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MICHAEL MOORCOCK'S

ELRIC!

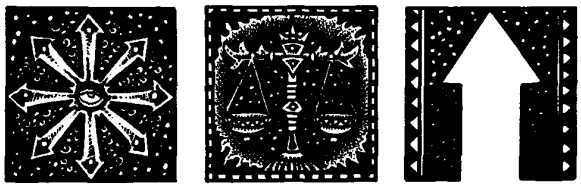
DARK FANTASY ROLEPLAYING

LYNN WILLIS
RICHARD WATTS
MARK MORRISON
JIMMIE W. PURSELL JR.
SAM SHIRLEY
JOSHUA SHAW

Chaosium ®

ELRIC!™

Dark Fantasy Roleplaying in the Young Kingdoms



ELRIC'S STORMBRINGER EMITTED BLACK RADIANCE AS IT CARVED A BLOODY PATH THROUGH THE BEGGAR ARMY, LEAVING IN ITS WAKE A MESS OF DISMEMBERED BODIES, ENTRAILS AND DEAD, HORRIFIED EYES. ***THE VANISHING TOWER***

ELRIC!™

DARK FANTASY ROLEPLAYING™

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FOREWORD

Michael Moorcock's energetic tales of Elric, Stormbringer, Melniboné, and the Young Kingdoms gave fantasy-writing a new direction. Heroic fantasy had been the vague province of Dunsany and a few deft Americans, notably Howard and then Leiber. Generations of Englishmen from Morris on had published measured but (with Peake among the exceptions) curiously passionless books that admixed childlike behavior and adult sentences to produce a literature that was, whatever else, monumentally safe and tidy.

The Elric tales are anything but that. They seem written at break-neck speed. They begin and break off plot-lines unexpectedly. They madly invent and then slaughter whole armies within a few pages. Their language is by turn baroque, filled with color, sparse, bare, sensual, and terrifying. There are dangerous encounters, cunning and abrupt turns of phrase, sometimes an unexpected interest in the strategy of hand-to-hand fighting, and things like Stormbringer, the sentient, soul-drinking, almost insatiable great sword, that can never be forgotten. Later tales change important matters, such as the origins of Melniboné and of the runeswords. The tales murder (no one dies of old age here) every character the reader loves, and then the last one destroys the universe. These are stories in a hurry, and the best of them roar with creativity.

THIS IS A NEW roleplaying game about the Elric saga. It is approved of by Michael Moorcock, who has written threescore and more books since Elric first sat upon the Ruby Throne and pondered his fate and that of the Bright Empire's.

This game maintains some continuity with *Stormbringer,* since the background universe is the same Young Kingdoms. Elric is a different game, however. This is not a re-write, as a glance at the Spot Rules for Combat chapter will show. Even the background details and their implications in the Young Kingdoms chapter are new and different. Some values for the personalities and creatures are unchanged, since the fundamental mechanics of both games are similar, and since they draw from the same literary source. The new game includes elements from the three newest Elric books as well as the earlier six.

Adventurer creation is more complete and quicker to accomplish. Combat and magic are more detailed, seem closer to the saga.

Combat is more realistic, with more tricks and special effects available to it. The quickness of combat, and the potency of an attacker with high Dexterity and high skill percentiles can be stunning. Fights between evenly-matched opponents can be stately, almost dance-like for a round or two; when someone finds an advantage, a crippling or a deadly blow ensues.

Magic is less high-level, so that something powerful is memorable. A more-or-less parallel set of spells and summonings exist, following clues in the saga. Invocations and enchantments, two more sorts of magic, are also distinguished. Much magic exists in this world, but some of it has blended with reality, and more is impossible to renew. There is little in the saga about demons: in consequence the game centers less on summonings for magic effect, but those who like that approach will find they can achieve a wide variety of effects.

Using or foregoing magic is an important consideration for new adventurers. *Elric* persistently reminds the player that a cosmic battle is being waged for his or her soul. But allegiance to Chaos, the Balance, or Law is more a matter of deeds than of signing up and carrying a membership card; adventurers can wobble from one force to another as they will, and most need not much worry about the consequences, at least for a while. The free will of every character is upheld, as it was even for Elric. No game rule ever forces an adventurer to do something he or she chooses not to.

IN PREPARATION FOR ELRIC

Melniboné, a sourcebook and scenarios about the Dreaming City and the Dragon Isle, will be on store shelves in August. A set of scenarios tentatively titled *The Fate of Fools* appears later this year. The *Atlas of the Young Kingdoms* is in preparation. A sourcebook and scenarios for *Corum* is being worked on, and is anticipated for the first half of 1994.

Stormbringer is a supplementary game. Information exists in it and its supplements nowhere else available. Conversion of scenarios from it is mostly simple and quick; see pages 148-149.

WHO DID WHAT

RICHARD WATTS wrote the Young Kingdoms chapter, the Elrician portions in the introduction, and part of the personalities chapter. I do not dare guess that he knows more about the Young Kingdoms than Michael Moorcock, but Richard has been living there a lot lately. His advice everywhere was 'Darker, please—more gloom!'

Mark Morrison contributed scores of improvements, specific spells, spell and demon summaries, the *Stormbringer* conversion notes, part of the scenario 'The Weight of Doom,' and many wise observations. I chided him to the effect that he seemed best able to think up things for me to do, an ignoble and desperate slur since his touches are everywhere. In great part he and Allen Varney (who had fortuitously turned up in Australia) created the allegiance system.

Jimmie W. Pursell Jr. wrote extensively about the draft manuscripts and, like Mark Morrison and Josh Shaw, added so many details, expansions, and new thoughts that they cannot be easily distinguished. To my mind, harmonizing dodge and parry was his best touch, but there are many.

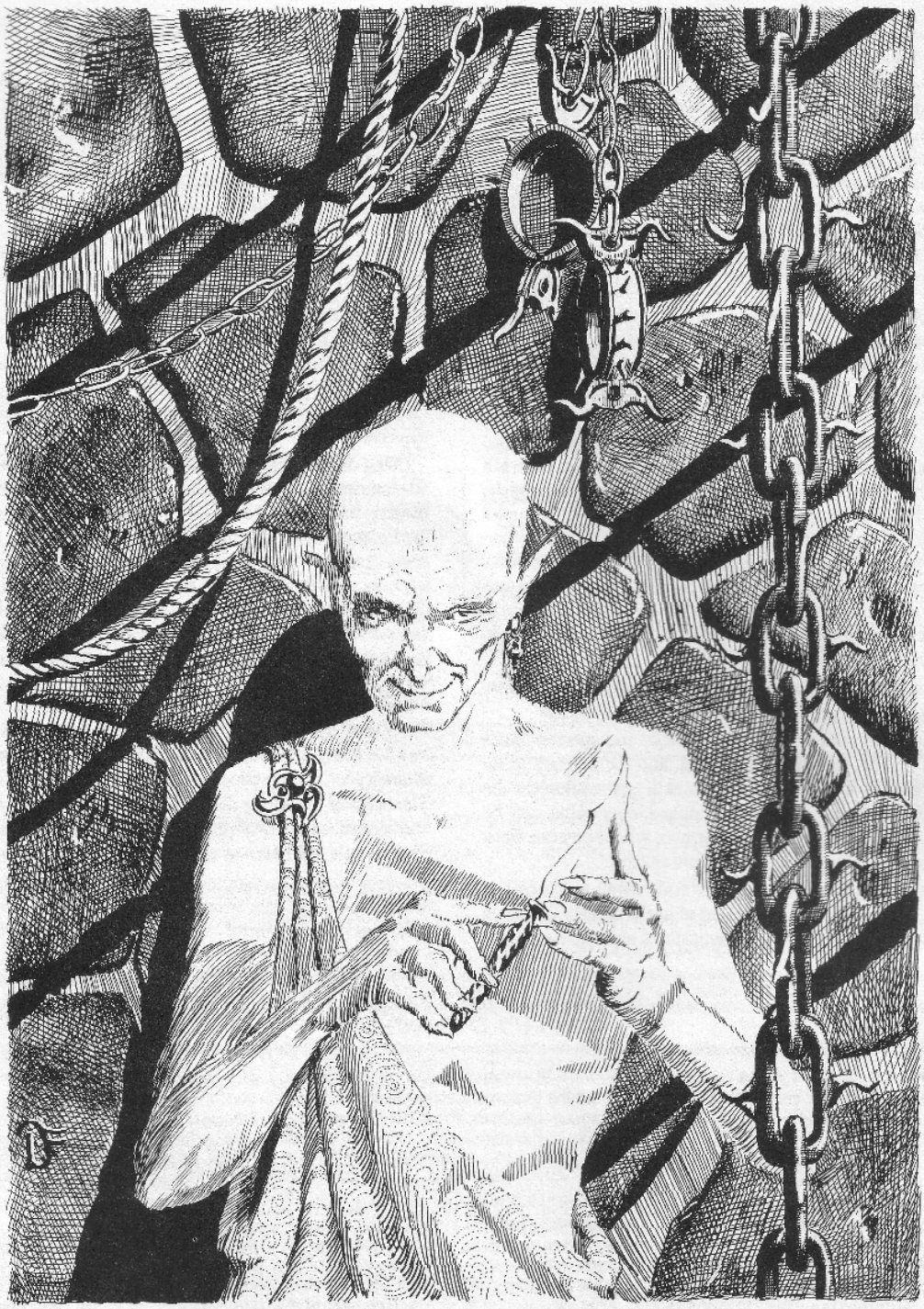
Josh Shaw took the system where no man or woman had gone with it before, leaving combat flexible and fluid, and pressing the game mechanics toward their limits. He has a keen knowledge of arms and combat, and a sense of what's fitting for a game.

Sam Shirley, whose desk is eight feet from mine, wrote the scenario, "The Thought That Counts," part of the personalities chapter, and cheerfully furnished counsel upon demand. I was absent from the office so much of the time, dealing with deaths in my family, that he was in the end cheated of the greater influence that his skills and sense of proportion demand.

Charlie Krank contributed the pronunciations and he and his family helped shape adventurer generation. If adventurers seem understandable as individuals, then the Krank household's indefatigable efforts succeeded. Others contributed invaluable insights, and the most important of them are listed on the title page. Most wrote long commentaries; **Mark Jason Durall** also contributed most of the description of High Speech quoted in the skills chapter.

If you like this game, you are in their debt. Notwithstanding this aid and more which must go unmentioned, I remain responsible for the great part of this book, for any annoyances, and for all mistakes.

We have worked hard on this book. We hope you enjoy it. — **Lynn Willis**



"MY LORD?" ABSENTLY, ELRIC LOOKED UP. "WE HAVE THE INFORMATION NOW, MY LORD." DOCTOR JEST'S THIN VOICE WHISPERED ACROSS THE CHAMBER. TWO SETS OF CHAINS WERE NOW EMPTY AND SLAVES WERE GATHERING THINGS UP FROM THE FLOOR AND FLINGING THEM ON THE FIRE. THE TWO REMAINING SHAPELESS LUMPS REMINDED ELRIC OF MEAT CAREFULLY PREPARED BY A CHEF. ONE OF THE LUMPS STILL QUIVERED A LITTLE, BUT THE OTHER WAS STILL.

ELRIC OF MELNIBONÉ

ELRIC, A SUMMARY OF THE SAGA,

INTRODUCTION

ABOUT ROLEPLAYING, THE PURPOSE OF PLAY, PLAY-AIDS, PRONUNCIATIONS, SOURCES.

WHO IS ELRIC?

THE CHARACTER OF ELRIC of Melniboné is one of many created by British fantasist Michael Moorcock. Elric is his most enduring creation. A doomed albino, white of skin and red of eye, his blood deficient and his life filled with anguish, Elric is the Emperor of Melniboné, an ancient and prehuman Empire in decline, and he is cursed to destroy everything and everyone he loves.

Reversing traditional fantasy tales, Moorcock has Elric destroy his own kingdom (which has endured for ten thousand years) instead of winning the throne, and has Elric slay the princess he loves instead of rescuing her. Elric is a servant of the Lords of Chaos, as were his ancestors for countless generations, but he is also reflective, and alone among those of his world has modern sensibilities.

As the saga progresses, Elric turns his allegiance toward Law, although he comes to hate all gods for their manipulation of mortal existence. In the end Elric hopes for a world without gods and magic to make a misery of human lives. He dies attempting to bring such a world—a world nearer the Balance—into being.

Unlike such other fantasy heroes as Robert E. Howard's Conan the Barbarian, Elric is the epitome of civilization, a refined and sensitive sorcerer-emperor instead of an ale-swilling, muscle-bound brute. He is an intellectual scholar compelled to frightful action because of his own dark fate, rather than through desire for riches and material gain. Because of his thin blood, Elric is by nature weak and sickly, kept alive and alert only through sorcerous potions and muttered runes. Elric gains Stormbringer, a demonic weapon that drains the souls of those it slays and gives part of their life-force to the albino. In Stormbringer, Elric finds the energy he needs, but at a terrible price. The constant battle between Elric and his sentient, howling runesword drives much of the saga.

THE ETERNAL CHAMPION

Elric is an aspect of the Eternal Champion, a warrior doomed never to know peace, only eternal struggle through countless incarnations. In every world of the Million Spheres, the multiverse of infinite possibility that Moorcock postulates in his novels, the Eternal Champion exists in one form or another. Sometimes the Champion fights on the side of Law, upholding civilization, order, and justice, while at other times, in other worlds, the Eternal Champion fights on the side of Chaos, which represents disorder, entropy, and change.

The Eternal Champion is a pawn of Fate, sent hurtling from one existence to another in an endless parade of grief and sorrow. Other aspects of Moorcock's Eternal Champion include Dorian Hawkmoon and Corum, the Prince in the Scarlet Robe. Like Elric, they too are doomed. They too know love only at the price of sorrow. It would seem that an Eternal Enemy balances the Champion in each incarnation. For Elric this is his cousin Yyrkoon, and for Corum, Prince Gaynor the Damned. An Eternal Companion often accompanies the Champion. The Companion often is doomed to die at the Champion's hand. A love or lovers also feature in the tales. These stories of tragedy contrast the epic nature of the Eternal Champion's fate. They are an integral part of the saga.

LAW AND CHAOS

The battle between Law and Chaos is an on-going theme in Moorcock's writing, involving as it does both gods and mortals. Above and beyond these warring forces is the Cosmic Balance, which swings in favor sometimes of Law, sometimes of Chaos. In a perfect world the two are stabilized, in equilibrium.

The harmony of the Balance is all too lacking throughout the multiverse. Although the Balance rules unalloyed in places, most universes are in a state of Chaotic turmoil or Lawful stagnation. Without its opposite, a plane of pure Law is as deathly and sterile as one ruled by Chaos. This flux of opposites snares the Eternal Champion, but he does not give up the fight against it.

In the final battles, Law and Balance join forces against Chaos, for Chaos has grown too strong. Elric's death brings the plane toward the Balance. When the world reforms, there will be magic, but much less of it. Our own world will then be born.

In the saga, Chaos attracts because it masks great beauty and power even while it wreaks havoc. Elric realizes that Law similarly confounds the notion of good and evil, though we do not see it conquer the world. We imagine that Law should provide security, but it brings with it rigidity and sterility. What is right is not always easy to know. Sometimes the wrong person dies, or a quest goes unfulfilled. Sometimes the adventurers are cursed for doing good, or blessed for their evil-doing. The reversal of expectations is an important notion in understanding the saga.

A SUMMARY OF THE SAGA

TO DATE, THE ELRIC novels and short stories number eight titles, and cover approximately seven years of the albino Emperor's life. In order of events, the books are *Elric of Melniboné, The Fortress of the Pearl, The Sailor on the Seas of Fate, The Weird of the White Wolf, The Vanishing Tower, The Revenge of the Rose, The Bane of the Black Sword,* and *Stormbringer.*

A ninth book, Elric at the End of Time, contains two Elric tales among the works collected in it, but need not be considered a vital part of the saga. Of these, one takes place after *The Sailor on the Seas of Fate*, and the other fits between the last two stories in *The Bane of the Black Sword.*

Elric of Melniboné describes, less than a year after Elric has been crowned the 428th Emperor of the Ruby Throne, how the machinations of his ambitious cousin Yyrkoon plunge him into the beginnings of his dark fate. Elric is forced to summon Arioch of the Seven Darks, one of the Lords of Chaos, who has not manifested upon the earth for centuries. Using the power this gains him, Elric chases Yyrkoon, who has kidnaped Cymoril, the woman Elric loves, and fled Melniboné. In recovering her, Elric gains possession of Stormbringer, a rune-carved sword possessed of both malign sentience and the power to drain the souls of those it slays. A portion of this power transfers to the weak albino, giving him the strength he has needed, but at a dreadful cost. At the conclusion of the first book, having made the acquaintance of the human hero Rackhir the Red Archer, Elric leaves his cousin as regent. He himself goes adventuring in the Young Kingdoms for a year, in search of the knowledge to revitalize his stagnant, dying kingdom.

After several minor adventures vaguely described, Elric arrives at the desert city of Quarzhasaat, last remnant of an empire that long ago threatened Melniboné, in *The Fortress of the Pearl*. Here Elric is dragged into feuds between the rulers of the city, and is forced by them to embark on a journey in search of a legendary treasure. Crossing deserts and other planes, Elric at last returns to Quarzhasaat to destroy it, completing a sentence passed against the city by Melniboné centuries ago, but never carried out.

In *The Sailor on the Seas of Fate*, Elric learns something of his true nature, as he joins with three other aspects of the Eternal Champion to battle frightful twins who threaten the entire multiverse. Although this episode seems almost a dream to Elric later in his life, it has a profound effect upon him. Afterwards Elric leaves the mysterious ship upon which he has sailed, taking his leave of its blind captain, and finds himself in a world beneath a blue sun. Here Elric meets Count Smiorgan Baldhead of the Isle of the Purple Towns. Befriending him, the two escape back to the Young Kingdoms, only to be caught up with the adventurer and explorer Duke Avan Astran, a Vilmirian of considerable fame. Duke Avan enlists Elric's aid, which adds to Elric's knowledge of his nation's past, but the adventure ends in the Duke's death. Stricken with remorse, Elric returns with Count Smiorgan Baldhead to the Purple Towns.

After a short adventure at the far end of time, Elric returns to Melniboné as described in *The Weird of the White Wolf*, not to rule the Dragon Isle (as he had hoped), but to destroy it forever. Elric's travels confirm his belief that Melniboné is an anachronistic parasite. Then his cousin Yyrkoon seizes the Ruby Throne, declaring Elric a traitor and himself Emperor. Leading a fleet of Young Kingdom raiders, Elric attacks the Dreaming City, his home, and the reavers he leads pillage and burn the oldest and most beautiful city in the world. Attempting to save Cymoril, Elric accidentally slays her because of Yyrkoon's treachery. Only Elric's ship escapes Melniboné's final, fiery breath, and he abandons and betrays Count Baldhead, his friend and ally, so he himself might live.

Next Elric meets Moonglum of Elwher, an adventurer from the Unknown East who proves to be Elric's steadfast companion in the years ahead. An encounter with a minor Chaos Lord dashes Elric's hopes of discovering the true nature of the universe. Elric has a brief affair with Yishana, Queen of Jharkor, earning the hatred of Theleb K'aarna, a Pan Tangian sorcerer who thereafter becomes his deadly enemy.

In *The Vanishing Tower*, Elric is involved with Myshella of the Dawn, the ultimate Champion of Law in the Young Kingdoms, saving her castle from destruction. Then, because of Theleb K'aarna's manipulations, he is caught up in a battle against the beggar hordes of Nadsokor. Elric seeks refuge in Tanelorn, the eternal city, a haven for any whose lives are fraught with suffering, but cannot find the peace that Tanelorn offers all others.

Riding through the desert that surrounds the city, Elric's fate catches up with him again, and he is flung into another world, there encountering two aspects of himself as the Champion. Aiding them means Elric aids himself, and he returns to the world of the Young Kingdoms just in time to save Tanelorn from Theleb K'aarna's wrath. Alas, Elric cannot save Myshella from the Pan Tangian and, with her dead, Chaos increases its influence upon the world.

