as being half its normal value.
- * Any being injured by the Protean Blade must pass a Persistence or a Resilience test (whichever is higher) to avoid taking an automatic, random Chaotic Feature. This feature will persist for a number of days equal to the wielder's POW.
- * Those slain by the Protean Blade do not die. Instead, they become hideously mutated beasts in thrall to the wielder of the blade. They gain 1D8 random Chaotic Features (in addition to those earned from injury) and are completely loyal to their new master. They tend to be somewhat stupid (-1D8 INT) and lose much of their old personality (-2D8 CHA). They are also naturally immortal and can only die by acts of violence.
- * The user is not immune to the mutating effects of the blade. Every time he makes an improvement roll, the user must also pass a Persistence or Resilience test (whichever is lower) to avoid gaining a randomly determined Chaotic Feature. Each time a new feature is gained in this way, reduce the user's INT by 1. If INT ever drops to zero, the user becomes an idiotic thrall to Chaos and immediately drops the sword and begins mindlessly wandering around seeking food and sex.
- * The only way to counteract the effects of the Protean Blade is through Divine Intervention. Followers of Chaos may be spared thralldom by undergoing apotheosis and followers of Law slain by the blade may be spared the mutations and allowed to die a normal death.

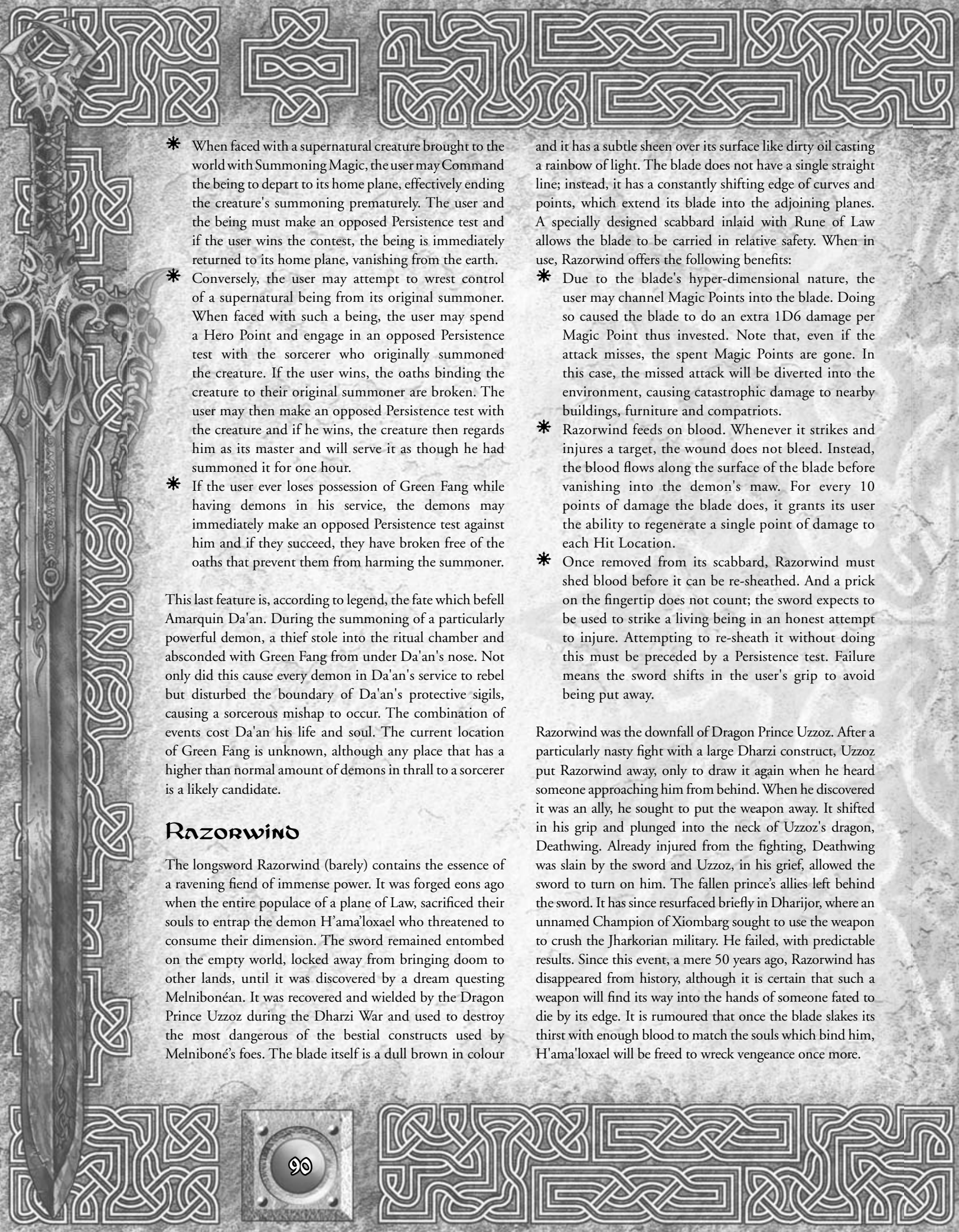
- * If the blade ever rests in one place for more than a month, items in the environment begin to demonstrate mutations. The effects are visible in the one metre radius surrounding the sword in the first week, then two metres in the second and then three and so on, up to a maximum of roughly a kilometre before stopping suddenly. Anything living within the area of influence has a 25% chance each month of developing a random Chaotic Feature and once it has a feature, it must pass a Persistence test in order to leave. Even non-living things become warped and twisted. If the sword is lost in some remote place, it will eventually become the centre of a Chaotic disturbance, filled with monsters, hostile plant life and the sword's last owner, mutated beyond recognition and filled with a desire to eat anything that tries to take the Protean Blade from its resting place.

The Protean Blade's location is currently unknown, although there are suggestions that, since no regions within the Young Kingdoms are as twisted to the degree the histories suggest, the sword may rest in some out of the way place or even on another plane entirely. The Southern Jungles seem like a likely place, as one of the sages responsible for its creation was said to have travelled there when the mutating effects of the Blade became obvious. Also, whilst the Forest of Troos's origins are well known, it is possible that the Blade may lie discarded under the ancient trees, producing some of the more unlikely species. None who dared to breach the borders of the forest in search of Protean Blade's resting place has ever returned.

GREEN FANG

Forged as a ritual weapon for the Melnibonéan sorcerer Amarquin Da'an, Green Fang is a longsword with a dragon-bone hilt and an emerald lizard-skin sheath, crafted by Arioch himself. The sword contains the bound essence of the demon Halrbidje, a multi-armed horror that exists in many different dimensions at the same time. The love shown by Arioch by gifting such a potent binding gave Amarquin a sizable reputation as a summoner of great power and a courtesan of unsurpassed depravity. The enslaving abilities granted by the demon's essence combined with the authority prescribed by its creator, gave the sorcerer a peerless weapon irresistible to other sorcerers. The user of the weapon gains the following abilities:

- * When brandished at any demon, any Command roll made becomes Easy, as any demon will think twice about angering a sorcerer who could control Halrbidje.



- * When faced with a supernatural creature brought to the world with Summoning Magic, the user may Command the being to depart to its home plane, effectively ending the creature's summoning prematurely. The user and the being must make an opposed Persistence test and if the user wins the contest, the being is immediately returned to its home plane, vanishing from the earth.
- * Conversely, the user may attempt to wrest control of a supernatural being from its original summoner. When faced with such a being, the user may spend a Hero Point and engage in an opposed Persistence test with the sorcerer who originally summoned the creature. If the user wins, the oaths binding the creature to their original summoner are broken. The user may then make an opposed Persistence test with the creature and if he wins, the creature then regards him as its master and will serve it as though he had summoned it for one hour.
- * If the user ever loses possession of Green Fang while having demons in his service, the demons may immediately make an opposed Persistence test against him and if they succeed, they have broken free of the oaths that prevent them from harming the summoner.

This last feature is, according to legend, the fate which befell Amarquin Da'an. During the summoning of a particularly powerful demon, a thief stole into the ritual chamber and absconded with Green Fang from under Da'an's nose. Not only did this cause every demon in Da'an's service to rebel but disturbed the boundary of Da'an's protective sigils, causing a sorcerous mishap to occur. The combination of events cost Da'an his life and soul. The current location of Green Fang is unknown, although any place that has a higher than normal amount of demons in thrall to a sorcerer is a likely candidate.

Razorwind

The longsword Razorwind (barely) contains the essence of a ravaging fiend of immense power. It was forged eons ago when the entire populace of a plane of Law, sacrificed their souls to entrap the demon H'ama'loxael who threatened to consume their dimension. The sword remained entombed on the empty world, locked away from bringing doom to other lands, until it was discovered by a dream questing Melnibonéan. It was recovered and wielded by the Dragon Prince Uzzoz during the Dharzi War and used to destroy the most dangerous of the bestial constructs used by Melniboné's foes. The blade itself is a dull brown in colour

and it has a subtle sheen over its surface like dirty oil casting a rainbow of light. The blade does not have a single straight line; instead, it has a constantly shifting edge of curves and points, which extend its blade into the adjoining planes. A specially designed scabbard inlaid with Rune of Law allows the blade to be carried in relative safety. When in use, Razorwind offers the following benefits:

- * Due to the blade's hyper-dimensional nature, the user may channel Magic Points into the blade. Doing so caused the blade to do an extra 1D6 damage per Magic Point thus invested. Note that, even if the attack misses, the spent Magic Points are gone. In this case, the missed attack will be diverted into the environment, causing catastrophic damage to nearby buildings, furniture and compatriots.
- * Razorwind feeds on blood. Whenever it strikes and injures a target, the wound does not bleed. Instead, the blood flows along the surface of the blade before vanishing into the demon's maw. For every 10 points of damage the blade does, it grants its user the ability to regenerate a single point of damage to each Hit Location.
- * Once removed from its scabbard, Razorwind must shed blood before it can be re-sheathed. And a prick on the fingertip does not count; the sword expects to be used to strike a living being in an honest attempt to injure. Attempting to re-sheath it without doing this must be preceded by a Persistence test. Failure means the sword shifts in the user's grip to avoid being put away.

Razorwind was the downfall of Dragon Prince Uzzoz. After a particularly nasty fight with a large Dharzi construct, Uzzoz put Razorwind away, only to draw it again when he heard someone approaching him from behind. When he discovered it was an ally, he sought to put the weapon away. It shifted in his grip and plunged into the neck of Uzzoz's dragon, Deathwing. Already injured from the fighting, Deathwing was slain by the sword and Uzzoz, in his grief, allowed the sword to turn on him. The fallen prince's allies left behind the sword. It has since resurfaced briefly in Dharijor, where an unnamed Champion of Xiombarg sought to use the weapon to crush the Jharkorian military. He failed, with predictable results. Since this event, a mere 50 years ago, Razorwind has disappeared from history, although it is certain that such a weapon will find its way into the hands of someone fated to die by its edge. It is rumoured that once the blade slakes its thirst with enough blood to match the souls which bind him, H'ama'loxael will be freed to wreck vengeance once more.

Silence

A dreadful weapon, designed not for the honest art of warfare but for the discrete and delicate art of murder. Even though the Melnibonéans were a war-like race, their commanders knew the value of a well-placed assassin. After all, an army without its general is not as effective as one with him. Silence is a long dagger, very much like a short-sword in length, composed of light, non-reflective gray alloy of a metal not found in the Young Kingdoms. The legend concerning its creation suggests that a demon named Hedrolix sickened by the countless lives it had slain, sought in vain for a weapon with which to slay itself. The hunt lasted millennia but eventually it was approached by Lord Balo the insane jester, who offered up a blade of unknown metal guaranteed to 'permanently silence his soul'. Overcome with joy the demon offered any price to possess the knife. Balo exchanged it for the demon's last sigh and then laughed with mania as Hedrolix found himself bound within, silenced and eternally cursed to continue sowing death. Since then the knife has passed across many planes of the Multiverse. When used in combat, Silence has the following effects:

- * If the user strikes from ambush, the demon grants the blade an additional 1D8 damage for the first Combat Action used to attack.
- * If the user watches its target for a whole Combat Round, he can use Silence's flat blade to find a weak place in the target's armour. The next attack made with Silence will therefore ignore the target's armour. Note that this attack does not suffer the normal penalties for making a precise attack to ignore armour.
- * So long as the user is actively working to achieve an assassination, Silence mutes the noise of their movements, allowing them to use their Stealth skill as though it was +30% higher.
- * The alien alloy construction makes the dagger all but invulnerable. It takes no damage from any mundane sources.
- * Those struck by Silence find themselves muted; they can make no noise at all for the user's POW in Combat Rounds.
- * Silence is a harsh master. If the target of the assassination attempt somehow survives (and does not die for 24 hours), the demon dagger's user will be found dead by the next morning, Silence buried up to its hilt in his back.

One of the more curious aspects of this particular demon weapon is that those who are not prone to assassination attempts find the dagger's presence unsettling; no warrior wishes to die in bed from an assassin's thrust, while those less scrupulous find the dagger's allure irresistible and must pass a Persistence test to avoid taking it. It is believed that Silence is in the possession of the Mereghn, a network of spies and assassins operating in Ilmiora.

LONGHAND

Longhand is a bone-bow, composed of the skeletal remains of the demon Lahndrograr, who was then re-summoned and bound into the substance of the bow by his own brother. This process was rather involved but it produced the desired horrific outcome. It was brought to the Young Kingdoms by one of the Emperors of Melniboné (reports differ), who was an avid hunter and collector of animal furs and trophies.

Lahndrograr was originally a creature whose touch dissolved living flesh and muscle, leaving the skin for the demon to wear. Once bound into the bow, the demon was able to imbue any arrows fired from weapons with this ability, providing its user with a perfect method of taxidermy; enabling a hunter to shoot without fear of ruining his trophies. When used, Longhand has the following effects:

- * The user may spend a Magic Point to adjust the Hit Location of any creature struck by the arrow in one location in any direction.
- * If the user aims or attempts to use a precise attack to strike a particular location, he may spend 3 Magic Points to ignore the penalties associated with such an action.
- * Targets injured by an arrow fired from Longhand become exposed to Lahndrograr's toxin. If the arrow happens to miss the target, whatever it does hit is marred by a greenish-yellow stain that runs down from the point of impact. Regardless of whether it hits or not, the arrow is useless after firing.
- * Longhand must be wrapped in a fresh, wet skin after every period of use. If not, the demon grows petulant and will refuse to fire until a fresh kill is made and it is allowed to soak inside the wet skin.

The toxin carried in the arrows dissolves the soft flesh of a target, leaving behind clean, white bones and an intact skin filled with green fluid.

LAHNDROGRAR'S COXIN:

Type: Smear

Delay: 1D2 Combat Rounds

Potency: 75

Full Effect: Target begins losing a Hit Point to all locations and will lose one at the start of each round. Once all locations are reduced to the level of Major Wounds, the target is little more than a bag of fluid.

Duration: 6D10 Combat Rounds.

Longhand was supposedly buried in the catacombs below Imrryr when its last master died but reports indicate that some enterprising thief had found a way into the catacombs and had made off with this weapon amongst his ill-gotten treasure. If this is true, Longhand could be anywhere, mostly likely Menii, where most black market items eventually wind up.

DEMONIC ARMOUR

Given the war-like nature of the Melnibonéan people and the supernatural nature of their approach to life, it is little wonder that they sought out artefacts, which protected, as well as those that slew. Although Melnibonéans were masters



of manufacturing their own exquisite armour, the sorceries they utilized to strengthen it remained temporary. Thus they continued to request more powerful protections from their patron Lords or venture across the million spheres, dream questing for the relics of long dead civilizations. Even the greatest of their sorcerers could not muster the powers or comprehension required to create such treasures.

Imbued with the stuff of Chaos, these suits of demonic armour offer the following benefit in addition to their specific abilities.

- * Demonic armour will always warp and change to fit its wearer, no matter their size or shape.
- * Demonic armour helps to support its own weight. Unless otherwise specified, the Skill penalties for wearing a suit of the type described is halved.

THE CRIMSON WINGS OF LO'SHOTAN

Lo'shotan was a Melnibonéan nobleman who was cursed with an innate inability to bond with the dragons that slumber beneath the Dragon Isle, a condition that limited his ability to rise in the ranks of the Imperial Court. Determined to be of service to his Emperor, Lo'shotan worked night and day with his sorcerers to discover the resting place of a famed suit of armour, which would allow him to take the fight to any of the Bright Empire's foes. It was found in a plane completely ravaged by war, leaving behind only the artefacts of the two races wiped out by the conflict between them. The Crimson Armour contains the essence of a large, mindless demon in the form of a locust, which grants the wearer the ability to use the demon's powerful leaping ability to surmount obstacles. Lo'shotan quickly grew in power and influence in the Court, until his untimely death at the hands of assassins hired by his own son, who had grown jealous of his father's growing influence. When worn, the Crimson Wings have the following affects:

- * The armour provides 8 points of protection on all Hit Locations.
- * Until the user has gotten used to the suit, it gives a -15% penalty to all non-combat related skill tests while worn. Once the user has worn the armour for a number of days equal to their SIZ, they've gotten used to it and no longer suffer from the armour penalty.
- * By paying a Hero Point, the wearer may use the Wall Leaping Legendary Ability, even if he does not meet the requirements for it. If the wearer already possesses this ability, he does not need to end his Combat

Round on the ground and may continue to move along a vertical surface.

- * The user gains +50% to Athletics tests that involve jumping. Additionally, the user can increase his jumping distance by spending 1 Magic Point for every additional 5 feet he wishes to jump horizontally and 2 points for every extra 5 feet vertically.
- * If the wearer ever suffers a fall, the rear carapace of the armour unfurls into a pair of spectacularly red jewelled insect wings. It completely negates the damage taken from falling from any height of 20 feet or less. The wearer can augment this effect by spending a Magic Point to extend this protection for another 20 feet.

Lo'Shotan's Crimson Wings was lost during an attempted raid upon Imrryr some time in far antiquity. In fact, it has been postulated that the raid itself was merely a distraction so that the defences around the demon armour would be lax enough to permit its theft. It surfaced over 100 years ago in the ownership of Calal the Black, a petty warlord from Pickarayd. After his assassination, the armour vanished again, although it is presumed to still be somewhere in the Southern Continent.

The Mask of Sunset

Scholars know the Melnibonéans to be a reclusive lot, passionate in their own way and prone to bouts of obsession. These aspects of their personality are seen in nearly every art form that comes from the Dragon Isle and strangely enough, it can also be found in the niche market of armour design. Alayia T'lara was one of the Bright Empire's most devout citizens, a fervent follower of Chardros the Reaper, who saw herself not as an actual Melnibonéan but as a demon of Chardros given mortal form to enact His divine will upon the Young Kingdoms. To better perform this function, she knew she would need to be able to penetrate any defence to bring the Reaper's will to those whom she determined were fit to die as sacrifices to him. To that end, she petitioned The Lord of the Grave for the Mask of Sunset, a suit of demonic leather armour of a matte charcoal colour, from one of the planes ruled by Chardros. While wearing the armour, Alayia was effectively outside the real world, able to go anywhere, see anything and bring the Reaper's justice

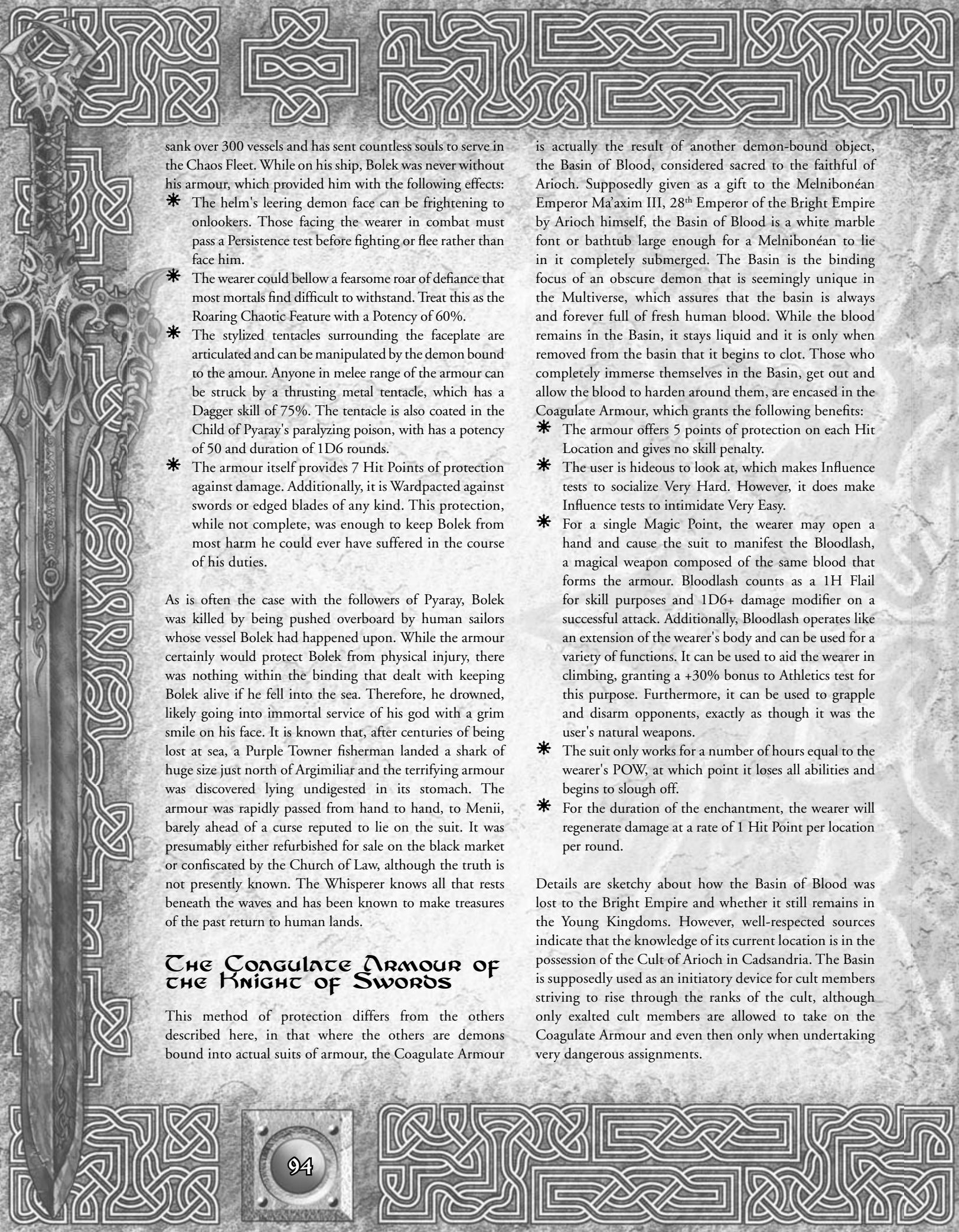
to any she saw fit. While wearing the Mask of Sunset, she could count on the following effects:

- * The armour makes all uses of the Stealth skill Easy.
- * It grants 4 points of protection from damage to each Hit Location.
- * When others attempt to spot the wearer, the level of illumination counts as being one degree darker than it really is. So, a sentry attempting to spot someone wearing the Mask of Sunset in the dark counts as trying to find him in pitch blackness. Perceptions tests are impossible under these conditions.
- * The demon drapes part of its essence over the visor, which allows the wearer to see the life force of any living beings in the field of vision. This allows him to see well enough in any illumination to attack and functions as a minor form of the Witch Sight skill.
- * The user may spend a Hero Point to make an attack as though he possessed the Slaying Touch Legendary Ability, even if he does not meet the requirements for this ability. If he already possesses the Slaying Touch ability, then the penalty for the precise attack is entirely negated.

History does not record what has become of Alayia T'lara, although it is probably safe to assume that she died centuries ago, although with the adepts of Chardros, death is never certain. It is known that her last mission was to assassinate one of the early Cardinals of Law in Lormyr and that she never returned after successfully completing her mission.

Howling Madness

One of the well known perversions of Melnibonéan psychology is their great love of inflicting pain and terror upon other beings. Those with the resources to do so, often use high-end sorcery to greatly enhance their ability to do just that. Howling Madness is a suit of plate mail once worn by Gromar Bolek, who was at the time the Grand Admiral of the Imperial Navy and an implacable foe to those who conspired against the might of the Bright Empire. Bolek was a follower of Pyaray and requested from his patron the most powerful item, which lay at the bottom of his realm. What arrived in exchange of an awesomely horrific Pact was a suit designed to mimic the appearance of the Lord Beneath the Waves himself. This, coupled with the Child of Pyaray bound into the armour, made Bolek a most formidable opponent. History records that he personally



sank over 300 vessels and has sent countless souls to serve in the Chaos Fleet. While on his ship, Bolek was never without his armour, which provided him with the following effects:

- * The helm's leering demon face can be frightening to onlookers. Those facing the wearer in combat must pass a Persistence test before fighting or flee rather than face him.
- * The wearer could bellow a fearsome roar of defiance that most mortals find difficult to withstand. Treat this as the Roaring Chaotic Feature with a Potency of 60%.
- * The stylized tentacles surrounding the faceplate are articulated and can be manipulated by the demon bound to the amour. Anyone in melee range of the armour can be struck by a thrusting metal tentacle, which has a Dagger skill of 75%. The tentacle is also coated in the Child of Pyaray's paralyzing poison, with has a potency of 50 and duration of 1D6 rounds.
- * The armour itself provides 7 Hit Points of protection against damage. Additionally, it is Wardpacted against swords or edged blades of any kind. This protection, while not complete, was enough to keep Bolek from most harm he could ever have suffered in the course of his duties.