Departing Tanelorn in *The Revenge of the Rose*, Elric rides east, to the Unknown Kingdoms, but is dragged back to Melniboné and back through time by the magic of his father Sadric, whom Elric believed long dead. Sadric is, but his spirit sends Elric on a quest through countless worlds in search of his soul. It is concealed inside a carved rosewood box stolen by the dead Emperor's body-slave several years ago. In saving his father's soul, Elric saves his own from that which he most fears, his Melniboneán heritage, and learns something of the truth concerning Melniboné's past. He also earns his father's long-begrudged love.

The Bane of the Black Sword sees Elric reunited with Queen Yishana in Ilmiora, three years after their first meeting. There the albino finally has his revenge upon Theleb K'aarna, but at the cost of the life of his cousin, one of his oldest comrades.

Fleeing the destruction he has wrought, Elric, with Moonglum, meets Zarozinia of Karlaak, a senator's daughter lost in the ill-omened Forest of Troos. Even as Elric begins to fall in love with this spirited young woman, his doom is upon him, and sends another ancient civilization crashing to destruction by his passing.

Traveling with Zarozinia to her home, Elric weds her, hoping to find happiness. For the first time in years Elric puts Stormbringer aside, able to survive on drugs he discovered in Troos. Then he must reclaim the sword in an attempt to save his new home from the depredations of a savage Eastern army. Successful, Elric is reunited with Zarozinia, and resides for a time in Karlaak by the Weeping Waste.

Stormbringer, the final novel of the Elric saga, sees the albino emperor's doom embrace the world at large. Jagreen Lern, the Chaos-worshiping Theocrat of Pan Tang, unleashes madness and horror upon the earth. Zarozinia's simultaneous kidnaping catapults Elric into action. Although briefly reunited with his friends and wife, in the end Elric's destiny means their deaths at his hands, on the blade of his vampiric runesword. Having gone on a desperate journey to another world to gain a magic horn with which the ravaged earth can be renewed, Elric himself is killed by Stormbringer. Dead, Elric still cannot know peace: his soul is absorbed, like the thousands of friends and foes whom he himself has slain, into the essence of the demonic black sword. The last words of the saga are spoken by the entity that is Stormbringer itself, as it laughs mockery at the Cosmic Balance and all it stands for. "Farewell, friend," it says to Elric. "I was a thousand times more evil than thou!"

ABOUT MICHAEL MOORCOCK

MICHAEL MOORCOCK was born in London in 1939 and published his first novel in 1961. From 1964 to 1980 he edited the seminal imaginative fiction magazine *New Worlds*, and is consulting editor for it now that it has resumed publication. His *The Condition of Muzak* won the Guardian Fiction Prize. He has written for and performed with the rock groups Hawkwind and Blue Oyster Cult. Based in London, he also travels for significant parts of each year in the U.S.A., Europe, and North Africa.

This game concerns nine of his titles. In total, Mr. Moorcock has written more than seventy books, fiction and nonfiction. His circle of fans continues to widen.

ROLEPLAYING

FANTASY ROLEPLAYING is a form of social gaming, akin to acting out a novel. There are two sorts of players. Most players act out the primary roles in a game, the heroes around whom the tales revolve. They might be swaggering warriors in plate armor, sly beggars whose weapons are the deformities with which they earn their living, or decadent sorcerers of noble birth. One other player becomes the gamemaster, who devises and presents the adventures in which the rest of the players participate. The gamemaster describes the world in which the adventurers roam, and how that world is affected by the players' actions. While a player acts out only one role, or perhaps two if playing two adventurers, the gamemaster presents the entire fantasy world in which the game is set, with its people, places, monsters, and gods.

Play is mostly conversation: the gamemaster outlines some situation or encounter, then the players say what they, in the guise of the adventurers, propose to do. Relying on the rules to keep everything consistent and fair, the gamemaster then tells them how to do what they proposed or, if impossible, what happens instead. Dice rolls, the results of which are unpredictable, keep everyone honest and provide surprises, triumphs, dismal defeats, and hairs-breadth escapes.

Success in roleplaying comes not from players eliminating each other, as in chess or parchesi, but in memorably adopting the personas of characters quite different from themselves, and in reacting as those people would to otherworldly scenes and creatures.

Part of the pleasure in roleplaying is the interaction and cooperation between players: a novel gives solitary pleasure, but roleplaying gives the satisfaction of theater. Cooperation among players is important in successfully completing the task or quest the scenario set forth, and in granting their own pleasure in the game—you are not only the actors, but the audience as well.

PLAYERS

A player has the duty to roleplay his or her adventurer within the limits of the adventurer's personality and abilities. Try to know as little or as much as the adventurer would in life; you'll be aided in this by the skill rolls the gamemaster requests. If you develop the adventurer well enough that everyone knows what he or she will do in a specific situation, you're among the best roleplayers.

No single player needs to know much about the game, especially when he or she begins. Read the two-page spread, Creating an Adventurer, since you'll want to create someone to play. Examine the Terms section at the back of the book. If you have time, skim the Adventurers, Skills, and Combat chapters. If you take magic spells for your adventurer, you'll want to read about those spells in the magic chapter, to know what they can do. As you can, become familiar with the rules.

THE GAMEMASTER

The most fun in the game is had by the gamemaster. The player who acts that part moderates the game. Using a published scenario or one he or she has created, the gamemaster narrates the game universe and acts as the adventurers' opposition. That opposition must be smart and mean, or the players will be bored, and it must be presented fairly, or the players will be outraged.

To be a gamemaster, read all of the tabbed rules section, and then become familiar with the rest of the book. The Gamemaster chapter has some useful entries, including notes for conversions from Stormbringer and a stock of non-player characters. Know the general procedures for combat and magic, but don't feel you need to memorize everything—most questions can be answered as they arise.

Start with the scenarios in this book, or choose and convert one from a *Stormbringer* supplement, or create one of your own. Photocopy some adventurer sheets, then invite some friends, and have them roll up adventurers. Summarize the rules for them, and supply a photocopy of the game tables at the back of this book. You're ready to play.

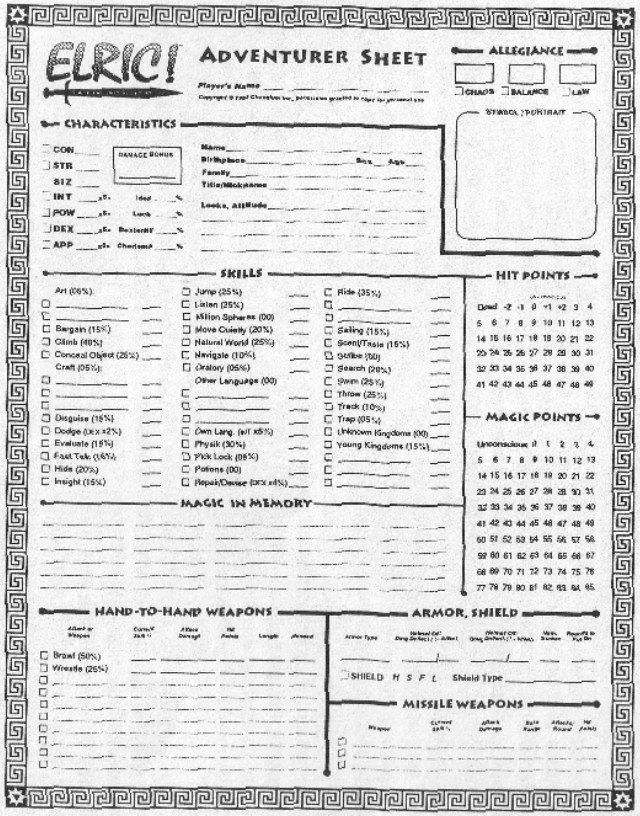
THE PURPOSE OF PLAY

The purpose of roleplaying is to have a good time. It's fun to deal with dangers that are not truly dangerous, threats that vanish when everyone rises from the table, and demons who evaporate when the lights go on. If you play well, you and your friends enter a darker world for a while, find strength in coping with it, and perhaps know victory. Emerging, you return to a world that is a darker or a brighter place because of what you experienced, and you see yourself as more active in it.

ROLEPLAYING IN THE YOUNG KINGDOMS

Roleplaying in the world of Elric presents gamemaster and players alike with a world at once unrestricted and limited. The Young Kingdoms are not static. They move inexorably toward

ADVENTURER SHEET, REDUCED



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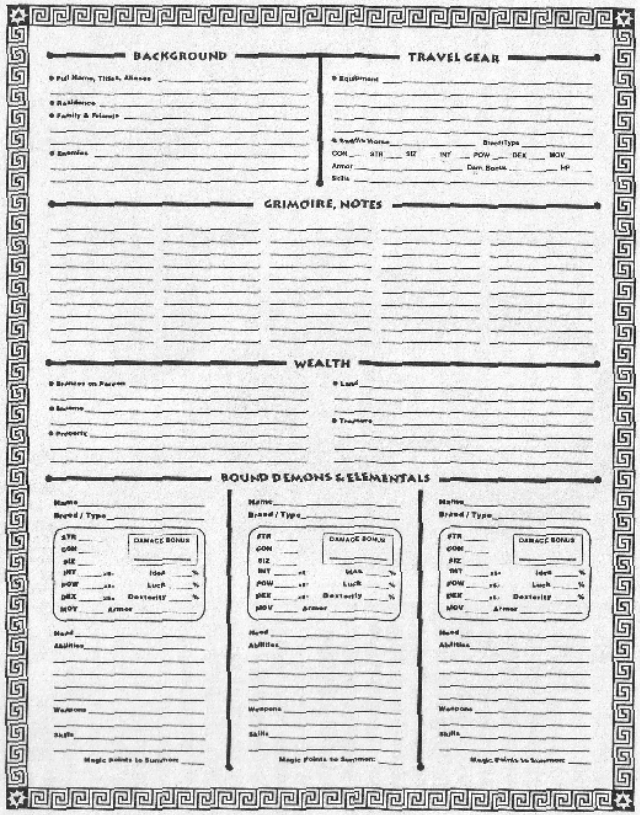


BACK

Full-Sized Adventurer Sheet on pp. 155-156

destruction. An appeal of Young Kingdoms roleplaying can be in watching history unfold, and in interacting with events of the Elric saga, such as the Sack of Imrryr or the destruction of Org. Historical movement in part makes the Young Kingdoms a unique arena for roleplaying.

Everyone in the saga, large or small, eventually meets individual deaths that Moorcock does not soften nor flinch from. This dark atmosphere is attractive and compelling. While not every character needs or deserves an epic, predetermined fate, gamemasters can weave this aspect of the Elric novels into their games as they would any other.

Only a small area of the Young Kingdoms is mapped and known. Within the borders of the known lands, possibilities for heroic adventure abound. Without, vast unexplored lands await discovery or, for some, actual creation.

The rules assume that Elric's fate is predetermined and unavoidable, but this need not be so. If gamemasters wish differently, players may avert the doom of the world, veer from the saga, and begin something entirely new, but their success in this never should be assured.

THE ADVENTURERS

There can be only one Emperor of Melniboné at a time. There can be only one Elric, ever. Player-characters begin among the swarms of nameless adventurers drifting through the Young Kingdoms. Their conduct and choices over time decide whether they become aloof philosopher-kings, find the satisfying truths of Tanelorn, or finish as Chaos-ridden dupes. But adventurers live in the moment: for the young and courageous, the swing of a sword, the meaning of a cryptic inscription, the unmasking of a traitor, the quenching of thirst, or the slaking of vengeance can be enough.

By default or choice, each is aligned with Chaos, the Balance, or Law from the beginning. Complications and entanglements may occur if the adventurer accepts allegiance with a force. While philosophy will not be a topic in play, the practical consequences of being allied with this force or that will be important and consistent.

Players need not worry much about strategy so much as they should attempt to be true to their adventurers. People of this time can be direct in their methods, open in their desires, and honest in their goals. The world of the Young Kingdoms is both very old and very young, but it always rewards passion and forthrightness.

Most of the game rules, on the other hand, concern small things. Players and gamemaster must work out greater designs and meanings. As they do, they will not be amiss if they remember another council, the Lords of Chaos whom Elric once saw sitting in a vast hall: around them those powers caused to swirl the life and dreams of a universe.

THE EPOCH OF PLAY

The rules require no prior chronology, no special starting date, nor any set sequence of events after play begins. If the gamemaster intends to conform to the saga, then we suggest a time during the rule of Sadric, Elric's father. Sadric was a powerful sorcerer-king, and doubtless had a lengthy reign. Once Elric accedes to the throne, about seven years remain before the doom of the world. By that time the adventurers may be strong enough to do something about it.

THE SIGNIFICANCE OF MAGIC

Magic is the specialty of Chaos, for by its use all things may become mutable and temporary. Anyone can know and cast Chaotic magic. Chaos prefers it that way, since each cast tilts the caster toward Chaos a little bit more.

A few spells can be cast only by someone with allegiance to Law. Allies of Law try not to use magic, or at least Chaotic magic. Using magic accepts Chaos and undermines the stability and permanence necessary to Law. Occasionally Champions of Law, such as Myshella, cast great magic, but only when the need is dire. Day by day, the follower of Law prefers instead to hone his or her skills, and so be as perfect as the great Lords of Law.

There is no magic of the Balance. Followers of the Balance accept systematic change—the progression of life and death, the evolution of life and thought, and the balance of the elements necessary to life. Chaos would change everything, and Law would change nothing. Both would do that forever. The Balance represents the Middle Way, systematic, measured change producing tranquil souls and peaceful, joyful lives.

THE ELRIC SAGA, IN SEQUENCE OF EVENT

THESE TITLES WERE written over nearly thirty years. The dates are the years of copyright. This list shows the order of event in the saga: the events of *Fortress of the Pearl* occur earlier in Elric's life than *Bane of the Black Sword,* for instance, but were written later by Michael Moorcock. Since two of the titles have appeared recently, new books in the saga may yet be published.

Elric of Melniboné (1972), a novel in three untitled books.

The Fortress of the Pearl (1989), a novel in three untitled books.

The Sailor on the Seas of Fate (1976), a novel in three books titled "Sailing to the Future," "Sailing to the Present," and "Sailing to the Past."

"Elric at the End of Time" (1984), the title tale in *Elric at the End of Time*, a longer collection.

The Weird of the White Wolf (1967, 1970, 1977), four stories, "The Dream of Earl Aubec," "The Dreaming City," "While the Gods Laugh," and "The Singing Citadel."

The Vanishing Tower (1970), in three tales, "The Torment of the Last Lord," "To Snare the Pale Prince," and "Three Heroes with a Single Aim."

The Revenge of the Rose (1991), a novel in three books, "Concerning the Fate of Empires," "Esbern Snare: The Northern Werewolf," and "A Rose Redeemed: A Rose Revived."

"The Stealer of Souls" and **"Kings in Darkness"** (1967, 1970, 1977), in *The Bane of the Black Sword.*

"The Last Enchantment" (1984), a tale in Elric at the End of Time , a longer collection.

"The Flamebringers" and **"To Rescue Tanelorn"** (1967, 1970, 1977), in *The Bane of the Black Sword.*

Stormbringer (1963, 1965, 1967, 1977), a novel comprised of four titled books, "Dead God's Homecoming," "Black Sword's Brothers," "Sad Giant's Shield," and "Doomed Lord's Passing."

AIDS TO PLAY

PEOPLE NEW TO roleplaying may never have seen dice with other than six sides. Many kinds of them can be found at most game stores and hobby shops. For convenience, players normally bring their own sets of dice to a game.

This game mostly calls for three sorts of dice rolls in judging the success of a skill use, learning how many hit points were lost, etc. These three rolls are abbreviated as D100, D8, and D6. The dice generating these rolls also can derive D20, D10, D4, D3, and D2 rolls.

In those abbreviations, the letter D stands for the word die or dice. The number after the D stands for the range of random numbers sought: D8 randomly generates the numbers 1-8, for instance, while D100 gives an equal probability of rolling any result from 1-100.

D100 (PERCENTILE DICE)

Percentile dice usually consist of two D10 dice of different colors, rolled at the same time. Each die has twenty sides, numbered 1,2,3,4,5,6,7,8,9,0 twice. Rolled, read the top number on each die to get the result.

Read the die of one color consistently as the tens-column, and the other as the ones-column: a result of 4-5 reads as 45, a result of 0-1 reads as 1, and a result of 1-0 reads as 10. The result 0-0 means 100.

D8 (EIGHT-SIDED DIE)

This single die has eight sides, each numbered once 1,2,3,4,5,6,7, or 8. Read the top number on the die.

D6 (SIX-SIDED DIE)

This is what everyone normally thinks of as dice. The D6 has six sides, numbered 1,2,3,4,5,6. Read the top number on the die.

OTHER ROLLS

Players also may want to make other sorts of rolls.

- To make a D20, 20-sided dice exist, numbered 1-20. You also can roll a 10-sided die and a six-sided die. If the D6 result is 1,2,3, the result is the face amount of the 10-sided die (0 reads as 10, remember). If the D6 result is 4,5,6, add ten to the face amount of the 10-sided die.
- For a D10, roll one of the percentile dice.
- For a D5, roll one D10 and divide the result by two, rounding down: thus a result of 1,2 = 1, and 9,0 = 5.

SOURCES

CHAOSIUM INC. — For game questions, for information concerning titles in print, to be placed on the mailing list for free brochures and announcements of new titles, to offer comments, or to make prospective author and artist inquiries, please write, **including a stamped, self-addressed envelope if requesting a reply,** to Chaosium Inc., 950-A 56th Street, Oakland CA 94608-3129. Prospective authors should write, not telephone, for current guidelines.

DICE, GRIDS, ETC. — Check the yellow pages under *Games*. Even moderately-sized towns usually include a store that stocks such materials. Failing that, U.S. customers might write to suppliers such as Gamescience, 1512 30th Ave., Gulfport MS 39501, or Berkeley Game Distributors, 2950 San Pablo Ave., Berkeley CA 94702. Please be patient.

MAIL ORDER — Chaosium maintains a list of distributors in the United States and abroad who carry our titles in English. Retail stores should contact our Sales Manager for such information.

MOORCOCK EDITIONS — All of the books of the Elric saga are under the Ace Books imprint, published by the Berkeley Publishing Group, 200 Madison Avenue, New York NY 10016. All exist in paperback. Most are in print at any time.

Michael Moorcock is a well-known fantasy author. Libraries often include his work. Any largish fantasy shelf in a library or bookstore has some of his many books. Larger cities often have fantasy and science fiction specialty bookstores, identified in the yellow pages. There Moorcock books always can be found.

For publication and price information, ask your bookseller to examine the current edition of *Paperback Books in Print*, a standard reference. It lists most of such books available in English. Some booksellers will special-order titles.

NEWSLETTER — The International Michael Moorcock Appreciation Society, PO Box 451048, Atlanta GA 30345-1048, episodically publishes a small newsletter about Mr. Moorcock. For subscription information, please include a stamped, self-addressed envelope.

STORMBRINGER MATERIAL — four supplements for Stormbringer are in print and available from Chaosium: *Rogue Mistress, Perils of the Young Kingdoms, Sorcerers of Pan Tang,* and *Sea Kings of the Purple Towns.* Scenarios in French are available from Oriflam, 132 rue de Marley, 57158 Montigny les Metz, France. Scenarios in German are available from LAURIN GmbH, Luruper Chaussee 125, D-2000 Hamburg 50, Germany. Scenarios in Japanese are available from Hobby Japan Co. Ltd., 5-26-5 Sendagaya, Shibuya-ku Tokyo, 151, Japan. Scenarios in Spanish are available from JOC Internacional, San Hipolit 20, 08030 Barcelona, Spain.