As is often the case with the followers of Pyaray, Bolek was killed by being pushed overboard by human sailors whose vessel Bolek had happened upon. While the armour certainly would protect Bolek from physical injury, there was nothing within the binding that dealt with keeping Bolek alive if he fell into the sea. Therefore, he drowned, likely going into immortal service of his god with a grim smile on his face. It is known that, after centuries of being lost at sea, a Purple Towner fisherman landed a shark of huge size just north of Argimiliar and the terrifying armour was discovered lying undigested in its stomach. The armour was rapidly passed from hand to hand, to Menii, barely ahead of a curse reputed to lie on the suit. It was presumably either refurbished for sale on the black market or confiscated by the Church of Law, although the truth is not presently known. The Whisperer knows all that rests beneath the waves and has been known to make treasures of the past return to human lands.

THE COAGULATE ARMOUR OF THE KNIGHT OF SWORDS

This method of protection differs from the others described here, in that where the others are demons bound into actual suits of armour, the Coagulate Armour

is actually the result of another demon-bound object, the Basin of Blood, considered sacred to the faithful of Arioch. Supposedly given as a gift to the Melnibonéan Emperor Ma'axim III, 28th Emperor of the Bright Empire by Arioch himself, the Basin of Blood is a white marble font or bathtub large enough for a Melnibonéan to lie in it completely submerged. The Basin is the binding focus of an obscure demon that is seemingly unique in the Multiverse, which assures that the basin is always and forever full of fresh human blood. While the blood remains in the Basin, it stays liquid and it is only when removed from the basin that it begins to clot. Those who completely immerse themselves in the Basin, get out and allow the blood to harden around them, are encased in the Coagulate Armour, which grants the following benefits:

- * The armour offers 5 points of protection on each Hit Location and gives no skill penalty.
- * The user is hideous to look at, which makes Influence tests to socialize Very Hard. However, it does make Influence tests to intimidate Very Easy.
- * For a single Magic Point, the wearer may open a hand and cause the suit to manifest the Bloodlash, a magical weapon composed of the same blood that forms the armour. Bloodlash counts as a 1H Flail for skill purposes and 1D6+ damage modifier on a successful attack. Additionally, Bloodlash operates like an extension of the wearer's body and can be used for a variety of functions. It can be used to aid the wearer in climbing, granting a +30% bonus to Athletics test for this purpose. Furthermore, it can be used to grapple and disarm opponents, exactly as though it was the user's natural weapons.
- * The suit only works for a number of hours equal to the wearer's POW, at which point it loses all abilities and begins to slough off.
- * For the duration of the enchantment, the wearer will regenerate damage at a rate of 1 Hit Point per location per round.

Details are sketchy about how the Basin of Blood was lost to the Bright Empire and whether it still remains in the Young Kingdoms. However, well-respected sources indicate that the knowledge of its current location is in the possession of the Cult of Arioch in Cadsandria. The Basin is supposedly used as an initiatory device for cult members striving to rise through the ranks of the cult, although only exalted cult members are allowed to take on the Coagulate Armour and even then only when undertaking very dangerous assignments.

Silken Seduction

Even the most war-like of people know that there are times when violent conflict will not solve problems as readily as social solutions. Silken Seduction is a 'suit of armour' designed to protect its wearer at times when actual metal and leather armour would be socially inappropriate. It was most famously worn by the artisan Lady Lilia Do'monera, a half Melnibonéan adept of Six-Breasted Arnara of Unmatched Eroticism, Silken Seduction is a garment of exquisite silk, which contains the essence of the demon Xoxoxox. Lady Lilia would wear Silken Seduction whenever she needed to use her social standing to influence others. While wearing Silken Seduction, the wearer gains the following benefits:

- * All uses of the Seduction skill are Easy when used on the appropriate gender.
- * The fabric of the garment shifts by itself, easily adapting to current forms of fashion, so the user will always be seen as wearing clothes of the most current fashion.
- * It offers 4 points of protection on all Hit Locations except for the head and provides no skill penalty. The fabric cannot be cut, burned or dissolved in acid.
- * Subtle shifts in the garment follow the wearer's body language, granting a +10% bonus to all Influence tests.
- * In order to keep the demon Xoxoxox happy and cooperative, the user must have sex while wearing Silken Seduction each time it is worn. The garment will not allow itself to be removed unless this condition is met. If the wearer continues to resist, Silken Seduction will begin influencing his behaviour and he must pass a Persistence test to avoid using the Seduction skill on the nearest person of the appropriate gender. Once the wearer has sex, the garment's influence upon him ends and it can be removed normally.
- * The effects of Silken Seduction apply equally to wearers of either gender, although it does have some trouble in dealing with some demons or creatures that have either no gender or more than two genders.

Lady Lilia met her fate when she was travelling the world, seeking to use her notorious skills to better the economic situation of the Bright Empire by seducing human officials around the world into providing Melniboné with more favourable trade regulations. While attempting to do this to an official from the Church of Law in Menii, she was arrested by agents of the Inquisition for heresy and witchcraft. She might have gotten away, if not for Silken Seduction's influence of her behaviour causing her to try to seduce the Inquisitors to let her go if she slept with them.

She was burnt at the stake and the un-burnt garment was taken by one of the men cleaning up after the fire had burnt to ashes. This man gifted his wife with the spotless garment. Its current location is unknown, although if one should come across anyone bearing more influence than they should, this might be a good indication of the presence of Silken Seduction.

Artefacts of Law

While not normally known to deal with the use of magic, it is in the best interests of the Lords of Law to allow their followers to possess items, which allow them to better fight the forces of Chaos and to better tend to the souls of wayward humanity. The former is more common, as the ever-present threat of Chaos is something almost every follower of Law can agree on. However, other devices of order are known, many of which have no military or martial application at all.

Virtuous Weapons

Virtuous weapons are the Lawful counterpart to demon weapons. Lawful sages across the Multiverse spend years purifying themselves in order to begin the process of creating Virtuous weapons to further glorify the White Lords. The weapons themselves are, without exception, exquisite examples of craftsmanship, the single masterpieces of their respective creators. They are designed, not for the use of those who crafted them but to be supplied to Law's greatest champions so that they may protect the innocent from the scourge of Chaos. They are the result of a lifetime of saintly, selfless devotion, devotion that allows the essence of the White Lords themselves to guide the hands of their servants to produce weapons of unsurpassed grace, speed and deadliness.

While each known weapon of Virtue is an individual piece with its own features, the process of forging the weapons for use as a Virtue, produce a set of features that are present in each weapon. These can be thought of as the way in which the Law manifests within the weapon itself.

- * Virtuous weapons are unbelievably sharp. When used in combat, the weapon always does the maximum possible damage for a weapon of its type. In the case of a critical hit, the weapon bypasses any non-natural armour worn.

- * The weapons are preternaturally durable; no purely mundane force can damage them. Destroying a Virtuous weapon takes a great deal of time and effort and is not an assured prospect.
- * Demons of Chaos are made uncomfortable by the mere presence of the weapon. This has no mechanical effects but even the most powerful demons will balk at fighting a warrior wielding such a weapon.
- * The Virtuous weapons are lighter than is typical and as such have half the STR and DEX requirements for their use.
- * Finally, the amount of emotional investment the user has in his task augments his use of the weapon. When fighting with the forces of Chaos, the user may spend a Magic Point and increase his skill for a single Combat Action or reaction by 5%. The only limit to how many Magic Points may be spent this way is the wielder's own reserves.

THE PERFECT SWORD

Appearing before the Temple of Donblas before the first battle of Lormyr's rebellion against Melniboné, the Perfect Sword is a flawless bastard sword, unadorned with decorations. In the hands of any follower of Law, the Perfect Sword is a regular Virtuous weapon. Its special properties only become apparent when in the hands of a devout follower of Donblas. At such times, the Perfect Sword manifests the following additional abilities:

- * Perfect Strike – The user may spend a Hero Point and declare a Perfect Strike. His next Combat Action spent to attack a follower or creature of Chaos is an automatic success and all attempts to Dodge or Parry the attack have a –30% penalty.
- * Perfect Defence – The user may spend a Hero Point and declare a Perfect Defence as a reaction to an attack directed at them. The Perfect Defence automatically Parries the attack. If the user also has a weapon skill of at least 90%, he may Riposte the attack. The Perfect Defence also applies against missile weapons, although these cannot be Riposted.
- * For the purposes of learning Legendary Abilities, owning the Perfect Sword counts as one of the prerequisites for the Ability. So long as the user owns the Perfect Sword, he may use these abilities like normal. If the sword ever passes out of the user's possession, any abilities he still does not meet the requirements for become unusable until such time as he again meets the requirements.

THE ARROW OF LAW

Forged from bronze and set with the feathers of a bronze Gryph, the Arrow of Law is a device of amazing potency. No record exists of who forged it or how it passed into the possession of Marluhn Leer, Champion of Tovik. Leer was a master archer, who served his Lord Tovik by scouring the world, searching for those Champions of Chaos who tormented regular people. Once, whilst hunting a huge, mutated follower of Hionhurn, Leer discovered a curious bronze arrow in his quiver that had not been there the moment before. Leer took this as a sign from Tovik and used the arrow against the mutant and found that it struck with such force as to pierce his target clean through, slaying his foe instantly. He searched for hours but never could find the arrow again. He told his superiors of this miracle, which became known as the Arrow of Law in the histories. From then on, any follower of Law who specialized in the art of the bow has, when faced with a powerful enemy, found a curiously designed bronze arrow in amongst their quiver. When used against a follower or creature of Chaos, the Arrow of Law has the following abilities:

- * The user will get a single shot with the Arrow of Law. Any roll to hit with it means the Arrow will pass out of the character's possession.
- * The Arrow of Law always does 18 points of damage when it strikes, plus the user's normal Damage Modifier.
- * If the user scores a hit, the Arrow cannot be parried by a shield; it pierces straight through to the target.
- * All of the normal properties of a Virtuous weapon apply to the Arrow of Law.

THE SPEAR OF HAPHON

Ancient even by Melnibonéan standards, the Spear of Haphon was forged by the Older Ones in their battle against the Chaos hordes of the Dead Gods when the world was young. Haphon was a hero amongst the Older Ones, a Champion of Law dedicated to the protection of his people against the depredations of Chaos. Fragmentary legends suggest that Haphon was famous for slaying a titanic Beast of Hell with his Spear by driving it into the single glowing eye that demon used to strike down swathes of his Mernii army. The fact that the weapon has survived through the ages is a testament to the skill of its long forgotten creator. When used in combat, the Spear of Haphon has the following abilities:

- * All of the normal properties associated with Virtuous weapons apply.

- * It counts as a longspear for all other purposes.
- * It can be thrown as a shortspear and has a range of 50m. The user may spend a Magic Point and a Combat Action to call the weapon back to his hand.
- * Any supernatural creature not aligned with Law injured by the spear must make a Resilience test or be temporarily struck blind. Treat blind characters as being in Pitch Black illumination for the Spear's user's POW in Combat Rounds.

Zaphur's Twin Blades

Karlo and Markus Zaphur were twin Champions of Law who wandered into the Young Kingdoms from some forgotten world, bearing the Twin Blades in an eternal pursuit of Chaos. Although they concentrated mainly in their temporarily adopted nation of Ilmiora, their adventures took them to every Law-aligned country in the Young Kingdoms. They were both master duellists, each fighting with a shortsword in one hand and one of the twin scimitars in the other. When Markus was killed in a duel with Hellphont, Champion of Mabelode, Karlo took up both blades and avenged his brother's death. He noted in his journal that, when he used both blades, he could feel his brother's presence with him. Although this statement is heretical in nature, some truth can be found in it. Others who have used Zaphur's Twin Blades report a sense of having an unseen ally assist them in their fight against Chaos. When used singly, by two separate swordsmen, the Twin Blades have the following features:

- * All of the normal features of a Virtuous weapon apply.
- * The two swordsmen may assist each other in combat. By operating in tandem, one user may Parry an attack aimed for the other and if this Parry attempt is missed, the target may make his own Parry or Dodge attempt. Each attempt at Parrying the other's attack uses up one of the user's Reactions for that round.
- * Each user may make a Distract Combat Action. By rolling a successful skill test with his weapon, the user opens up his opponent to an attack from an unexpected quarter. The next attack from the user's partner has a +30% bonus to the roll to hit and all Parry and Dodge attempts suffer a -30% penalty.

When used at the same time by the same swordsmen, the Twin Blades instead have the following effects:

- * All normal properties for Virtuous weapons apply.


- * The user may spend a Hero Point to behave as though he possess the Duellist Legendary Ability for when attacking a single, specific opponent. If the user already has this Ability, all effects provided by it can be doubled for a Combat Round by spending a Hero Point.
- * One opponent nominated by the user suffers terrible luck in combat, as though their actions were hampered by an invisible, yet tangible, presence. His chance to fumble a skill test is increased to a roll of 96 or greater and fumbles are twice as bad as they would normally be.

The Cleaving Axe

While lacking the polish and craftsmanship normally associated with other Virtuous Weapons, the Cleaving Axe is as potent a weapon as any wielded by one of Law's champions. Seemingly a normal Lormyrian Axe, with a handle wrapped in red leather, the Cleaving Axe possesses the normal qualities of a Virtuous Weapon and a curious ability to rend through inanimate objects in order to persecute the forces of Chaos, no matter where they find shelter. In the hands of a Champion of Law, the Cleaving Axe performs as a Virtuous Lormyrian axe, with the following additional features:

- * An inanimate object struck by the Cleaving Axe with the intent to destroy it reduces the object's armour and Hit Points by half.
- * The only items exempted from this rule are items specifically noted as being indestructible (including other Virtuous items).
- * In combat, the Cleaving Axe can be used to target an opponent's weapons or armour, reducing their effectiveness or destroying them entirely. The user must make a precise attack, with the usual -40% penalty. If the attack succeeds, it is the weapon that takes damage, not its wielder. If armour is attacked, any damage that penetrates the armour's protection, instead of doing damage, reduces the protection offered at that Hit Location by the amount that exceeded the protection. Weapons are shattered if the damage taken reduces their Hit Points to zero. The armour for any given Hit Location is destroyed if the protection rating is reduced to zero.

The Cleaving Axe was once the property of Dane Ultran, Knight of Tovik, a taciturn warrior prone to violent rages when faced with the followers of Chaos. He was well



known for his actions at the Siege of Skull Island, where a Pan Tangian pirate fleet had set up a castle to allow easier access to the waters of the Oldest Ocean. Sir Ultran single-handedly used the Cleaving Axe to batter down the gates to the castle, allowing his cohorts in to ravage the pirates. Sir Ultran achieved apotheosis for his actions during this battle and the Cleaving Axe was surrendered to the Cardinal of Law in Vilmir as a holy relic. It resides somewhere in the labyrinthine complex as a keepsake. The Theocrat of Pan Tang, Jagreen Lern, has made it known that he will award whoever can bring him the Cleaving Axe in a manner befitting a true hero of Chaos.

The Banishing Blade

Most followers of Law concur that the most pervasive threats to the lives of humanity in the Young Kingdoms are the ever-present demons of Chaos, who lurk behind the shadows of the world and tempt good men into acts of malice and anger. Less common but no less dangerous foes are the necromancers, servants of grim Chardros who bring the dead back to life in a violation of Natural Law. As such, the tools needed to thwart them and their works are rare indeed. Only a single weapon, the Banishing Blade, is readily available to the followers of Law. Forged and dedicated by Arkyn to rid the world of the unholy violations that fill a necromancer's ranks, when this longsword is wielded by a follower of Law, it has the following properties:

- * The Banishing Blade is designed to make those returned to life go back to the grave. When used on any creature returned to life in any fashion, including by Gifts, Demons of Desire or necromantic rituals, the injured target must make a Resilience test or die permanently.
- * Necromantic constructs of any sort can feel the presence of the Banishing Blade and will move to tear apart anyone who wields it without hesitation, unless they are Commanded not to.
- * By spending a Hero Point, the user can call upon Arkyn's aid in defeating the forces of darkness. The user must thrust the Banishing Blade into the ground, kneel and grip the handle of the sword and pray to Arkyn. The Blade will emit a cool, bluish white light, which will do half its regular damage (without adding the user's Damage Modifier) to all Hit Locations on any necromantic construct that can see the light. This light will persist for any number of Combat Rounds, so long as the user continues spend Hero Points. Creatures destroyed by this damage will leave nothing behind, the pure light of Law having burnt away their corrupt flesh.

- * When facing a necromancer, which counts as anyone who knows at least one of the Necromantic Rites found beginning on page 108 of this book, The Banishing Blade does damage to the target's Magic Point total equal to the damage dealt with each attack. If Magic Points are reduced to zero, then damage also begins to come from the target's POW as well as to physical Hit Points. If the target's undedicated POW is reduced to zero, he dies. POW lost to these attacks is gone forever, although Magic Points will recover to the new POW amount.

The Banishing Blade is not tied to any one person in particular, although many Champions of Law have carried it for a portion of their lives. The last known wielder was Ignatius Wheems, an unassuming Champion of Arkyn and scientist who carried a hatred for the undead that was quite uncharacteristic of him. He was last seen heading for the Purple Town city of Uktel, meaning to do battle with a powerful necromancer who was rumoured to operate out of one of the cities' industrial districts. He was never seen again and his fate and that of the Banishing Blade, is unknown.

Virtuous Armour

Like the weapons wielded by the Order's most mighty Champions, Virtuous armour exists to protect them from the ravages of Chaos. Whereas weapons have a single purpose, for which they have been forged, Virtuous Armour is typically considered a more broad-based protection device. Composed of cunningly crafted articulations and granted unsurpassed protective qualities, Virtuous armours all share the following traits:

- * The Armour Points for each Hit Location is equal to two more points than a normal suit of armour of the same type.
- * The skill penalty for wearing Virtuous Armour is done away with altogether.
- * Any Chaotic effect that grants a weapon additional damage based upon the expenditure of Magic Points has these additional effects negated when used against someone wearing Virtuous Armour.
- * Augmentation: Some suits of Virtuous Armour offer the user the ability to enhance one or more skills associated with protection by spending a Magic Point to adjust the next use of that skill by 5%. In such instances, augmenting skills is done as a reaction-by-reaction basis, although a character can continue to augment these skills as long as he has Magic Points to spend.

Nimble-Like-Minx

This suit of light grey leather armour comes with a leather cap and is plain and unadorned aside from the red Arrow of Law design located on a handful of places. This suit was designed for Lady Erin of Wight, an ancient City-State that is no longer in existence, once located near to where Bakshaan lies today. Lady Erin was a Judge of Donblas who served as executioner for those convicted of demonology and witchcraft. She knew her small stature and slight frame meant that she could not face her chosen opponent's in a toe-to-toe fight, so she petitioned the Church of Law to provide her with the means to avoid injury when executing Donblas's will. Nimble-Like-Minx has the following features:

- * It is made for a human female of SIZ 10. It can be altered to fit a male and altered up to 2 SIZ in each direction without damaging its Virtuous nature. Even so, altering the suit in any way increases the skill penalty for wearing the armour back up to the normal levels. Each alteration must be accompanied by a successful Craft (Armoursmithing) or Craft (Leatherworking) Skill Test.
- * The suit allows for augmentation of the following skills: Athletics, Dodge.

Lady Erin served Donblas for a number of years, working to defend Wight against the growing threat of Chaos. Eventually however, the city was destroyed and its ruins engulfed in the Forest of Troos. It is presumed that the Virtuous Armour is still somewhere in the remains of Wight, deep within the Forest of Troos, although, since very few followers of Law are of her small size, there have not been serious efforts to recover the armour.

Armour of Gods

It is a well-known fact that armoured warriors can become convinced of their own invincibility and must be trained to not dive into danger, assuming that their armour will protect them. Such training, however, is used to offset perfectly normal armour and may not be appropriate for a warrior bearing the Armour of Gods. This suit of plate mail is so perfectly composed to be as flawless as mere humanity can produce. Only the most pure, noble and selfless of Law's Champions were permitted the opportunity to wear it and even then only when a massive force of Chaos directly threatens Law's domain in the world. The Armour of Gods has the following features:

- * Assuming damage actually penetrates the Armour of Gods impressive 8 AP, the user may spend a Magic

Point and make a Resilience test. If this test is passed, the damage is entirely negated.

- * Any effect that seeks to damage Armour of Gods will fail.
- * The suit allows for the augmentation of the following skills: Persistence, Resilience, Weapons skills (only for purposes of Parrying).

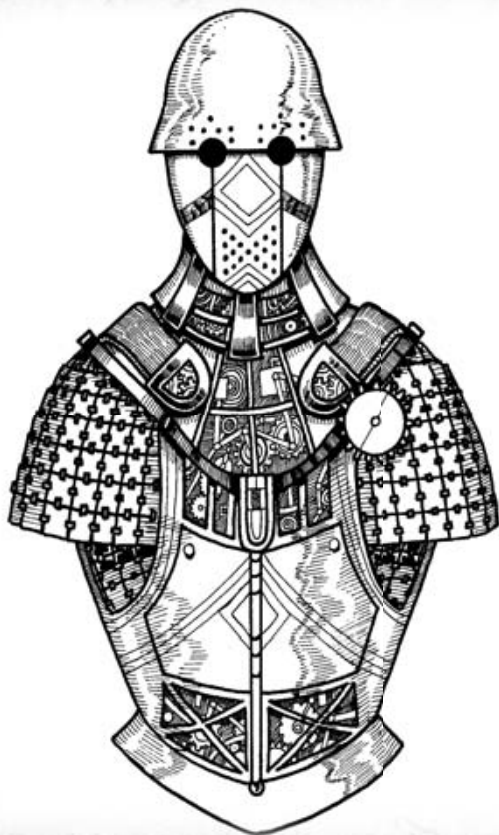
No human Champion of Law has worn the Armour of Gods in decades. It is currently under constant guard in the White Temple of Donblas in Vilmir, leading to the spread of rumours that the impossible has happened and the armour may have been damaged after all. If proven true, then the morale of the Vilmirian capital could be shaken to the point where it would capitulate before any force of Chaos.

Markum's Clockwork Armour

Designed and constructed in his dreams by Markum, an eccentric priest of Arkyn, the Clockwork Armour appeared in the priest's chambers one morning, yet there was never any sign of the priest again. This singular artefact of Law is likely without peer in the history of the Young Kingdoms. It is, at the same time, a suit of Armour designed to protect the wearer from the dangers of combat and an intelligent automaton, following all of the rules normally associated with such things. The Clockwork Armour has the normal traits of Virtuous Armour, including the traits listed below:

- * The armour itself is Virtuous Scale-mail, which covers all Hit Locations.
- * It was designed to fit a human of SIZ 12 and if active, can automatically adjust up to 2 points in SIZ in either direction. It cannot be made to fit users of any other SIZ without ruining it.
- * As its name implies, the suit is composed of a number of intricate clockwork gears, cogs and springs. This allows the user to make use of the automaton's DEX and STR (which are 20 each) for most purposes. However, they are rather noisy, precluding the use of the Stealth skill in most circumstances.
- * The Clockwork Armour's automaton has a First Aid skill of 90% and can perform most basic First Aid techniques on its occupant without the need for extra tools.
- * Lastly, should the wearer be rendered unconscious by any means, the Clockwork Armour's automaton intelligence can assume motor control over the suit and carry the occupant back to safety. It may fight on the wearer's behalf, with a skill of 65% for most weapons. However, it goes out of its way to avoid conflict when carrying a wounded or unconscious occupant.

The armour travels the Multiverse seemingly according to its own will. History does not record the origin of Markum the priest or whether the Clockwork Armour was a Gift from Arkyn for his piety even in sleep. However, dark rumours surround the device, suggesting that Markum did not construct the armour but instead was transformed into it. If the Clockwork Armour is found, it will likely be fully discharged and need to be recharged with 62 Magic Points dedicated by a Lawful sorcerer.



WINGS OF THE SUN

Of the humanoid races native to the Young Kingdoms only the Myrrhn, given their large feathered wings, are born with the natural ability to fly. Human beings have been jealous of this ability, seeing the power of flight and the intelligence to make good use of it. Driven by this intense desire and with Arkyn's ability to inspire humanity to attempt great things, it is little wonder then, that countless priests of Law have attempted to provide humanity with what nature could not. Of them, only one succeeded.

Faylry M'noria was a professor of anatomy at the University of Cadsandria, who specialised in the study of creatures naturally capable of flight. Based on his studies, he designed and constructed a suit of armour that came bundled with a set of light-weight metal wings, largely based on the wings of bestial clakars and their descendants, the race of Myrrhn. The suit is capable of powered flight, although it does take some practice to become proficient in its use. When worn, the Wings of the Sun provide the following benefits:

- * The user may fly with a speed of 8m when in combat; outside combat, the wearer is capable of speeds about the same as an ocean-going vessel.
- * Once the user has had a chance to practice the use of the Wings of the Sun, they gain a new Advanced Skill, Flying, the attributes for which are the user's INT+DEX.
- * The paper thin metal plates, which comprise the armour of the suit are actually the same lightweight metal that forms the wings. As such, they are not as sturdy as normal plate metal. The Wings of the Sun count as Virtuous Plate Armour, with half the normal AP for such a suit. Also, as the user needs to have his senses about them when in flight, there is no helmet, although most users wear goggles to protect their eyes.
- * The suit draws power from the user, at a rate of one Magic Point per hour. The user can perform a variety of acrobatic manoeuvres, each of which cost an additional amount of Magic Points.
- * Fly-By Attack – For the cost of one Magic Point, the user may make a Fly-By Attack as his only Combat Action for that round. He swoops past an opponent and attacks on the move. The user gains a +10% to attack, as well as +2 to damage and may not be struck by a ground-based target unless the target is eligible to Riposte the attack.
- * Blinding Glare – For one Magic Point, the user may unfurl the suit's wings and reflect the light of the sun into the eyes of any single target. For an additional Magic Point, another target within 5 feet of the first may be targeted with this as well. Those targeted must make a Persistence test or be dazed by the light and take a -30% penalty to all Skill Tests for the next 5 rounds. Naturally, this can only be done during daylight hours.