ELRIC BOARDGAME — an Elric boardgame is available from local hobby stores or by mail from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

QUOTES AND ABBREVIATIONS

ALL QUOTES ARE from the writings of Michael Moorcock. Herein, books of the saga usually are referred to by name. Most of his titles have three internal divisions (books); each internal book is divided into a varying number of short chapters. Since page numbers can change from edition to edition, in these rules those internal books are uniformly identified by Roman numerals, while the chapters within the internal books are given as Arabic numerals: a typical reference might be *Elric of Melniboné* I,3. —title first, followed by internal book number, followed by the chapter number within it. Thus chapter three of book two appears as *II,3.*

If abbreviated, the title of each book appears in a standard fashion: BB for *The Bane of the Black Sword;* EE for *Elric at the End of Time;* EM for *Elric of Melniboné;* FP for *The Fortress of the Pearl;* RR for *The Revenge of the Rose;* SB for *Stormbringer;* SS for *The Sailor on the Seas of Fate;* VT for *The Vanishing Tower;* and WW for *The Weird of the White Wolf.*

SELECTED PRONUNCIATIONS

THESE ARE house pronunciations, without special merit other than being what we say. If anyone has better information from Michael Moorcock, we'd love to learn it and use it to revise this list. Stressed syllables are in all-caps. Most closing ess's are said as ess, not zee.

Actorios — ak-TOR-i-ose
Afflitain — AF-li-tane
Arioch — AIR-i-ok
Arkyn — AR-kin
Ashaneloon — ah-SHAN-ee-loon
Aubec — AW-bek
Bakshaan — bahk-SHAHN
Balaan — BAY-lahn
Balo — BAH-loh
Cadsandria — cad-SAN-dree-uh
Chardros — SHAR-drose
Cran Liret — CRAN lih-RET
Cymoril — SIM-or-il
Dhakos — DAH-kohs
Dharijor — DAR-i-jor
Dharzi — DAR-zee
Dhoz-Kam — DOZE-kam
Donblas — DON-blahs
Dorel — DOR-el
Dyvim Slorm — DIE-vim SLORM
Dyvim Tvar — DIE-vim tuh-VAR
Eequor — EE-kwor
Elgis — EL-giss
Eloarde — EL-oh-ard
Elric — EL-rik
Elwher — EL-wer
Filkhar — FILK-har
Gaynor — GAY-nor
Goldar — GOLE-dar
Grome — GROME
Haaashaastak — HASH-ahs-tak
Hionhurn — HIGH-on-hern
Hwamgaarl — HWAM-garl
Ilmiora — il-mee-OR-uh
Imrryr — im-REER
Jagreen Lern — jah-GREEN lern
Jharkor — jar-KOR
Kakatal — KAK-uh-tal
Kaneloon — KAN-uh-loon
Kariss — KARE-is
Karlaak — KAHR-lak
Lormyr — LORE-meer
Mabden — MAB-den
Mabelode — may-BEL-ode
Magnum Colim — MAG-num COL-im
Melniboné — mel-NIB-ohe-nay
Mirath — MIH-rath
Myyrrhn — MEER-in
Myshella — my-SHEL-uh
Nadsokor — NAD-so-kor
Narjhan — NAR-zhan
Oone — OH-un
'pande — PAN-dih
Phum — FOOM
Pikarayd — PIK-ar-RADE
Pyaray — PIH-uh-RAY
Quaolnargn — KWAY-uhl-nar-gin
Quarzhasaat — KWARZ-hah-SAHT
R'lin K'ren A'a — RIL-in KREN ah-AH
Salik — SAL-ik
Saxif D'Aan — SAX-eef DAHN
Sepiriz — SEP-ih-riz
Slortar — SLOR-tar
Straasha — strah-AH-shah or STRAH-shah
Tanelorn — TAN-ih-lorn
Theleb K'aarna — TEL-eb kah-AR-nuh
Theril — THERE-il
Tovik — TOE-vik
Urish — oo-RISH
Vallyn — val-LEEN
Xiombarg — ZYE-om-barg
Yyrkoon — yeer-KOON
Zarozinia — ZAR-oh-ZIN-i-uh

- For a D4, pyramid-shaped D4 dice exist, or roll D8 and divide the result by two, again rounding down: thus 1,2 = 1, and 7,8 = 4. You also could roll D6 and ignore 5,6.
- For a D3, roll D6 and halve the result: 1,2 = 1, etc.
- For a D2, roll D6 and divide by three: thus 1,2,3 = 1, and 4,5,6 = 2.

OTHER NOTATIONS

Sometimes an instruction for dice includes an extra number, such as *2D6*. That tells the reader to roll more than one such die, and to add the results together. For instance, 2D6 means that two six-sided dice should be rolled and then totaled. Roll again if you don't have enough dice of a sort to roll at the same time.

Sometimes additions are given to die rolls, such as *1D6+1*. Add the number following the plus sign to the result of the D6 roll. For a roll of 1D6+1, the result must be between two and seven.

A notation may require the roll of different dice at the same time. If a monster has a claw attack of 1D6+1+2D4, roll the three dice requested, total the result, and add one.

The notation *+db* appended to attack damages reminds the gamemaster to add the damage bonus of the attacker. See more about damage bonuses in the Adventurers chapter.

ADVENTURER SHEET

YOU CANNOT PLAY the game without adventurer sheets. The sheet for Elric is two-sided. A full-size version appears near the end of this book. A half-size version on a single page can be found nearby. Either version holds the same information, everything you need for a complete adventurer. The next chapters explain how to fill out this sheet.

Gamemaster forms for demons and non-player characters are also found near the back of the book.

FIGURES AND POSITION

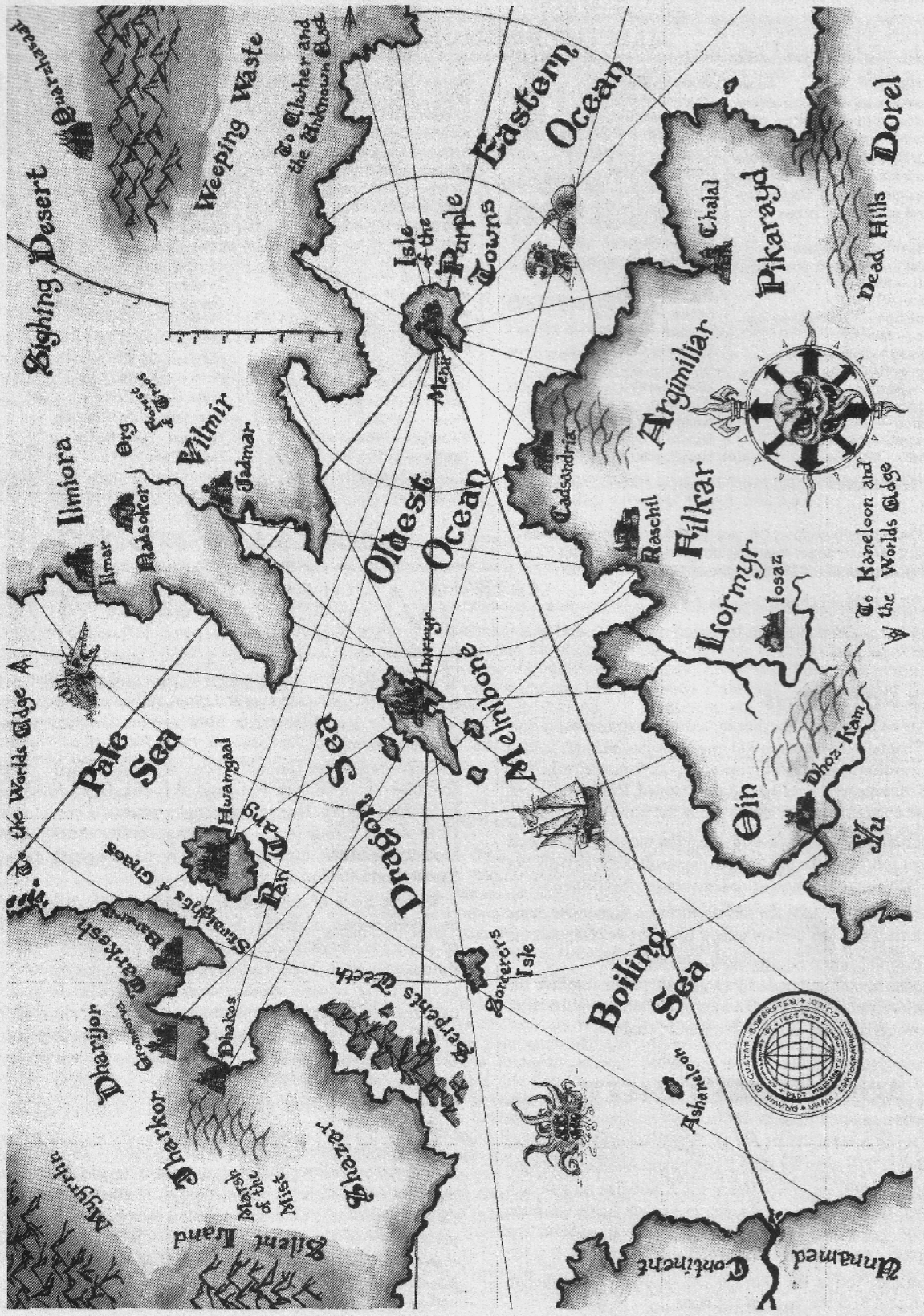
MUCH OF PLAY can be spent in hand-to-hand combat. You need to keep track of the relative positions of the adventurers and those they fight. Use figures, tokens, or markers to show them. These indicators answer all sorts of relational questions—who am I next to? —who's first and who's last? —can I move and attack this round or next? —can I see him? —could I overhear him? —can I shoot my arrow at him? and so on.

Most games use figures. These are small plastic or lead statuettes about an inch high, cast with circular or rectangular bases for stability. Buy them at most game and hobby stores. Both sexes come in an enormous variety of costumes, historical periods, and poses. Many people enjoy painting figures and showing off the results.

To keep track of movement, some find grids of squares or hexagons useful. These come in sheets of various sizes made of paper or sturdier materials. Stores that carry miniature figures also probably carry these. Some players despise grids as too rigid or too mechanistic. They prefer to eyeball distances and negotiate movement, and use rulers as last resorts. You may want to experiment, to see what suits you.

Gamemasters especially will want a few larger sheets of paper, on which to sketch out floor plans or to scribble general maps. Players may find graph paper an aid in mapping ruins or buildings.

Props sometimes lend drama and sometimes they look silly. If you cannot believe that a styrofoam block could represent part of a castle wall, then avoid props. If you like to pretend, then a new world of model railroad accessories, doll-house parts, oddities from hardware stores, children's toys, china souvenirs, and packaging await you. These things can endow any situation with intriguing possibilities for plans, surprises, and special uses for skills.



MAP OF YOUNG KINGDOMS, BY GUSTAF OF UHAIO — SCALE ON MAP, IN MILES —

PLACES, PEOPLES, AND STYLES OF THE WEST,

THE YOUNG KINGDOMS

RELATIONS WITH THE BALANCE, AND WITH THE GODS AND CULTS OF CHAOS AND LAW.

THE PEOPLE OF MELNIBONÉ patronizingly refer to the human nations of the world, specifically those which surround the Dragon Isle, as the Young Kingdoms. Lands exist other than those shown on the map, but these are largely unknown by even the most widely traveled of human explorers. The Unknown East (also spoken of in the saga as the Unmapped East) is a mystery to most Young Kingdoms scholars, as are the hotter lands west of Shazar and the Silent Land. The edges of the world are found north of the Sighing Desert and south of Dorel,

The Young Kingdoms consist of three island civilizations and kingdoms on three continents. Humanity avoids a fourth one, the thickly-jungled Unnamed Continent.

Melniboné, whose civilization once ruled the world, has a central location in the Young Kingdoms, and still represents an important center for trade and commerce. Travel between countries is common, although not without peril. Most often travel is by overland caravan or by coastal sea voyage. While some ships do brave the open oceans, they are less in number than the swifter, shore-hugging vessels common to most seafaring nations. (Galleys are light, for speedy rowing, and thus fragile in the face of storms.)

This section details the history, economy, languages, and technology of the Young Kingdoms. Then each nation is briefly described. Finally comes a summary of the gods and cults influential in this part of the world, and more of the nature of Chaos, the Balance, and Law.

HISTORY

ELRIC'S PLANE IS OUR own world, many millions of years ago. The nature of the universe, as described by Moorcock, is that time goes in cycles. Our own world and all its history have grown up in the Time Cycle that follows Elric's own, and was indeed ushered in by the doom-haunted albino himself. According to Melnibonéan scholars, Chaos originally created the planet, although the rule of the Lords of Disorder has long since waned. Before Elric's age the world was populated by a race known as the Doomed Folk, who apparently so loathed the planet which bore them that they shattered it, destroying themselves and prompting a new Cycle in the process.

With the Doomed Folk gone, the world took long to renew itself. Several nonhuman races grew up which were native to the earth: the Older Ones, the Law-worshiping demi-immortals; the wingèd folk of Myyrrhn, thought to be the world's oldest civilized race and evolved from the bestial clakars; and the inhuman dwellers in the Silent Land, to whom the Myyrrhn are somehow related. The earth at this time was unlike the one we know, but was reshaped in a war between Grome and Straasha, two Elemental Rulers, some 20,000 years ago.

To this world, which was then more vibrant than the world known by Elric, then came the alien people who were to settle Melniboné. Cosmic wanderers, little is known of their origins save contradictory rumor. There are even some who say that the people of Melniboné are native to this world, but so long ago was Melniboné's founding that many of her histories are considered legend. The nobility of the Older Ones interbred with their Melnibonéan peers, and gifted them with the Black Swords, Stormbringer and Mournblade, which were to be used by the fiercest among the Dragon Princes of Melniboné in the millennia to come. With the deaths of the Older Ones in battle against the Dead Gods, the Melnibonéans came to inherit the world, and quickly made it their own.

Abandoning the Balance, whom they had once worshiped, the Melnibonéans spread their rule across the world, and from thence into countless others. Made powerful by their reverence of Duke Arioch of Chaos and his kindred, the Melnibonéans were unassailable in their sorceries and military might. The next ten thousand years saw their Bright Empire wax great, and then gradually wane to its current lethargic state. The first true human nation was Quarzhasaat, now largely lost beneath the sands of the Sighing Desert twenty centuries past. Daring to threaten Melniboné, Quarzhasaat was destroyed.

One thousand years ago Melniboné was shaken by war between her own empire and that of the Dharzi, the Beast-Folk, which Melniboné won only with exhausting effort. The rise of humanity, with their worship of the White Lords of Law, was no doubt involved with the gradual lessening of Chaos upon the world. This began as the Bright Empire reeled from her near-defeat at the hands of the Dharzi. Magic began to fade, and with it Melniboné.

Lormyr was the first human kingdom to successfully declare independence of Melniboné, four hundred years ago. Other nations followed. While some are with us today, others have been lost to time, with newer nations springing up from their roots.

Although slumbering Melniboné still lays claim to the world as she did thousands of years ago, her days of empire are numbered. Melniboné stays strong only as a center for trade, but the activity of the human nations threatens even this. The Young Kingdoms are vital, whereas senile Melniboné dodders with age. She will not resist the coming storm that threatens the scintillating, lace-like towers of her capital Imrryr, the Dreaming City.

SOCIAL OUTLOOK

MELNIBONÉ HAS CEASED to command, but the millennia of her former rule still glitter in all memories. The Bright Empire bound the world together; freed from her oppression the human nations now war and squabble, and each seeks its own path. The sack of Imrryr by Elric and the Sea Kings, as described in *The Weird of the White Wolf*, frees the Young Kingdoms forever from Melnibonéan domination. Melniboné is yet a bane to humanity, a fearful shadow still casting darkly across the present.

The nations that make up the Young Kingdoms have grown at their own rates with the lessening of the Bright Empire's influence. Oin and Yu are the least developed, the Isle of the Purple Towns is perhaps the most prosperous, while others, like Lormyr, have already passed their prime. Compared to Melniboné, however, all nations of the Young Kingdoms are hives of activity. The flourishing of the Young Kingdoms is like a renaissance. New discoveries and developments occur every day, and new adventurers are sailing in search of new lands. It is this lively atmosphere that makes the Young Kingdoms such an exciting setting for a fantasy roleplaying game.

MAGIC AND TECHNOLOGY

FOR CENTURIES MELNIBONÉAN magic shaped and controlled the world. With the Bright Empire's fading, and the lessening of Chaos in the Young Kingdoms, humanity has come to see magic as intrinsically evil. As Melniboné thrived with magic, magic must therefore cause those who use it to become like Melnibonéans, amoral, sadistic and cruel, or so the followers of Law suppose. Only on the Dragon Isle, and to a lesser extent on Pan Tang, is magic accepted as natural. If magic is the expression of the essence of Chaos, then science and technology, both still in their infancy in the Young Kingdoms, are the essence of Law.

For centuries magic reigned supreme; it is only with the distancing of Melnibonéan power that technology has begun to be explored in the Young Kingdoms. Although advances such as steam-driven engines and gunpowder are yet unknown, scientist-priests of Law are near their discovery. Water-driven looms, mills and clocks, cumbersome, hand-operated printing presses, and similar devices are slowly becoming less rare, although still uncommon. The more civilized nations have glassblowing technology and advanced smelting techniques for those who can afford them. Only barbarians and the poorer nations such as Org, Oin, and Yu do not have wide access to steel, relying instead on traditional bronze and iron.

Maritime technology lags behind other advances, with most nations still relying on oared galleys. Sail-driven ships do exist, but few vessels rely solely upon the wind for propulsion, most having at least one set of oars. The Isle of the Purple Towns has the most advanced ships of all the Young Kingdoms, except for Melniboné's aging fleet. Agriculture is the least explored science, with most nations still unaware of such practices as crop rotation. Even in such civilized nations as Vilmir, slash-and-burn techniques are still used, with devastating results.

ECONOMY

FEW OF THE YOUNG KINGDOMS are large enough, or rich enough in resources to be self-sufficient. Most survive by trading with other nations, or by piracy, and are underpopulated because of the toll taken by constant raids and raiding.

Most nations stamp their own coinage. Their coins are usually interchangeable, or interchangeable by weight. Bronze coins are by far the most common coinage, called in the game simply *bronzes*. Game prices are given in bronzes. The rich also use jewels as coinage. Melnibonéan coins are rarely seen, and usually distrusted by the more superstitious humans in the Young Kingdoms when they are.

Even in large cities such as Dhakos and Jadmar, money rarely changes hands except in casual trading. Barter is common, especially among farmers, trappers, and other wandering folk. Innkeepers are usually loath to trade rooms and food for furs or the like, preferring hard cash, unless their profit seems obvious.

A merchant class has recently evolved in the Young Kingdoms, and now flourishes. Traders and sailors, many of them also trained as warriors to save room in the swift and slender ships used for coastal voyages, are amongst the commonest of any class or guild. Consequently trade objects are often found far from home, such as finely worked Ilmioran leather in Pikarayd, or Meniian glassware in Tarkesh, carried along the trade routes from country to country.

LANGUAGE

COMMON TONGUE IS WIDELY used in the Young Kingdoms. It is a debased form of Low Melnibonéan, spoken in the lands where once the Bright Empire ruled. Different accents and dialects abound, such as the thick brogue of the Purple Towns, but most travelers can make themselves understood in other lands. Low Melnibonéan is beyond their comprehension, and must be learned especially. High or Old Melnibonéan, usually referred to in this book as High Speech, is the formal tongue of the Empire, and used in sorcery in the Young Kingdoms as well as upon the Dragon Isle. It is difficult to learn. Many Melnibonéans know little of it. Both forms can be written, as can Common.

The Unknown East has its own tongue, 'pande, as does the Weeping Waste, where the curious tongue known as Mong is spoken. Mong has no written form, unlike the elegant calligraphy of 'pande. Opish, the language of the long-dead Dharzi Empire, is still spoken today in fabulous Quarzhasaat as a thieves' tongue. The nomadic people of the Sighing Desert have their own language, Lesh, whose written form resembles little more than line after line of subtlety-different scratches. The harsh, alien language of Mabden is little used in Pan Tang today save for its status as a classical tongue, and is unique to that bleak isle, while the squawking clicks that make up Myyrrhn are almost impossible to pronounce by any except the winged folk, among whom it originates. Both have a written form; that of Myyrrhn is pictographic.

THE ISLANDS

YOUNG KINGDOMS SAILORS identify five principal islands. Of these, three are mighty maritime nations, one is home to savages, and the last is home to mysteries of Law.

ASHANELOON

ASHANELOON IS A LITTLE-KNOWN islet in the midst of the steam and bubbling waters of the Boiling Sea. Although rarely shown on charts, Ashaneloon hosts a many-spired palace upon its otherwise bare rocks, a single building of towers, turrets and domes. This crenellated castle is home to Myshella of Law. Many wonders hide within its chambers and vaulted rooms, and none know just what wanders its great corridors.

THE ISLE OF THE PURPLE TOWNS

THE THIRD ISLAND CIVILIZATION of note in the Young Kingdoms is the human nation of the Purple Towns. It is home to a bold race of sailors and merchants, renowned for honesty and seamanship. Although a precarious political balance exists upon the Isle between the old nobility and the new and powerful merchant class, this has not stopped the Isle of the Purple Towns from becoming a center for trade to rival Imrryr. Purple Town traders are not smiled upon by Melniboné.

The Isle of the Purple Towns was once part of the Bright Empire, gaining her freedom at the time of the Lormyrian rebellion some four hundred years ago. Since that time the Isle has consolidated its power so that today its folk are the best and most trustworthy sailors of the Young Kingdoms. The long-bearded and leather-clad Purple Towners are to be found in every port of the Young Kingdoms, wherever there are ships to be sailed. Its nobles spend the year celebrating one festival after another, roaming the island in a continuous cavalcade, while its peasant folk till the soil as they have for generations.

The Isle gains its name from the color of the stones from which it constructs its houses and buildings. It is a pleasant place of fields and small farms, the warmer lowlands of the north giving way to rugged mountains in the interior, and sheep-dotted moors in the south.

Menii is the Isle's modern and stylish capital, while the nobility chooses to live in northerly Kariss, a more sedate and lethargic city. The priests of Goldar, whose golden pyramid temple looms over the marketplace in Menii, claim that if something cannot be bought in the Isle it cannot be bought at all, such is the wide array of products from the four corners of the Young Kingdoms brought and sold in the Isle's markets. Lord Goldar, a god of Law, is the main deity worshiped in the Isle, eclipsing the reverence given to Lassa of the Winds and Straasha Sea-King, two Elemental Rulers.

Count Smiorgan Baldhead is a noble of the Isle, and a major figure in the Council that rules the island. A son of an old and established family of the Purple Towns, Smiorgan has made a vast fortune by adopting the merchant's creed, much to the disdain of his more traditional and conservative peers. After his death in the Sack of Imrryr, the Isle's political scene becomes increasingly unstable, even becoming embroiled in a brief war with Lormyr. At the end of the world, when the hordes of Chaos sweep across the earth, the Isle of the Purple Towns' fleet sails against the navy of Jagreen Lern, but is vanquished by the appearance of the supernatural Chaos Fleet of many-tentacled Lord Pyaray. In this final, desperate battle the sailors of the Isle of the Purple Towns prove themselves doughty warriors even in the face of impossible odds.

A Stormbringer supplement, *Sea Kings of the Purple Towns,* contains much information about the Isle.

MELNIBONÉ

THE MELNIBONÉAN ARCHIPELAGO consists of three small islets, Amashii, Kiashu, and Wa'aiya'oro, and Melniboné itself. Only Melniboné, the largest Isle, is inhabited today, although all four islands were populated at the height of Melniboné's imperial splendor. A single city, Imrryr the Beautiful, stands on the main island, which is often called the Dragon Isle because of the great winged reptiles slumbering in caverns beyond the city. Imrryr is also known as the Dreaming City, due to the languorous, narcotic haze that fills her inhabitants' days.

Melniboné is warm and humid in summer, the winters cool although rarely unpleasantly cold, and receives a high rainfall all year. Beyond the scintillating towers of the Dreaming City, which these days Melnibonéans almost never leave, the remainder of the island slowly returns to the wild. Its fields of opium poppies, abandoned villas, secret glades, and mossy forests are empty save for birds and beasts, and occasional slaves sent to harvest plants that they then turn into drugs.

Melnibonéans depend upon their slaves, who outnumber their inhuman overlords ten times. The slaves are kept drugged, to ensure their obedience.

Landing on the Dragon Isle is virtually impossible, as a treacherous sea-maze guards Imrryr, and the steep cliffs of the shore are ringed about by reefs and dangerous currents. For centuries Melniboné has slumbered undisturbed.

Dreams of Melniboné's past glory call to most Melnibonéans, who spend their days in drug-induced splendor, preferring to remember the wonders of the past than to face the realities of today. In past centuries the Bright Empire ruled the world, or at least all of it that she desired. Today she is humbled, forced to trade with the Young Kingdoms and not to plunder them, as she once did.

Rich and poor alike, human visitors are restricted to a small section of Imrryr. They get little access to Melniboné's delights. In the eyes of the alien Melnibonéans, the Bright Empire still rules the world, and any talk otherwise is the ultimate breach of good taste.

The folk of Melniboné predate humanity, and share little in common with them. They are tall and slender. Their fingers are long, and their hair is fine. Melnibonéans are proud and amoral, and they delight in every sensation. Melnibonéans have slanted eyes and almost pointed ears, with sensitive eyesight and hearing. They delight in colors garish to human eyes and take pleasure in pain, especially that of others. Melnibonéan ways often seem frightening or cruel to humans. With their delicate graces and refined tastes, Melnibonéans are the most civilized of races in the Young Kingdoms, perhaps too civilized. They are a race without vitality or curiosity, beyond good and evil, content to exist in drug-enhanced pleasure as they have for centuries. Only tradition and worship of the grotesque and gorgeous gods of Chaos rule their lives.

Elric is the 428th Emperor to sit upon the Ruby Throne, but in the saga he abandons Melniboné to roam the Young Kingdoms, returning to destroy his ancient nation. Melnibonéans are the most potent sorcerers of the world, although all magic now wanes. Elric is the most powerful sorcerer seen on Melniboné for an age, but his spells cannot compare to the sorceries of old. Melnibonéan spells can summon the Elemental Rulers, as well as the rulers of beasts and plants. The Melnibonéans are feared and hated in most of the Young Kingdoms, though their golden battle-barges, dragons, and imperial legions are no longer abroad.

An *Elric* supplement, *Melniboné,* due out this summer, details many wonders of this beautiful and decadent place.

PAN TANG

THE ALL-TOO HUMAN NATION of Pan Tang, like Melniboné, is not native to this world. During the earthshaking magic of the Dharzi War a thousand years ago, a rift opened between the Young Kingdoms and the brutal plane of the Mabden. The humans who were dragged through into the Young Kingdoms found themselves upon a bleak, storm-lashed isle in a nameless sea. This shattered island of black rock and fused glass was called Pan Tang, and the Mabden became known as Pan Tangians.

As worshipers of Chaos, the people of Pan Tang claim to be heirs to the sorceries of Melniboné, but they are blinded by their humanity and see only the evil of Chaos, and not its fey beauty. Pan Tang is a nation of sadistic, warped people, all of them quite possibly insane. The rest of humanity fears them as pirates and bloodthirsty priests. Pan Tang is a dominant power among the Young Kingdoms, more because of her black sorceries than for her military might.

Like a warped reflection of Melniboné, her hated rival Pan Tang has but one city. Hwamgaarl is often called The City of Screaming Statues, after the twisted stone figures which dot its walls and rooftops. These statues are the remains of people who have angered the Theocrat, the Priest-King of Pan Tang. They have been turned to stone for their pains. Horribly they still live, trapped inside their rocky bodies. The sobs and screams of these damned souls echo about Hwamgaarl incessantly, as do the roars of tigers taken from the northern jungles that now prowl the iron-paved city streets. The current Theocrat of Pan Tang is Jagreen Lern, who in later years unleashes the full force of Chaos upon the world. Lern has forbidden visitors from the outside world, and so the other Young Kingdoms know little about Pan Tang, save whispered rumor.

A Stormbringer supplement, *Sorcerers of Pan Tang,* contains much background information about this horrible place.

SORCERER'S ISLE

THIS BARREN ISLAND WAS ONCE home to an infamous wizard, Cran Liret, the Thief of Spells, and thus its name. Although he is long dead, his stolen magic lingers, contained in strange engines beneath the thin and powdery soil. Before Cran Liret dwelt in isolation upon the isle, it was home to the folk of R'lin K'ren A'a. Ten thousand years ago, they had fled their city in the jungles when the Lords of the Higher Worlds came. They too are long dead.

Today the Krettii, a tribe of bestial demi-humans, inhabit Sorcerer's Isle. They migrated thence from the vicinity of the Silent Land less than half a century ago. Shortly before the fall of Imrryr, Elric finds himself on the Isle. He slays all the Krettii, with his Filkharian crew, before escaping. A handful of solitary hermit-magicians of Law come to inhabit Sorcerer's Isle afterwards, but are slain by Pan Tangians at the end of the world.

THE SOUTHERN CONTINENT

IT WAS ON this continent that the first successful uprising against Melnibonéan rule began, and from here it spread across the Young Kingdoms. Remains of the Bright Empire, ruined towers and tumbled villas, testify to Melniboné's faded dominion. The edge of the world lies beyond the Southern Continent. Few adventurers can claim to have seen it. Unlike the northern lands, the Southern Continent is rich, and comparatively densely populated.

ARGIMILIAR

LIKE MOST OF THE SOUTH, Argimiliar was once part of the Lormyrian empire. Remnants of the old empire can be seen in the nation's architecture and traditions. Buildings such as the University of Cadsandria, and the rules of chivalry traditional to Argimiliar's nobility reflect those days. In the main the country's population dwells along the coast, either farming the rich soil or inhabiting the crowded cities in this region.

The southerly reaches of Argimiliar are lightly inhabited plains, grazed by vast herds of cattle. The people dwell within large, communal villas, ruled by hereditary peers. The cattle-barons of southern Argimiliar are among the most powerful and tradition-bound of the nation's nobility, although the richer, more decadent merchant-nobles of the coast rival their influence. Argimiliar's wealth comes from her farms and ranches, as well as from the fleets of the Cadsandrian sea-lords who trade along the coast of the Southern Continent.

The ruler of Argimiliar is the ill-mannered dandy, King Jiku. This shallow man surrounds himself with philosophers, freethinkers, and artists, to seem grander and wiser by this patronage. Jiku's reign encourages the worship of Chaos in Argimiliar. Most of the nobles, at least the coastal lords, have turned to the hedonism and pleasures of the Church of Chaos.

After Jiku's death in the Sack of Imrryr, his younger brother Hozel, rumored to be the insane offspring of an incestuous relationship, becomes King. Raised in a Lawful monastery, King Hozel proves to be an obsessive puritan, and embarks on a series of bloody purges to eliminate Chaos from the land. As the net widens, and King Hozel's madness is revealed, sorcerers, philosophers, and even the students of Cadsandria's university become victims of the cleansing of Argimiliar. Smoke from the pyres upon which they are burnt darkens the sky.

Argimilites fall into two main categories, those bound by traditions, and those who seek change, usually country folk and city people respectively. All are renowned for their politeness and urbane manners. The city-dwellers of the coast are generally freethinking and liberated. The peasants and southern nobles seek a return to the past, to the worship of Law and the stability of days gone by.

Foreigners are welcomed in Argimiliar until Hozel becomes King, congregating most often in Cadsandria, a city as famous for its learnèd populace as it is for its rich wines. Before the Purges, one might walk down the streets of Cadsandria and hear shopkeepers discussing philosophy, in a dozen dialects and languages. After Hozel gains the throne, it is rare to even hear a voice raised in laughter.

DOREL

INHABITED BY VENOMOUS black serpents and by tribes of wild, whooping, chariot-riding barbarians, Dorel lies at the edge of the world. Its landscape consists of bare moorland, dotted with rocky outcrops, narrow rushing streams, and hardy twisted trees. Snow covers Dorel for over half the year, and even at the height of summer it is considerably cooler than the temperate lands to the north. Here and there great slabs of stone rear up from the barren earth, pinnacles of granite rising to dizzying heights. From several of these, one may gaze to the edge of the world and beyond, down into the swirling Chaos that surrounds the earth.

Dorelites are feared as raiders throughout the south, their loosely federated tribes pillaging settlements across the continent, and venturing north in swift, slender vessels along the coast. They dress in crudely dyed plaids and tartans, kilts, trews, tunics and cloaks, adorned with buckles and straps. Dorelites have no cities, and only temporary encampments. The harshness of their land reflects in their lives. Dorelites abandon the old and weak to the mercy of the elements. They take no prisoners. As wild and free as the wind, they worship Lassa, as a goddess of storms, and Grome Earth-King. Because of their proximity to the edge of the world, Dorelites fear and hate Chaos. They are exceedingly superstitious.

FILKHAR

SQUEEZED BETWEEN SLEEPY Lormyr and energetic Argimiliar is the nation of Filkhar. Despite its small size Filkhar is one of the richest countries in the southern continent. Its low, marshy coast swarms with marine life. A large fishing fleet trawls the waters off Raschil. Although flat and uninspiring on first appearances, the fens and fertile valleys of Filkhar are bountiful. Grapes and other fruit are grown on the hillsides, and sheep, goats, and cattle are grazed. Rich coastal fisheries yield shellfish and other seafood.

Because of the natural wealth of their country, Filkharians are arrogant. The small size of their nation may also account for this, its diminutive stature made up by the love in which its people hold it. Filkhar is the most densely populated land in the Young Kingdoms, its crowded cities swarming with proud citizens. Filkharians are well known as gourmets and excellent cooks. "Give a Filkharian a stringy rabbit," a Lormyrian saying goes, "and she'll give you a feast." The Lords of Law are worshiped throughout Filkhar, and although Chaos is not outlawed, it is viewed as quaintly old-fashioned.

The youthful King Jerned, who is something of a fop, rules Filkhar. His fashion decrees dictate to the country, whether for pointed shoes, goatees, or ornate codpieces. The nation he rules is civilized to an extreme, its citizens firey and impetuous, quick to anger and quick to laughter.

The nobility of Filkhar is obsessed with style and clothing, and for decadence and hedonism rivaled only by the peerage of Argimiliar. Even the peasants of Filkhar are well dressed by foreign standards, and their standard of living is high. After the bloody Argimiliaran purges begin, many refugees flee to Filkhar. Argimiliar and Filkhar have always had close ties.

LORMYR

FOUR HUNDRED YEARS AGO Lormyr was a vibrant nation, the first to free itself from Melnibonéan dominion. In the decades that followed this monumental event, Lormyrian rule rapidly extended, so that by the time of Queen Eloarde all the southern lands were under Lormyrian control. Eloarde was aided in this by her Champion and lover, the hero Earl Aubec of Malador, who was also instrumental in the fight for an independent Lormyr. Aubec was the first Champion of Law to make new lands from unformed Chaos. With the death of the Queen, Lormyr became a republic, gradually loosening its hold upon its neighboring nations.

The Lormyrian Republic ended two hundred years ago. Since then Lormyr has become the most pleasant and tranquil of all the Young Kingdoms, and is still dominant in the South. Currently plump, cautious King Fadan rules Lormyr. After his death in the Sack of Imrryr, gray-faced, gray-haired, gray-bearded Montan becomes King. Montan betrays the South at the end of the world, and joins forces with the forces of Pan Tang and Chaos.

Currents from the Boiling Sea warm Lormyr's coast of cliffs and shingle beaches, and so ensure pleasant weather. Inland the Lormyrian steppes are considerably cooler. Snow blankets the inland regions from late autumn, but the coast remains warm the year round. Vineyards and orchards are found near the coast.

Villages of whitewashed stone and thatch roofs dot Lormyr's pleasant, gently undulating hills.

The Lords of Law are worshiped throughout Lormyr, and the religion of Chaos is forbidden, although rarely is it actively suppressed. In the steppes of southern Lormyr soars the mysterious Castle Kaneloon, home to Myshella of the Dawn, the supreme Champion of Law in the Young Kingdoms. Once the castle stood at the edge of the world, which is now much further south. Myshella is responsible for the lessening of Chaos' strength in the Young Kingdoms, and has long been an enemy of Melniboné. After her death at the hands of Theleb K'aarna, Chaos increases its power upon the earth again.

Lormyr's rivers are its fame and its lifeblood. Traders, miners, and fur-trappers use the rivers to travel from one end of the country to the other, while fisher folk trawl the less turbulent stretches. Lormyrians tend to be quiet, peaceful folk with fair hair and ruddy features. However, they are willing to lay down their tools and pick up swords and halberds in Lormyr's defense, as they have in the past. Her nobility is renowned for chivalric behavior.

Lormyrians are friendly, open folk, although superstitious, and dress in heavily embroidered linen, leathers, thick woolen garments, and furs.

OIN AND YU

BARBARIC OIN AND YU, although two separate nations, are joined in many ways. As well as the poorest of the southern nations, there is but one city shared between the two countries, the seedy capital Dhoz-Kam, straddling the banks of the river Ar. The eastern city was settled in the days of Lormyrian domination, and retains a faint air of decayed splendor in its cannibalized or ramshackle buildings of carved stone. The western quarter was and still is a slum of mud brick and stained whitewash, inhabited by slaves and serfs. The city is slumped upon the shore of a great bay. Dhoz-Kam's native inhabitants eke a living from the fish that swarm in the river estuary and from farming the infertile soil beyond.

Almost every building in Dhoz-Kam is flat-roofed, squalid, and squat, with small windows and large, squarish doorways. The tallest structure is a remnant of the Lormyrian Empire. It is only three stories high, a veritable palace compared to the remainder of the city. (Prince Yyrkoon inhabits this structure when he flees Melniboné, hiding from Elric's vengeance. Although Yyrkoon has little trouble subjugating Dhoz-Kam, his reign here is brief, as described in *Elric of Melniboné.*)

Those foreigners who can stand the city make up much of its population, electing to live here so that they can exploit the Oinish and Yurits. The poorest merchant can live like a king by the admittedly low Dhoz-Kam standards.

The coasts of Oin and Yu are bathed by the steaming currents of the Boiling Sea, and as a result lush, almost tropical jungles spring up beyond the shore. The heat and humidity make for unpleasant weather. Thick fogs blanket the coast most mornings, although rain is infrequent. Inland, Oin and Yu are surprisingly arid.

The Oinish and Yurits are a superstitious, primitive people, and live in fear of the demons they claim haunt their jungles. A variety of creatures dwell in the forests, and invariably prove to be natural animals. Several dangerous predators do exist. A few brave individuals dare the borders of the jungles in search of rare woods, animal hides, and other barter, but the secrets of the tangled forest depths are unknown.

Most of the people of Oin and Yu are nomadic farmers, drifting from place to place as they exhaust the thin soil. The rest are hunters who follow herds of deer and buffalo roaming the inland plains. Oinish and Yurits are heavily built, squat, ill-educated, and superstitious. They have no organized religion or central government. Loyalty to family is paramount in their lives. The head of a clan is the eldest member of the extended families, and may be male or female. He or she makes the laws that the family abides by. Blood feuds between clans are common.

Worship, primitive as it is, is directed toward the Elemental Rulers, particularly Grome, Straasha, and Lassa, to whom they pray for good harvests and for rains. The Beast-Lords also receive some worship. People dress in ill-tanned hides and furs, and adorn themselves with bright feathers and beads. Such arts as weaving and embroidery are largely unknown. Their traditional enemies are the equally-barbaric Dorelite raiders from the interior of the continent.