One day, after an argument with another professor on the viability of M'noria's research, the professor donned the

Wings of the Sun and flew away in a huff, never to be seen again. His location and status are unknown, though there are suggestions that he is currently being held prisoner in the court of Lady Lassa for daring to imitate a Myrrhn.

OTHER ENCHANTMENTS

While the most common of enchantments are those designed by the Lords of Law and Chaos for their follower's use, they are by no means the only ones. Other forms of enchanted objects exist in the Multiverse and many are rare manifestations of magic that have nothing to do with the Lords of the Higher Worlds or their rabble of followers. While some of these objects are aligned with other cosmic forces, others stem from alien worlds or times far past the current time cycle. Many have origins that are a mystery and still others are mysteries in and of themselves.

Al'keny's Crystals

Several years ago, a cadre of priests of Arken managed to build a device that could, with some luck and a massive Magic Point sacrifices, open up a temporary portal into other worlds. The device was based upon salvaged machinery thought to belong to the Doomed Folk (see below) and in theory, could be tuned to a different metaphysical 'frequency' and allow the priests to travel the Multiverse, studying and cataloging all manner of new and interesting things for the benefit of humanity.

The initial trials were promising; after some errors, the device was made operational and the portal that resulted seemed stable enough to allow a party of explorers an hour's time to investigate the world on the other side, one with a breathable atmosphere and lit by a strange, purple sun. The exploratory team went into this world and soon disappeared from sight.



When they had not returned within an hour, the device was forcibly shut down and could not be made to reopen for another hour. When it was finally opened, one member of the exploratory team was found at the site, his body seemingly encrusted in a curious purple growth that appeared to be mineral in nature. A full medical examination was performed and the administering healer, Mortius Al'keny, wrote this in his journal immediately afterwards:

'The growth, which at first glance appeared to be only on the skin, was, upon examination, found to penetrate the Sir Wallach's skin and to have pierced many of the organs of his internal structure. Despite this grievous damage, he remains alive, although he is listless and largely incoherent. There seem to be drastic changes made to the tissue surrounding the crystals; it displays remarkable durability and regenerative properties.'

From this point on, the journal entries become fragmentary. From what is legible, it seems as though Sir Wallach became belligerent with the other members of the team and insisted upon re-activating the machine, to 'get the others back.' Some of the team were killed, the machinery destroyed and Sir Wallach burnt alive in a manner normally reserved for the foulest heretics.

Unknown to the team, the crystals that had been in Sir Wallach at the time of his death were not harmed by the fire and now lie in wait in the soil of the remote station where the device had been activated. It is possible some unlucky traveller has stumbled onto them or that some enterprising follower of Chaos has been drawn to them as a source of power. If the crystals come in contact with a living being, the following effects take place:

- * Intelligent creatures feel an overwhelming urge to take a shard of the crystal (which can be about a foot long) and pierce themselves with it. They may make a Persistence test to avoid doing this. Animals are fortunately immune to this coercion. Jamming the crystal in does 1D6 damage to the abdomen, ignoring armour. This damage cannot be healed by any means so long as the crystal is in place.
- * When the crystal is inserted, the user immediately makes a Resilience test. If he fails, he gains a Chaotic Feature from the list below and loses a point of CON. If he wins, he may choose any Chaotic Feature from the list below or he may roll on the Chaotic Features table on page 119 of the *Elric of Melniboné* rules. Characters reduced to zero CON die, and their bodies become crystal colonies of SIZ equal to their own.
- * Regardless of the CON loss, each new Chaotic Feature costs the user a point of CHA.
- * A crystal colony has one usable crystal for every point in SIZ it possesses.



The Chaotic Features most normally associated with Al'keny's Crystals are:

Clawed – The user's fingernails are replaced by diamond hard lengths of purple crystal an inch long.

Crystalline – The user's skin becomes studded with growths of the crystal, granting him increased AP on each infected location.

Gemmed organs – One random internal organ calcifies and becomes a rare gem, worth 1D6x1000 Bronze.

Horned – The user's head sprouts a profusion of purple crystals, granting a Gore attack. On the downside, Helmets must be specially made to be usable, although the growths grant 1 AP to the head.

Nerveless.

Regenerating – The crystals seem to have an invigorating effect in the surrounding tissue.

Spores – The crystals give off a toxic dust that causes those who inhale to begin developing crystal colonies in the lungs. These will be painfully coughed up if the target survives the experience.

Strong – Crystal structures along the muscles increase the body's ability to lift and perform feats of strength.

Toothed – The user's teeth fall out and are replaced with sharp protruding fangs of purple crystal, granting a Bite attack.

Shard production – Not a normal Chaotic Feature but often those infected with the crystals begin to produce protruding sections of crystal that can be broken off and used to infect other beings. Treat these shards as a broadsword.

Often, the first sign of the presence of Al'keny's Crystals is the bizarre behaviour, which makes the infected much more aggressive than usual. All those tainted by the crystals begin to spread the infection to others, often by producing shard-like sections of the crystal and inserting them into unwilling victims. Note, however, that there are people in the world willing to give themselves over to this in order to gain power. There are even some who seem able to subsume the crystal's demands with their own force of will and are still able to make use of the abilities granted to them.

Removing embedded crystals from those infected is an arduous but possible, task. Taking the original infecting shard from the abdomen requires both a successful Healing Skill Test and a First Aid test to stop the bleeding. Once

removed, all internal Chaotic Features (like regenerating) cease to function, although external ones like claws must be removed separately with another Healing test each. Unless the target is subjected to powerful healing magic, his original body parts do not regenerate, so someone who has claws removed will have to deal with having no fingernails.

A more substantial means of defeating the crystalline invader and removing it from the bodies of the infected may exist on the crystal's plane of origin, although getting there would mean repairing the Doomed Folk machinery, activating it and keeping it open long enough to explore the seemingly hostile world of the crystals, discovering a portable means of repairing the damage wrought and getting it back to the Young Kingdoms before the machinery shorts out.

The Doomed Folk's Machinery

The Doomed Folk are something of an enigma. According to the Melnibonéan scholars who have studied the scant evidence of the Doomed Folk, it appears that this curious race – so ancient as to be beyond human imaginings – was technologically advanced in ways that cannot be understood and that have been largely wiped out by the creation of a new cycle of time. For an unknown reason, these beings used their vast knowledge to destroy themselves, leaving nothing behind save their massive machinery, which has, due to the vast amounts of time that has passed since their mass suicide, become rusting relics of the past, lying deep underground in smouldering caverns.

Even though these machines are not currently active, many of them do still function, in a fashion, which is a testament to the skill and knowledge with which they were constructed. Such machines are fairly easy to find; one has to merely observe the countryside and follow any instances of strange behaviour and occasional mutations, to their source. The machines that do function, by some quirk of science, operate as portals to other places, which, in their current state, sporadically allow alien energies and intelligences into our world, resulting in areas of such bizarre conditions that no mortal can survive for long while in their confines. As an extreme example, the Forest of Troos in the Northern Continent is an example of when Doomed Folk Machinery is left to run for eons without interference and the resulting corruption can spread to other places.

Areas influenced by the Doomed Folk's Machinery are easy to spot, once you know what to look for:

- * Normal life forms tend to grow much faster and healthier than usual. Trees planted in the spring can become bloated giants in a season's time; crops do likewise and it is unwise to eat the tainted fruit, no matter how lush and succulent it may seem.
- * Additionally, all life that spends any time within a corrupted environment will begin to manifest Chaotic Features, with a cumulative 10% per month of constant exposure to the environment. This chance never decreases, no matter how much time passes outside of the environment. In the wild, any given creature will likely have 1D6 randomly determined Features, more so if the area is particularly corrupted (like Troos).
- * Sorcery becomes much easier; all Sorcery Skill Tests are Simple, and the cost to summon a creature is reduced by a quarter.

Given the effects listed above, it seems obvious that investigating the Doomed Folk's legacy is a task involving great risk, very likely beyond the scope of whatever potential reward one might get. However, there is a single group of people willing to brave the dangers to gain access to a functioning machine; sorcerers. There are many reasons why a sorcerer or a sage might wish to discover the Machinery:

- * The aid in summoning is an immediate benefit, making ownership of a Machine a worthwhile prize for any summoner, from a rank amateur to an experienced adept.
- * To repair a Machine, a character must make an Engineering test or a Hard Lore (Law) test to figure out the nature of the problem and accumulate at least 10 successive successes to repair the Machine enough so that it functions. Each failure resets the task back to stage one.
- * A fully functioning Machine can be used to open a portal to another plane, at a Magic Point cost; greatly reduced compared to summoning a demon gate. The Machine must be charged with 100 Magic Points, much like a Lawful Automaton. Activating the machine costs 5 Magic Points and each hour the machine spends with an open gateway costs it another Magic Point. The machine can continue to operate for as long as it has Magic Points in reserve. Even when

out of Magic Points, the gateways will linger and leak energy into the environment.

- * Repairing a leaking gateway is theoretically possible and would fix the corrupting effects listed above. Successfully discovering the proper procedure would require a Difficult Engineering test or a Hard Lore (Law) test and another five accumulated successes to fix.
- * Some machines have ancient automata built into them to oversee the operation. Without exceptions, these have wound down over the centuries but most can be recharged as per the normal rules in order to reactivate them. Learning their language can be a tricky problem, although it is possible to upgrade them to speak Common
- * Finally, with an open gateway, a sorcerer may bring a loyal army of alien soldiers to the world to do his bidding.

Followers of Chaos, especially sorcerers who do not balk at gaining the odd Chaotic Feature while in the pursuit of power, would be extremely anxious to possess a machine, even kidnapping sages of Law should their own sorcerous knowledge be inadequate to get the Machines running again.

Also, bear in mind that opening unsecured portals to other worlds is not without risks. The machine may malfunction while you're off exploring, leaving you stranded in an alien world. Also, not every world is as hospitable to life as known in the Young Kingdoms; see the entry for Al'keny's Crystals above for an example of what can go wrong.

Thankfully, while many in the Young Kingdoms know something about the Forest of Troos, the truth behind its origins is known to few people, mostly academics and sages. None save these know of the Doomed Folk or their legacy of forgotten planar engines that lie scattered across the face of the earth, waiting for some foolish sorcerer to reactivate them.

However, perhaps there is a very good reason why the Doomed Folk destroyed themselves, rather than just opening a gate and leaving their machinery behind. Perhaps they could not stand what their science and their hubris had turned them into.

THE MACHINERY

While I've given the mechanics for operating the Machinery, I've intentionally left the ultimate purpose of these devices up to the individual Games Masters; how the Machines operate can potentially go a long way towards furthering any themes that may be at work on the campaign.

A game in which the players wish to explore other worlds but have a stable base in the Young Kingdoms may benefit from a fairly stable Machine, serving only the plot to keep the characters travelling the Multiverse pursuing their own goals.

However, games with a darker, more sinister tone may benefit from erratic, haphazard Machinery that shorts out at the worst possible moment, stranding players in some strange world. Also, it may activate at seemingly random intervals, allowing some monstrosity to walk the world of men at a dramatically appropriate moment.

Of course, possession of the Machinery can provide a number of benefits to a party but it may also upset the balance of the game. Think carefully before allowing these things to fall into the hands of players, as any planned adventures may be derailed in order to accommodate their newfound desire to see everything they can of the Multiverse. This can be a blessing or a curse.

TREASURES OF THE ELEMENTAL CULTS

The Elemental Rulers often gift their followers with items crafted from the substance of their supernatural children. This is typically so that their human servants may better serve their chosen force or to further emulate particular aspects of their god. Such items are as rare as the others found in this chapter, given out only to devout champions of the cults and even then only on a short-term basis.

Grome's Hammer

In cult dogma, all material things belong to Grome; He merely allows mortals to make use of His bounty. However, each thing taken from the earth may only exist in the hands

of men for so long before Grome begins to miss it and require its return. In such instances, His faithful are tasked with finding particular items and burying them in Grome's flesh to return it to Him. However, when Chaos or Law has corrupted items, Grome cannot bear their touch. For these, He lends His followers an item called Grome's Hammer and commands them to use it to destroy the tools and those who work to corrupt them.

Grome's Hammer is a Great Hammer cut from a single piece of granite. When used, it has the following features:

- * The user must have a STR of 15 to be able to use Grome's Hammer at all. Anyone else cannot even pick it up.
- * In combat, it does 1D12+5 damage.
- * Striking with it is hard due to its weight. The user may only attack every other Combat Action but any item used to parry its blow should be treated as if suffering a Disarming Precise Attack.
- * In non-combat situations, the wielder may use the hammer to automatically destroy any non-supernatural material object made from Grome's domain, this includes wood from trees, stone and all metals that have been wrested from the ground. No Skill Test is needed. Also, any time the user misses an attack in combat, the Hammer destroys whatever it touches.
- * For Runic items and other Enchantments, the user may spend some time outside combat, striking the other item with Grome's Hammer in an attempt to destroy it. This works on any item, even those specifically described as being indestructible. Each time the user hits with the Hammer, calculate damage as normal. The damage given becomes the percent chance that the item is utterly destroyed. Each time the user hits, add the damage to this percent score and roll to see if the item breaks. Nothing can withstand Grome's Hammer; all things will break if subjected to this treatment.

Grome makes absolutely sure that the characters who use His Hammer know that it is only a loan and that, once the targeted item has been destroyed, the Hammer is to be returned to Him as soon as possible. In rare cases of especially favoured followers, Grome may allow them to carry His Hammer in order to travel the world and dispose of a set of items. However, the Hammer will never belong to the user and must be relinquished when asked for.

Sail of the Winds

Woven by Salice Olar, the greatest of the Myyrrhn priestesses and enchanted by Lassa of the Winds, the Sail of the Winds is a belt that serves as the focus for a number of Air elementals. These gentle creatures are invisible and have only limited ability to interact with the world. They do not manifest in the same manner as summoned Air elements, so have no characteristics like other elementals do. However, when interacting with one who wears the Sail, the elementals are much better able to affect change in the world. While wearing the Sail of the Winds, the user gains the following abilities:

- * The user may spend a Magic Point at the beginning of any Combat Round. For the rest of that round, he is lifted up by the air elementals and is essentially weightless.
- * He may jump over any distance up to his STR in feet without needing a Skill Test. Jumps over this

distance can be cleared with a Simple Athletics or Acrobatics test.

- * He suffers no damage from falling, so long as a Magic Point is spent at some point during the fall.
- * He suffers no damage from knockback but the distance he is sent because of knockback is tripled.
- * Since he is weightless, his Damage Modifier would normally no longer apply. However the elementals help augment any close combat attacks made, cancelling out the penalty for weightlessness and allowing him to retain his Damage Modifier.
- * When in an area of high winds, the character may leap into the air and sail upon the winds to cover large distances in a short amount of time. This is not a controlled flight, the character may end up a fair distance away from his goal and must spend another Magic Point each round to remain aloft.
- * Finally, when shot at with non-technological missile weapons, the wearer may spend an extra Magic Point to have the elementals blow the incoming missile off course. The only limit for the number of times this may be used in a single round is the amount of Magic Points the wearer has in reserve.


As might be imagined, the Sail of Winds is a relic holy to the Cult of Lassa, who jealously guard its use to prevent it falling into the wrong hands. A character of particularly high rank or one who has done the Cult of Winds a great service, may be allowed to wear the Sail of Winds for an indefinite period of time, with the promise that it is returned to the cult at some point in the future.

Ring of Fire

A number of these simple amber rings have been discovered throughout the world. It seems likely that nearly every culture that has ever worshiped the Elemental Rulers has, at some point, been Gifted with one of these ingenious devices. Each ring serves the binding focus for a small salamander, one which is barely of enough intelligence to follow commands. The only ability conferred by this ring is to be able to start a small fire, roughly the size of a candle flame, which will burn in any environment save underwater for a single Combat Round for each Magic Point spent for this purpose. It normally only takes a single round to get a prepared campfire started using one of these rings in ideal condition.

This may not seem like much, especially in comparison to other enchantments known in the world but many people





who have survived in harsh conditions know how important it is to have an easy, reliable source of fire, one that is hard to lose and is largely indestructible.

The only potential drawback is that the salamander needs to be allowed to burn something each and every day. If it is not, it will not light a fire under any circumstances unless it is removed and laid in a flame for at least an hour.

Furthermore, bearing a Ring of Fire marks the bearer a friend to the Cult of Kakatal. All Skill Tests of a social nature are therefore Simple when dealing with members of that cult.

Token of Fair Seas

Made from a variety of fantastically beautiful seashells, these enchanted items find their way to those who esteem themselves with the Cult of Straasha. The bearer of the shell is recognized as a friend to the undines, which has a number of effects:

- * When aboard a sailing vessel, the token grants the crew exceptional luck when attempting to avoid the hazards of the sea. The captain may make an Easy Shiphandling test when faced with something dangerous in the waters. If this test is passed, the vessel may avoid the hazards entirely by adding 1D6+2 days to their travel time.
- * If pirates take the bearer of the token, there is a 100% chance that the pirate vessel will undergo some sort of calamity that prevents it from arriving at the intended destination.

- * If the bearer of the token falls overboard, the token attracts a number of undines who carry him to safety.
- * The bearer may say a prayer to Straasha, spend a variable number of Magic Points and drop the token into the water. One round later, a water elemental of a SIZ equal to the Magic Points spent will appear in the water and perform a single service of the bearer's choosing. The token however sinks down into the waters and returns to Straasha.
- * If the token falls into the hands of those who are enemies of Straasha (like the Pan Tangian Navy or other followers of Pyaray) the Token brings disaster and terrible luck at every turn. If the token is disposed of by throwing it into the sea, 1D100 Magic Points of undines appear after 1D8 rounds to bring the Sea King's vengeance to His enemies. The only safe way to dispose of a Token is to make landfall somewhere and bury it in sand, a solution that may be recalled with a successful Lore (Chaos) test.

The Tokens of Fair Sailing were all crafted by the Water Father himself but of the original five, three are currently unaccounted for; one was buried on an island in the Boiling Sea and the Cult of Straasha in Uktel holds the last. It is presumed that the tokens were created to help the Sea King in his efforts to keep the ocean shallows free from human suffering. Their beauty makes it likely that the Tokens will be taken by pirates, further enabling the Sea King to strike them down.

NECROMANCY

There are few places in the Young Kingdoms where the arts of magic are openly discussed. Tiny cabals of sorcerers exist in most of the nations and scholarly discourses on the nature of magic occur in crowded lecture halls at the University of Cadsandria. Pan Tang and Melniboné are islands both soaking in magical energy. In each of these places, no magical art is the source of as much conflict between members as necromancy.

Necromancy is the art of calling upon the spirits of the dead, in order to gain power in the world of the living or to understand the nature of life and the afterlife. Other forms of magic work with energies that are fundamentally inhuman; demons are essentially alien to human understanding and automata and elementals are little more than constructs made to behave in a particular way. Necromancy, on the other hand, deals specifically, not just with the body but also with the soul. No magic art is as fundamentally mortal as the magic that forms around the mortal mind's pursuit of answers to the question of why we die in a universe filled with immortal beings.

To followers of Law, raising the dead is taboo because the Church of Law decrees that life is a progression in a single direction, a pursuit towards perfection. Bringing the dead back to this world is a violation of that progression because it forces the dead soul to move back towards a life that is over and slows its journey towards the White Lords. It is dangerous in the sense that its backwards nature is harmful to reality, a reality that is, in some sense, maintained by the Lords of Law. The repercussions of a settlement unwittingly harbouring a necromancer could bring the wrath of the White Lords down on them all. While the followers of Law fear Chaos a great deal, they fear their own gods even more.

Most followers of Chaos see the nature of the afterlife as already determined; the souls of the living belong to the Lords of Chaos and are returned to them when their allotted time on earth is over. Fretting about it and seeking answers to questions that should not even be asked are a waste of time. Magical energy is better off being put towards ends that empower the self or glorify Chaos.

Even within these two related viewpoints, there are those who see necromancy as just another school of magic, another means of learning things about the world and the place of mortals in it. Some cults of Arkyn see death and


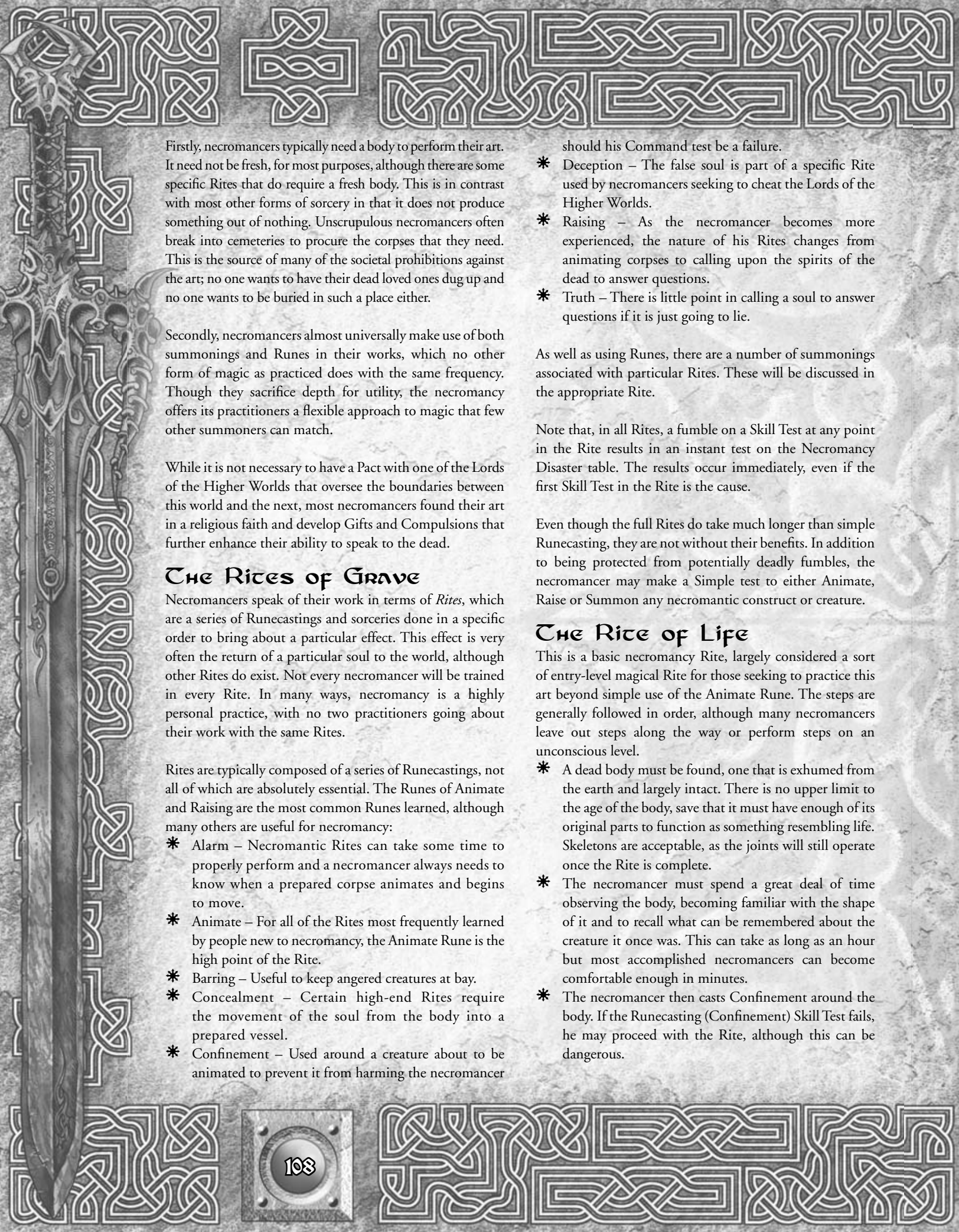
the observable afterlife as an inherently interesting subject and work to explore them with the same enthusiasm others might explore the nature of plants or the study of history. The cults that revere Chardros the Reaper, especially the ancestor-cults of Pan Tang, see necromancy as a means of exploring the ultimate mystery: what mortals really are.

Like any magical art, necromancy can be put to either beneficial or destructive ends; by itself, it is just a system of thought, a way of being in the world. It is neither good nor evil; such things are purely the province of mortals.

THE ART OF NECROMANCY: AN OVERVIEW

In theory, necromancy is very much like other forms of sorcery; necromancy calls upon a spirit that exists in another world, causes it to manifest and has it perform any of a variety of functions, after which it is allowed to return to its own world. In practice, there are a number of differences that make necromancy a very different form of magic.





Firstly, necromancers typically need a body to perform their art. It need not be fresh, for most purposes, although there are some specific Rites that do require a fresh body. This is in contrast with most other forms of sorcery in that it does not produce something out of nothing. Unscrupulous necromancers often break into cemeteries to procure the corpses that they need. This is the source of many of the societal prohibitions against the art; no one wants to have their dead loved ones dug up and no one wants to be buried in such a place either.

Secondly, necromancers almost universally make use of both summonings and Runes in their works, which no other form of magic as practiced does with the same frequency. Though they sacrifice depth for utility, the necromancy offers its practitioners a flexible approach to magic that few other summoners can match.

While it is not necessary to have a Pact with one of the Lords of the Higher Worlds that oversee the boundaries between this world and the next, most necromancers found their art in a religious faith and develop Gifts and Compulsions that further enhance their ability to speak to the dead.

The Rites of Grave

Necromancers speak of their work in terms of *Rites*, which are a series of Runecastings and sorceries done in a specific order to bring about a particular effect. This effect is very often the return of a particular soul to the world, although other Rites do exist. Not every necromancer will be trained in every Rite. In many ways, necromancy is a highly personal practice, with no two practitioners going about their work with the same Rites.

Rites are typically composed of a series of Runecastings, not all of which are absolutely essential. The Runes of Animate and Raising are the most common Runes learned, although many others are useful for necromancy:

- * Alarm – Necromantic Rites can take some time to properly perform and a necromancer always needs to know when a prepared corpse animates and begins to move.
- * Animate – For all of the Rites most frequently learned by people new to necromancy, the Animate Rune is the high point of the Rite.
- * Barring – Useful to keep angered creatures at bay.
- * Concealment – Certain high-end Rites require the movement of the soul from the body into a prepared vessel.
- * Confinement – Used around a creature about to be animated to prevent it from harming the necromancer

should his Command test be a failure.

- * Deception – The false soul is part of a specific Rite used by necromancers seeking to cheat the Lords of the Higher Worlds.
- * Raising – As the necromancer becomes more experienced, the nature of his Rites changes from animating corpses to calling upon the spirits of the dead to answer questions.
- * Truth – There is little point in calling a soul to answer questions if it is just going to lie.

As well as using Runes, there are a number of summonings associated with particular Rites. These will be discussed in the appropriate Rite.

Note that, in all Rites, a fumble on a Skill Test at any point in the Rite results in an instant test on the Necromancy Disaster table. The results occur immediately, even if the first Skill Test in the Rite is the cause.

Even though the full Rites do take much longer than simple Runecasting, they are not without their benefits. In addition to being protected from potentially deadly fumbles, the necromancer may make a Simple test to either Animate, Raise or Summon any necromantic construct or creature.

The Rite of Life

This is a basic necromancy Rite, largely considered a sort of entry-level magical Rite for those seeking to practice this art beyond simple use of the Animate Rune. The steps are generally followed in order, although many necromancers leave out steps along the way or perform steps on an unconscious level.

- * A dead body must be found, one that is exhumed from the earth and largely intact. There is no upper limit to the age of the body, save that it must have enough of its original parts to function as something resembling life. Skeletons are acceptable, as the joints will still operate once the Rite is complete.
- * The necromancer must spend a great deal of time observing the body, becoming familiar with the shape of it and to recall what can be remembered about the creature it once was. This can take as long as an hour but most accomplished necromancers can become comfortable enough in minutes.
- * The necromancer then casts Confinement around the body. If the Runecasting (Confinement) Skill Test fails, he may proceed with the Rite, although this can be dangerous.

- * Next, the necromancer should ward the area where he stands with the Barring Rune. Again, this is not mandatory but it's good habit to get into, as it serves as another layer of protection should something go wrong.
- * With the safety steps in place, the necromancer then casts Animate upon the corpse.
- * Assuming the Runecasting (Animate) Skill Test is a success, the corpse immediately animates and the necromancer must Command it to perform whatever tasks he desires for the duration of the Animate Rune.

As you can see, even the basic Rite has a number of steps in it to prevent the necromancer from being harmed by the product of his Rites. There is nothing preventing a necromancer from simply using the Animate Rune by itself and indeed this is frequently the case when animating small dead things or other creatures that would not be harmful. Humanoid creatures animate as skeletons or zombies, depending on how much flesh remains on the corpse.

Necromancers who have had teachers or mentors school them in the ways of necromancy will almost certainly use the full Rite if at all possible. This is especially true in Pan Tang, where the necromantic Rites used to worship ancestors have a strong cultural push towards being performed perfectly each time they are used.

Note that, even as a basic Rite, a necromancer can still cause a great deal of trouble. Any corporeal creature can be animated with this Rite and only a Command test keeps the necromancer from being able to control it utterly. Note also that the Animate Rune can be inscribed upon any creature, which will be kept in an undead state for as long as the necromancer keeps the Magic Points invested in the Rune.

The Rite of Autumn

Called as such because of the time of year when it is frequently cast, this Rite is commonly taught to new necromancers once they've mastered the Rite of Life. By means of this Rite, the spirits of the dead are called to earth and made to reveal the secrets only the dead know. It is similar in form to the previous Rite.

- * The necromancer must be able to work with the mostly intact corpse of a specific person. As the Rite calls upon the soul of the previous owner of the body used, necromancers must ensure that the body they have is actually the one they need.
- * The necromancer must have an established emotional connection with the person being sought. If the body is not someone the caster knew in life, then the

corpse's clothing must be removed and worn by the necromancer.

- * The necromancer uses Confinement as per the Rite of Life.
- * He also uses Barring around himself. As this Rite does not normally produce mobile creatures, these two Rune castings are somewhat superfluous but may be done in case of a disaster.
- * The necromancer then casts Raising on the body. If the Runecasting (Raising) roll succeeds, he may question the spirit, as per the usual rules for this Rune.
- * At this point, it is considered prudent to use the Rune of Truth on the newly awakened corpse, although this does make the Rite more expensive in order to keep the spirit present while the Runecasting (Truth) skill is tested against it.

The dead vastly outnumber the living and have memories stretching back past the dawn of civilization. All manner of interesting things can be learned by employing this Rite, from the location of buried treasure, to the most humiliating thing that ever happened to Cardinal Garrek of Law. It is curious to note that the testimony of a dead person is admissible as evidence to the Courts of Law in Vilmir, so long as it is retrieved by a necromancer aligned with Arkyn.

CHARDROS AND THE NECROMANCERS

As noted in the entry for the Rune of Raising, resurrecting souls who have a Pact with the Lords of the Higher worlds is even more dangerous than usual, the gods are not willing to allow souls in their possession to return to earth under any means.

For Chardros, this is less of a concern. If the soul being sought had a Pact with the Lord of the Grave in life, it may be called to earth as per the Rune of Raising, without any additional dangers. In Pan Tang, this practice is so common that it has become part of the national character.

The Abomination Rite

This gruesome Rite allows for the construction and use of an abomination, a necromantic construct composed of mud, blood and hair, animated by a spirit of the dead. Even amongst necromancers, this Rite is considered unnecessarily cruel, as most formerly human spirits are harmed in some way by being housed in non-humanoid

bodies. Abominations make decent labourers, being larger and stronger than other necromantic constructs, as well as less prone to bodily collapse from overexertion. As a word of warning, consider that the consciousness piloting the Abomination shell was once a mortal. In these instances, it is not uncommon for the abomination to become suicidal, depressed or even homicidal, if treated poorly and made to work without rest or common human comforts.

The Rite itself follows the same basic structure as the other necromantic Rites:

- * The necromancer must construct a body out of some sturdy yet pliable material. This is typically clay or mud, although abominations made out of gravel or rock are not unheard of. As just about anyone can shape clay into a humanoid form, no Skill Test is needed here. However, if the necromancer possesses the appropriate Craft skill, the body can be shaped into a likeness of the person meant to inhabit it, which makes the resulting construct less likely to rebel against its creator. To create a longer lasting construct, the Runes of Animate and Raising can be inscribed on the body of the abomination.
- * The necromancer casts Confinement around where the constructed body lies.



- * Next the necromancer casts Barring around himself.
- * The necromancer then casts Raising on the construct, luring a humanoid spirit into the shell. When used in the Abomination Rite, the duration of an inscribed Rune of Raising extends to as long as the caster maintains the Magic Points invested in its use.
- * Then, the he casts Animate upon the newly created abomination.
- * The creature may be Commanded and once safely obedient, the Barring and Confinement Runes may be allowed to lapse.

While the duration of the abomination's service is theoretically infinite, there are practical concerns that usually limit the length of time. Firstly, the Magic Points invested in the creation of such a creature are numerous and the caster will have to do without them for as long as the construct remains in his service. Secondly, if an abomination is given a specific length of time it is to serve, it is much less likely to rebel or become suicidal. However, if this duration is extended beyond what it is told, the abomination will very likely go berserk and attempt to kill its creator in a bid for freedom.

Why would anyone create such a thing? For one, they are tireless, as they do not possess a human constitution. Thus, they can be made to carry out backbreaking labour for a great deal of time without a need for rest, food or water. They also possess great strength, which allows for their masters to achieve things not otherwise available to them. Existence as an abomination can be considered a particularly cruel vengeance upon a hated foe, especially one who thinks that death has allowed him to escape vengeance. In Pan Tang, for example, it is common for necromancers to capture, torture, and slay rivals, only to have their souls embedded in an abomination and made to serve as a slave.

THE ABOMINATION, SUICIDAL SERVANT

CHARACTERISTICS

STR	5D6+6	(28)
CON	5D6+6	(28)
DEX	1D6+3	(7)
SIZ	4D6+6	(20)
INT	Varies	(?)
POW	Varies	(?)
CHA	1D6	(3)

Note that an abomination has the INT and POW as it did in life.

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/10
4-6	Left Leg	1/10
7-9	Abdomen	1/11
10-12	Chest	1/12
13-15	Right Arm	1/9
16-18	Left Arm	1/9
19-20	Head	1/10

Weapons

Type	Weapon Skill	Damage
Smash	75%	1D3+1D10
Grab	75%	As per Grappling
Throw	60%	1D6+1D10 (must Grab first)

Special Rules

Combat Actions: 1

Damage Modifier: +1D10

Movement: 4m

Strike Rank: Varies on INT, typically +9

Traits: Tireless (suffers no Fatigue Penalties),
Nerveless (feels no pain), Night
Sight. Does not Heal

Skills

Athletics (Brute Force) 50%, Persistence 50%,
Resilience 100%.

Typical Armour

1 point thick skin, no skill penalty

Doorway to Limbo

This Rite is the means by which a necromancer prepares bodies for use by ghouls and summons those ghouls from Limbo, a dark plane where some souls go after death. The ghouls might have once been mortal but long existence in this cold, lightless Hell has stripped them of what humanity they may have once possessed. Now they exist only to feed on the life energy produced by living beings. Otherwise, the creatures are largely insensate animals, which can barely be controlled by the Command skill.

Still, ghouls make decent servants for a necromancer, so long as they are not given tasks that require any thought or action other than attacking. They are often used as executioners, especially for those who interfere with

the necromancer's plans and are too powerful for the necromancer to attack personally.

As with all necromantic constructs, caution should be exercised when dealing with these creatures. There is evidence that suggests that those killed by ghouls can, under certain conditions, rise as ghouls themselves, their own life force snuffed out and replaced by a ghoul. Many necromancers keep a host of these things locked up in the deepest dungeons, only to discover that there are far more of them than there should be.

To complicate matters, the plane of Limbo is somehow 'close' to the Young Kingdoms, which means that, in areas where the barrier between worlds is damaged or weakened, there is a chance that ghoul spirits might wander into our world and take over any corpse they find. If not taken care of right away, one ghoul can become 20 and in a few weeks time have sufficient numbers to become a serious threat to even the largest of cities. This is well known to occur on Troos, where the remnant Doomed Folk Machinery allows the ghouls easy access to our plane.

The actual Doorway to Limbo Rite is fairly straightforward:

- * The necromancer should procure a number of bodies, as fresh as possible. The ghoul spirits may inhabit partially decaying corpses but seem to show a preference for new ones. Once called, ghouls will inhabit every body present, so try not to get too many.
- * Cast Confinement around the bodies. This step is not actually mandatory, as with the other Rites but when dealing with ghouls it should be considered so. Failure to use this Rune can easily cost the necromancer his life.
- * Cast Barring around himself. As with Confinement, the protection offered should always be in place.
- * Perform the Ghoul Summoning Ritual. This is one of the few necromantic Rites that proceed from a Summoning Ritual instead of Runes. Once the ghouls have taken over the provided bodies, the flesh will turn a greyish white and any marks of death will spontaneously repair themselves.
- * The creatures are ravenously hungry, which will make the eventual Command test Easy if the necromancer can provide a sacrifice for the creatures to feast upon.
- * The very first Command given to a ghoul should be, 'Never harm me.'

Among necromancers, the ability to summon and maintain a pack of ghouls is considered the Rite that separates the amateurs from the professionals. As such, many aspiring necromancers pursue the secret to calling these foul things with a great deal of enthusiasm. The key component to this Rite is the Summon Ghoul Ritual:

Summon Ghoul

Casting time: 1D8 minutes

Magic Point Cost: 5 per ghoul

Requirements: At least one body, freshly dead

This spell opens a door into Limbo and entices ghouls to possess fresh bodies and use them as vehicles in our world.

Ghouls are fiercely loyal to their summoners, as long as they are being fed regularly with copious amounts of food. Due to the nature of the spell that has brought them here, they cannot be compelled to turn on their master so long as they continue to receive food. For each hour they go without feeding, the ghouls have a cumulative 10% chance of turning against their summoner, attacking in anger at the first chance they get. Command attempts against an angry ghoul are Very Hard.

However, something very interesting happens to ghouls if left in captivity for 6 months without food or a way of escaping. The creature becomes much more aggressive in its pursuit of food and grows larger and much swifter. It is postulated that the only remaining part of their human personality is a sense of vengeance, which they pursue with the same fervour as their own drive to feed. It seems to sustain them in a way that feeding does not, allowing them to survive in this world past the end of the duration for their summoning. However, feeding ghouls who have entered this state does not return them to their previous state. If anything, the feeding process seems to strengthen the ghoul's desire to aggressively hunt.

Use the creatures on page 144 of the *Elric of Melniboné* rulebook for normal ghouls and the ones below for the second stage, more aggressive ghouls.

CHARACTERISTICS

STR 3D8+4 (18)
CON 2D8+8 (17)
DEX 3D8+2 (16)
SIZ 3D8+4 (18)
INT 1D8 (5)
POW 1D8 (5)

Hit Locations

D20	Hit Location	HP
1-3	Right Leg	-7
4-6	Left Leg	-7
7-9	Abdomen	-8
10-12	Chest	-9
13-15	Right Arm	-6
16-18	Left Arm	-6
19-20	Head	-7

Weapons

Type	Weapon Skill	Damage
Bite	55%	1D8+1D6
Grasp	45%	Vampiric Touch, drains 1D3 CON per round

Special Rules

Combat Actions:	3
Damage Modifier:	+1D6
Movement:	4m
Strike Rank:	+11

Skills

Athletics 30%, Dodge 35%, Perception 35%,
Resilience 40%

THE ETERNAL GIFT

Many who pursue the art of necromancy do so, not out of a sense of gaining power but out of a simple fear of their own death. Given that the religious life of the Young Kingdoms is very well documented and existence beyond the death of the body is known to be complete fact, why would anyone still fear the prospect of dying?

Mostly this stems from the knowledge of how the afterlife works. With the fact that Chaos is known to take the souls of the dead and torture them, mutating them into unrecognizable shapes, it is entirely understandable why the living still fear death. It is not a matter of whether or not the individual dies; it is what happens to him afterward that causes a great deal of suffering. To mitigate their own suffering, necromancers pursue the secrets of death and life as insurance against the eternal torture they fear is almost certainly coming. In some ways, this knowledge makes those who do follow necromancy even more obsessive about their lives than almost any other group.

The Eternal Gift is a lengthy Rite nearly every necromancer undergoes at some point towards the end of his natural life. It comes to him in a dream, where he sees himself conversing with one of the Lords of the Higher Worlds, one with whom the necromancer enjoys a Pact of at least 75%. He is given the instructions for the Rite and is expected to begin acquiring the materials needed for it.

These materials vary, as they need to be highly personal to the necromancer undergoing the Rite and will also depend on the nature of the Lord being petitioned. In general terms, they include:

- * Something that represents a monumental accomplishment for the force with which the necromancer is aligned. It might be having single-handedly vanquished a Champion of the enemy force or discovering some new technique or information that allowed for that defeat or possibly the liberation of an entire nation from the grip of a ruler aligned with the enemy force.

- * An item or person of immense personal value, which is to be sacrificed to the Lord in question to simulate the necromancer's willingness to put the force to which he is applying above all other concerns.
- * A successful suicide attempt, which illustrates the necromancer's sincerity, as the necromancer is placing his life in the hands of the gods, one way or the other.

Assuming the necromancer is sincere in his desire, and that he completes all of the ritual requirements, his entire POW becomes Dedicated to the Lord of the Higher World and the necromancer is reborn after his suicide in a new form, the shape of which depends on the individual:

- * Followers of Chaos sometimes decide to remain in their old bodies, in which case they become Undead (see textbox below). This is especially true with followers of Chardros and Hionhurn.
- * Followers of Law sometimes allow themselves to become beings of pure spirit and are furnished with a small Sanctuary in another plane, from which they can project themselves temporarily to earth and influence

Being Undead

There are a number of things that might render a character Undead. While similar to other necromantic constructs in appearance, someone specifically called Undead (with the upper-case 'u') is a separate entity and follows the rules below instead of being turned into another type of construct.

- * Their bodies become technically dead. They feel no pain and are tireless but they also continue to decay, albeit at a lesser speed than an actual dead body. They do not need to breathe and can survive practically anything that does not totally destroy their bodies.
- * To represent this numbing process, each character gains 3 Undead Armour Points on each Hit Location.
- * The character is also effectively immortal and will only die through CON damage (see below) and having his Undead state cured after he has lived beyond his natural lifespan.
- * At any time, the player may sacrifice a point of CON to immediately heal all damage done to the body. Severed limbs (and heads) can be re-attached, internal damage ignored and broken bones realigned.
- * However, each use of CON in this fashion also reduces the character's CHA by 1D6. At 4 CHA, the character is considered a monster by all who see him and at zero CHA, anyone who sees him must make a Persistence test to either flee from him or attack to put him out of his 'misery.'
- * If their CON is ever reduced to zero in this fashion, they are well and truly dead.
- * If the character has a Pact with a supernatural being, he may bargain with it to have the Undead status cured or cancelled somehow. Doing so requires a great sacrifice to the god, which, if done, allows the user to become mortal once more.

Of course, being Undead has its advantages. There are places the living cannot go that someone who cannot breathe may enter and survive. Being Undead might render a soul-sniffing demonic assassin unable to track you, enabling you to attack it from ambush. Being Undead does not have to be the end of the story.

events that occur. While they may only converse with those they can see, they may enact Divine Intervention at appropriate moments to serve their god's ends.

- * There is a great deal of flexibility with these classifications. There are followers of Law who become Undead, as well as followers of Chaos who choose the ghostly existence as an eternal servant to their god.

Mortification

This Rite differs from other necromancy Rites in that it does not require a body in order to be effective. It is a curse of tremendous potency, which, when cast upon someone either loved or hated by the necromancer, turns him into an Undead creature.

- * First, the necromancer must possess something of great personal value that once belonged to the target. It might be a warrior's sword or a sorcerer's grimoire or an artists' brushes. The important thing is that the object is somehow related to the role the target had in life, as well as being of personal significance.
- * The necromancer must be within his POW in miles of the target. If the target travels outside this area before the Rite is completed, roll on the Necromantic Mishaps table and apply the results immediately.
- * If the necromancer knows the Warding Rune, it is a good idea to shield himself with it to prevent the energy being raised for the curse from affecting him. This step may be skipped, at the user's peril.
- * The necromancer then begins casting the Mortification spell, which calls upon energy from Limbo and pours it into the target. The spell works like a summoning and has the following rules:
 - Casting Time: 1D8 Minutes
 - Magic Point Cost: 20
 - Duration: Permanent unless dispelled
- * The necromancer must make an opposed test with his Mortification spell skill versus the target's Resilience. If the target wins, the spell has no effect and the raised energy dissipates. If the necromancer wins, the target is affected by the spell and is wracked by pain for 1D10 rounds. Afterward, they are considered Undead with all of the effects.
- * If the target can hear the necromancer, it is possible for the necromancer to use the Command skill on the target exactly as though he were a necromantic construct.
- * Anyone who knows this Rite can also use it to banish the energy from Limbo and make the target whole again.

Fiendish necromancers use the Mortification Rite to build up courts of sycophantic Undead slaves. It also allows them

to have readily controlled servants that are smarter and more capable than most skeletons and zombies. The Magic Point cost puts it out of reach for most beginning necromancers, although many strive to gain enough power to attempt this terrible Rite. Anyone who knows any of the Necromantic Rites is immune to this spell.

Limbo's Icy Wind

This Rite is designed to harm the living. It has no other purpose, so there are some necromancers who refuse to even learn it, much less practice it frequently enough to become very good at it. With meditations similar to the summoning of ghouls, the necromancer opens a gateway into Limbo and channels the energy of that place to wash over his foes. This causes cold burns, scarring and eventual death if the exposure is lengthy. To cast this Rite, the necromancer must follow these steps:

- * Timing is crucial to this Rite. It must be begun shortly before it is needed. There is a small amount of flexibility and the necromancer can hold off from doing the very last act of the Rite to activate it for a few minutes.
- * The necromancer must know the Dissolution Rune, although it does not need to be vocalised.
- * Using the Warding Rune is not essential to the completion of the Rite, although without it, the necromancer will be harmed by the spell as well.
- * The Rite costs 10 Magic Points and a point of CON. The CON spent is gone, regardless of the outcomes of the Rite. It cannot be grown back but may increase through experience as usual.
- * Count Limbo's Icy Wind as a 2 Magic Point Dissolution Rune that applies its damage at the start of each Combat Round, to every living thing within the necromancer's POW in yards.
- * The door through which wind blows may remain open for 5 Combat Rounds.
- * Those slain by Limbo's Icy Wind may not rest. Most Games Master controlled characters are resurrected as zombies. Particularly strong characters may become ghouls. Player Characters always return as Undead creatures. None of these resulting monsters are under the necromancer's control, although he may Command them as usual.

Most who have gone through the effects of Limbo's Icy Wind have described their experience in nightmarish terms. They speak of frigid, howling winds and the half-human souls of the dead tearing at their flesh, seeking a way inside. Some say it is utterly dark and mostly silent, while others describe it as unbearably bright and bursting with raucous noise. Those who survive say the experience stays with them

The Necromantic Mishaps Table

Necromancy is a dangerous business. While the Lords of the Higher Worlds readily make their servants available for use by the sorcerer, only a rare few gods are comfortable with the idea of removing souls from their keeping. As such, necromancers face opposition to their arts on a theological scale. To reflect this, roll or choose a result from this table anytime any roll related to a necromantic Rite fails.

- * If animating a construct, the creature begins to move much sooner than it should. Unless the area is warded with Confinement or Barring Runes, it immediately rises and attacks the necromancer. If the area is warded, it attempts to attack and when it finds that it cannot, the animating spirit departs, leaving the body usable for another Rite.
- * If bringing a spirit to earth with the Raising Rune, the process of the Rite somehow harms the spirit. This does no lasting damage but it requires a critical Skill Test to call that spirit in the future.
- * If casting a harming or influencing Rite, a failed result means that the spell either affects the necromancer or that the energy hits an unintended target.
- * In any case, the spell energy may instead manifests in the nearest graveyard, causing spontaneous Animations and Raisings from the corpses therein.
- * The Rite, in addition to what was intended, also attracts a ghoulish spirit that will possess the first corpse it comes across and it will look far and wide for several days. If it does not find a fresh body right away, it will make efforts to create one. Ghoulish spirits are invisible to anyone save those in possession of Witch Sight but have a limited ability to move small objects. Consider it to have a 'Create Fatal Accident' skill at 10%. Each time it attempts to do so without producing a body, its skill is increased through experience until it succeeds. An area with such a spirit will undergo a rash of surprisingly near-fatal accidents before it finally kills someone.
- * The spirit of a demon overtakes the Rite. The caster must make a Persistence test or the demon manifests in the area of the Rite. It is typically a 6 – 10 point Demon of Combat and will attack the necromancer if it gets the chance.
- * The desired outcome occurs but it is also accompanied by terrible, unearthly screams that persist for as long as the effect or creature remains in this world.
- * A psychic backlash from the Rite burns out the Runes powering the effects of the Rite. This Rite automatically fails and the necromancer may not do another Rite using any of these Runes for 30-CON days.
- * The bodies being used cannot handle the influx of energy from Limbo and rupture, causing a fountain of gelid organs and congealed blood. The stench clings to the necromancer and all present for several months. Those within speaking distance must pass a Resilience test to remain close enough to speak to them. Also, the stench allows them to be tracked by smell readily, making all such tests Easy.
- * Instead of the intended result, the necromancer summons the spirit of one of his ancestors, who sternly rebukes him for not keeping up the care for those who have gone before him. The ancestor cannot be banished and will not leave until the necromancer has performed a specific service for the ancestor to placate it.
- * The Rite functions as normal but any Runes used to protect the necromancer do not work.
- * The necromancer's activities attract the attention of the Chaos Lord Chardros the Reaper, who manifests as an avatar and demands the necromancer supplicate himself. Chardros suggests the necromancer give over his allegiance to the Lord of The Grave, granting a free Gift (with Compulsion) and a Pact (Chardros) skill equal to half of the previous Pact. If the necromancer has no Pact, Chardros will demand a Dedication of part of the necromancer's soul. Those who refuse are scarred and sent to a random place within the Young Kingdoms to contemplate the audacity of saying "no" to the gods.

for the rest of their lives, coating dreams in a greasy smear of black wind and shrieking souls. The dreams will continue until the dreamer learns a necromantic Rite.



The Banishing Rite

Almost all necromancers, regardless of which force they owe allegiance to, know this simple Rite. It is a means by which all energies of Limbo, necromantic constructs and Undead creatures are sent back to Limbo or dispersed. It is most effective when used at the very center of the manifestations.

- * The Rite takes 10 Combat Rounds to cast, during which time the caster must not do anything other than perform the actions of the Rite. If hit or otherwise distracted, the caster must make a Persistence test to keep the Rite going uninterrupted.
- * It costs 10 Magic Points.
- * The action is more or less instantaneous. If the Skill Test fails, the caster may try again at the start of his next Combat Round.
- * Energies and necromantic constructs within the caster's POW in meters must pass a Resilience test or be destroyed.