PIKARAYD

PIKARAYD IS THE MOST easterly of the Young Kingdoms, a land of ragged hills and dark forests of pine and oak, given to storms and harsh winters. To the south, closer to the natural border of the Dead Hills, Pikarayd becomes bleak moorland, broken by deep bogs. Legends claim that the borders between the worlds are weak in the Pikaraydian badlands. Trading enclaves dot the shores of the narrow coastal plain.

Pikaraydians tolerate foreigners, although some are treated disparagingly by the parochial folk of the country's highlands. The rivalry, contempt, and outright hatred that the clans of Pikarayd show one another is matched only by their loyalty to their own clans. Pikarayd has always been a rebellious, contentious place, first as Melniboné's province and then as Lormyr's. By tradition the King of Pikarayd holds hostages from each clan, to act as emissaries and to bolster his power over them and thus the nation as a whole.

Regional governors and clan heads often employ armies of foreign mercenaries. The famed hero Moonglum of Elwher leads one such army in southern patrols late in Pikarayd's history. Often these troops are employed in the small wars that break out regularly between clans.

Once the people of Pikarayd worshiped the Elemental Rulers. In the last hundred years or so a powerful, Chaos-worshiping church has spread from city to city throughout the land. The head of this church is known as the Hierophant, and of late wields as much power as tyrannical King Marvos, who is himself a worshiper of Chaos. Marvos is known bitterly as "the Blood-Thirsty" by his oppressed people.

Within two years of the sack of Imrryr, King Marvos is overthrown in a long and bitter revolution, led by his own son, Kolthak. This revolution is inspired by a charismatic prophet and miracle-worker to replace the teachings of the Balance throughout the land. This new social order is destroyed when Chaos subjugates and destroys the world.

Pikaraydians wear kilts, skirts, tunics and cloaks of heavy wool, and paint their armor with ornate clan designs. Both men and women adorn themselves with striking tattoos. The people of Pikarayd are hunters who employ dogs of great cunning, trappers, farmers of oats and shaggy kine, or clever warriors. Chalal is well known for its archers, while the

highland clans carry shortswords with which they are wickedly proficient.

THE UNHOLY FORTRESS

THE UNHOLY FORTRESS is not shown on the map of the Young Kingdoms. Its exact site is known only to those worshipers of Chaos who have made the dangerous pilgrimage there, led thence by some inner yearning less tangible than sight but as precise. Some say it lies east of Pikarayd, within the borders of a desert. Those rare scholars who know of its existence say that the Fortress is more properly known as Yeshpotoom-Kahlai, and is a place where evil becomes beautiful. Some claim that the Unholy Fortress is a nightmare castle of slick stone, wreathed about by eternal gloom. Others say that it is a dead god whose oracles prophesy the future of the world. Whatever it is, mystery garlands the Unholy Fortress, and with that fear brought by the unknown.

THE NORTHERN CONTINENT

THE NORTHERN continent is more sparsely settled than the south, and less rich. It was upon the northern continent that the Dharzi Empire was at its strongest, having expanded there from beyond the Sighing Desert. Faded remnants of the Beast Folk can be found in the northern continent for those who know where to look, as can scattered ruins and antiquities of the Bright Empire.

ILMIORA

THE LORDS OF LAW hold sway across the rolling, grassy plains and city-states of Ilmiora. Ilmiora receives a high rainfall in the south and upon the coast. It is arid in the north, where the grasslands give way to the sands of the Sighing Desert. Mists are common in the mornings and evenings throughout southern Ilmiora, while the days are warm, but rarely hot. Stands of ancient forest dot its grasslands. Many of these have been cleared along the coast.

Ilmiora's capital is Ilmar, whose harbor is ringed about by hills upon which steep-roofed, wooden-shingled houses stand, separated from one another by narrow, cobbled streets. Such buildings are common throughout the nation.

Ilmiora is ruled by a Council of Senators from the many city-states that make up the country. Bakshaan is the richest city-state. The title of senator is a hereditary one, held by the oldest families of each city. As well as ruling over their country as a whole, senators jointly rule their own city-states, passing justice and upholding the laws of the land.

Feuds between the merchants of the various city-states are frequent, although the union between the combined cities is strong, and has never been rent by civil war—despite the 'squabbles of grasping shopkeepers,' as the nobility would say. Among the powerful merchants who seek constant senatorial influence are Nikorn of Bakshaan and the Voashoon clan of Karlaak by the Weeping Waste. Karlaak is a beautiful city of jade towers. The Voashoons are doubly influential, for the head of their clan, Lord Voashoon, is also the chief senator of Karlaak.

Broad Ilmiora is a young nation, its people energetic and open-minded. Much of the land remains wild and untamed. Because of the wide distances that separate its cities and towns, Ilmiorans have a well-developed sense of independence. Trade is common between the city-states, although the average caravan must spend many weeks between destinations.

Ilmiorans are of average height and build, with fair skin and light brown to blonde hair. Clothes of red are traditionally worn at Ilmioran funerals. Such arts as dancing and singing are taught to all the members of the nobility. Even the peasant folk take delight in creativity, be it as simple as a song while they work. Ilmioran leather is highly prized in other lands, and Ilmioran farmers and nobles alike wear intricately embellished garments of leather and suede, with caps of fur. Large herds of cattle graze Ilmiora's endless grasslands, and are the source of much of the nation's wealth and pride. In Ilmiora, even the gods are placated with milk.

NADSOKOR

THE BROKEN TOWERS and sagging walls of Nadsokor blight northwest Vilmir, but even before one's eyes are assailed by its slovenly appearance, the pestilential stink which encloses the city of beggars has one retching and gagging. Centuries past, Nadsokor was part of Vilmir, but its citizens fled the city after a virulent pox claimed many. Neither the Lords of Law nor of Chaos aided them against the ravages of the disease. Soon after the city's abandonment the beggar hordes began to move in. They claimed the city as their own.

Nadsokor is infamous throughout the Young Kingdoms. From its decaying buildings, disease-ridden and malformed beggars creep out to beg and steal across the world, always serving their vile leader, King Urish the Seven-Fingered. They return to Nadsokor, their haven, with their loot.

With its filth-choked streets, half-collapsed towers and slums of disease-ridden hovels, the city of beggars is an eyesore to the rest of the world. Nadsokor is the spiritual and physical opposite of Tanelorn, and twice a beggar horde is led forth from Nadsokor to attack the eternal city. After Urish dies, partially because of Elric, Narjhan, a Lord of Chaos, and his human puppets lead the beggars.

ORG, THE FOREST OF TROOS

SQUATTING LIKE SOME cancerous growth among the grasslands of Ilmiora is the kingdom of Org. Little is known of this nation, save that its people are squat and brutish, their bodies warped, their manners worse. Few Orgians cross the borders of their land, nor are they welcomed beyond. Unsavory legends are whispered of Org and its people, stories of necromancy and decaying malevolence. Many people hope that Org and its bestial, shambling inhabitants will rot away completely if left undisturbed. Not even the boldest of Ilmioran merchant-princes seeks trade with the Orgian capital, which is hidden deep within the ill-omened Forest of Troos. That capital is said to be haunted by horrors far worse than the people of Org themselves.

The disturbing Forest of Troos forms Org's borders. It is a place of sinister rustling, seemingly without animal or insect life, where swollen, fleshy blossoms nod, and warped and unwholesome trees seem to stir of their own accord. Legend has it that the Forest of Troos is the last remnant of the previous Cycle, and that the Orgians are the devolved descendants of the Doomed Folk. Despite the many herbs and magical plants rooted within Troos, few are brave enough to venture under the unpleasant forest canopy in search of them.

King Gutheran, the degenerate, decadent ruler of Org, despises foreigners, and has ordered his stooped, misshapen warriors to slay any they find within Org or the Forest of Troos. Gutheran and his inbred family are all killed by Elric in the years to come, as the doom-laden albino sweeps through Org like a cleansing flame.

THE SIGHING DESERT

THE SANDY WASTES and dried-up river beds of the Sighing Desert, baked in the fierce heat of the sun, are so-named because of the constant, mournful, moaning sounds of the wind over the dunes. Along the coast the sands give way to a steep range of hills. What little fog or rain the Sighing Desert receives falls largely on the seaward side of these hills, beyond which is harsh, monotonous desert landscape. The edges of the desert creep gradually southward.

Scholars know that the Sighing Desert is the result of a spell gone terribly wrong. Two thousand years ago the desert was the lush Quarzhasaatim Empire. An ill-spoken rune by one of her own sorcerers drowned the empire in sand, a fate intended for an invading Melnibonéan army. Only Quarzhasaat, the fabulous capital city, survived the sandy deluge, and is so isolated from the outside world as to have become legendary.

Occasional jagged spurs of rock rear from the blazing sands of the Sighing Desert. The World's Edge lies far to the north. Remains of armies and caravans lie buried in the dry sands, as the lamenting winds now and then reveal. Sometimes travelers report finding precious metals and gemstones uncovered by the sandstorms, remnants of old Quarzhasaat. The drifting waste soon hides such sites again.

Despite its harsh environment the Sighing Desert is far from lifeless. Most of its natural creatures are active between dusk and dawn. Many mammals, reptiles, and birds have adapted in the waterless waste. Nomadic tribes also inhabit the desert. These tall, graceful, and dignified people are famed for their courage, and for their skill with the scimitar.

The Nomad Nations, as they call themselves, have strong-boned faces and deep-set eyes. They are often dark-skinned, although some tribes have lighter, golden tans. They dress in silk pantaloons and loose shirts, coats of brocade or velvet, and flowing turbans and burnouses. Desert warriors wear armor of thick, leather-covered wood, and fur-trimmed caps of iron. They carry short bows, scimitars. and arrows fletched with hawk feathers. Elric thought their unique language, Lesh, older than Melnibonéan.

The many clans of the Nomad Nations meet annually at the Silver Flower Oasis, named for the delicate blossoms flowering upon the cacti there. They have no gods, instead seeking enlightenment through meditation and self-awareness. The history of the nomad clans says that they came to the desert long ago, fleeing the wrath of Melniboné. They have long since made the desert their home.

The Sighing Desert is also home to Lamsar, a seer of some fame, who is instrumental in defending Tanelorn from the beggar hordes led by Lord Narjhan of Chaos. The melancholy giant, Mordaga, a fallen god, also makes his home amid the desert sands, dwelling in isolation upon a solitary mountain peak.

TANELORN

THE ETERNAL CITY of Tanelorn is sometimes found upon the shifting shores of the Sighing Desert, It does not appear upon any map. Its whereabouts are known to few, for Tanelorn is not loved by Law or Chaos, the Lords of which may not enter its low walls without the permission of its inhabitants. Chaos would destroy it if it could.

Tanelorn is a city of refugees who have fled the ills of the world and the demands of gods to find peace here. The city gives its inhabitants the power of the Balance, a strength that fills their empty spirits with self-confidence and belief in themselves. In Tanelorn's placid streets and low houses the tormented and tragic find rest. Elric of Melniboné is the only wanderer who could not find peace in this mystical, legendary city. Tanelorn is a city of the Balance; its inhabitants have neither leaders nor gods. It will outlive the world.

Tanelorn exists in every world in one form or another, and its appearance depends on the preconceptions of those who wish to find it. In the Young Kingdoms, Tanelorn wears a guise of beauty, surrounded by the yellow sands of the desert. Flat-roofed houses, cobbled streets, the gentle murmurs of fountains and bird songs, pastel domes and gentle spires, all soothe the senses of her citizens, all of whom take a vow not to reveal Tanelorn's location to anyone in the outside world. Even for the initiated, Tanelorn is a difficult place to find.

This eternal city is a secret carried in the heart of every mortal who seeks peace rather than self-importance. Although few recognize this, Tanelorn exists everywhere people gather together to serve the common good. Most must quest to find the physical city before they discover the bloom of Tanelorn within themselves.

VILMIR

VILMIR IS MOSTLY grassy plain, with a warm, pleasant climate. Three hundred years ago forest grew everywhere, but humans have cleared the land. They used the wood for their fires, and grew crops in the clearings. Now plains are general. The slash-and-burn techniques employed by the Vilmirians have exhausted the soil. Poor crops, erosion, and dust storms chastize the country. The mines that honeycomb the low Vilmirian hills are now mostly worthless, and have poisoned the rivers with the runoff from their smelting and refining. Those farmers who remain in the barren countryside struggle on with meager harvests, the best of which the Church of Law and the nobility claim as tribute. Vilmir's peasants are starved into submission, too exhausted to rebel against their overlords.

For the nobility of the country, life is good. Privateers employed by petulant King Naclon scour the seas in search of goods to return to their homeland. They are little more than state-licensed pirates. Vilmir's nobles divide their time between celebration of their lot and devout service to the authoritarian and militant Church of Law. Many Vilmirian nobles are inbred weaklings, chinless, spineless and stuttering. Hereditary diseases such as weak blood are common among the Vilmirian nobility.

Apart from a small and virtually powerless merchant class, most Vilmirians are peasants. They slave to grow produce on their dying farms, amid erosion and blight, or they slave in the factories and dark, Lawful mills of the cities.

Because of its worship of Law, Vilmir is the most technically advanced of the Young Kingdoms. Water-driven mills and looms are commonplace in the larger cities, while such marvels as clockwork knights guard the temples. The leader of Vilmir is the Cardinal of Law, cold Garrick, who wields far more power than the king. After the death of King Naclon in the Sack of Imrryr, Vilmir plunges into a war of succession over the throne. Naclon's heir is labeled a pretender by the Church, and Cardinal Garrick's chosen successor placed on the throne instead. After several years the succession is settled with the crowning of a newborn babe as King. Less than 12 months after his crowning, the Doom of the World embraces Vilmir.

Uniqueness and individuality are not encouraged in Vilmir. Cities and people alike are gray and drab. Great triangular walls enclose the overcrowded cities, echoing the temples of Law built as pyramids. All Vilmirian buildings except the temples are built of sandstone to a specified size and common height. The people of Vilmir are astoundingly average, save for the majority's fanatical devotion to Law. They dress in gray tunics, wear their hair short, and are themselves gray-faced and cheerless.

Not all Vilmirians conform to this standard, but the ever-present threat of the Inquisition encourages them to do so.

Duke Avan Astran, of Old Hrolmar, is one of the few Vilmirians to flout the decrees of the Church of Law. Under his rule Old Hrolmar becomes a baroque metropolis patronized by freethinkers, artists, adventurers, and philosophers. Sadly, Duke Avan meets his death at the hands of Elric during the albino's year of wandering, and Old Hrolmar's flowering is thus short-lived.

THE WEEPING WASTE

EAST OF VILMIR stretches the vast, mist-shrouded plateau known as the Weeping Waste. After climbing its steep, rocky slopes a softly-turfed plateau, green and damp, a place of eternal rains, greets the traveler. The waving sea of green is broken by silvery lakes and fens, and here and there by thick stands of woodland. Animals abound in the Waste, including mammoths, bears, and the predatory burrowing mole-worms. A nameless range of mountains and badlands separates the Weeping Waste from the Sighing Desert.

The barbarians of the Weeping Waste dress in furred caps, checkered cloaks, and thick garments of wool or fringed leather. They adorn their bodies with ritual scars instead of jewelry. Their curious tongue, Mong, has no written form. They are astounding horsemen, most learning to ride before they can walk. They also display great skill in tracking and in bow craft. They ride small shaggy ponies native to the Waste, smaller and hardier than the saddlehorses common in the West.

The tribes of the Waste are nomadic, roaming the green, rain-washed steppes. At certain seasons they come together to celebrate, before separating once more into their small family groups and retracing their ritual paths about the Waste. They worship a variety of nature spirits, including the elements, and revere their ancestors. They are suspicious of foreigners, and the more superstitious among them claim that only the Waste is the real world, and that beyond the clouds of mist and rain lies hell, the realm of Chaos.

THE WESTERN CONTINENT

BEYOND THE CHILL waters of the Pale Sea lie the shores of the raw and bustling Western Continent. It has only a small population. Large tracts of land, especially in the far north, are uninhabited and unexplored, while along the coast many die each year because of the constant raiding. To the west, beyond the mountains, are hotter lands, not described by Moorcock and unknown to the people of the Young Kingdoms. North of Tarkesh stretch great forests of spruce and pine. Those who travel beyond these wild woods come eventually to bleak tundra, which in turn gives way to a frozen wasteland of ice and snow before reaching the Edge of the World.

DHARIJOR

DHARIJOR, WITH HER warlike knights and fierce corsairs, is the most powerful nation of the western continent. Little over two hundred years ago, Dharijor, like most of the west, was a Melnibonéan dominion. Dharijor was part of the area known as Fwem-Omeyo. Today Dharijor consists of scattered provinces, bound together by the ferocious rule of King Sarosto, descendent of Atarn the City Builder, the nation's near-legendary founder. Sarosto in turn is manipulated by the Church of Chaos, dominated by the Theocrat of Pan Tang. Pan Tangian advisors are common at Sarosto's court, and that dark isle's priests roam the land with impunity.

Despite Dharijor's small geographical size, her population is large, concentrated along the lush coast. The inner regions of the country are largely uninhabited grasslands and arid plains, dotted by gnarled, twisted trees. Large herds of deer and antelope roam the plains, the prey of black-maned lions.

The warriors of Dharijor are feared for their piratical deeds, and small bands of armed men also raid villages across the borders of Tarkesh and Jharkor. Dharijorians are a bloodthirsty people, and many consider violence their national past-time. The warrior caste of Dharijor is honored below the priesthood and nobility.

Rich warriors wear gorgeous armor adorned with flowing plumes, while the common troops wear iron armor, black and heavy. Most Dharijorians wear martial-style clothing, even those never engaged in war.

Merchants are not much loved in Dharijor, and those who favor softer activities to battle and war, such as art and poetry, are despised. Artists and poets live at the bottom of Dharijorian society, ranking below farmers, slaves, and dung-collectors.

Most Dharijorians are tanned and dark eyed, their light hair often bleached by the sun. Scars, missing limbs, and other maimings are considered attractive, evidence of moral fibre and strength of character.

JHARKOR

JHARKOR IS A POWERFUL western nation, and her sizeable navy and merchant fleets are commonly seen upon the seas of the Young Kingdoms. Jharkor is a young and vibrant country, consisting of several provinces ruled over

by a variety of lesser nobles, who in turn pay fealty to the king or queen.

More than one Jharkorian leader has been overthrown in the past, when the nobility led the peasants in rebellion. At the beginning of the saga, lean-faced Dharmit is king, but after his death in the Sack of Imrryr his sensual and sardonic sister Yishana takes the throne.

Jharkor's coastline consists largely of low cliffs, with a line of gentle hills inland. Beyond these hills the landscape is drier and harsher, suited to growing wheat and similar crops, although the coast receives high rainfall and has abundant vegetation. The climate is warm, hotter in the western provinces, with moderate rainfall. A range of slender, snow-capped mountains marks Jharkor's western border.

The capital, Dhakos, is a large coastal city with a sizeable harbor. Dhakos is called the City of Spires, after the plethora of spires that crown the buildings in the old city. The bulk of the city stretches out around the walled old quarter, in rows of slate-tiled rooftops. The palace and the Cathedral of Law are found in the old city, before a large open plaza. Wrongdoers are crucified here, in the city square.

The White Leopards are the king's bodyguards. They are crack troops.

Jharkorians are renowned for their suspicious ways and love of secrets. The people of Jharkor are unused to open displays of magic, and still view sorcery as unnatural and probably evil. They are superstitious, and have a firm belief in the rule of the White Lords of Law.

Jharkorians are tall, and tend to have dark coloring. The nobility dress in swirling silks and other fine clothes suited to their warm climate, while peasants wear drab, functional garments. For many Jharkorians, plots and secrets are a way of life. They make superb assassins, scribes, scholars, and priests.

MARSHES OF THE MIST

THESE UNNATURAL MARSHES form the boundary between Shazar and the Silent Land. As their name suggests, the marshes are constantly wreathed in damp vapors and clinging fogs that not even the strongest summer sunlight burns away.

An array of creatures, including serpents, swarms of biting insects, aquatic rats, and swamp bears inhabits these vast fens and quaking bog-lands. Adventurers can expect bottomless, noisome pools of sucking black mud, the haunting shapes of dead trees draped in moss, and always the endless shrouds of fog.