- * Characters with Undead status are immune to this Rite, unless first reduced to zero Hit Points in three or more Hit Locations or rendered helpless in some way. In this case, they are affected as though they were constructs.
- * Necromancers who are Undead can cast this spell themselves without being effected.
- * If cast upon a necromancer responsible for any other existing Rites or constructs, all spells cast by him are immediately revoked. This includes the Mortification Rite, so this is one way to return altered friends to their human form.

This Rite is very common. Almost all Pan Tangian necromancers know it and many priests of Grome learn it to combat the forces that remove bodies from Grome's care. Certain priests of Law learn it as well and travel the world seeking ghouls and necromancers to slay.

Through Graveyard Eyes

Necromancers often become paranoid as their careers progress, becoming convinced that the servants of the Lords of the Higher Worlds pursue them for their transgressions against life. Despite their paranoia, this is often the case and a prudent necromancer knows to keep his eyes open and his wits about him at all times.

Through Graveyard Eyes is a spell that allows a necromancer to maintain a watch over his domain. It allows him to travel to any place he's ever performed necromantic Rites and observe anything that is happening there. Those using Witch Sight can see his spirit and it appears as a black ghostly figure with black eyes. It cannot be harmed but any attack involving magic can send it back to the body.

Most necromancers perform their art in a well-defended area, typically one that has a graveyard attached to it. In such instances, the entire complex will be suffused with energy from Limbo so that this spell can be used to see any part of it. If the necromancer also knows the Rune of Alarm, this spell can be used to zero in on the area of intrusion and see who treads upon his domain. Necromancers travelling in spirit form cannot physically interact with their environment, though they can cast spells and vocalize Runes. They are immaterial and can pass through walls with ease.

Casting Time: 1D8 minutes

Magic Point Cost: 5, +1 Magic Point for every 5 minutes thereafter

Duration: the Caster's POW in minutes

Note that this is not exactly a necromantic Rite, even though it deals with energy from Limbo. Other sorcerers can learn a version of this spell that allows them to leave their body and travel to other planes in spirit form. This is similar to dreaming and the caster uses his normal characteristics and skills when travelling in this way.

Army of the Damned

Something of a last resort, this spell allows a necromancer with access to a large quantity of bodies to raise them all at once. The resulting necromantic constructs are uncontrollable and will attack any living being they find before the spell's duration ends. This is the reason why powerful necromancers operate within large graveyards.

The most common use for this spell is to slow down those seeking to destroy the necromancer, providing him a chance to make an escape while the heroes deal with the horde of zombies outside.

Casting Time: 1D8 minutes

Magic Point Cost: 15

Duration: 1 hour

If cast where a known number of bodies are present, this spell raises them all as zombies, which immediately hone in on the living around them and attack. In an area where the total number of corpses is unknown, assume 1D100 necromantic constructs are raised, mostly skeletons if performed in an old graveyard or in a catacomb.

Summon Night Worms

These giant, filthy green worms prowl Limbo in a constant search for food. They can subsist on the spiritual energy of ghoul spirits, but they much prefer the taste of warm, living flesh. They can be called to the Young Kingdoms, but their mindless nature and poor disposition make them

Concerning Limbo

Most of the necromantic Rites deal with a plane called Limbo. It is a dark, cold place, a plane that exists between the worlds of the Multiverse. It is also called The Middlemarches. For all sorcerers, Limbo is a place that is touched upon in their workings and necromancers in particular make use of the peculiar energies and beings that find their way there.

It is the home for the souls of the dead who are not dedicated to any of the forces of the Multiverse, where they are preyed upon by ghoul spirits, who were themselves once human spirits. Also found here are the disgusting Night Worms, filthy creatures who greedily devour the living flesh of any unfortunate enough to find themselves in Limbo for longer than a few minutes.

In many ways, Limbo exists outside the Multiverse, making it a very useful place for those who practice sorcery. The Lords of the Higher Worlds can come and go freely from this place, making it an ideal area to practice the art of conversing with such powerful beings. Any attempt at using a Pact skill is assumed to be successful in Limbo, assuming the Lords being petitioned have good reason to aid Their faithful. Seeking supernatural aid to escape Limbo almost always involves such a Pact and some Lords of the Higher Worlds are known to manipulate circumstances to bring recalcitrant servants here to ponder their proper place in the world.

While few sane sorcerers come here willingly, Limbo's placement in the cosmos means that travelling to planes other than the Young Kingdoms is more easily accomplished here than in the real world. It is possible to get to Limbo through sorcerous means, such as demon gates and some necromantic Rites. Once in Limbo, calling upon aid to bring you to another world is as simple as speaking aloud your desire and hoping something powerful enough to perform the task hears you.

It is well known in occult circles that a poorly-worded spell can suck sorcerers into Limbo with relative ease and many sorcerers who desire to practice their art for long learn methods for escaping the Middlemarches, lest their first dramatic failure be their last.

difficult servants. Still, many necromancers develop an obscene fascination with these creatures, and call them to earth for study.



Existing as they do outside the Multiverse, Night Worms are naturally immortal. They do not need to eat in order to live; although they grow smaller the longer they go without food. When fed a steady diet of flesh, the Night Worms can grow to prodigious size. This, coupled with their unnatural speed, makes them potentially deadly, especially when they attack in groups.

The Night Worms are a greenish yellow colour and their swollen bodies are segmented and covered in finger-sized fleshy protrusions that allow them easy movement over the rocks of Limbo. Two large tusks protrude from their jawless mouths. They reek of rotten flesh and desperate souls.

If this summoning ritual is cast before an open gate to Limbo, it attracts 1D6 Night Worms, which will remain in the Young Kingdoms until slain.

Casting Time: 1D8 minutes
 Magic Point Cost: 5 per worm

Characteristics

STR 5D8 (20)
 CON 5D8+8 (28)
 DEX 3D8+4 (16)
 SIZ 6D8 (24)
 INT 4 (4)
 POW 1D8 (4)

Hit Locations

D20	Hit Location	AP/HP
1-6	Tail	2/11
7-14	Body	2/12
15-20	Head	2/11

Weapons

Type	Weapon Skill	Damage
Bite	60%	2D8
Body Crush	50%	1D10+1D8

Special Rules

Combat Actions: 3
 Damage Modifier: +1D8
 Movement: 4m
 Strike Rank: +10

Skills

Athletics 38%, Dodge 38%, Perception 50%, Persistence 12%, Resilience 84%, Tracking 50%

Chaotic Features

Blind, Stench (40% Potency), Sticky (40% Potency)

THE INCANTATIONS AFTER DEATH

In the Tower of B'aal'nezbett, hidden in a secret vault that only opens for one who bears the Ring of Kings, lies an ebony box. Stored inside this box is a scroll made of strange metallic paper and on this scroll is a series of Runecastings, designed to do the seemingly impossible: cheat the very Lords of Chaos at their own game.

The Emperor Sadric, Elric's father, was the last Emperor of Melniboné who knew of the scroll's existence and certainly the last sorcerer powerful enough to properly use

the Runecastings found therein. By using the scroll, called *The Incantations After Death* in High Speech, Sadric was able to create a false soul and upon his death have this false soul be taken by the Lords of Chaos, while Sadric's real soul could travel the Multiverse at will, hopefully to reunite with the soul of his dead wife, Elric's mother, who followed the Balance and came to her final rest in the Forest of Souls.

The spells found in the *Incantations* are some of the most potent necromantic Rites ever performed. Only very rare necromancers would ever be able to accomplish them. In order to even attempt the arduous Rite, the necromancer will need to have in his possession several items of significant mystical potency:

- * *The Incantations After Death*, or some other book that details the Rites. Even as potent a sorcerer as Elric was unaware of the *Incantations's* existence, so any other tome would need to be so rare, and so secret, that obtaining it would be a lengthy quest in and of itself.
- * The following Runes, either memorized or held within a grimoire:
 - Animate
 - Bewilderment
 - Chaos
 - Concealment
 - Deception
 - Man or Woman, depending on the gender of the caster
 - Raising
- * An item of immense personal and magical significance. Whatever it is, it must be something that completely encapsulates the entirety of the necromancer's life and magical path. A grimoire that has held every Rune and spell the necromancer knows or an artefact obtained at great personal cost, are likely candidates.

Once all of the requirements are met, the necromancer may begin performing the Rites.

The Rite of The Soul Vessel

Using this Rite allows the necromancer to prepare his item of personal significance to soul his true soul, for later use in the process. To successfully prepare the vessel, the following Rite must be performed.

- * The necromancer must become ritually cleansed, the means by which this is achieved vary from person to person. Bathing in an underground spring will work if no other means are available.

- * The necromancer must perform a ritual cleansing on the vessel, which takes 20 minutes and requires the expenditure of a single Magic Point.
- * The necromancer then inscribes the Rune of Concealment on the vessel and commits the rest of his Magic Points to it. This will cause unconsciousness.
- * When the necromancer awakens, the inscription will have worn off but the vessel is now prepared to retain his true soul, should the time come.
- * The necromancer is encouraged to hide the vessel very well, as it is not protected by any other means, unless he knows the Rune of Protection and casts it on the vessel. Distance is no barrier to the vessel, which can even be on another plane and retain is functioning.

The Rite of the False Soul


This Rite allows the user to create a false soul that resides in his body. It may be used at any time, although to be considered a part of the *Incantations After Death*, it must be used some time after the Rite of the Soul Vessel has been successfully performed.

- * The necromancer must withdraw from mortal affairs for a period of one 1D8 days, during which time he will exist in quiet contemplation on what he is pursuing, thinking through the implications of what he wishes to accomplish.
- * The necromancer begins the Rite by mentally casting off the chains that bind him to his gods.
- * Once this is accomplished, he casts the Rune of Deception, putting enough Magic Points behind it to give a false soul with a POW equal to their own. This will take all of the caster's Magic Points and will again result in unconsciousness.
- * Upon awakening, the false soul will share the necromancer's body and will, for all purposes, be virtually indistinguishable from the real one.

The Rite of Soul Transfer

This Rite is the trickiest of the rituals from the *Incantations*. The necromancer works to send his real soul to its vessel, while making sure the Lords of the Higher Worlds do not notice this. He also must make sure that the false soul is able to maintain the body, even though the true soul will still have control over it.

- * Although this Rite may be used at any time, it is probably best saved for when the necromancer feels that his death is approaching. The longer the true soul



rests in the vessel, the more likely it is that the gods will begin to suspect that something is amiss.

- * To make sure his body remains animated until its actual death, the necromancer must cast a stacked Rune on the body, composed of the Runes of Animate, Chaos, Man or Woman and Raising. The Rune of Animate must have enough Magic Points behind it to cover the body in question (typically 3) and the rest of the Runes need to have at least 1 Magic Point each.
- * Immediately after this, the necromancer must cast a stacked Rune of Bewilderment and Concealment on himself. This transfers the true soul to the prepared vessel and the Rune of Bewilderment makes it so that no force notices the transfer.
- * Assuming all of the Runecasting skills are successful, the necromancer still feels like he is in his body and has complete control over it as usual. However, it is his false soul keeping the body alive. From this point on, the body is immune to all spells and affects that target POW or INT and is assumed to automatically pass any Persistence test. This is where those who attempt this feat are caught; if the gods see that they are strangely unaffected by certain types of magic, they will begin to question why.

The Rite of the True Death

While not a Rite in the usual sense of the word, this is the last stage of the *Incantations*. After the death of the body, the Lords of the Higher Worlds claim the false soul, and the true soul may depart the vessel and arrive at a destination of their choice. Sadric wished to arrive at the Forest of Souls, although any plane is open to the true soul. There are considerations for this last stage:

- * If the necromancer had pacts with more than one god, each will attempt to claim part of the soul upon death. For each god bargaining for the soul, roll a D6. If any of the dice come up a six, the gods notice that it is a false soul and after a week, begin to seek the soul's vessel.
- * If the vessel is destroyed at any point before the true soul arrives at its desired location, the true soul is extinguished.
- * If the vessel is contained in a magical barrier, such as the Runes of Confinement or Barring, the soul cannot depart, which greatly increases the chance that the gods will discover the necromancer's treachery.
- * Those who go through these Rites are protected from resurrection. The soul will not respond to the Rune of Raising, and if the body is subjected to the Rune of Awakening, it automatically ruptures as per the #9 entry of the Necromantic Mishaps Table.

Things The Dead Say

One of the most common reasons people become involved in necromancy is to learn secrets about the nature of the Multiverse. By conversing with the dead, the necromancer assumes the spirits of the dead actually know something more than they did in life and that they are capable and interested in telling those who live what the afterlife is really like.

They almost never provide a straight answer. It can be a maddening process, both for the dead and the living. Below I've listed the sort of things a dead person might say when questioned about what happens after we die:

- * 'It's so bright here. Please, it hurts my eyes.'
- * Weeping, 'You're not her!'
- * Creepy, minor key singing of old songs.
- * 'What am I doing here? Please, send me back! Send me back!'
- * 'I'm hungry. May I have some food?'
- * In response to: 'If we do action X, will we die?' 'Yes.'
- * 'It's not fair, not fair, not fair...'
- * 'Thank the gods you've found me! Quick, we must leave now! They know I've escaped.'
- * 'I do hope you brought wine. What I know isn't coming out without some payment!' In this case, the spirit typically knows next to nothing.
- * 'I can hardly believe they didn't find it. It cost me my life and is sitting under a tree in Ilmiora, 5 days south of Karlaak. It's the only beech tree for miles.'
- * 'Trust me, you don't want to know.'
- * The spirit is evasive about answering questions, stalling before answering with nonsense answers, like 'let me... Oh, I know, hot like ice!'
- * 'I told him not to do it, that it was a foolish thing. But did he listen?'
- * 'What? What are you talking about? Oh, that. That's easy...' and the spirit proceeds to tell a lengthy, fanciful tale that cannot possibly be true.
- * 'It appears as though each soul is composed of a single part, but we force it into two halves. The Lords of Chaos like one half, and the Lords of Law prefer the other. They'd have you believe that we can exist with just one half, but it is a lie.'
- * 'Couldn't you get me a better body? This one's falling apart!'

TOMES: HIDDEN SECRETS AND FORGOTTEN LORE

Thanks to the Church of Law, technology in the Young Kingdoms enjoys a period of dramatic advances before the End of the World. Even with these advances in science, the movable type printing press is never invented, although a number of separate advances that would have eventually led up to the press's invention have taken place. Because the printing press does not exist in this world, the written word does not have the same place in Young Kingdom's society as it does in contemporary ones. In order to fully understand why tomes of power exist in the world, it is important to understand the factors involved in the world that lead up to what exactly a book represents to those living and worshipping in the Young Kingdoms.

Firstly, since books must be copied by hand (and sometimes by demons), they are much rarer and less widely distributed. This also has the by-product of making a book, even a non-magical book, worth a great deal of money. The copying process is typically done in cloistered monasteries dedicated to Arkyn and the most commonly copied items are religious texts related to Law, meant for the dissemination to priests

of Law across the Young Kingdoms. For most people, such texts are the only books they'll ever see.

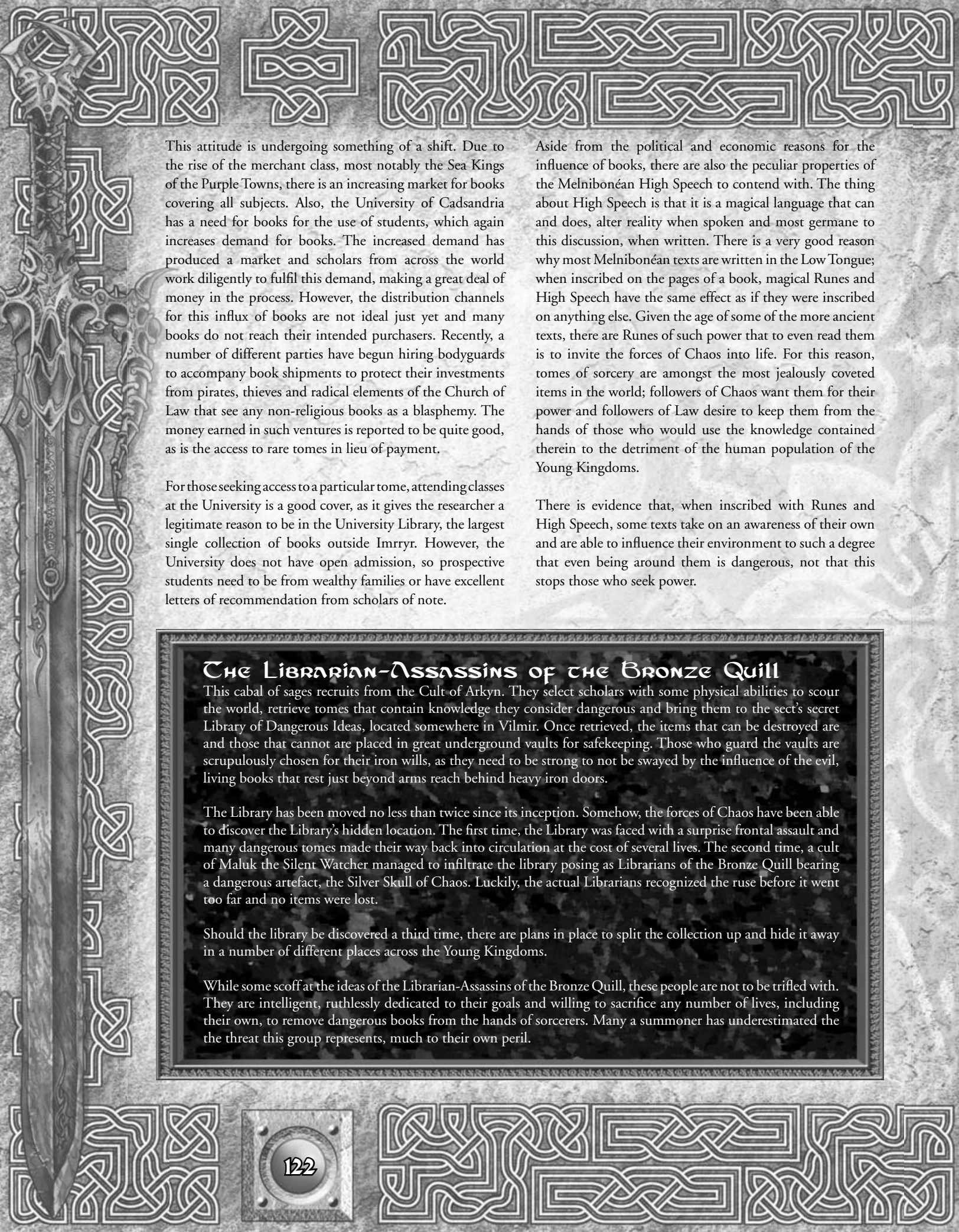
While libraries do exist in the Young Kingdoms, they are almost exclusively privately held or are the collections of monasteries and temples. The idea of a lending library has no place in this world, as books are far too valuable to let out of the possession of their owners. As such, the libraries that do exist are notoriously inaccessible. A scholar aligned with the Church of Law may be aware that a tome is desperately needed for research purposes may be held in a particular place but getting to the book is far more complicated than simply travelling to the library and requesting the book. Requests must be sent years in advance and due to internal political strife, there's no guarantee that permission to view the book will be granted. Even if it is, access to the book will likely be limited and with supervision and typically will not include the right to copy sections of the book for personal use. There may be hefty fees and bribery involved as well, making the casual perusal of many of the world's most famous tomes out of the reach of most of the world's population.

SACRED BOOKS

Part of the reason why the Church of Law is as widespread as it is, is the fact that it maintains a tradition of encoding its Rites and traditions in written form. Due to clear, unambiguous language, there is little room for individual interpretation of Scripture. This does not stop heresy from developing as small groups decide to interpret the Rule of Law differently but it does limit the influence such groups have on the common man.

Another reason for the Church's success is that priests refer to their Holy Books as sacred items, fit for veneration as singular artefacts of Law. When travelling to remote areas of the world, the priests can produce and read from the Rule of Law, giving the audience a personal experience with the White Lords made manifest in the lives of normal human beings. The fact that the human language can be turned from sounds produced in the mouth and transformed into a physical object is a kind of magic, enough to greatly impress the poor and downtrodden that make up the majority of the Young Kingdom's Human population.

Books serve to remind the faithful that their gods are very real, even if they do not walk the earth as they once did.



This attitude is undergoing something of a shift. Due to the rise of the merchant class, most notably the Sea Kings of the Purple Towns, there is an increasing market for books covering all subjects. Also, the University of Cadsandria has a need for books for the use of students, which again increases demand for books. The increased demand has produced a market and scholars from across the world work diligently to fulfil this demand, making a great deal of money in the process. However, the distribution channels for this influx of books are not ideal just yet and many books do not reach their intended purchasers. Recently, a number of different parties have begun hiring bodyguards to accompany book shipments to protect their investments from pirates, thieves and radical elements of the Church of Law that see any non-religious books as a blasphemy. The money earned in such ventures is reported to be quite good, as is the access to rare tomes in lieu of payment.

For those seeking access to a particular tome, attending classes at the University is a good cover, as it gives the researcher a legitimate reason to be in the University Library, the largest single collection of books outside Imrryr. However, the University does not have open admission, so prospective students need to be from wealthy families or have excellent letters of recommendation from scholars of note.

Aside from the political and economic reasons for the influence of books, there are also the peculiar properties of the Melnibonéan High Speech to contend with. The thing about High Speech is that it is a magical language that can and does, alter reality when spoken and most germane to this discussion, when written. There is a very good reason why most Melnibonéan texts are written in the Low Tongue; when inscribed on the pages of a book, magical Runes and High Speech have the same effect as if they were inscribed on anything else. Given the age of some of the more ancient texts, there are Runes of such power that to even read them is to invite the forces of Chaos into life. For this reason, tomes of sorcery are amongst the most jealously coveted items in the world; followers of Chaos want them for their power and followers of Law desire to keep them from the hands of those who would use the knowledge contained therein to the detriment of the human population of the Young Kingdoms.

There is evidence that, when inscribed with Runes and High Speech, some texts take on an awareness of their own and are able to influence their environment to such a degree that even being around them is dangerous, not that this stops those who seek power.

THE LIBRARIAN-ASSASSINS OF THE BRONZE QUILL

This cabal of sages recruits from the Cult of Arkyn. They select scholars with some physical abilities to scour the world, retrieve tomes that contain knowledge they consider dangerous and bring them to the sect's secret Library of Dangerous Ideas, located somewhere in Vilmir. Once retrieved, the items that can be destroyed are and those that cannot are placed in great underground vaults for safekeeping. Those who guard the vaults are scrupulously chosen for their iron wills, as they need to be strong to not be swayed by the influence of the evil, living books that rest just beyond arms reach behind heavy iron doors.

The Library has been moved no less than twice since its inception. Somehow, the forces of Chaos have been able to discover the Library's hidden location. The first time, the Library was faced with a surprise frontal assault and many dangerous tomes made their way back into circulation at the cost of several lives. The second time, a cult of Maluk the Silent Watcher managed to infiltrate the library posing as Librarians of the Bronze Quill bearing a dangerous artefact, the Silver Skull of Chaos. Luckily, the actual Librarians recognized the ruse before it went too far and no items were lost.

Should the library be discovered a third time, there are plans in place to split the collection up and hide it away in a number of different places across the Young Kingdoms.

While some scoff at the ideas of the Librarian-Assassins of the Bronze Quill, these people are not to be trifled with. They are intelligent, ruthlessly dedicated to their goals and willing to sacrifice any number of lives, including their own, to remove dangerous books from the hands of sorcerers. Many a summoner has underestimated the threat this group represents, much to their own peril.

GRIMOIRES

'Elric shook his head. I know little that is practical concerning the raising of small demons. Yyrkoon has all his grimoires, his favourite spells, his introductions to the demon worlds. We shall have to find a path of the ordinary kind if we wish to reach yonder monument, Warrior Priest of Phum.'

— *Elric of Melniboné*

Elric is undoubtedly the most talented sorcerer Melniboné has produced for generations, yet he found himself outmatched on a number of occasions by lesser sorcerers and the reason for this is that, while Elric relied on Stormbringer and his Pacts with various supernatural entities to see him through danger, the likes of Yyrkoon and Theleb K'aarna had access to the very best of the accumulated magical knowledge in the form of grimoires. Being a codified form of magic, grimoires has a number of advantages over memorizing everything a sorcerer needs to learn.

- * A grimoire counts as a variable number of points of INT for purposes of learning Runes. A sorcerer who has access to a grimoire that holds three Runes counts as knowing those Runes without them taking up three of his INT spaces. This allows him to use Runes far in excess to what he could learn without augmentation. As a drawback, though, if the sorcerer does not have the grimoire on hand and is not able to read from it, the Runes inscribed therein cannot be vocalised or inscribed.
- * Grimoires often have specialised instructions for performing certain summoning Rites and following these instructions may offer a bonus to the Skill Tests needed to perform the rituals properly. However, sorcerers can be a jealous lot and often hide traps in these instructions to doom the unwary, should their grimoires be stolen. Again, without these instructions, the summonings cannot be performed at all.
- * Also, a grimoire can be used as a source of instruction for those seeking to learn Runecasting or any of the skills associated with Sorcery. Only the rituals and Runes contained in the grimoire can be learned but once learned they can be used without having the grimoire at hand. Note that in order to gain any special benefits associated with the grimoire, it must still be in the owner's possession.
- * Learning magic from a grimoire is much more difficult than learning it from a tutor. Any skills learned from a Grimoire without a tutor only increase by 1D3 on a successful improvement test. A new skill learned from

a Grimoire always suffers a penalty of -10% until the first time an improvement test is made for it.