Legend claims that the gleaming fens, ripe with decay and stinking slime, were cast up by the inhabitants of the Silent Land ten thousand years ago, as a barrier against encroaching Melnibonéan legions.

MYYRRHN

THE WINGED FOLK of Myyrrhn dwell in rocky aeries high in the northern mountains. The oldest civilization native to the Young Kingdoms, the Myyrrhn evolved from the savage creatures known as clakars before Melniboné arose upon this world. Rumors hint of some link between the Myyrrhn and the dwellers in the Silent Land.

The winged folk have a unique language, also called Myyrrhn. The written form of it is pictographic. Having wings, and living on high mountain peaks and cliff faces, Myyrrhn civilization never invented the wheel, nor needed it. Their civilization has slowly declined for some two thousand years. Myyrrhn never had an empire, nor has it ever been an aggressive nation.

The Myyrrhn are human-seeming except for their magnificent feathered wings. Men and women alike are slender and muscular, with delicate bones. They are broad-shouldered and deep-chested, their pinions springing from their shoulder blades. The Myyrrhn are pale skinned, with red to blonde hair and green-gray eyes. Despite rumors, the Myyrrhn do not lay eggs, reproducing similarly to that of humans. The women have a much shorter pregnancy. Being used to the semi-arctic climes of their mountain homes, Myyrrhn are not much bothered by cold. They find hot weather unpleasant. In their own lands Myyrrhn wear only loincloths of fur.

Myyrrhn society consists of extended family groups and flocks. The winged folk have no agriculture to speak of, living on game such as rabbits or deer, and a variety of mosses, roots and berries. They are fond of quiet and solitude, and carry themselves with dignity. Although now believed extinct, the ancient enemies of the Myyrrhn were giant white owls. The winged folk fought them with long spears.

It is rare for the Myyrrhn to have much commerce with the outside world, due to the distances involved, and because they are largely self-sufficient. The Myyrrhn use complex aerial ceremonies to worship Lady Lassa of the Air.

THE CHASM OF NIHRAIN

THE HEWN CITY of Nihrain is older even than slumbering Imrryr. One of the great wonders of the world, Nihrain is a city carved from the living rock, deep within a yawning fissure found in the western mountains. These are the oldest mountains in the Young Kingdoms. The scattered villagers of the region stay far from Nihrain. To them, the precipitous chasm in which Nihrain lies is the mouth of hell, to be avoided at all costs. Nihrain appears on no map, and is virtually unknown to the Young Kingdoms.

Nihrain is both a city and a race. The city itself is a marvel of vast statues, sweeping stairways, vaulted rooms, hundred-foot-high windows, galleries, columns, and pillars, all decorated with strange symbols and intricate reliefs, and all carved from the stone of the cleft that is Nihrain.

The inhabitants of Nihrain are the remnants of a race older than Melniboné. They are servants of the Balance. Led by the one known as Sepiriz, they slumber within a volcano to the north of Nihrain, to awaken at the end of the world. The Nihrain aided Melniboné in the past, as well as others whom the Balance has decreed. The inhabitants of Nihrain are black skinned and handsome, with fine features. They ride horses that are not of this world, and are served by almost-human slaves, who slumber in the hewn city until their masters' call awakens them. Although the Nihrain do not practice magic, their advanced arts might be seen as such by the people of the Young Kingdoms.

SHAZAR

THE LUSH PLAINS of Shazar stretch across the south of this continent. Sparse grasses wave in the constant sea breezes along Shazar's coast of cliffs and shingle beaches. The gentle uplands of the interior are thick with soft turf, and

flowers in spring and summer. Fogs and heavy rains are common in Shazar, due to the proximity of the Boiling Sea.

The Marshes of the Mist form Shazar's western border. Despite the rich and fertile soil in the area, the lands closest to it are uninhabited due to the fear in which the Marshes and the Silent Land beyond are held.

Shazarian horses are acclaimed as the best steeds in the Young Kingdoms, and Shazarians are known as wild and clever riders. The knights of Dioperda and Aflitain are the best-trained cavalry in the land, and many a Shazarian lad or lass dreams of a career among their numbers. Horses are the pride and joy of Shazar and Shazarians, and are held in high regard.

It is to trade in horseflesh that many merchants come to Shazar, risking the constant danger of the Serpent's Teeth. This range of mountainous crags runs the full length of Shazar's coast, in some places only a hundred yards offshore. Treacherous currents, combined with storms from the Dragon Sea and Boiling Sea, mean that many ships are lost on the Teeth every year.

TARKESH

TARKESH IS A LAND of contradictions. The far north of the country is mountainous and thickly forested, as is the west; fjords and a multitude of islets fringe the coast. The south and east of Tarkesh are more gentle, consisting of farms and grassy plains that become hot and dry in summer. Storms from the Pale Sea sweep the north of country, with winters particularly fierce.

Life is considerably harder in the mountainous parts of Tarkesh than it is in the southern plains, with little good land for farming. Northern Tarkeshites live by hunting, fishing, and raiding. Small straggling fields of barley sometimes provide them with a meager crop.

Southerners subsist more upon trade, on rich harvests of wheat and barley, and their large herds. Tarkeshites wear colorful silks, bright wools and velvets, and brocades in the south; in the north, furs and thick woolen garments. Southern warriors adorn their blue lacquered armor with nodding plumes, in the Dharijoran style, while in the north the fashion is rough and plain. Tarkeshites are uniformly short and dark. The men traditionally oil their hair and beards. Tarkeshites are foresters, farmers, hunters, and warriors. Their worship of Straasha and Grome features breathtaking whirling dances, famous throughout the Young Kingdoms.

Southern Tarkeshites feel themselves more civilized than their northern cousins, and have been heavily influenced by the styles of neighboring Dharijor and Jharkor. The northern people view their southern neighbors as effete weaklings and decadent city-dwellers, while people in the south see northerners as ignorant savages. The people of the south dwell for the most part in cities, or smaller towns and farms, and the northerners live in isolated family steads or small, close-knit communities.

There is considerable rivalry between the north and south of Tarkesh, and raids and minor wars often put settlement against settlement. Many a northern warrior has sailed down the wild coast in a dragon-prowed longship and been killed in a raid, and many a southerner has been cut down by a northerner sea-axe.

Tarkesh is ruled by the young and insecure King Yaris, whose father died when he was still very young, thus catapulting him onto the throne before he was prepared for the royal burden. Yaris makes up for his lack of confidence with bluster and arrogance. During his reign a virtual civil war breaks out between the north and south of Tarkesh.

After Yaris' death in the Sack of Imrryr, his cousin Hilran is crowned King. Hilran proves far better at mediating between the feuding north and south of his country than did his predecessor, welding it into a powerful and coherent whole.

THE SILENT LAND

THE INHUMAN INHABITANTS of the Silent Land predate the rule of Melniboné, and even the Elemental Wars that gave the world the shape we know today. They are the last remnants of the Doomed Folk other than those devolved primitives of the Forest of Troos, who are unknown to them.

Long ago the people of the Silent Land ruled the world, except that their world existed before that of the Young Kingdoms was born. Even after their rage destroyed the world, the Doomed Folk lingered on, warping everything they touched. The manipulations of the Doomed Folk caused the Myyrrhn to evolve from the beasts known as clakars.

All the Young Kingdoms shun this place, and the existence of its inhabitants is a fear-haunted mystery. A handful of adventurers have entered the Silent Land. None have ever returned from its black mountains. The pale, scuttling residents dwell unseen and unknown in lightless warrens beneath these same mountains. Almost never do they prowl beyond the borders of their realm.

The Silent Land was never part of the Bright Empire, nor did Melniboné seek to conquer this evil race.

ELSEWHERE

THE UNNAMED CONTINENT

BEYOND THE BOILING SEA lies the mysterious Unnamed Continent. It is unmapped and unexplored. As far as known, thick tropical jungle covers this land, within which a variety of colorful, unusual and dangerous fauna abounds. It is believed inhabited by savages. Some whisper that these savages are not human, and that this is why the continent is avoided.

During his year of wandering, Elric visits this land, together with Count Smiorgan Baldhead and Duke Avan Astran. Far up a broad river, he discovers a long-abandoned city. For a time he believes the people of this city, R'lin K'ren A'a, to have been the founders of Melniboné, but Elric later discovers what his people might have become. The tranquil ruins of R'lin K'ren A'a point to this people's worship of the Balance, which the Melniboneans served when they first came to this world.

Elric's other discovery upon his visit to the Unknown Continent is the Olab, a ferocious and murderous inhuman race who may have interbred with the proto-Melniboneans, and who have been driven forth from their usual lands deep within the continent by another, even fiercer tribe or creature.

THE UNKNOWN EAST

EAST OF THE SIGHING DESERT the Northern Continent is largely unmapped and unknown, at least by the people of the Young Kingdoms. Long ago the lands of the east were a Melnibonéan province, but they have been cut off from the Young Kingdoms for almost a thousand years. In that time their own unique nations and cultures have arisen. Among these are golden Eshmir, from whose boisterous city Elwher the hero Moonglum originates; Phum, home to a sect of warrior-priests of Chaos; Okara; and Changshai. These are among the Unknown Kingdoms, as that skill refers to them. A forthcoming Chaosium supplement details the Unknown East.

GODS AND CULTS

THE BALANCE

BEFORE THERE WAS matter, there was the Cosmic Balance. The Balance always was, and always will be. It is a delicate and subtle power, which loves everything in the multiverse, which it created. Philosophers strive to attain the Balance, but most fall toward Law, or more often to Chaos. The Balance is between life and death, and Law and Chaos: it is a harmonious and natural anarchy.

Having created Law and Chaos as well as numerous godlings and deities, the Balance set down the natural laws of conduct by which they must act. Law follows these edicts but often ignores their intent; Chaos seeks actively to disobey these strictures; both would overthrow the Balance if they could.

Champions of the Balance are rare, special people, spiritually rich and in touch with the multiverse at a primal level. Often they roam from nation to nation, plane to plane, spreading the doctrine of the Balance as they go. They seek at all times stability between Law and Chaos, and equilibrium amongst humanity.

Primary to the Balance's design of the Young Kingdoms plane are the Beast-Lords and Plant-Lords, responsible for aiding and furthering if possible the sway of their progeny upon the earth, and the Elemental Rulers, responsible for the materials of the plane, which support all life. (Lords and Rulers represent different principles of organization, without connection other than in sharing the great plan of the Balance.)

BEAST-LORDS AND PLANT-LORDS

A Beast-Lord rules only its beast-type and has only those capabilities related to that beast-type, though the capabilities are as great as the entity: Haaashaastaak the giant lizard swallows a gigantic Chaotic insect, for instance. Similarly, Plant-Lords rule, look like, and are concerned with only their plant-types—grains, grasses, conifers, leafy trees, and so forth. Together, we might term them the Lords of the Archetypes.

Each Lord lives in an alternate space known as a *half-world.* There only it and its variant progeny exist. These half-worlds are dimly known. They are not planes of existence such as that of the Young Kingdoms, but something more limited. Moorcock does not define them except to suggest that there instinct is primary. Within the half-worlds exist the archetypes for the varieties of natural forms that inhabit the plane of the Young Kingdoms, and presumably the archetypes as well for all the other planes of the multiverse. All these entities are secured from the accidents and wars of existence. A half-world is unreachable except by the will of the Beast-Lord or Plant-Lord of that place. Ordinary magic can neither open a breach to the half-worlds nor have effect there.

The more primitive and barbaric tribes of the Young Kingdoms worship various Beast-Lords and Plant-Lords, hoping thereby to increase their own prosperity. It is unknown what effect, if any, this has on the entities.

Some tribes revere certain Beast-Lords as totem spirits, believing some mystical connection to exist between themselves and the totem; such peoples often have taboos against killing their totem animal. These tribes commonly believe that humans are devolved animals: as evidence, it can be seen that animals are hardy and independent beings, whereas humans are helpless in youth and old age, inferior to their animal cousins.

ELEMENTALS

Earth, air, fire, and water make up the elements of the Young Kingdoms. This plane is fresh enough that these elements are still animate, although they are less lively now than in the past. Millions of intelligences make up each element. All feel, think, remember, and communicate. They are by nature friendly to life, though sometimes capricious and arbitrary because they are lively, but they are not born and do not naturally die.

In a world of pure Law, elementals could not exist. They are magical manifestations of the natural world, and Law is the antithesis of magic. But elementals also represent a natural hierarchy of order which Chaos seeks to undermine and constantly recast.

Worship of elemental cults, especially of the Elemental Rulers themselves, is common throughout the Young Kingdoms, though the forms differ. In the Isle of the Purple Towns, an elaborate church has grown up around Straasha Sea-King and Lassa, Queen of the Winds, whereas the rites of the Weeping Waste are of simple chants, dances, and drummings to Lassa and Grome.

Straasha, who rules water, is often linked with Lassa, who rules air, and of her brings rain (although in the Weeping Waste they say that rain is Straasha's tears, as he weeps for Lassa, his love long since seperated from him). Kakatal is the Lord of Fire, and the sun is said to be his palace. His worshipers often enjoy the kiss of flames, and in simple societies his priest is the village blacksmith. Grome is the lord of earth, and has a jealous soul. His rites are always conducted underground, often in darkness.

Many times removed, the children of the Elemental Rulers are the lesser and greater elementals, found everywhere there is a portion of that element. Without magic, they are usually invisible. Salamanders dance in forest fires and in the fireplace, sylphs float past in the breeze, undines sing on the crests of waves, and the laughter of gnomes can heard in an earthquake, or their teeth seen glinting in quartz.

⚖ **THE GREY LORDS:** These little known beings are called the Lords of Inertia, and their influence upon the world is greatest in Tanelorn. They would seem to be servants of the Balance, serving it in its aspect of stability. The Grey Lords are enamored of stagnation and boredom, and so in this manner are not opposed to Law. However, the Lords of Inertia are more akin to Chaos in their whimsy.

LAW AND CHAOS

AS WELL AS TO the Elemental Rulers, Beast-Lords, and Plant-Lords, people of the Young Kingdoms offer worship to the forces of Law and Chaos. Due to the strictures of the Cosmic Balance, the Lords of Law and Chaos are forbidden to directly interfere with human destiny, and must act through Champions, agents, and pawns. None may manifest upon the earth without being summoned by a mortal. Over the past five hundred years, the Lords of Chaos have been increasingly blocked by a barrier erected by Law about the earth, preventing them from fully manifesting. In the saga, Elric's actions tilt the Cosmic Balance, allowing Chaos to increase its influence, and this is reflected by an increase in magic and Chaotic beings present in the Young Kingdoms.

Organized churches and organizations relating to Law and Chaos may not exist everywhere, but partisans of the forces do, and are willing to act upon their beliefs.

THE LORDS OF CHAOS

KNOWN VARIOUSLY AS the Lords of Hell, the Dukes of Entropy, etc., the Lords of Chaos take great interest in human affairs. They are creatures of passion, endless mutability, and almost infinite power. Change and disorder are their essence and being. Although considered evil by humans because of their effect on humanity, they are beyond good and evil as we understand it. They desire that every plane in the multiverse be dominated by Chaos and locked in complete and mindless flux.

In the majority of the Young Kingdoms, worshipers of Chaos are reviled and feared. In nations such as Vilmir and (toward the end of the saga) Argimiliar, the worship of Chaos is forbidden, and its practice is secretive. Devotees of Chaos are often executed upon discovery. Other nations tolerate the worship of Chaos, or actively promote it. Only in Pan Tang is there an organized Church of Chaos, complete with ceremonies and rituals, but as the saga progresses the power of Pan Tang's theocracy embraces other nations of the Young Kingdoms.

THE VARIABLE EIGHT

Traditionally the number eight represents Chaos. It is also the traditional number of Lords in the Chaos pantheon. The Lords acknowledged in the pantheon vary from place to place, but the three oldest and most powerful Chaos Lords are always present—Slortar, Chardros, and Mabelode. Countless other minor Chaos gods are worshiped here and there across the Young Kingdoms, including Malohin, Zhorta, Maluk the Silent Watcher, Haborym of the Fires Which Destroy, and Narjhan Lord of Beggars. Rites, services, spellings, and pronunciations vary. On Melniboné, the Lords of Chaos appear in impossibily beautiful forms, while in their rare manifestations in the Young Kingdoms they take on horrid and terrifying guise, appropriate to the human perception of Chaos as intrinsically malevolent.

✱ **SLORTAR** THE OLD: Slortar is the oldest and most beautiful god, a deity of hedonism, debauchery, decadence, and self-indulgence. Cultists of Slortar assiduously follow this credo. On Pan Tang, Slortar's priests disfigure themselves, so as to make more precious the beauty of Slortar in contrast.

✱ **MABELODE** THE FACELESS, KING OF THE SWORDS: in some manifestations Mabelode's face is always in shadow. In others, he appears with no face, only a smooth, blank expanse of skin where a face should be. He is the Sword King, a god of warriors and soldiers, whom he is known to bless with berserk rages in return for their devotion. Mabelode's cult is bloodthirsty, though not quite so savage as that of Hionhurn the Executioner.

✱ **CHARDROS** THE REAPER: skeletal Chardros, of the skull face and scythe, is a terrifying god of death and darkness. Melnibonéans little love him; there he appears as a tall, gaunt, pallid gentleman of inhuman appearance, clad in sumptuous black garments. The curse of undeath is one of Chardros' powers. His sphere encompasses all things of the grave, and the fears connected thereto.

✱ **HIONHURN** THE EXECUTIONER: it is the Lord of Gibbets, whose followers take posts as assassins and headsmen. Brutal and cruel, Hionhurn rejoices in bloodshed and guilt, and manifests as a great, shaggy-headed axeman with sunken eyes and a blood-caked beard. Sometimes savage horns sprout from his temples. Even upon Melniboné, Hionhurn's appearance is less than delicate. Souls dedicated to Hionhurn spend all eternity in torment.

✱ **XIOMBARG,** SWORD-QUEEN: asexual, not female, it usually adopts feminine guise, and the majority of its worshipers are female. The Queen of Swords is another deity of warfare and cunning, favoring subtlety and cruel revenge over violent destruction. Xiombarg is worshiped by those desiring love, as well as those seeking retribution for the slights of former lovers.

✱ **PYARAY,** TENTACLED WHISPERER OF IMPOSSIBLE SECRETS: its powers are unaffected by the Balance and its strictures. Pyaray's domain is the ocean depths, where sails the Chaos Fleet, a damned navy crewed by drowned sailors. The appearance of the Chaos Fleet upon the surface of the ocean portends the end of the world. Pyaray is revered by mad sailors and deranged mariners, and those seeking knowledge lost beneath the waves, or power over the sea. His rival is the Elemental Ruler, Straasha, whose reign over the upper reaches, shallows, and pure waters Pyaray challenges.

✱ **BALAAN** THE GRIM: a god of pain in all its forms. Worshiped by some as a god of ecstatic agony, in other quarters Balaan is revered as the god of torturers. His face is always hidden by a mask of iron or steel which is bolted to his flesh. On Melniboné, Balaan hides his visage behind the flayed face of some mortal beauty, worn as a wet and dripping mask.

✱ **ARIOCH,** DUKE OF HELL, LORD OF THE SEVEN DARKS, KNIGHT OF THE SWORDS: the patron deity of Melniboné, whose emperors have long had the right to call upon Arioch at need. Arioch most often manifests as an impossibly beautiful human or Melnibonéan. He is fickle and cruel, as Elric discovers. Arioch is one of the most powerful Lords of Chaos, at least on the plane of the Young Kingdoms. He guards the runeswords Stormbringer and Mournblade, which are later wielded by Elric and his cousins Yyrkoon and Dyvim Slorm.