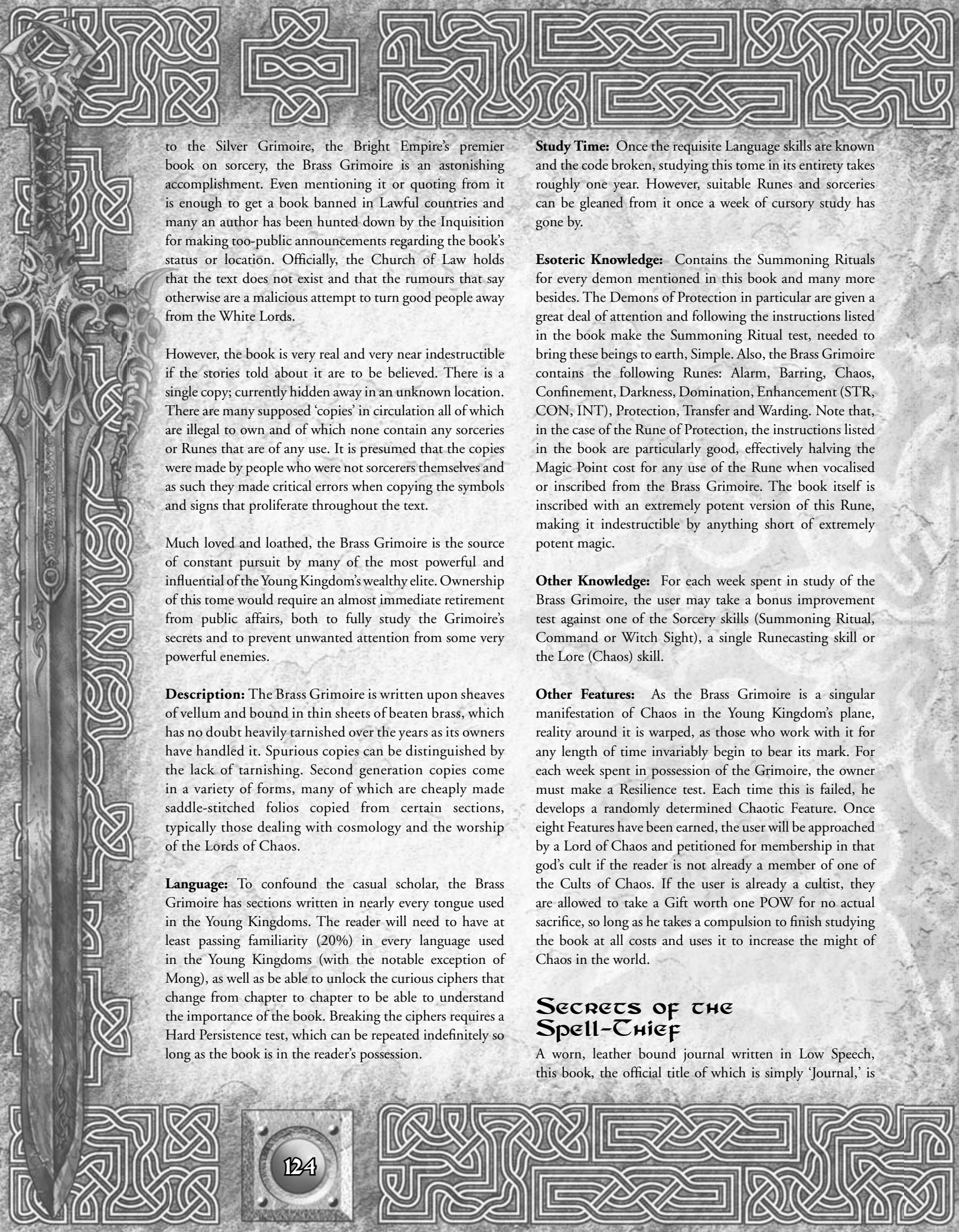
FAMOUS GRIMOIRES OF THE YOUNG KINGDOMS

Below is a list of some of the more famous or in some cases infamous, tomes that are found in the Young Kingdoms. In each case, the book in question is well known to scholars and sages of all stripes, at least by reputation if not by acquisition. Each tome is described with the following elements:

- * **Description:** Each book listed here has some features that allow it to be identified by those who are aware of it. In some cases, this is something relatively minor that only an expert would know to look for and in other cases it is something so pervasive to the book that anyone seeing it would know it for the real thing.
- * **Language:** The tongue in which the majority of the book is written. The reader will need to make a Language Skill Test to understand the concepts being expressed. If the language is his native tongue or the appropriate skill is possessed at a skill of at least 60%, this test can be ignored. Note that, if the tome bears any magical knowledge, the reader must also possess the High Speech skill to learn any of the magical secrets inscribed therein.
- * **Study Time:** The number of weeks of uninterrupted study needed to fully grasp the knowledge contained within the book. If solid, devoted study time is not available, double or even triple, this time to reflect the reader sneaking away to read whenever possible.
- * **Esoteric Knowledge:** Many tomes bear deep and deadly secrets to be dredged up and learned by studious scholars.
- * **Other Knowledge:** In many cases, studying the tome imparts some special knowledge, typically a Lore skill. If the reader already has that skill, reading the tome grants a bonus Skill Test for that skill the next time experience tests are made. If the skill is a new one, the reader may learn it as per any other skill, at a base chance of the reader's INT.

THE BRASS GRIMOIRE

A work of sorcery that is the result of several hundred years of work by Droogan Flamehair, a Purple Towner and immortal sorcerer aligned with Ariocho, the Brass Grimoire is one of the most potent manuals of the art of sorcery ever compiled by human beings. While it pales in comparison



to the Silver Grimoire, the Bright Empire's premier book on sorcery, the Brass Grimoire is an astonishing accomplishment. Even mentioning it or quoting from it is enough to get a book banned in Lawful countries and many an author has been hunted down by the Inquisition for making too-public announcements regarding the book's status or location. Officially, the Church of Law holds that the text does not exist and that the rumours that say otherwise are a malicious attempt to turn good people away from the White Lords.

However, the book is very real and very near indestructible if the stories told about it are to be believed. There is a single copy; currently hidden away in an unknown location. There are many supposed 'copies' in circulation all of which are illegal to own and of which none contain any sorceries or Runes that are of any use. It is presumed that the copies were made by people who were not sorcerers themselves and as such they made critical errors when copying the symbols and signs that proliferate throughout the text.

Much loved and loathed, the Brass Grimoire is the source of constant pursuit by many of the most powerful and influential of the Young Kingdom's wealthy elite. Ownership of this tome would require an almost immediate retirement from public affairs, both to fully study the Grimoire's secrets and to prevent unwanted attention from some very powerful enemies.

Description: The Brass Grimoire is written upon sheaves of vellum and bound in thin sheets of beaten brass, which has no doubt heavily tarnished over the years as its owners have handled it. Spurious copies can be distinguished by the lack of tarnishing. Second generation copies come in a variety of forms, many of which are cheaply made saddle-stitched folios copied from certain sections, typically those dealing with cosmology and the worship of the Lords of Chaos.

Language: To confound the casual scholar, the Brass Grimoire has sections written in nearly every tongue used in the Young Kingdoms. The reader will need to have at least passing familiarity (20%) in every language used in the Young Kingdoms (with the notable exception of Mong), as well as be able to unlock the curious ciphers that change from chapter to chapter to be able to understand the importance of the book. Breaking the ciphers requires a Hard Persistence test, which can be repeated indefinitely so long as the book is in the reader's possession.

Study Time: Once the requisite Language skills are known and the code broken, studying this tome in its entirety takes roughly one year. However, suitable Runes and sorceries can be gleaned from it once a week of cursory study has gone by.

Esoteric Knowledge: Contains the Summoning Rituals for every demon mentioned in this book and many more besides. The Demons of Protection in particular are given a great deal of attention and following the instructions listed in the book make the Summoning Ritual test, needed to bring these beings to earth, Simple. Also, the Brass Grimoire contains the following Runes: Alarm, Barring, Chaos, Confinement, Darkness, Domination, Enhancement (STR, CON, INT), Protection, Transfer and Warding. Note that, in the case of the Rune of Protection, the instructions listed in the book are particularly good, effectively halving the Magic Point cost for any use of the Rune when vocalised or inscribed from the Brass Grimoire. The book itself is inscribed with an extremely potent version of this Rune, making it indestructible by anything short of extremely potent magic.

Other Knowledge: For each week spent in study of the Brass Grimoire, the user may take a bonus improvement test against one of the Sorcery skills (Summoning Ritual, Command or Witch Sight), a single Runecasting skill or the Lore (Chaos) skill.

Other Features: As the Brass Grimoire is a singular manifestation of Chaos in the Young Kingdom's plane, reality around it is warped, as those who work with it for any length of time invariably begin to bear its mark. For each week spent in possession of the Grimoire, the owner must make a Resilience test. Each time this is failed, he develops a randomly determined Chaotic Feature. Once eight Features have been earned, the user will be approached by a Lord of Chaos and petitioned for membership in that god's cult if the reader is not already a member of one of the Cults of Chaos. If the user is already a cultist, they are allowed to take a Gift worth one POW for no actual sacrifice, so long as he takes a compulsion to finish studying the book at all costs and uses it to increase the might of Chaos in the world.

SECRETS OF THE Spell-Chief

A worn, leather bound journal written in Low Speech, this book, the official title of which is simply 'Journal,' is

the personal magical journal of Cran Liret, the infamous Spell-Thief of Melniboné, whose history is recounted on page 32 of the *Elric of Melniboné* rules. Liret was very scrupulous about the journal's daily entries, which were always completed before he slept. The journal is an account of his magical experiments, and leads up to his final days, although it makes only a veiled mention of his plans to transfer his soul into the one of his machines.



The original is something of a myth amongst sorcerers; most covet it even if they profess that it does not exist. Not only is the journal filled with an assortment of esoteric knowledge, including some found nowhere else, it also contains detailed instructions on duplicating Cran Liret's most famous ability; that of stealing magical knowledge from rivals.

Copies and translations abound, although most are of dubious quality or are missing critical sections, making the copies next to worthless. In particular, the translations into Common render most of the Low Speech section's

poetic language into harsh, multisyllabic compound words, making the work cumbersome and difficult to read. Only the original manuscript contains the information needed to learn the bulk of the Runes and summonings inscribed, not to mention the spell-thieving trick.

Description: The journal is bound in peeling black leather, made from a creature no longer found on earth. The pages are still held to the binding but only just; readers frequently report that they feel the whole thing is on the verge of collapsing into dust. The pages are made from a papyrus native to Melniboné and appear to have been treated with some compound to resist damage, as they are in remarkable shape. The whole book is a testament to Melnibonéan bookbinding, as this text is quite old and still in a readable, albeit fragile, condition.

Language: Low Speech with some sections in High Speech. Translations into Common do exist but are of negligible quality.

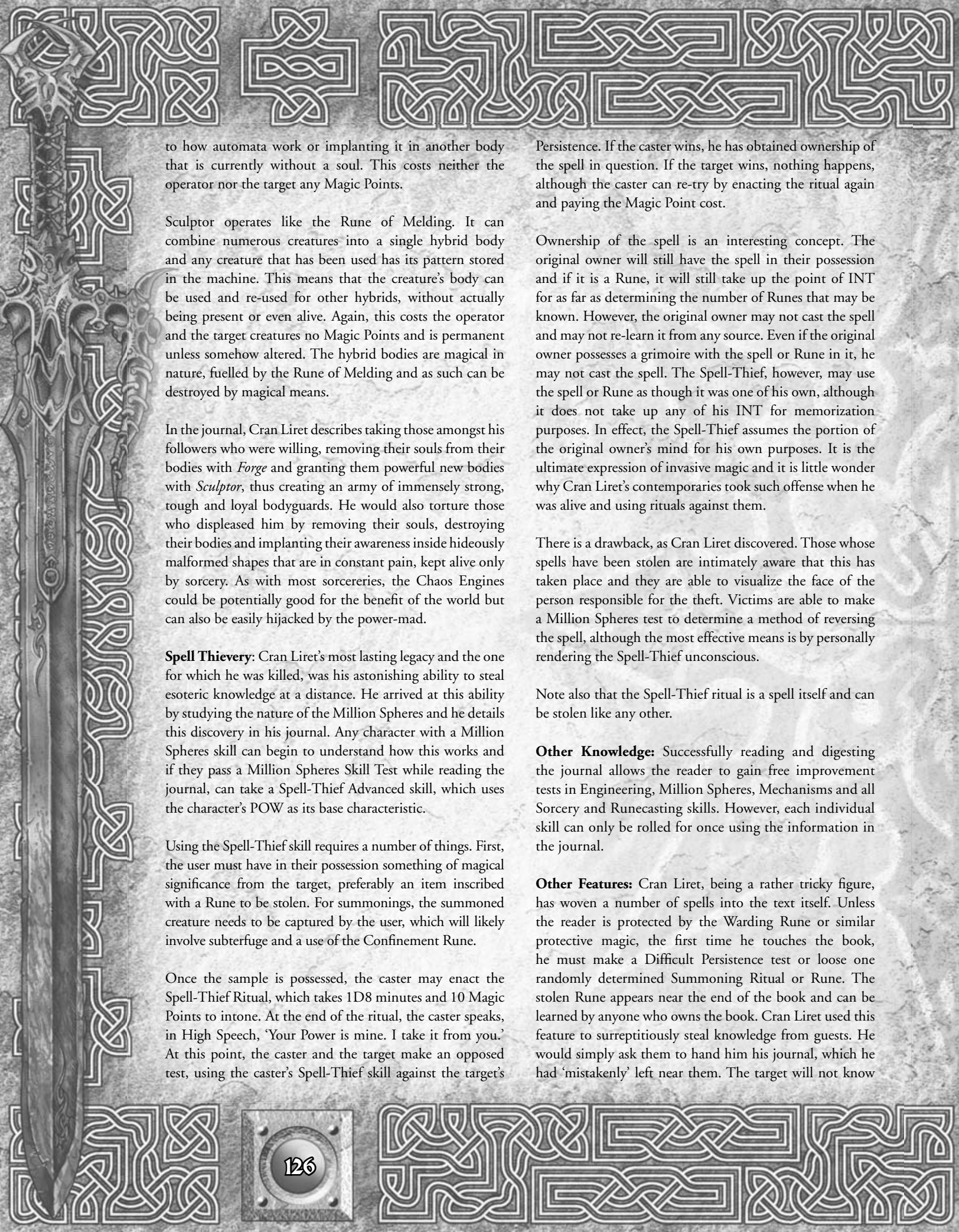
Study Time: 6 weeks.

Esoteric Knowledge: The journal contains working examples of the following Runes: Alarm, Bewilderment, Blight, Chaos, Concealment, Domination, Forgetting and Melding, as well as the Summoning Rituals for Demons of Desire, Knowledge and Transport.

Chaos Engines: The original text contains Cran Liret's notes for the constructions of his Chaos Engines *Forge* and *Sculptor*, although a reader would have to have skills of at least 60% in Engineering, Mechanisms, Million Spheres and in the Concealment and Melding Runecasting skills in order to make any sense of them. A character who understands the process can attempt to re-create the Chaos Engines. Doing so necessitates the procurement of a variety of hard to find components, including some that no longer exist and must either be specially made or found on other planes, as well as a large supply of steel, iron and other metals, which will cost at least 1,000 bronze, if not more. Construction of each engine takes one year, during which time Difficult Skill Tests for each of the skills listed above must be made. If any of these tests fail, the machine will not function until it is successful. Assuming all goes as planned, the machine will operate as expected.

Forge acts similarly to the Rune of Concealment, enabling the operator to draw the soul off of a target's body, either storing it inside the machine's structure in a manner similar





to how automata work or implanting it in another body that is currently without a soul. This costs neither the operator nor the target any Magic Points.

Sculptor operates like the Rune of Melding. It can combine numerous creatures into a single hybrid body and any creature that has been used has its pattern stored in the machine. This means that the creature's body can be used and re-used for other hybrids, without actually being present or even alive. Again, this costs the operator and the target creatures no Magic Points and is permanent unless somehow altered. The hybrid bodies are magical in nature, fuelled by the Rune of Melding and as such can be destroyed by magical means.

In the journal, Cran Liret describes taking those amongst his followers who were willing, removing their souls from their bodies with *Forge* and granting them powerful new bodies with *Sculptor*, thus creating an army of immensely strong, tough and loyal bodyguards. He would also torture those who displeased him by removing their souls, destroying their bodies and implanting their awareness inside hideously malformed shapes that are in constant pain, kept alive only by sorcery. As with most sorceries, the Chaos Engines could be potentially good for the benefit of the world but can also be easily hijacked by the power-mad.

Spell Thievery: Cran Liret's most lasting legacy and the one for which he was killed, was his astonishing ability to steal esoteric knowledge at a distance. He arrived at this ability by studying the nature of the Million Spheres and he details this discovery in his journal. Any character with a Million Spheres skill can begin to understand how this works and if they pass a Million Spheres Skill Test while reading the journal, can take a Spell-Thief Advanced skill, which uses the character's POW as its base characteristic.

Using the Spell-Thief skill requires a number of things. First, the user must have in their possession something of magical significance from the target, preferably an item inscribed with a Rune to be stolen. For summonings, the summoned creature needs to be captured by the user, which will likely involve subterfuge and a use of the Confinement Rune.

Once the sample is possessed, the caster may enact the Spell-Thief Ritual, which takes 1D8 minutes and 10 Magic Points to intone. At the end of the ritual, the caster speaks, in High Speech, 'Your Power is mine. I take it from you.' At this point, the caster and the target make an opposed test, using the caster's Spell-Thief skill against the target's

Persistence. If the caster wins, he has obtained ownership of the spell in question. If the target wins, nothing happens, although the caster can re-try by enacting the ritual again and paying the Magic Point cost.

Ownership of the spell is an interesting concept. The original owner will still have the spell in their possession and if it is a Rune, it will still take up the point of INT for as far as determining the number of Runes that may be known. However, the original owner may not cast the spell and may not re-learn it from any source. Even if the original owner possesses a grimoire with the spell or Rune in it, he may not cast the spell. The Spell-Thief, however, may use the spell or Rune as though it was one of his own, although it does not take up any of his INT for memorization purposes. In effect, the Spell-Thief assumes the portion of the original owner's mind for his own purposes. It is the ultimate expression of invasive magic and it is little wonder why Cran Liret's contemporaries took such offense when he was alive and using rituals against them.

There is a drawback, as Cran Liret discovered. Those whose spells have been stolen are intimately aware that this has taken place and they are able to visualize the face of the person responsible for the theft. Victims are able to make a Million Spheres test to determine a method of reversing the spell, although the most effective means is by personally rendering the Spell-Thief unconscious.

Note also that the Spell-Thief ritual is a spell itself and can be stolen like any other.

Other Knowledge: Successfully reading and digesting the journal allows the reader to gain free improvement tests in Engineering, Million Spheres, Mechanisms and all Sorcery and Runecasting skills. However, each individual skill can only be rolled for once using the information in the journal.

Other Features: Cran Liret, being a rather tricky figure, has woven a number of spells into the text itself. Unless the reader is protected by the Warding Rune or similar protective magic, the first time he touches the book, he must make a Difficult Persistence test or lose one randomly determined Summoning Ritual or Rune. The stolen Rune appears near the end of the book and can be learned by anyone who owns the book. Cran Liret used this feature to surreptitiously steal knowledge from guests. He would simply ask them to hand him his journal, which he had 'mistakenly' left near them. The target will not know

anything has happened until he attempted to use the Rune or Ritual himself.

More sinisterly, the journal contains a version of the Contact Rune, which allows Cran Liret's intelligence, still trapped in his version of *Forge* on the Sorcerer's Isle, to gain a mental connection with anyone who has read the journal all the way through. Initially, he watches what the reader does and if he is able to come to an understanding of how the Chaos Engines work, the Spell-Thief determines that he would make a suitable host for his ancient soul. He initiates contact and tries to draw the sorcerer to the Isle, with promises of great power and knowledge should he arrive. This is, of course, a lie and when he instructs him on operating *Forge*, the first thing he does is attempt to possess him. He enters an opposed Persistence test and if Cran wins, he ejects the soul into *Forge* and takes over the body indefinitely. The soul of the deceived target will be trapped in *Forge*, unless Cran Liret decides to do something with it. If he is Melnibonéan, he might be persuaded to build the trapped one a new body in exchange for oaths of loyalty. If he is human, Cran will likely torture him for sport while he starts planning what to do with his newfound freedom.

The Blood-Book of Shazaar

This sheaf of hastily bound vellum pages was written decades ago by an unknown author. It is covered with two rough, splintery pieces of roofing board, with holes drilled though it for the strings that hold the pages together. It contains the experimental journal of the author, who seems to have discovered an ancient book of Dharzi sorcery. How the author managed to learn enough Opish to translate the original work is a matter of speculation; although, if the resulting text is any indication, his grasp of the language was not exact, as there are passages that do not make any sense.

The contents of the book are something of an enigma. The Runes and rituals contained in the book are surprising in that they work, despite the poor grammar used elsewhere in the book. It details the extensive use of the Rune of Melding to replicate the sorceries that were used during the war between the Bright Empire and that of the Dharzi.

Where the Dharzi's sorcery was done with the aid of the Beastlords, the author of the Blood-Book has perverted them into an art of animal torture, something that the Beastlords would not normally tolerate in one of their servants. As such, it is presumed that the contents of the Blood-Book use an unknown Dharzi treatise to fuel the

Runes and Rituals but the author has used them to describe horrific acts of torture and vivisection in the name of building power for one's self at the cost of the lives of people and other animals.

Throughout the work, the author shows a clear hatred for other human beings, as well as an abiding disrespect for other forms of life. The text is also filled with long, rambling diatribes about the unfair nature of the Multiverse and how only a true master of sorcery is willing to take his place at the top of things, using magic to empower the self at the expense of the lives of other creatures, much like the Melnibonéans did thousands of years ago. He makes reference to points in Shazaarian history, which place the text at being nearly 50 years old.



However, there is no historical record of the Runes in the Blood-Book ever having been used and no Shazaarian records make any mention of a person like the author using this knowledge to carve out a petty kingdom anywhere near the Western Continent. Most scholars presume that the unnamed author was a sorcerer of reasonable knowledge and ability but was also a coward, forever unable to put his theories into practice

However, this has not stopped the Blood-Book from falling into the hands of those that are not afraid of using its secrets for personal gain. Champions of Law have had to, on numerous occasions, travel to Shazaar and put down creatures that have been warped by the spells in this book, into monstrous and unrecognisable things. Thus far, no one responsible has ever been caught, although the book was recovered by a party of Champions, which is how the world at large has become aware of its existence. Sadly, the book was stolen back by forces unknown before the Champions could leave Aflitain. Its current location is unknown.

Description: An old and crumbling manuscript, bound with wood and thread. The covers are unadorned by title or author and are unmarked save for bloodstains. The text is written in tight, cramped handwriting, which displays terrible grammar and a hatred for all life in the world.

Language: The bulk of the text is in Common, although there are sections in Opish, as well as Runes and Spells in High Speech.

Study Time: Studying this hateful book takes 3 months, most of which is taken up by trying to parse out what is being expressed through a sea of poorly structured sentences.



Esoteric Knowledge: The Blood-Book contains the following Runes: Beasts (several, mostly for animals found on the farm in the wilds of Shazaar), Blight, Confinement, Dissolution, Domination, Dread, Forgetting and Melding.

Other Knowledge: Those who manage to finish this thoroughly unpleasant work may make free Improvement tests to their Healing, Lore (Animals) and Lore (Shazaar) skills.

Other Features: Those who perform any of the Rites using the Runes found in this book risk angering the Beastlords. Each time one such ritual is used, there is a cumulative 10% chance that he has attracted the ire of the Beastlords, who begin to seriously pursue the caster and attempt to slay him. Each time the dice indicate that the Beastlords have noticed, a fresh number of animals begin to follow him, looking for an opportunity to ambush.

Vengir's Black Tome

This tome is the Young Kingdom's pre-eminent text on the black art of Necromancy. Written by Vengir himself, a Pan Tangian necromancer and Champion of Chardros, The Black Tome is a huge book, bound in dyed human leather and written upon pages of human skin. Clasped finger bones serve as a lock and the cover is draped in a preserved human face; mouth wide in an eternal scream. It is said that the components for the book come from Vengir's slave population, the finger bones once belonged to one of his daughters and the face on the book is that of his wife, peeled off while she was awake and magically bound to remain alive during the procedure.

Even though human leather is widely known to be substandard material for book production, Vengir thought that the suffering involved in its production would imbue the resulting book with malice, hatred and power, thus making the spells stored therein much more potent. He was correct and many necromancers throughout history have followed his lead, powering their black Rites with the suffering of others.

Vengir's Black Tome is not just a book of spells; such things have their own power, true but the Black Tome transcends even the Brass Grimoire in terms of sheer will. The book itself is alive, in a sense, aware of its surroundings and malicious in its hatred for the living. It seeks to confound its owners, manoeuvring itself and them into dangerous positions, until, almost inevitably, it brings about their

downfall. At such times, the Black Tome vanishes, only to reappear in the possession of another necromancer seeking its blasphemous knowledge.

Description: A huge book, obviously horrible, which radiates a palpable hatred for the living. Those using the Witch Sight skill perceive an area of sheer black radiance from around the book, which can be seen to reach out and stroke those around it.

Language: The bulk of the book is written in Mabden, the formal language of Pan Tang, which pre-dates their arrival to the Young Kingdoms during the Dharzi Wars. The Runes are written in a form of High Speech and even these lines are slanted so that they depict the worst possible interpretation of the messages they convey.

LANGUAGE (MABDEN):

The formal language of Pan Tang, used in official documents and religious functions. It is used much in the same way as High Speech is used in Melniboné, although Mabden does not have the metaphysical power that High Speech does. Mabden pre-dates the arrival of the Mabden to Pan Tang and is therefore an alien tongue to the Young Kingdoms. Spoken Mabden is harsh and guttural, every spoken word sounds like an angry insult. Characters from Pan Tang automatically begin with this Language skill at its base chance.

Study Time: Coming to understand the Black Tome in its entirety is an exercise in suicide. The book, while seeming to allow the reader to move through it, also seeks his death. While the text is straightforward, the circumstances around it provide a great deal of distraction. Getting through it takes upwards of a year, although the necromancer may be able to begin learning the Runes and Rites contained therein after 3 months of study.

Esoteric Knowledge: The Black Tome contains the following Runes: Animate, Beasts (Horses, Cats), Barring, Blight, Chaos, Concealment, Confinement, Domination, Dread, Earth, Man, Raising and Woman. It also contains Mabden versions of all of the Necromantic Rites from this book and many more besides.

Other Knowledge: Vengir's Black Tome is practically required reading for anyone seeking knowledge about Pan

Tang and its religious practices. Successfully reading the book grants the reader free Improvement tests to his Lore (Chaos) and Lore (Pan Tang) skills.

Other Features: Owning Vengir's Black Tome exposes the reader to the books' malign intelligence. It actively works towards driving the user mad, encourages the worst sort of depraved behaviour and always seeks to draw unwanted attention when travelling. To mimic these effects, consider the following behaviours on the part of the book:

- * It is never where it was last left. Even if the book is only set aside for a second, when the reader turns around, the book will have vanished. Searching for it is fruitless, although it always turns up in an inappropriate place a few days later. In particular, if the reader is travelling through a country aligned with Law, the Tome will mysteriously appear in his bags, especially when his bags are being searched by guards at checkpoints.
- * The book hungers for a life-force. Anything that touches the book, which has a CON of 3 or less instantly dies. Owners are cautioned to keep it away from pets and small children, bearing in mind the first feature above.
- * Whenever the book is opened, the reader can hear whispered conversations just beyond the range of clear hearing. In particular, a woman's voice can be heard pleading desperately, saying something like, 'No, not my face, please!' as well as a child's voice saying, 'No, daddy, don't!' followed by anguished screams. Not only are these whispers unsettling but recall that taking your eyes off the book for a second causes it to move.
- * The book is completely immune to outside influences. It cannot be destroyed by any mundane means and no stains will mar its surface. Blood spilled on the pages will be absorbed, as will ink.
- * The book may express other features along these lines. Gaining Insanity Points (*Elric Companion*, page 21) will likely occur while the book is in the owner's possession.
- * The owner cannot dispose of the book or be rid of it through any means. If it is tossed into sea, the owner finds it, soggy but otherwise unharmed, in the hands of a dead fisherman on his doorstep the next morning. If thrown into a fire, it will sit in the fire completely unharmed by the flames until the owner looks away, at which point it will vanish.
- * The only way to be rid of the Black Tome is to read it in its entirety and to learn all of the Runes and Rites it contains. Upon learning the last bit of blasphemous knowledge, the book instantly vanishes.

- * In theory, it can be destroyed by exposing it to a massive magical attack, the likes of which are simply beyond most mortal sorcerers. The Hearth of Kakatal would do it (*Bright Shadows*, page 62). If the sorcerer has a Pact with a Lord of the Higher Worlds, he may bargain for the god to take the book from him and destroy it. This will cost at least 2 points of POW to be Dedicated to the Lord but the book will be successfully taken away, although the reader will forever be haunted by nightmares of the terrible thing.

The White Path



This text is one of the few books in the Young Kingdoms that has multiple copies in circulation. Each copy is produced by hand in the Temples of Law and is carefully bound with white leather. Many priests of Arkyn are given copies from their mentors when they advance to the rank of Initiate. The original was penned centuries ago by a Vilmirian priest of Arkyn and while it strays a little too close to tolerance for some factions within the Church, the overall message of the White Path is that it is humanity's duty to serve the White Lords in all things, as their hands in the world of men.

It gives a truncated history of the Church of Law, beginning with the rebellion against the Bright Empire (for which it takes complete credit) and marching through history, describing the Church as the bringer of enlightenment, as the bearer of all the benefits of civilization and as protector of normal folk from the ravages of the Dukes of Disorder.

According to the text, worshipping the Lords of Law is the only thing humanity is really capable of doing and as such, all things done by human beings should serve to greater glorify the White Lords.

The basic tenets of the worship of Law are given and the reader is more or less constantly encouraged to take all concerns to his local priest to receive the benefit of the priest's close relationship with the Lords of Law.

Critics of the book say that, for all its promise of safety and community, it downplays the intelligence of the individual and makes a mockery of human dignity. Those who follow the book's advice closely insist that most people are not at all intelligent and that human dignity leads to arrogance and through arrogance the Dukes of Disorder worm their way into people's hearts. Even one person in a community to fall to the Lords of Chaos threatens the entire community according to this book. It is a siege mentality that allows the Church to keep people safe and in bondage to the Lords of Law.



Description: The White Path is a slim volume but the pages are individually quite large—over 2 feet on a side. The fabled white covers are made from a special breed of sheep's skin, which is housed in the monasteries for this very purpose. The unique shape and colour is so that no one will ever mistake this book for another and so that the priests can always find it if the need is pressing.

Language: The bulk of the text is written in Common, which maintains a slightly archaic form of the language to give the book an air of antiquity. However, those copies that contain Runes do include enough High Speech so that the Runes can be learned and cast from the book as usual.

Study Time: The whole thing can be read from start to finish in a single sitting but the prose is so dense and layered with metaphor that truly understanding that which is being expressed could potentially take a lifetime. There are entire factions within the Church dedicated to particular lines of interpretation of the text, which can result in some bitter factional politicking.

Esoteric Knowledge: The White Path is notoriously lax in presenting its reader with much esoteric knowledge. The Rune of Law is given as a matter of course and most copies contain the Enhancement Rune for STR and CON in the form of prayers to the White Lords. Other Runes are mentioned, with the stipulation that, should the reader wish to learn more, he should consult his local priest about what training is available in his area. For copies meant for use by actual followers of Law, copies with an increased number of Runes may be given out as presents from mentors.

Other Knowledge: In addition to the Runes, most copies of the White Path have some instruction on the creation of automata, although the reader will have to have at least 40% in the Engineering skill to make it out. While not every follower of Law desires or is able to build these devices, anyone who has read this section and understood it can contribute Magic Points to the construction and activation of an automata in the form of prayer and meditation.

THE TWINS OF CREATION AND DESTRUCTION

This volume, whose original title consists of a single High Speech Glyph that means the same as the title, is a worship volume and hymnal for two lost Chaos Gods, Aesma of the Silver Light and her brother Saebos, The Gnawing Blackness. Once worshipped in Melniboné, the power of these two Lords of Chaos has waned in the intervening

centuries, leaving them little more than historical footnotes. They are the gods of Creation and Destruction, respectively and while They do not have active cults any longer, Their teachings are still effective. Those who have discovered this tome and learned its secrets are capable of astonishing feats of magic, able to create objects out of thin air and able to render other objects into dust with the same ease.

Written in Low Speech by Liret Saarka, a Melnibonéan priest of Aesma, *The Twins* is a thick book, crafted with obvious care and devotion. The pages are vellum and the binding is so intricately formed that it holds solid even today, centuries after its composition. The covers are exotic leather, embossed with the image of two lizard-like humanoid figures dancing with each other. These beings are representatives of Aesma and Saebos and their dance represents the cycle of creation and destruction that perpetuates the movement of the Multiverse.

For all its secrets, *The Twins* is relatively unknown, even amongst Melnibonéan sorcerers. Few if any human sorcerers have even heard of it, although once one learns of the secrets held within the tome, many begin to covet it. Its last known owner was Sarkara Vela, another Melnibonéan sorcerer, who is supposedly interred in the catacombs beneath Imrry. It is thought that she was buried with the one copy of *The Twins*, effectively removing it from circulation. Other books, most likely Melnibonéan histories, make specific references to it and that which sorcerers who own it are capable of doing, so it is possible for human sages to uncover the book's existence and puzzle out its current location. Getting to it, however, will be a different matter entirely.

Description: A large book, of such sturdy construction that contemporary book-binders would be utterly perplexed about how it was done. Despite its age and the cold, damp place where it lies in state, the book is utterly impervious to environmental damage.

Language: Low Speech, with entire sections in High Speech, which are mostly hymns and devotionals to the Twins of Creation and Destruction.

Study Time: 12 weeks. While the book is quite sizable, it is written in a clear and easily understood manner.

Esoteric Knowledge: *The Twins* is known to contain the following Runes: Chaos, Creation (new Rune), Darkness, Dissolution, Earth, Enhancement (INT), Light, Protection and Transfer.

The Creation Rune is a lost one; there has been no one in living memory who has known it and the only place in the Young Kingdoms it is recorded is in this book. It works similarly to the Dissolution Rune, save that its effects are to create matter rather than destroy it.

Creation

The Creation Rune causes the manifestation of some material, literally conjuring it from the air. In reality, this Rune involves the calling and shaping of Primal Chaos, an amorphous substance from which all reality was created. This Rune must be combined with a second Rune to control what is to be created. For example, causing the creation of a stone tower would require stacking the Creation Rune with the Earth Rune. The Creation Rune can make objects of 1 SIZ for each Magic Point invested in its vocalization.

If the Creation Rune is used to harm other living beings, it must be paired with the appropriate targeting Rune (Man, Woman, Beasts and so on). It does one point of Damage for every Magic Point invested to a single Hit Location (roll for location normally). The target is entitled to an opposed Resilience test against the caster's Runecasting (Creation) skill. This Rune harms by creating objects within the target's body, causing pain and blood flow disruption.

The objects created in this manner are of plain, utilitarian design by default. Those wishing to produce something of beauty or other artistic value must also succeed in the appropriate Craft or Artistic Expression skill in order to have their creations be what they desire. Quite literally anything can be made using this Rune; a paint of a certain yellow pigment, a tower made of solidified air and a stringed musical instrument that has never been seen before or since are notable examples of what has been made in the past.

Weapons may be made as well. In each case, the total ENC total for the weapon is the number of Magic Points that must be invested in the Creation Rune in order to successfully create it. For example, a greatsword has an ENC value of 4, so the Runecaster must spend 4 Magic Points to create one. If this Runecaster is also a weaponsmith, he can roll his Craft (Weaponsmithing) skill before he casts the Rune in order to create a particularly well-crafted greatsword.

Other Knowledge: In addition to providing enough knowledge to make a free improvement roll in Lore (Melniboné), *The Twins of Creation and Destruction* allows a reader to become a worshipper of Aesma and Saebos, which grants them the Pact (Chaos Twins) skill. This works like

any other Pact skill. The Twins do not have an active cult in the Young Kingdoms, although They are both hungry for worship and will be caring, if slightly demanding patrons. They welcome human worship, being willing to take it where They can get it, although one need not be their follower to make use of the Runes listed in the book.

Aesma is pleased when Her faithful create works of beauty, especially large-scale works of art such as buildings and sculpture. Saebos delights in seeing structures topple, although He is most pleased when something beautiful is destroyed. They do sometimes bicker, putting Their faithful in the middle to determine which course of action is best. Although They do not have a cult (as of yet) in the Young Kingdoms, They do offer Gifts in exchange for POW and Compulsions like the other Lords of The Higher Worlds.

Cult Gifts:

Chaotic Blessing, Divine Training, Horde, Perfection, Sanctuary, Slave (demons of Desire, Protection and Knowledge).



Compulsions:

Create something beautiful once a week.
Destroy something beautiful once a week.
Train in one Artistic Expression or Craft skill as often as possible.
Speak with great passion about the Twins to gain converts.
Create a cult of Aesma and Saebos in the Young Kingdoms, with yourself as High Priest.

Of Gates and Keys

This treatise, written a decade ago by Armin Land, adept of Arkyn, was an attempt to thoroughly and precisely study the nature of the Multiverse, with a special focus on the art of planar travel. Land spent decades in study, travelling to every corner of the Young Kingdoms, including a time spent as a slave in Pan Tang, from which he managed a daring escape and an infiltration into the Imperial Palace of Melniboné.

Land's finished manuscript, *Of Gates and Keys*, is considered the definitive work on the subject. He discusses, the Elemental Paths and how those who walk them can eventually tour other worlds, the engines of the Doomed Folk and their ability to open portals, the Rune of Transfer and how it works, as well as the Demons of Transport that bear sorcerers to other worlds. Mentioned also are the Dream Couches, droughts of dream drugs used in various cultures to allow nocturnal travelling along the Moonbeam



roads and a host of other methods unheard of for recorded human history. *Of Gates and Keys* is a work of great depth and is a stunning accomplishment. It serves as a testament to what a single, dedicated human being can uncover while in service to the White Lords.

Unfortunately for Land, the Church of Law was not as pleased with his final work as he would have hoped. Agents of the Inquisition, tipped off by Land's rivals within the Cult of Arkyn, managed to obtain a copy of the manuscript and after a cursory investigation, determined that it was heretical at the least and evidenced traffic with demons and the Lords of Chaos at the very worst. *Of Gates and Keys* was added to the Inquisition's list of Forbidden Books, ownership of which was punishable by execution.

Land himself was arrested and brought to Jadmar for trial. He could have evaded capture by travelling to another world but refused to do so because he felt he had done nothing wrong and that his work was blessed by Arkyn. Otherwise, he maintained, how could he have accomplished such a feat of scholarship unless he'd had divine aid? The Cardinal of Law did not agree. He decreed that the Inquisition was correct regarding the book's heretical nature and accused Land of being a demon-cozener of the worst sort.

Land was executed a week later, burnt alive at the stake. His charred body was mounted in a steel cage and hung outside the road into Jadmar with a sign that read 'Armin Land, Heretic.' All known copies of his magnum opus were collected and destroyed.

However, there are rumours that a number of owners hid their copies from the Inquisition, especially Land's allies with the cult of Arkyn. How many still exist is unknown, although those who were his allies are still watched by agents of the Inquisition in case copies resurface. The University of Cadsandria was very public about turning over its copy but unbeknownst to the Inquisition, it actually had two copies made. While the remaining copy is not in the Library collection any longer, it may be hidden somewhere on campus.

Description: A plain manuscript of paper, with black leather buckram binding with the title on the cover and spine in gold lettering. The existent copies may have Land's autograph on the facing page, dedicated to one of his friends and allies.

Language: Common throughout, although High Speech will need to be understood in order to make any use of the copious magical formulae found in the book.

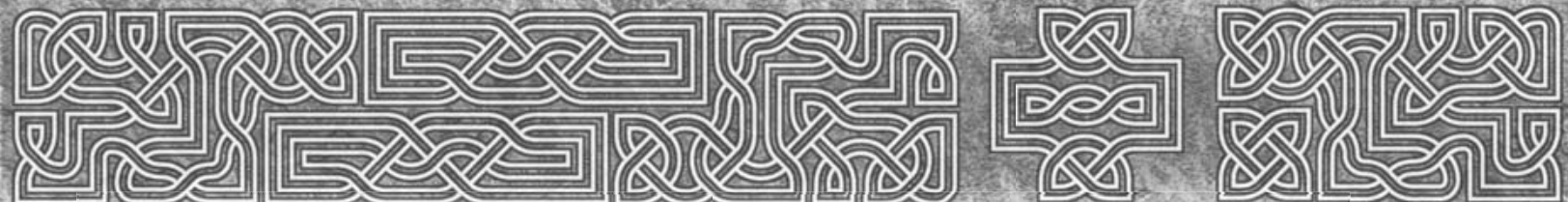
Study Time: To fully comprehend every facet of this intricate, yet well organized, work would take roughly a year of intensive study. However, readers can begin using the Runes and rituals after a week of even casual perusal.

Esoteric Knowledge: *Of Gates and Keys* contains the following Runes: Air, Contact, Enhancement (INT and CHA), Law, Light, Passing, Protection, Purity and Transfer.

The majority of these Runes were used by Land to allow him to survive in extraplanar environments not suited to human life. This was the source of most of the Church's problem with the book; Land used magic instead of faith in the White Lords to perform these functions.

The exception to this is the Rune of Transfer. In addition to being able to learn the Rune from the book, Land also notes that his version seems to have its second part in another plane. When he discovered it while in Melniboné, vocalizing the rest of the Rune brought him to a strange plane that seemed to exist of the inside of a well-appointed cottage, fully stocked with food and water, as well as blankets, wood for a cooking stove and a wash basin and privy. There were no doors or windows and no other ways in or out. However, each time he arrived, the food supplies had been refreshed, the blankets washed and neatly folded. Land was never able to determine where this place was or even if it was in the Young Kingdoms somewhere or if it was a small plane of its own. He did note that the smoke from his cooking just vanished when it hit the ceiling and that the privy never emptied while he was there but was also never full. He claimed he was always able to use the Transfer Rune to return to where he'd left. He surmised that, with study, one could use this space as a way-point on a journey to other planes, although he was never able to test this hypothesis before his death.

Of Gates and Keys also included the Summoning Ritual for Demons of Transport, with the True Name and other summoning details for the demon P'hoo-Geneth, the Door To Wisdom. Land worked with this demon extensively and has notes in the book on how to do so more efficiently, making the Summoning Ritual Skill Test Easy. Although



the Door to Wisdom is a demon, Land writes in the book that the demon, so long as Land himself was polite and timely, was consistently easy to work with. The Door to Wisdom may not be aware that Land has died and there is no telling how it would react if it somehow learned of this news.

Other Knowledge: As well as being a valuable source of esoteric lore in its own regard, reading and fully understanding *Of Gates and Keys* grants the user a wealth of knowledge about the nature of the Multiverse. He may make free Improvement rolls to the Million Sphere, Lore (Chaos), Lore (Law) and (Lore) Demons skill whenever the chance to do so occurs.

Harmat's Journey to the North

This text, seemingly just a novel, tells the story of Harmat Grin, a day labourer and part-time cut purse in Pickarayd. He's down on his luck and is unable to make a good account of himself. He has a great hatred for the priests of Law, whom he sees as decadent, tyrannical despots and fears Chaos as a maddening force, hostile to human existence. During an attack on his home city of Chalal by the army of Elger Longhands, a Purple Towner Champion of Tovik, Harmat is wounded and tossed into the sea, left to drown by Lonhands's soldiers. In desperation, he recalls a prayer his mother used to tell him, said to the Sea King to bring sailors home when they went out to sea. He makes this prayer to Straasha and is rescued by undines.

Out of gratitude, Harmat asks the Sea King how he could repay Him for his life. He was told about the Path of Rivers and is initiated on the first step. Harmat has many adventures, moving first along the Path of Rivers and eventually mastering it. He tracks down Elger Longhands and in a mighty duel, defeats the priest of Tovik but at the last minute stays his hand and grants the old priest his life.

Through the course of the novel, Harmat is changed from a shiftless thug to a compassionate warrior for the Balance, who fights to protect the people he loves from the Lords of the Higher Worlds. His story is a morality play, that shows how the Lords of the Higher Worlds do not care for those

they tread upon and how it is up to good people to do what's right.

Not surprisingly, the novel is banned in most Lawful countries.

However, there is a subtle secret to the stories. In addition to being a ripping yarn, it also serves as an actual initiation to the Elemental Paths, as well as working as a roadmap for the paths. By following in Harmat's footsteps, readers are told how to learn the Elemental Runes from the Elemental Rulers, as well as how to walk the paths and what pitfalls may await them.

While those who find the Elemental Paths this way are often derided for being obsessed with something as silly and as frivolous as a novel, the power obtained is no less real than when it is gained through other means.

Description: *Harmat's Journey to the North* books are produced as quickly as the small publishing house in Chalal can churn out the hand-copied version. The pages are the cheapest pulp-paper available and the cover is a hastily copied version of the woodcut commissioned for the original manuscript. It depicts Harmat conversing with the Sea King on a beach.

Language: Common, although the Runes contained in it are in High Speech done up in verse.

Study Time: The story is fairly short; most readers can get through the whole thing in a single sitting, although full comprehension of the implications takes repeated reading and roughly a month of constant study.

Esoteric Knowledge: The original manuscript *Harmat's Journey to the North* is held under very tight security in the publisher's office in Chalal. It contains the Runes of Earth, Air, Fire and Water, as well as detailed instructions on how to go about beginning the first steps of the Path of Rivers.

Other Knowledge: Readers may take free Improvement rolls to their Lore (Law) and Lore (Elemental) skills, as well as Lore (World).

VOICE OF THE DREAMTHIEF

What follows is a fragmentary transcript of Yearl, a vagrant wondering the streets in Old Hrolmar. Something dreadful must have happened to him, as he seemed completely oblivious to the outside world and appeared to be having a conversation with himself in two distinct voices.

The people of Old Hrolmar were so troubled by Yearl's condition that he was captured and taken to the Temple of Arkyn in Vilmir, where the priests transcribed his ramblings as best as they could. Unfortunately, Yearl was discovered dead in his bed one morning. The priests suspected foul play, as the man's health seemed to be improving before he died. More mysteriously, the majority of the transcripts were discovered to be missing from the temple's library that same day.

The surviving fragment made its way to me by a series of contacts. It seems to be little more than what it is purported to be; the ravings of a lunatic. However, the circumstances by which he died and what happened to the transcripts, seems to indicate a greater mystery here.

I must admit, there is something about his words that strikes a cord in me, for reasons I cannot articulate. There's something familiar about the dreams he describes.

Who Are You?

I have many names depending on where and with whom, I trade but you may know me as Yearl. I find names a distraction, sometimes, because they become familiar and the first rule of the Dreamthief is to *Beware the Familiar*, so forgive my elusiveness. Names, like dreams, carry a significance that can sometimes be lost or misconstrued. Not all of us share this view but all of us use different names depending on where we are. Sometimes it is for personal protection and sometimes for reasons we prefer to keep to ourselves.

Why Do You Steal Dreams?

Dreams have value. There are many cursed with the inability to dream or to dream sweetly. For most of us dreaming is something we take for granted and when

we awake our dreams dissipate and vanish with the first rays of the morning sun. I am blessed with the ability to capture these fragile things and impart them to others who do not share the ability to dream. For those I serve, I bring comfort, solace and sometimes pleasures that, to any other mind, would be nightmarish but Dreamthieves do not question the motives unless the dream being sought is especially harmful or might lead to the harm of others. There are plenty of dreamless clients I have turned down but most have a need that has been cruelly denied and so I see myself as one who can bring a glimpse of a more fulfilled existence.

And I do not deny that I steal dreams for personal gain, for that is what motivates most of us to do anything at all. I have a talent and it needs a purpose and outlet. I take no shame in what I do, because in so doing, I can serve many.

What Do You Believe In?

I believe in the power of dreams. I believe in the seven dream realms from which all dreams are born. I have seen these realms with my own eyes and walked them with my own feet. I believe in the right to have dreams and in the right for dreams to be shared. If we did not share our dreams, where would we be? Dreams drive us to excellence and prosperity. Yes, they can drive us to terrible things too and so I believe in taking stock of what purpose a dream might be put to and to weigh it carefully against the risks involved. I do not believe in stealing dreams for the sheer sake of stealing them; I believe in helping dreams to be shared so that we can all experience the wonder of the dreamscape and emerge from it with a better, clearer understanding of our natures and the natures of others.

Tell Me of Your Own Dreams

A Dreamthief dreams in the same way as everyone else. Every Dreamthief experiences dreams he cannot fathom and awakes, some nights, from dreams that threaten or disturb. We differ in that we can understand the origin of our dreams and so derive a little sense of their purpose and if we wished, could capture these dreams from our own dreamscapes. I have sold several of my own dreams because

I knew that they held a particular significance for a client. I recall the dream I called 'The Setting of the Sun' because I was walking through a meadow as the light was failing and everything was bathed in a red-golden glow that made me feel peaceful and at one with the Multiverse. This dream I captured and sold to a man on his deathbed, wracked with pain from the cancer in his belly and unable to dream peacefully. He took The Setting of the Sun and in his final night of life, slept peacefully for the first time in years.

Tell Me of Your Nightmares

There is a code amongst Dreamthieves never to speak of the things which trouble us; for fear that they might be used against us. However as you have listened and because I have shared so much already, I will reveal this. All Dreamthieves fear the dreams that are born of the Realm of Falador, which is the Realm of Madness and the seventh Realm, for which we have no name. These are the realms that breed dreams of insanity and Chaos. Both are realms where powers beyond you and I manipulate the dreamscape and create images and impressions that are designed to cause harm. Of all the dreams that exist, it is the dreams from these realms that should be stolen and destroyed. To experience them is to experience the touch of evil. Even a Dreamthief is not immune to the touch of Falador and the seventh Realm and I admit that I have, on occasion, experienced their dreamscapes and felt fear.

How Can I Have You Steal a Dream For Me?

It is so simple! Tell me the kind of dream you seek or wish to experience and I will go in search of it. There are, you know, professional dreamers who can create the dreams you wish to have. I can travel to the dream realm where the kind of dream you seek will be born and steal its essence. Part of my talent lies in shaping raw dreams to meet the needs of the dreamer. All you need do is articulate your desires. What do I ask in return? Why, that depends on the risks I must take. I have explained my fees already, so you know that it is not always money I seek but say, for a simple dream of Sadanor, a dream we all have in common, a golden coin will suffice. If you seek something more obscure or daring or dangerous, then my fee rises. Perhaps I will trade you a dream for a dream. You said to me earlier that you dreamed a few nights ago of seeing your old empire restored with you at its head, majestic and all-powerful. That is a dream I can trade readily, for it is a dream much in demand but rarely experienced. I can tell by looking at you that you rarely

dream of peace and tranquility – yet such dreams are easy for me to come by. Are you willing to trade, oh Prince?