✱ **EEQUOR,** BLUE LADY OF DISMAY: she is the only female Lord named in the saga, where the wily Sorana worships her. Eequor's domain consists only of shades of blue, a world with no other colors. Her worshipers are sometimes granted the ability to shift from the Young Kingdoms plane to Eequor's own. She is a goddess of knowledge and sorrowful solitude. She revels

in arctic climes. Her cult flourishes even in Pan Tang, where women are forbidden to practice sorcery, but where Eequor's mysteries are enacted by secretive female worshipers.

✱ **NARJHAN,** LORD OF BEGGARS: during the saga he leads a ragged army from Nadsokor to raze Tanelorn. He manifests as a suit of armor from which emanates a deep voice, but upon his capture by Rackhir the armor is found to be empty. The cult of Narjhan gains its power through the fear and disgust provoked by ugliness and malformation. Its foul worshipers are concentrated amongst the worst scum in the Young Kingdoms.

✱ **BALO** THE JESTER: laughing, deranged Balo is not truly a Lord of Chaos, but nor is he of Law. He is the only being allowed to cross between the domains of Law and Chaos at whim. His jests as often make fun of his fellow deities as they flatter them. Balo's jokes are often less than benign, as Elric discovers. Balo's worshipers are rare, except on Pan Tang. Without exception, every worshiper is insane.

THE LORDS OF LAW

THE LORDS OF LAW comprise a pantheon whose power embraces the Young Kingdoms, but which is little called upon. Civilized nations such as Lormyr, Vilmir, and the Isle of Purple Towns worship the White Lords, as they are sometimes known. They believe the Lords of Law to be deities of moral righteousness, representing order and stability. In truth, Law is as implacable and as inimicable to humanity as Chaos, but constant and inflexible.

The Lords of Chaos would remold humans into interesting new forms, but the Lords of Law would eliminate that which makes people human—their imperfect souls. In a world of perfect Law, no place exists for individuality and emotion. Law aims for perfection, stability, tradition, order, and structure, which in human terms means stagnation. The single arrow of Law symbolizes the One Way of Law.

In the Young Kingdoms, the Lords of Law are viewed as good, although detached and passionless, and as opposing the mad evil of Chaos. But humanity does not understand the true nature of the multiverse. Melnibonéans oppose Law, correctly believing that Law would stifle the wild and fey pleasures which compose Melnibonéan life. In their manifestations, the Lords of Law adopt the appearance of impossibly flawless, perfectly beautiful humans, almost painful to look upon.

THE UNCHANGING NINE

Chaos reveres the number eight. Law holds several numbers significant. The number *one* is the most important, for it comes first and is composed only of itself, just as the way of the Law admits no variety. The number *three* is an early prime number, representative of the triangle, which is the strongest structural form, and can signify as well the powerful trinity of Donblas, Arkyn, and Goldar, the three most important Lords of Law. The number *nine* is three times three, and so is triply sacred, matching the number of deities in the pantheon of Law. Region to region, demi-gods of Law also are revered, such as Lormyr's cults of Aubec and Symesh, and the Vilmirian cult of T'aargano.

▲ **DONBLAS** THE JUSTICE MAKER: he is also called the Lord of the Law of Righteous Vengeance. Donblas gives victory to those who worthy themselves through struggle. He represents the implacable juggernaut of justice, which drives all before it and crushes the guilty. Priests of Donblas are often judges, lawmakers, and counselors to kings, while his priests are paladins, crusaders, fanatics, and those craving righteous revenge.

▲ **ARKYN** THE METICULOUS, LORD OF NATURAL LAW: the god of philosophers, alchemists, aesthetic hermits, free thinkers, mathematicians, and inventors. He rewards worshipers with scientific successes. The tides, the orbits of planets, and the turn of the seasons are ordered by him. Science is his artifice and power.

▲ **GOLDAR** THE PROFITEER, LORD OF PROGRESS AND WEALTH: his worshipers say that orderly finance is Goldar's great gift to the plane. Goldar is a god of trade, devoutly worshiped upon the Isle of the Purple Towns, less so elsewhere. By accumulating wealth, worshipers better themselves and prove themselves among the virtuous by becoming more god-like and perfect in what they can achieve and consume. Goldar's priests are bankers and financiers as well as guardians of the spirit. Merchants, shopkeepers, traders, and those others eager for profit are his worshipers.

▲ **MIRATH** OF THE WHITE HANDS, LORD OF MORTALITY: pale Mirath is the Lawful deity of death and time. She decrees how long each creature lives. All paths eventually end at the gate of her twilight kingdom. Mirath can be compassionate as well as cruel, for she ends suffering and sorrow as well as joy. Her priests are present at weddings, births, deaths, and funerals. They also practice the arts of healing, knowing that no intervention slows Mirath from claiming a destined soul.

▲ **TOVIK** THE RELENTLESS, LORD OF VIOLENCE: he represents the natural law of the animal kingdom. Berserkers, warriors, battle-chiefs, and kings propped up by force of might worship him. His priests are savage and wild-eyed doomsayers who lead armies into the maw of Mirath.

▲ **VALLYN** THE WISE, LORD OF ACHIEVEMENT: she is the goddess of knowledge and learning. Like any teacher, she can be stern and domineering; like any lover, she demands faithfulness of her followers. Scribes, scholars, and the wise worship Vallyn. To those she especially loves, she may grant knowledge in the form of dreams. Solutions to puzzles and trials can be glimpsed as ethereal formulae, recalled in the minutes when most dreams fade.

▲ **SALIK** THE POTENT, LORD OF FERTILITY: he is the deity of agriculture, progenation, and birth. Men pray to Salik for sons, and to make fertile the fields and beasts. He is a god of grape and grain, passion and life. It was Salik who taught the first brewers their art, and showed humanity how to harvest the vine. Salik has few female worshipers.

▲ **THERIL** OF THE GUIDING HANDS, LORD OF INSPIRATION: the muse of creative forms for poets, painters, authors, and musicians. Her worship is unpopular in Vilmir. Theril gave musical tablature to humanity, so that songs could be preserved and unchanged over time. She is quick to abandon slothful artists inattentive to her calls, and never forgives them.

▲ **ELGIS** THE GENTLE, LORD OF HARMONY: a deity of peace and civilization. Elgis' worshipers bring love and harmony to the world by means of deeds and words. They drive back the Chaos which is disorder, and spread civilization and its virtues among the barbarians.

HE HEARD A SOFT MOANING COME FROM THE GREAT BLACK BATTLE BLADE AS HE REACHED OUT A SLIM-FINGERED WHITE HAND TO TAKE IT. IT WAS HEAVY, YET PERFECTLY BALANCED, A TWO-HANDED BROADSWORD OF PRODIGIOUS SIZE, WITH ITS WIDE CROSSPIECE AND ITS BLADE SMOOTH AND BROAD, STRETCHING FOR OVER FIVE FEET FROM THE HILT. NEAR THE HILT, MYSTIC RUNES WERE ENGRAVED AND EVEN ELRIC DID NOT KNOW WHAT THEY FULLY SIGNIFIED.

STORMBRINGER

CREATING AN

1

WRITE YOUR name at the top of a blank adventurer sheet.

◆ Roll 2D6+6 once each for the characteristics STR, CON, SIZ, INT, POW, DEX, and APP. Enter the results on the upper left of the front of the adventurer sheet. Use a pencil, and write lightly enough that you can erase. These numbers are the bones of your adventurer. The higher they are, the mightier is your adventurer.

◆ If you wish, redistribute up to three points from STR, CON, SIZ, INT, DEX, and/or APP. No characteristic can exceed 21. If you still don't like the characteristics, erase all of them now and start over.

2

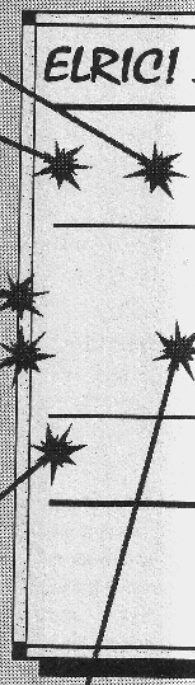
◆ Multiply INT x5 for the Idea roll, and enter.

◆ Multiply POW x5 for the Luck roll, and enter.

◆ Multiply DEX x5 for the Dexterity roll, and enter.

◆ Multiply APP x5 for the Charisma roll, and enter.

IF YOU WISH, complete step Five now, before you complete steps Three and Four.



11

AT YOUR LEISURE, read the Young Kingdoms chapter and choose the adventurer's homeland. Who are or who were the adventurer's family? Were they powerful or humble? What feelings and responsibilities does the adventurer have toward them? Compare your adventurer's occupation with his or her origin. Does an explanation suggest itself? Be alert for clues about your adventurer's past.

10

◆ Adventurers need armor. Each now gets 600 bronzes more to help buy it. Prices and statistics are found in the weapon tables. Copy the stats to the adventurer sheet. Keep the change, or buy items from the price lists.

◆ Each adventurer already owns tack and a riding horse (name it), and each weapon to which 20 or more skill points were added. Copy the weapon stats from the weapon tables into the spaces at the bottom of the adventurer sheet. Create your mount from the natural beasts summary in the creatures chapter, and enter it on the back of the adventurer sheet.

◆ Something shows your adventurer's relation to his or her family—choose it. It could be a signet ring with the family crest, an amulet wrought by the father, a pouch of healing herbs gathered by the mother, an arm band brought back by a brother when he returned from his travels, and so on. Even if the adventurer's family is dead or unknown, this one thing has passed on. It is not magical, but your adventurer considers it precious, and will fight for it. Its cash value is 1D20-1 bronzes.

8

ROLL 1D6. Add the result to 17: the new total is your adventurer's actual age.

◆ Now multiply the same D6 result by 30: the product shows how many bronzes—the standard coinage in the game—are in your adventurer's pocket. Keep the cash to spend in play, or use it to buy items from the price list in the adventurer chapter. Remember to include extra money from your occupation.

◆ If you wish to make an older adventurer, roll 1D6 and increase your adventurer's age by that amount. Multiply the same D6 result by 10, and distribute that many points among your adventurer's skills. Roll and distribute as many times as you wish. After five age rolls, for additional D6s of age deduct 2 points first from STR, then CON, INT, POW, and DEX, in order.

9

IF YOUR ADVENTURER took no magic, that choice denied Chaos. But he or she may be a follower of Law. If so, allot 20 percentiles each to 1-3 skills already possessing points, to emphasize discipline and intentness. Add 1 point to the Law box for each skill so-increased. If your adventurer denies both Chaos and Law, he or she is a follower of the Balance. Add 1-3 points to the adventurer's single weakest characteristic, to illustrate the harmony of life's plan. Add the same number of points to the Balance box.

ADVENTURER

SEE FOLLOWING CHAPTER FOR ABBREVIATIONS

FOR TERMS SEE PAGES 151-152

3 YOUR ADVENTURER needs a minimum POW of 16 to be able to cast spells, summon entities, etc. If you wish that capability but your adventurer lacks enough points, raise POW by trading 2 points from other characteristics for 1 new point of POW. You can trade more than once.

◆ Each trade takes a successful Luck roll to complete. Base this Luck roll on *original* POW x5. A result of 99 or 00 is always a miss. When a Luck roll fails, attempt no more trades for that adventurer. The *magic rules detail two other ways to increase POW*, though these ways are less safe.

◆ A trade of characteristics represents an important event in the adventurer's life. Try to imagine what it could have been. Some feature, trait, or handicap may symbolize it.

◆ For each trade you make, add 1 point to the Chaos box in the upper right corner of the adventurer sheet.

◆ If you change the characteristics associated with them, then also change the amounts for the related Idea, Luck, Dexterity, and Charisma rolls.

4 ◆ Add STR+SIZ and find the die roll corresponding to that total on the Damage Bonus Table. Pencil in the die roll as given.

◆ Add CON+SIZ, and divide the result by 2. Round up any fraction. Circle the *corresponding number in the* hit point box. If the adventurer loses hit points, mark them off with a pencil, then erase the marks as the hit points regenerate. The circled number is the adventurer's maximum hit points.

◆ In the magic point box, circle the number equal to POW. The circled number represents the maximum magic points. In play, magic *points will be spent, so their* current amount will vary, just as with hit points.

DAMAGE BONUS

STR +SIZ	*damage modifier*
2 to 12	-1D6
13 to 16	-1D4
17 to 24	none
25 to 32	+1D4
33 to 40	+1D6
41 to 56	+2D6
57 to 72	+3D6
73 to 88	+4D6
89 to 104	+5D6
105 to 120	+6D6
121 to 136	+7D6
137 to 152	+8D6
153 to 168	+9D6

5 STUDY THE CHARACTERISTICS for your adventurer, and imagine the sort of person you have created. Choose gender. Neither male *nor female has advantage in the game.*

Choose one of the following or roll 1D4 for a random result. These packages of skills are a quick way to begin to develop your adventurer--there'll be more skills in the next step. The skills are defined on pages 43 - 49. Classes of weapons are explained on pages 69 - 71.

1 He or she thinks first of solving problems by means of physical force and skill. Give 20 skill points each to Brawl, Climb, Dodge, Insight, Jump, Listen, Move Quietly, Ride, Sailing, Swim, Throw, to any one class of weapon, and to the Wrestle skill.

2 He or she believes that technique, craft, and expertise are the secrets of success. Give 20 skill points each to any one Craft, to *Disguise, Dodge, Evaluate, Natural World, Navigate, Physik, Pick* Lock, Ride, Sailing, Scribe, and Trap, and to one class of weapon.

3 He or she first tries to outsmart an opponent or to gain an advantage. Give 20 skill points each to Bargain, Conceal Object, Disguise, Evaluate, Fast Talk, Hide, Insight, Natural World, Oratory, Own Language, Pick Lock, and Search, and to any one class of weapon.

4 The adventurer enjoys persuading other people to work, while he or she makes the decisions. Give 20 skill points each to one Art, to Bargain, Disguise, Evaluate, Fast Talk, Insight, Oratory, any one Other Language, Own Language, Ride, and Search, and to any one class of weapon.

◆ *If your gamemaster agrees, you could also start a custom* adventurer: choose any 13 skills except Million Spheres and Unknown Kingdoms, and add 20 skill points to each.

◆ In distributing the skill points, add in pre-printed amounts on the adventurer sheet: thus Fast Talk would be 15 percent + 20 percent = 35 percent. Write that total after the skill.

6 TURN TO PAGE 38. Choose or roll for an occupation there. Allot 250 points in any proportion among the occupation's skills. They represent what your adventurer has learned while working. Use all of the points.

◆ The adventurer can accept none, some, or all of the spells listed for the occupation, but only if POW is 16 or more. For each spell accepted, increase the number on the Chaos box by 1. Some occupations grant extra ready money; add the amount to the *bronzes on person* space on the adventurer *sheet.*

◆ If you're creating a custom adventurer, allot the 250 points among any skills but Million Spheres and Unknown Kingdoms. Choose up to three of the spells listed among the occupations. For *extra money*, roll 2D100 bronzes.

7 TURN TO PAGE 37. Roll or choose from the Distinctive Features Table. Note the features under your adventurer's name on the adventurer's sheet.

FOR READY-TO-PLAY ADVENTURERS TURN TO PAGE 150

CREATING AND UNDERSTANDING

ADVENTURERS

CHARACTERISTICS, ALLEGIANCE AND APOTHEOSIS, OCCUPATIONS, SURVIVAL, PRICES.

IMPORTANT ROLLS, ETC.

STR, CON, SIZ, INT, POW, DEX, APP: roll 2D6+6.
Idea roll: INT x5.
Luck roll: POW x5.
Dexterity roll: DEX x5.
Charisma roll: APP x5.
(CON + SIZ) ÷ 2 = **hit points** (round up any fraction).
STR + SIZ = see the **Damage Bonus Table**.
POW = maximum **magic points**.

CHARACTERISTICS

EACH OF THE SEVEN characteristics represents a general way of looking at an adventurer's capabilities and likely behavior. By always calculating characteristics in the same way, players can compare characteristics, and anticipate the sorts of situations that are most favorable to their adventurers.

- A higher characteristic is always better.
- Within limits, characteristics can naturally increase or decrease. Characteristics can be increased and decreased by magic, without much limit. Injury can decrease any characteristic except Power.
- INT and POW can naturally increase without limit.

STR (STRENGTH)

Strength measures an adventurer's muscle power. It shows how much someone can lift, or push or pull, or how tightly he or she can hold on. Strength decides if an adventurer can wield the heaviest hand weapons at full ability. It is also a component in figuring the *damage bonus* which may increase the effect of hand-to-hand attacks.

Human STR cannot naturally exceed 21. An adventurer reduced to zero Strength is an invalid, unable to leave bed.

CON (CONSTITUTION)

Constitution summarizes the health, vigor, and vitality of an adventurer. Constitution helps calculate how well an adventurer resists drowning and suffocation. Poisons, diseases, and magic may attack CON. High-CON adventurers have more hit points, which makes them harder to kill.

Human CON cannot naturally exceed 21. Reaching zero Constitution points, an adventurer dies.

SIZ (SIZE)

The characteristic of Size represents the average of an adventurer's height and weight. Can an adventurer see over something, or squeeze through a small opening, or be seen in tall grass? This characteristic also helps calculate the adventurer's hit points and damage bonus. To show loss of one or more limbs, decrease SIZ and DEX.

Human SIZ cannot be higher than 21. If starving, loss of half or more of SIZ causes death. If an adventurer somehow loses all SIZ, he or she disappears! —to where only the gamemaster knows.

INT (INTELLIGENCE)

This characteristic represents how well an adventurer learns, remembers, and analyzes. INT equals the number of spells and other magic that an adventurer can know and have ready to use. So much depends upon INT, in fact, that it is probably the most important characteristic.

The *Idea roll,* INT x5, is a convenient multiplier.

Human Intelligence can rise indefinitely. An adventurer without INT is a babbling idiot.

POW (POWER)

The more Power an adventurer has, the greater is his or her force of will, confidence, and capacity for magic. (Power does not correspond to leadership: that is earned by role-playing.) To cast magic, an adventurer must have POW 16 or higher. The amount of Power equals the adventurer's maximum magic points.

POW x5 is a convenient multiplier. It is called the *Luck roll.*

Human Power can rise indefinitely. An adventurer without POW lacks will and behaves like a zombie.

DEX (DEXTERITY)

Higher Dexterity makes for a quicker and more nimble adventurer who has potential for more activity in a round. A successful DEX roll may prevent a fall, let an adventurer stand in a high wind, do a delicate task, or take something without being noticed.

The multiplier DEX x5 is called the *Dexterity roll.*

Adventurer DEX cannot naturally exceed 21. An adventurer with zero DEX points is unable to accomplish any physical task without also receiving a successful Luck roll.

APP (APPEARANCE)

Appearance shows relative agreeableness, gracefulness, naturalness, dynamism, and sexual attractiveness. It calibrates first impressions, and also indexes the eagerness of people to associate with the adventurer. Low APPs could indicate ugliness, or perpetual disagreeableness. High APPs need not mean beauty or handsomeness so much as a memorable face or the ability to make people feel good.

A handy multiplier, APP x5, is called the *Charisma roll.*

APP cannot naturally exceed 21. An adventurer with zero APP points provokes disgust everywhere, even in Nadsokor.

CHANGES IN CHARACTERISTICS

Magic can increase any characteristic, and injury and magic can decrease any characteristic.

A successful Resistance Table roll can raise STR, CON, DEX, INT, or POW. The roll must be against an opponent who has an equal or greater amount of the matched characteristic. See the game system chapter for more.

INT and POW can naturally and permanently rise higher than 21.

- When a characteristic changes, multiplier rolls associated with a characteristic (Idea, Luck, etc.) also change.
- Hit points and the damage bonus might change, depending on the characteristic and the amount of change.
- If POW decreases, magic points do not diminish until spent; once spent, they regenerate only to the new POW maximum. Should POW increase, increase magic points immediately.

CHARACTERISTIC ROLLS

THIS SORT OF ROLL is often used when a skill roll is inappropriate. The gamemaster will call out a characteristic and a multiplier—DEX x4, for instance, and indicate which adventurers are eligible for the roll. The players of those adventurers then roll D100s and try to get results equal to or less than DEX x4.