What Do You Know of the Dream Couches?

Ah, Melniboné's Dream Couches are fabled amongst the Dreamthieves! I have spoken of the dream realms already. Well, I know that the Dream Couches can create their own, unique realms, taking the dreamer into specific places to experience specific events and emerge with the benefits of those experiences ingrained. I know that the Emperors of the Bright Empire could not have governed for 10'000 years without their Dream Couches. I know that worlds can be shaped through them and then be experienced time and again but each time with a different outcome. I know that separate sleepers might collaborate in the same dream – a talent even we Dreamthieves find hard to work with success.

I also know that a Dream Couch requires something of its user. The dreams born of the seven dream realms come for nothing but those created by the Dream Couch require a small portion of the soul. It might be a minute portion but the essence of the dreamer is what powers it. Melniboné must be a remarkable race to be so ready to part with a portion of something so precious. Although, perhaps they do not truly value their souls? I would not know. I am a humble human being and have no need to experience the Dream Couches for myself.

Where Is Your Next Commission

Here in this city. A little while ago a client asked for a dream of purest love tinged with purest regret. Both are emotions he has never truly experienced, for he is very old and confined to a globe of crystal that keeps him alive. I have ventured through many realms in search of a dream that this ancient king will find fulfilling and I know that here, in your own city, there is one who dreams such things all too regularly. That is why I came to you and allowed myself to be questioned. I know you can introduce me to the one who dreams the dreams I seek. I hope you will not consider this request an impertinence, although I can see in your eyes that you are already suspicious. I can guarantee that no harm shall come to the dreamer I seek. My client can pay well. Indeed, he can pay with entire countries, if he needs to and that would, I think, help fulfil the needs of your own, recent dream, would it not?

Have we a deal?

CREED OF THE DREAMTHIEVES

Beware the Familiar

Every Gain is Paid For

Hold Onto Nothing But Your Own Soul

A DREAMER'S GUIDE TO THE SEVEN DREAM REALMS

Entering the dream realms is dangerous, even for Dreamthieves. Like many supernatural worlds, natural laws do not apply and each realm has its own dangers, reflected in its name, that may tempt even such experienced supernatural travellers and dream adventurers such as Dreamthieves.

Most Dreamthieves will not readily enter the dream realms directly, fearing what lies within them and are happiest dealing with the product of these realms – dreams themselves. Yet sometimes a Dreamthief must venture into

the dream realms, either in search of the direct source of a particularly disturbing or powerful dream or simply because he feels the need to experience the source of the things he steals – all the better to know and understand his craft.

To navigate the dream realms with some certainty and safety, the Dreamthieves have created a more or less direct route through each of the seven realms. This has been done through the imposition of sheer will on these malleable, alien environments. The dream realms continually shift and change, never appearing in quite the same way to the same traveller twice but the route through the realms has established certain landmarks that are detailed here.

No sane Dreamthief would ever leave the determined path. Doing so invites untold, unknowable dangers from the denizens of the realm and the dream realm itself. In worlds where time has no meaning, it is easy to become lost and disoriented and the seemingly infinite planes of the realms are littered with the corpses, souls and shadows of Dreamthieves who strayed too far from the path.

ENTERING THE DREAM REALMS

A NOTE ON THE DREAM REALMS AND THE FORTRESS OF THE PEARL

The dream realms are described in detail in *The Fortress of the Pearl*, when Elric quests with Oone the Dreamthief to rescue the Holy Girl, Varadia. Varadia's strange mental powers allow her to manipulate the dream realms and protect herself from the predations of Lord Gho and the Sorcerer Adventurers of Quatzhasaat, thus, what Elric and Oone experienced there was unique to them and a part of the defenses Varadia had created. For the purposes of this chapter, some of those elements are included in the description of the dream realms but many are omitted deliberately, especially in the case of the Nameless Realm, which is where Varadia created the Fortress of the Pearl as a lure and trap for the Sorcerer Adventurers. Outside Varadia's manipulations, the Nameless Realm is unknown to the Dreamthieves and it is a realm that is open to Games Masters to interpret and populate as they wish. For a description of the Fortress of the Pearl, you are encouraged to read the eponymous novel.



All a Dreamthief needs to do to enter the dream realms is lay down to sleep and will himself into Sadanor. This requires a standard Persistence test and costs a single Magic Point. The transition is almost seamless; the Dreamthief feels himself shifting between waking and dreaming and experiences the feeling common to all such a state, of falling. However, instead of awaking with a start, the Dreamthief finds he has entered the first of the dream realms...

SADANOR - LAND OF DREAMS IN COMMON

When one enters Sadanor, its landscape reflects that of the dreamer's physical location and so feels familiar and comfortable. Yet there is no sun in Sadanor and no way of gauging the passage of time. There is neither hunger nor thirst and the normalities of the physical world come and go at will. Leaves fall with no trees present. Lakes and rivers flow through the sky only to evaporate into a silvery trail. Indistinct shapes shift and tremor as though touched by an invisible wind. At first one feels suspicious of Sadanor but this suspicion lifts to be replaced with an easy familiarity and even unfamiliar companions begin to seem like old friends.

Directly in front of the dreamer is a range of hills towered over by a huge, curving set of mountains resembling a pair of jaws. This is the pass known as the Shark's Jaws and beyond it lays the Shark's Gullet, a valley filled with timid, hiding souls who, having surrendered to this dream realm – relaxed in it, drunk of its salt – have found a comfort and cowardice and now cannot find the strength or courage to leave it. Amongst these forlorn spirits are those of Dreamthieves who, having thought to navigate the dream realms without fear, have suddenly discovered it in the first nocturne land they have encountered.

The exit from Sadanor lies across a bridge that spans a yawning, rocky chasm. Usually it is unguarded, save for the watchful eyes of the Timid Spirits and if one has not succumbed to the deceptions of this realm, one may freely cross and leave this sad place.

All who enter Sadanor, Dreamthief or otherwise, must make a Persistence test. A failure leads the character into such a state of relaxation and ennui that they feel compelled to remain. In doing so they will become a timid shadow, much like the furtive spirits who already dwell here. To dispel the onset of ennui, another character must succeed in an Influence test opposed by the affected character's Persistence.

MARADOR - LAND OF OLD DESIRES

Beyond the Sadanor Bridge, one enters a vast, natural cavern – the realm of Marador. The cavern is filled with sparkling, beautiful, multicoloured rocks of every conceivable shape and size. These rocks have the look of plants about them; vast fields of scintillating coral in a sunless realm. Those who enter here discover a longing for things they believed they had let go: a lost love; a favoured pet; an obsession conquered and thought long past; a family left behind with, perhaps, good reason. Living amongst this forest of plant-like rainbow rocks are dozens of sad-eyed, remorseful people, all engaged in soul-searching and regret, seeking ways in attaining what they once desired but have lost for good. Ambition is beyond these doomed spirits. They dwell forever in the past, tied to memories that betray reality, engaged in perfect hindsight on an imperfect condition.

As with Sadanor, passing through Marador requires a Persistence test but this time at –20%. Failure dredges up some memory of a time, place, person or event for which the character has a deep rooted emotional attachment. The emotion behind the memory is immaterial; the character is overwhelmed by a sense of being able to recapture that moment and change its course. The future slips away and all ambition, all drive for the future saps. Shaking off this melancholy hindsight requires a further Influence test from an unaffected character, once more opposed by the victim's Persistence. Both tests are at a –20% penalty.

PARANOR - LAND OF LOST BELIEFS

At the far end of the Marador cavern is a bifurcated river of silver, ruby and gold, cascading from the heights of the cavern and down amongst the rocks. This is the Paranor gate and by passing into it one reaches the Land of Lost Beliefs. The cavern realm continues, suffused with a restful green light and on one side of the well-trodden pathway is a city, crowded with minarets and narrow buildings. Everyone who passes the city of Paranor sees something different. To some, it is Imrryr; to others, Raschil or Jadmar; some recognise London or Londra or Carthage. The Dreamthieves have another name for it; the *City of Inventive Cowardice*. Here, in Paranor, the unwitting lose the beliefs that define them and cannot find the heart or strength to search for new ones. The City of Inventive Cowardice is filled with these misguided wretches. The highly principled and

commanding; those with deep reservoirs of self-faith or faith in a higher power – all are vulnerable.

Passing the City of Inventive Cowardice requires not a Persistence test but an Influence test or a Pact test, if the character has a Pact. This tests the strength of personal belief and if the Influence or Pact test fails, then the character immediately begins to doubt their current personal beliefs and philosophies and fixates, instead, on some trivial, unimportant principle or belief from the distant past. An unaffected character can try to reverse the victim's introversion with an opposed Influence/Persistence test; if successful, then the affected character retains the strength of their convictions and can move on; he does, however, suffer a reduction in either the Influence or Pact skill of 1D20%. If the test fails, then the affected character forsakes whatever it was that drove him and sees, in the City of Inventive Cowardice, something reflecting a distant state of mind or conviction and wanders into the city streets to pursue it. Once within the city's grasp, one can never leave and eventually, that character becomes another soul, aimless and unable to create any new convictions or ambitions, pressed against the windows of the city's buildings, lost to ideals that should never have been remembered.

Beyond the city, which seems to stretch forever along this enormous cave, there are other threats to consider. In the rocky outcrops on either side of the road, female warriors, hungry for flesh and sturdy convictions, lurk in waiting to ambush travellers on the approach to the Celador gate. They attack with nets and spikes but having little new ambition themselves, are easy fodder for the experienced. If more than two of their number are killed they lose the will to fight themselves and beat a hasty retreat to their bone-scattered hiding holes.

SNOUT-FACED WOMEN

Semi-naked, with faces shaped like the snouts of boars, these warriors appear in groups of between five and ten. They feed on new ambition but are happy to consume flesh and bone too. They use their nets to entangle and subdue before pouncing with their long, dagger like spikes. The nets sap the will to retaliate; anyone caught in a net must successfully oppose the net's Persistence with their own; failure leads the character to simply lose the will to act further, resigning himself to his predicament. As before, Influence tests from unaffected characters can help break this deadly reverie.

Characteristics

STR	3D6	(11)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+4	(15)
INT	2D6	(7)
POW	3D6	(11)
CHA	1D6	(4)

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-15
4-6	Left Leg	-15
7-9	Abdomen	-16
10-12	Chest	-17
13-15	Right Arm	-14
16-18	Left Arm	-14
19-20	Head	-15

Weapons

Type	Weapon Skill	Damage
Spikes	40%	1D6+1+1D2
Net	60%	Entangle

Special Rules

<i>Combat Actions:</i>	3
<i>Damage Modifier:</i>	+1D2
<i>Movement:</i>	4m
<i>Strike Rank:</i>	+0

Skills

Athletics 60%, Dodge 60%, Persistence 60%, Resilience 60%

CELADOR - LAND OF FORGOTTEN LOVE

The border with Celador is a pair of huge towers of curving, splintered rock, jutting upwards on either side of the dream road like dragon teeth. These towers are carved with windows and balconies, terraces, crenallations and covered in withered ivy that seems to have lost its own will to climb and dominate. Shadowy figures move within but do not emerge. These are souls who struggled courageously on but having glimpsed what lies beyond the towers, chose to go no further and have sunk into an ambitionless reverie, taking forlorn refuge in these chthonic cities.

Beyond the towers the immense cavern continues, the ground breaking into a forest of strange, bizarre trees that take root in the rock, filling the air with the musk of leaf, bark and branch. No sun offers them energy but the ceiling of the cavern glows with a frail, gentle light, lending the trees a half-hearted sustenance.

This forest is the realm of the Count of Magnes Doar and this strange little warrior, who appears to be an amalgam of rabbit and man, refuses passage to those leaving Paranor. His face is fur-covered, his ears long and pricked and his teeth protruding from his upper jaw in an almost comical fashion. The Count is surly and argumentative, a jumped-up little dictator here in his forest but his power is sobering. The trees are those travellers who failed to pass him. The Count knows a variety of Runes that transform the unlucky into living trees, their human souls trapped within.

Everyone approaching from Paranor is challenged by the Count of Magnes Doar. He demands to know their business and becomes ill-tempered with whatever answer is given. He flexes his authority by plunging his spear into the trunks of the surrounding trees, causing each to shriek with the pain until even the Count cannot bear the sound any longer.

THE COUNT OF MAGNES DOAR

The Count, for all his bluster, is brave and resourceful. He uses the trees of his forest to evade attacks, striking with his vicious little spear. Once a trespasser has been subdued or killed, he casts his Tree of Sorrow Rune to increase the prosperity of his tiny, forest realm.

CHARACTERISTICS

STR 10
CON 12
DEX 14
SIZ 7
INT 14
POW 11
CHA 5

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	6/4
4-6	Left Leg	6/4
7-9	Abdomen	6/5
10-12	Chest	6/6
13-15	Right Arm	6/3
16-18	Left Arm	6/3
19-20	Head	6/4

WEAPONS

Type	Weapon Skill	Damage	AP/HP
Spear	63%	1D8-1D2	2/5
Shortsword	60%	1D6-1D2	3/8

SPECIAL RULES

Combat Actions:	3
Damage Modifier:	-1D2
Movement:	4m
Strike Rank:	+14

SKILLS

Athletics 30%, Dodge 70%, Persistence 50%, Resilience 50%

TYPICAL ARMOUR

A suit of flimsy-looking plate armour that is stronger than it looks and does not seem to inhibit movement.

SPELLS

Tree of Sorrow 80%. This Rune, cast on a dead body, traps the soul and causes the corpse to take root, growing into one of the trees of Magnes Doar's forest. A new life from old but the soul is ever aware of itself and feels nothing but eternal pain for its loss of movement and eternal hunger due to the lack of nourishment.

In Celador, so the Dreamthieves believe, the most important decisions are made and these reflect in the dreams emanating from there. As a consequence, Celador is a dangerous realm. Here, a person's old loves, unrealised loves and forgotten loves are displayed as ghostly, tantalising images that beguile

and deceive. Celador broods in sentiment that cannot and should not be revisited, enslaving to love all those who stray from the realm's path and go in search of loves that have been left behind and should remain so. Every character treading through Celador will see a vision of a love from his past and feel a deep desire to re-embrace it. Moreover, the object of that love forms a real presence and reciprocates the emotions that the character wants to experience. Each character must make a Persistence test at -40% to resist the temptation of their previous love. Failure causes them to drift from the path and engage with it, making it solid.

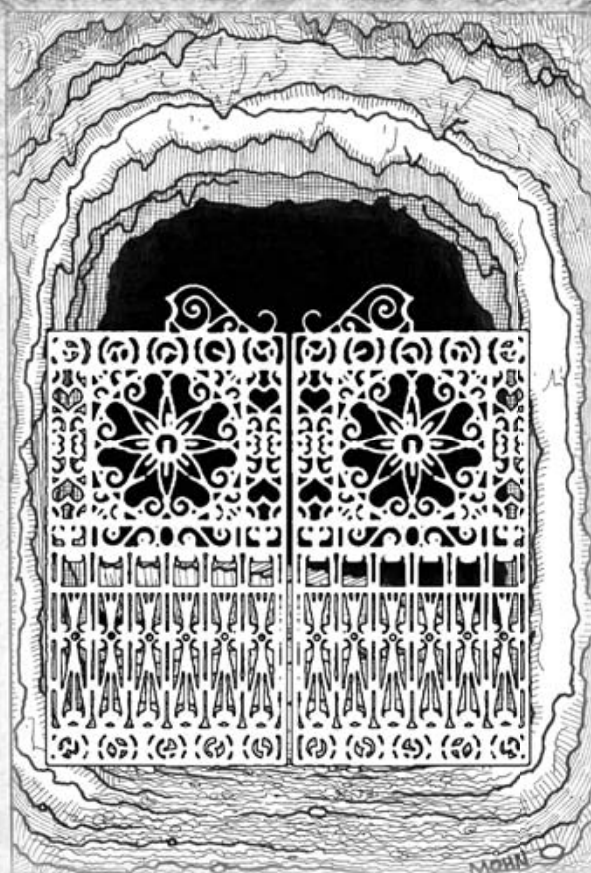
The object of the character's love has its own Persistence, figured as for a dream of this realm: an Intensity of 4D4 and a Persistence of five times the Intensity. When the character engages with the Forgotten Love, an opposed test occurs between the character's Persistence (with a -40% penalty) and the Forgotten Love's Persistence. For each win in the Forgotten Love's favour, the character loses POW equal to its Intensity. A success on the character's part merely resists the Love's draw but a critical allows the character to break free from the reverie. If the character loses all POW, his will is broken and he remains in Celador, forever trying to recapture a love that should never have been pursued again.

IMADOR - LAND OF NEW AMBITION

Passing through Magnes Doar's realm and continuing through the cave, a shimmering, silvery gate is reached. Beyond this lies a steep, winding, vertigo-inducing staircase that leads down into a single immense plain that meets with a horizon of pale blue.

The stairway is crowded with others although, momentarily, the traveller might feel to be alone. The entire staircase is a vast, heaving, friendly market filled with traders, entertainers, food-sellers, errand boys, courtesans and all manner of performing animals. The bustle is intense but welcoming and anything a character might wish to buy can be found here. The prices charged are more than reasonable and the goods offered appear to be of the highest quality.

Yet this fabulous market is an illusion. The food is tasteless and dry. The wine is either sickly-sweet or vinegary to the point of rottenness. Weapons, jewels, armour or other items offer only a quarter of their effectiveness, yet weigh the usual amount and impose similar restrictions or they are fake and useless. None of the sellers care to engage in debate about what they sell; there are always more customers.



As the stairs are descended, the people become fewer in number but their dress is more opulent and their features more regal and handsome. A lower stair in the staircase indicates a higher position in this bizarre hierarchy, although none here can describe what it signifies.

Those newly arrived in Imador either find a place on the staircase and inhabit it forever or continue down and come unto the vast plane that spreads out in all directions. Once off the stair, the guide and navigator of Imador, though she does not call this realm by that name, approaches the traveller. She is clad in dark, hooded robes with a face hidden behind a veil. Her voice is dreamlike and she can describe the many wonders of Imador, explaining their virtues; an island paradise for lovers; another island where warriors seek a hero to lead them to freedom; a city where men of scholarly endeavour welcome all who share their thirst for knowledge. Whatever lurks amongst the desires and ambitions of the characters, Lady Sough knows it and knows a place where it can indulged.

She means no harm, save to encourage old ambitions to be shed and new ones, based here in Imador, to be taken instead. Those who succumb to Imador's paradise-like charms are ready to concede defeat and accept an easy life without effort or challenge. Their lives become empty and meaningless as they sink into selfish, unfulfilling ambitions with a promise far greater than their reward.

Lady Sough, Navigator and Guide of Imador

Lady Sough is not the ruler of this realm but is a powerful presence within it. She has an innate sense of what a person's ambitions were, how far they progressed, where they have failed and therefore knows what to suggest to fill the gap. In her dreamlike, mystical voice, she offers to guide travellers to a part of Imador where they can shed their old ambitions and pursue new ones, even though here, any new ambition is ultimately false and imprisoning.

She is very insistent in her offers to lead travellers to the many wonderful places she knows but never pressures them. If a traveller maintains his course, is assertive and certain of what he wants to do, Lady Sough will guide him accurately, though not without suggesting short-cuts or less dangerous, circuitous routes.

Every character must engage with Lady Sough in a Persistence test opposed by her Influence. If the character succeeds, Lady Sough concedes to lead the traveller to where he wants to go but will try again later to beguile the character. If Lady Sough succeeds in the opposed test, then her offers of new ideals to pursue are compelling and the traveller can do nothing but follow her to wherever it is she promises to take them.

The longer she remains in their company, so her Influence grows as she establishes more about what each traveller wants or is looking for. For every hour spent with her, Lady Sough's Influence increases by 2D6; make a separate roll for each character and keep track of the scores.

If, after several attempts, Lady Sough has failed to convince the characters to accompany her, she leads them to the Falador Gate.

Characteristics

STR 10
CON 10
DEX 12
SIZ 10
INT 16
POW 20
CHA 15

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapons

None

Special Rules

Combat Actions: 3
Damage Modifier: -1D2
Movement: 4m
Strike Rank: +14

Skills

Influence (base) 70%, Lore (Imador) 100%

Falador - Land of Madness

The entrance to Falador is via the great lake canal of Imador and it resembles a gate of carved stone and complex, intricate mosaic. Opening the door releases a cruel and powerful wind that requires a Resilience test to withstand. Those who fail are blown from their feet and those who succeed inhale the foul stench of the gust. As the river winds into Falador, any who possess magic or have a Pact of any form, find their abilities and supernatural relationships are useless. Gods and sorcery cannot operate in Falador and this strange realm has its own, unique defences.

Falador encourages self-doubt and madness. Every character must make a Persistence test for every hour spent within Falador's domain or gain 1D4 Insanity Points. As Insanity grows, so self-esteem falls and those affected begin to see their own lives as things of turmoil and despair. The will to offer resistance of any kind is eroded steadily in Falador and for every failed Persistence test the character also gains a level of Fatigue, even if they have undertaken no strenuous activity.

The landscape of Falador always changes but one thing is constant: its Queen. Sough, navigator of Imador, is also the Queen of Falador. Once she has passed through the Falador gate, she assumes her true, regal nature. She cautions any she meets about Falador's defences but warns she can offer scant protection from them. Whilst in Falador, Sough seems to speak in continual riddles. Her statements mean something her but little to anyone else. She speaks of heroes and guardians but offers no context or explanation. Perhaps she is not human but merely retains the shape to impose some kind of familiarity.

The route through Falador is untrodden by Dreamthieves but its surest course is a waterway that passes through many realms. One of these is the rocky, cavernous gorge of Balis Jamon, an incomplete demon of gigantic stature who demands a toll from all travellers. Where Balis Jamon's heart to should be there is only a hole and he seeks to fill it with whatever vital organ springs to his simple mind; a kidney one day, a liver the next, or perhaps a heart or brain. Those who offer him something to eat are allowed through. He does not check what he has been given if the item is offered quickly and willingly. If denied, he grows wrathful and will take by force and pain whatever it is he hungers for.

Balis Jamon of Falador

A huge giant with a boar-like face and tusked snout but a simple, single-minded obsession driven by hunger and an empty ribcage. His body is a fleshy mass, draped in rotting vegetation and his tusks are yellow and broken, like immense gravestones.

CHARACTERISTICS

STR 30
CON 20
DEX 20
SIZ 50
INT 8
POW 12
CHA 5

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	20/14
4-6	Left Leg	20/14
7-9	Abdomen	20/15
10-12	Chest	20/16
13-15	Right Arm	20/13
16-18	Left Arm	20/13
19-20	Head	20/14

Weapons

Type	Weapon Skill	Damage
Unarmed	75%	2D8

Special Rules

<i>Combat Actions:</i>	4
<i>Damage Modifier:</i>	+2D8
<i>Movement:</i>	4m
<i>Strike Rank:</i>	+14

Skills

Influence 55%

Typical Armour

Thick, impenetrable hide. No armour penalty.

The cliffs lining either side of the river are home to chaos-mutated savages keen on killing any who enter this realm. A magical trap, lying just past Balis Jamon's caves, causes the river to erupt upwards, depositing any craft on the edge of the cliff where the wretches wait, weapons drawn. Those who display bravery find the warped, half-human creatures, ravaged by signs of disease and self-harm, cowardly and unwilling to fight but those who exhibit cowardice or uncertainty are considered easy prey for the creatures (Games Masters should use the statistics provided for Ghouls on page 144 of the *Elric of Melniboné* rules.). The creatures number between 15 and 30.

The river flows onwards through Falador until it reaches a vast, dark gorge in the rocks. The water seems to boil and the air rushes around in great, whirling clouds. Faces appear in the water and in the rock, reminders to each character of their failings, their failures, those betrayed, those doomed and those who will be betrayed or doomed. In the gorge, the Insanity gain is 1D8 points and only the strongest minds can refrain from hurling themselves into the roiling waters to escape the dreadful torment they feel in their souls.

This is the last of the known dream realms. Beyond an alabaster gate at the far side of the gorge is the place referred to by the Dreamthieves as the Nameless Land.

The Nameless Land

The last of the dream realms is a paradise after the madness of Falador. Lush meadows and woodlands, gentle streams and bold, breathtaking mountains, orchards and vineyards...

one can live here in peace and harmony, as, indeed, the Quatzhasaat hero, Chamog Borm does, raising horses and leading a simple, almost monastic life.

The Nameless Land is malleable. Those who reach it seeking peace shall find it. Those who come with violence in mind bring violence into the land and that violence permeates through the dreams of all that sleep, throughout the Multiverse. True heroes find something of Tanelorn amongst the valleys and meadows of the realm, whereas villains and enemies of the Balance find a place ripe for conquest and enslavement, as though everything beautiful in the world has been gathered together into a single sphere and offered for defilement.

Servants of the Balance and those who do not cleave to Law or Chaos find a land fit for heroes and receive a welcome from Chamog Borm. They may stay here as long as they wish and perhaps, there are many retired heroes here; those who came in search of Tanelorn but found the Nameless Land instead. Their dreams and the natural powers of this realm, drive sweet dreams of encouragement and prosperity across the Multiverse. However, when those who are slaves to a particular power intrude, then it is their desires and traits that are embodied and the natural power of the realm is corrupted, driving forth the strongest, most corrosive dreams any Dreamthief has to deal with.

One could therefore consider each of the preceding realms as a form of protection for the Nameless Land, aiming to ensnare or waylay those who might reach this most malleable of realms and bring harm to others.

For Games Masters, this realm is yours to manipulate and populate as you wish. The dreams it creates reflect its experiences and those dreams drive many to do the most dreadful or extraordinary things.



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