Lower multipliers are for more difficult tasks, and higher ones for easier tasks. A result of 00 is always a failure. Always make characteristic rolls with D100, no matter how high the characteristic nor how high the multiplier.

Four characteristic rolls, all at x5 multipliers, have been named.

DEXTERITY ROLL (DEX X5)

The Dexterity roll allows actions to be judged for which no game skill exists. It could decide, for instance, if the adventurer was able to snatch up all his armor, or was able to grab the vine at the edge of the cliff.

IDEA ROLL (INT X5)

This roll represents the adventurer's ability to make a correct guess or a canny decision, or it can show awareness: for instance, does the adventurer understand the meaning of that gigantic descending fist carved into the wall?

Save the Search skill for hidden things, use the Insight skill for understanding people, and employ the Evaluate skill for seeing the value in things.

LUCK ROLL (POW X5)

Luck is the knack of being in the right place at the right time, or else the knack of escaping the consequence of being wrong. Did the adventurer bring enough rope? Does the Mist Giant choose to attack the adventurer, or the adventurer's horse?

CHARISMA ROLL (APP X5)

Did he make a good impression? Did she catch everyone's attention? What was the result of that flirtatious glance? Who is the person to whom a group turns to first?

A successful Charisma roll also might help improve the chance for a Bargain, Fast Talk, or Oratory skill roll.

DAMAGE BONUS

(STR + SIZ, THEN SEE TABLE)

All physical beings have a *damage bonus,* though that 'bonus' may be zero or a negative amount. The idea is that bigger, stronger creatures can on average make more powerful attacks than smaller, weaker things. To calculate a damage bonus, add the adventurer's STR + SIZ, then find that total's range on the Damage Bonus Table.

Damage bonuses are expressed as D4 or D6 rolls, even for elementals, but creatures of Chaotic origin receive damage bonuses in D8s.

Occasionally the rules refer to halved damage bonuses. To halve a db, as damage bonus is abbreviated, roll the normal damage bonus, then divide the

ADVENTURER SIZ DEFINED

THIS IS NOT the Size Comparison Table. See the game system chapter for it. This table gives ranges for choosing your adventurer's height and weight according to his or her SIZ. The ranges provide for the extremes of normal human weight—they are descriptive, and without game significance. The left columns are English system measurements. The right columns are metric.

range of heights	*normal extremes of weight (lbs.)*	***SIZ***	*range of heights (cm)*	*normal extremes of weight (kg)*
5' to 5'2"	80-160	**8**	150-155	36-73
5'2" to 5"4"	85-180	**9**	155-160	39-82
5'4" to 5'6"	90-200	**10**	160-165	41-91
5'6" to 5'8"	95-220	**11**	165-170	43-100
5'8" to 5'10"	100-240	**12**	170-175	46-109
5'10" to 6'	110-260	**13**	175-180	50-118
6' to 6'2"	120-280	**14**	180-185	55-127
6'2" to 6'4"	130-300	**15**	185-190	59-136
6'4" to 6'6"	140-320	**16**	190-195	64-146
6'6" to 6'8"	150-340	**17**	195-200	68-155
6'8" to 7'0"	160-360	**18**	200-205	73-164
7'0" to 7'2"	180-380	**19**	205-210	82-173
7'2" to 7'4"	200-400	**20**	210-215	90-182
7'4" to 7'6"	220-420	**21**	215-220	100-191

DAMAGE BONUS TABLE

STR +SIZ	modifier to damage roll	STR +SIZ	modifier to damage roll
2 to 12	-1D6	73 to 88	+4D6
13 to 16	-1D4	89 to 104	+5D6
17 to 24	zero	105 to 120	+6D6
25 to 32	+1D4	121 to 136	+7D6
33 to 40	+1D6	137 to 152	+8D6
41 to 56	+2D6	153 to 168	+9D6
57 to 72	+3D6	167 to 184	+10D6

For each additional 16 or fraction thereof, add 1D6 more.

result by two. Round up any fraction to the next whole number.

- In hand-to-hand combat, add the damage bonus to all adventurer attacks, even against inanimate targets (such as doors).
- For weapons thrown by hand or for bows-and-arrows, add half the adventurer's damage bonus to the damage done.
- Do not add a damage bonus for magic spells.
- Gamemasters should not add damage bonuses to Bite attacks by animals and demons unless a *+db* is given for the attack.
- When rolling for damage, a zero or minus result means that the blow was too light to cause harm.

HIT POINTS (AV. OF CON + SIZ)

Physical beings have hit points. Figure hit points by adding adventurer Constitution and Size, dividing by two, and then rounding up any fraction to the next whole number.

When an adventurer loses hit points, mark off that number of hit points from the adventurer sheet. Lost hit points return naturally, 1D3 hit points per game week. (The Physik skill, the Heal spell, and the Suture ability also can restore hit points.)

- If hit points drop to two or less, the adventurer loses consciousness.
- When hit points reach zero or below zero, the adventurer dies at the end of the following round unless the hit points can be raised to +1 or higher.

MAGIC POINTS (MAX. = POW)

Maximum magic points equal the adventurer's POW. Magic points mostly are sacrificed in casting or resisting spells, or in summoning demons.

- Having used all magic points, unconsciousness follows for one hour, when the first magic point regenerates. A character's magic point total can never be negative.
- Sacrificed magic points naturally return over a span of 24 game hours. No matter how few or how many points the adventurer has, the first point always regenerates at the end of the first hour. The rest return in pulses, one-fourth each at the end of every six hours, until all have returned at the end of the 24th hour.

ALLEGIANCE

HE CONSIDERS *the symbol of the Balance, of that equilibrium which once all philosophers strove to achieve, until, by expediency or by threats to their lives and souls, they began to strike bargains, some with Law but mostly with Chaos, which is an element closer to the nature of most sorcerers. And so they ensured that they could never reach the goal for which they had been trained: for which some of them had been born; for which a few of them were fated. These last were the ones who understood the great perversion which had taken place, who understood all that they had given up.*

— Revenge of the Rose II,1.

The world of the Young Kingdoms pits one against another the forces of Chaos, the Balance, and Law. The Lords of Law and Chaos offer benefits in order to recruit Champions to their causes. The Balance is never personified, but benefits naturally acrue to him or her who follows the way of the Balance. These benefits differ from one another, roughly correspond in importance in play, yet leave the adventurer free. Allegiance may change many times. Every adventurer starts play indebted to one of the three forces.

GAINING ALLEGIANCE

The front of the adventurer sheet includes three allegiance boxes at the upper right. A number of up to 100 in each box shows the alignment to each force. The higher the number in a box, then the greater the adventurer's disposition may be to that force.

Most people do not act consistently. In game terms they rarely build up large scores in just one of the forces. Gains with one in one week are neutralized by gains in another the next week. However, whenever the highest score is 20 points or more above the next highest score and the adventurer wants a stronger relationship, that effort represents enough commitment that the adventurer is said to have an *allegiance* with that force. Benefits accrue while allegiance exists; see further below.

- See the Three Forces, boxed on page 35, for the sorts of actions likely to promote the award of allegiance points. The gamemaster chapter also lists sample awards which might be granted in the course of play, at the gamemaster's discretion.

INCREASING ALLEGIANCE

Actions that favor the allegiance in turn increase the allegiance score. After an adventure, the gamemaster may call for an allegiance check. This is done in a fashion (and perhaps at the same time) similar to an experience check (see the game system chapter). Roll D100: if the player rolls less than the current allegiance score, then the allegiance points increase by 1D8 points if Chaos, or by 1D6 points if Balance or Law.

The gamemaster may, in the midst of action, call for checks or unilaterally assign increases.

MULTIPLE ALIGNMENTS?

Notwithstanding allegiance, humans have free will, and can act as they please. An adventurer can have scores in one, two, or all three of the boxes. One's allegiance is only with the highest of the scores and then only if the score for the highest force exceeds the next highest amount by 20 points or more, and then only if the adventurer acknowledges the allegiance.

MAINTAINING ALLEGIANCE

When an adventurer acts contrary to the interests of his or her allegiance, the gamemaster may require a D100 roll to test the allegiance. If the player rolls above the current allegiance score, reduce the allegiance score by 1D8 (for Chaos) or 1D6 (for Balance and Law). If the player rolls equal to or less than the allegiance score, there is no consequence.

Adventurers with allegiance scores of one hundred or more, and who have made commitment to that cause, go against it at their peril. A beholden adventurer may lose the benefits of the allegiance and be held an enemy. At the gamemaster's discretion, punishment may strike or the adventurer may have to undertake a ritual quest of purification in order to see benefits reinstated.

BENEFITS OF ALLEGIANCE

ALLEGIANCE TO CHAOS

The Lords of Chaos desire absolute freedom. At its best, Chaos grants great opportunity and liberates the individual's impulses; at its worse, Chaos justifies cruel anarchy and selfish behavior. Magic takes force and ubiquity from Chaos, though Lawful magic also exists. Chaos can also grant *apotheosis;* see further below.

BENEFITS: if the adventurer has allied with Chaos, and only after his or her personal magic points are exhausted, an ally of Chaos may swear by the Lords of Chaos and cause the player to use as extra magic points the equivalent of 1/10th (round up) of current Chaos points. This can be done up to three times per game session. Each occurrence must be separate. The adventurer's magic points regenerate normally. An adventurer falls unconscious from loss of magic points only after using and exhausting these extra magic points all three times. Whenever using such magic points, the adventurer also must undergo an allegiance check at the end of the adventure.

➤ An ally of Chaos also has a one percent chance of having an invocation answered by a specific Lord of Chaos.

ROLEPLAYING: adventurers may serve Chaos voluntarily, as tricksters and nonconformists, or under duress, like Elric. Pride, vengefulness, and other selfish emotions often motivate them. Reliance on magic signals a disposition to Chaos. Chaos employs some allies, who devote themselves to that force. These are called agents of Chaos.

ALLEGIANCE TO THE BALANCE

The Balance desires harmony between the opposition of Chaos and Law. The Balance combines stability with vitality. Elric and the Eternal Champion in all his incarnations ultimately endorses and works for the restoration of the Balance.

BENEFIT: given allegiance with the Balance, the adventurer learns enough internal harmony and physical control to dodge or ignore some wounds and injuries. He or she may swear upon the Balance, causing the player to use up to 1/5th (round up) of current Balance points as extra hit points once per game session. The adventurer must undergo an allegiance check at the end of the adventure.

ROLEPLAYING: servants of the Balance seek inner enlightment as well as harmony in the world. They may display monastic purity and freedom from conventional vices, or live privately and kindly, or enjoy life as they will, but as unselfishly as possible. Unlike Chaos and Law, the Balance keeps no paid agents abroad in the world.

ALLEGIANCE TO LAW

The Lords of Law assert order and logic. At its best, the rule of Law produces peace, stability, and security, and at its worse

THREE FORCES

***KNOW YOU NOT** that two forces govern the world—fighting an eternal battle?" Elric replied. "Law and Chaos. The upholders of Chaos state that in such a world as they rule, all things are possible. Opponents of Chaos—those who ally themselves with the forces of Law—say that without Law nothing material is possible.*

"Some stand apart, believing that a balance between the two is the proper state of things, but we cannot. We have become embroiled in a dispute between the two. . . ."

— Weird of the White Wolf II,3.

EARNING CHAOS POINTS

THE BLOCKADE of Law prevents the presence of Chaos Lords on the plane of the Young Kingdoms until Elric invokes Arioch. Nonetheless, Chaos seeps everywhere. Chaos points are easy to get, because Chaos is so eager to corrupt the plane of the Young Kingdoms.

Things Pan Tangian are sources of Chaos points, as are Chaotic cults in the Young Kingdoms. Other kingdoms are also tainted by Chaos. The main source of Chaos points is in learning and casting magic, and in practicing treachery, deceit, and mayhem. Arts and crafts which promote or function by means of illusion are likely to be frequented by allies or friends of Chaos.

EARNING POINTS FOR THE BALANCE

THE COSMIC BALANCE keeps no church or agents, save for those like Sepiriz who emerge at the end of the world. Deeds that promote life—kindness, a rescue, mercy given, a truth told—may earn points for the Balance.

The Balance needs no spells or invocations: it is that state of being to which all of creation naturally inclines. It can be perverted, but not enhanced.

EARNING LAW POINTS

THE SAGA rarely mentions appeals to Law, but it shows two important Champions of Law roaming the world. A Church of Law exists, and some kingdoms are aligned with Law. Published scenarios also show the alignment of certain sects and cults. Deeds done on their behalf may reap points of Law.

USING MAGIC

REGARDLESS of allegiance, anyone can use magic. Since most magic is Chaotic, however, the use of magic tends to realign any user toward Chaos. When an ally of Law or of the Balance feels it necessary to use Chaotic magic, he or she meditates some hours or days, or finds some other way to atone for the act.

provokes totalitarianism, rigid conformity, and sterility of emotion.

BENEFITS: given allegiance with Law, the adventurer owns enough discipline and proud ambition to unconsciously augment selected skills. He or she may swear upon the Lords of Law and cause the player to momentarily employ up to the whole of current Law points as extra skill points. This may be done not more than three times per game session. Call for the extra points before making the skill roll. These extra points increase the chance for a critical result. Once the extra skill points have included and the skill use completed, they disappear. The allegiance points do not change during this process.

Whenever using extra skill points, the adventurer must undergo an allegiance check at the end of the adventure. The adventurer does not receive an experience check for a skill use augmented by these extra points. Experience checks for skills not boosted by such extra points accumulate normally.

➤An ally of Law has a one percent chance of having an invocation answered by a specific Lord of Law.

ROLEPLAYING: the follower of Law believes that the comfort of many outweighs the desires of a few. He or she generally distrusts magic and refrains from its use, for that way Chaos beckons, which fills any ally of Law with loathing and righteous fury. Law employs some allies, who devote themselves to that force. These are called agents of Law.

APOTHEOSIS

AN ADVENTURER WHO reaches one hundred or more in an allegiance score and who is committed to that force may be asked in a vision to become the servant of that force. Scores in other boxes do not matter. Apotheosis is not automatic. The adventurer must demonstrate through the quality of conduct and aspiration that this great honor is warranted, and the force must want him or her.

The vision is of blinding intensity, never to be forgotten. If the offer is accepted, an *apotheosis* (literally, deification, but here a permanent alliance of purpose) occurs, changing the adventurer into a Champion of one of the three forces. Benefits accrue to each sort. He or she maintains free will, however, and conceivably could betray the force.

If the adventurer refuses apotheosis, then his or her points merely continue to mount until death or retirement. Law or Chaos may woo such an adventurer, offering temptations and bribes to gain commitment. The Balance does not intervene directly, but every few sessions the APP x2 chance rises of meeting his or her true love; the chance to safely protect the love in Tanelorn thereafter exists, as does the chance (if apotheosis is refused) of his or her tragic end.

Accepting apotheosis or not, the benefits of allegiance continue so long as allegiance exists.

CHAMPION OF CHAOS

A Champion of Chaos becomes invulnerable to death. When death normally would occur, he or she has two other chances instead. Multiply POW x 1D8, then roll D100. If the D100 result is equal to or less than the product of POW x 1D8, then the Champion evaporates foully and coalesces at the point of his or her apotheosis. Coalescence takes eight days and eight nights of great pain and anguish to complete, and strips five percentiles from every skill. After each coalescence, the adventurer takes on a more cadaverous and death-like visage, and loses 1 APP.

If the D100 roll is more than the product, then the Champion transmigrates to a Higher Plane to become the will-less companion of his or her patron Lord, to gleefully do whatever is bid, forever.

The adventurer's magic points permanently double, though POW does not increase.

Further, a Champion of Chaos must choose a patron Lord of Chaos. He or she now has a POW x3% chance of communicating with that Lord of Chaos when the need is great.

The adventurer becomes the chesspiece of Chaos, subject to visions and bargains. Chaos may remove or augment magic points as it will, and the Champion must strike new bargains with it to restore or retain capacity with spells.

CHAMPION OF THE BALANCE

A Champion of the Balance becomes worthy to seek Tanelorn, the city of peace. This usually involves a lengthy quest that reveals the adventurer's role in the world. Having succeeded, the Champion has won the game, and leaves or enters play when he or she wishes, escaping the general doom of the Young Kingdoms.

Further, the adventurer's hit points forever after equal SIZ + CON.

CHAMPION OF LAW

A Champion of Law may create one new land out of unformed Chaos, and assume its rule. The new land is full of natural plants and animals, as the adventurer wishes, and may contain a small population (1000 x 1D6) of human peasants and villagers for him or her to rule. The player designs and populates the land with the gamemaster's approval, and chooses his or her title.

This new land appears only in the south, at the World's Edge beyond Kaneloon. The bounds of the new land in all equal about two days of persistent riding—D100+100 square miles. Moorcock's story "The Dream of Earl Aubec" contains slightly more information. (Aubec of course added enormous territories, but the world has degenerated in Elric's time.)

In addition, double the percentiles of any three skills chosen by the player.

Finally, a Champion of Law must choose a patron Lord if that has not already been done, and now has a POW x3% chance of communicating with that Lord of Law when the need is great.

BACKGROUND

MUCH ABOUT roleplaying your adventurer is freely chosen, and needs no dice rolls. The headings below correspond with those of the adventurer sheet.

NAME

Choose a name you find appealing. Most characters in the Elric saga have no surname: Moonglum is just Moonglum. To further describe an adventurer, give a birthplace, as in Moonglum of Elwher, or a distinguishing feature, as in Smiorgan Baldhead.

Your adventurer's name could describe something that the adventurer has done (*Osman Thief-Slicer*). Perhaps his occupation gives a clue (*Osman the Reaver*). Perhaps the adventurer has something (*Osman Six-Fingers*), or lacks something (*Osman One-Hand*). Perhaps the adventurer wants

something (*Osman Who-Seeks-Tanelorn*). Perhaps the adventurer behaves in a certain fashion (*Osman the Rowdy*).

You can make up your own names or adopt minor character names from Moorcock. Brut, Faratt, Friagho, Lamsar, Nikorn, Pilarmo, Timeras, Uroch, and Zas are some of the male names mentioned in the saga. Do not choose names of characters important in the saga: four Elrics or six Rackhirs in play get confusing.

BIRTHPLACE

For your first few adventurers, please choose from among the following kingdoms: Argimiliar, Dharijor, Dorel, Filkhar, Ilmiora, Isle of the Purple Towns, Jharkor, Lormyr, Oin, Pikarayd, Shazar, the Sighing Desert, Tarkesh, Vilmir, Yu, and the Weeping Waste. The Young Kingdoms chapter talks about each. Read it to make a choice. This keeps things simple for the gamemaster, lets new players face the same ranges of decisions, and gets play started quickly. After a few sessions you can start adventurers with other origins.

SEX OF THE ADVENTURER

An adventurer can be male or female. Choose either. No game rule distinguishes between them.

AGE OF THE ADVENTURER

An adventurer begins as 17+1D6 years old. He or she can be older, by rolling additional D6s and adding the result of each roll. After five D6 rolls, each additional roll costs the adventurer two points from any characteristics—this is the toll of aging. In compensation, multiply the second and later D6 roll results by 10, and add them as percentiles to the adventurer's skills.

LOOKS, ATTITUDE

Note whether the adventurer is athletic, capable, confident, cunning, dominant, patient, nervous, sly, sprightly, etc., as you choose.

An adventurer can be of any Earthly race. (Melnibonéans or the winged folk of Myyrrhn should not be chosen until the player understands the Young Kingdoms. These races pose problems for player and gamemaster. Get gamemaster permission for these.)

Record what a stranger would first notice about your adventurer. If he or she habitually sneers, for instance, everyone sees that, or if an encounter with Chaos had melted his or her nose, everyone would see that. For these first impressions, find the adventurer's APP-Table rating, then roll the indicated number of times and incorporate the results from the Distinctive Features Table. Write down each result.

DISTINCTIVE FEATURES TABLE

APP TABLE

adventurer APP	*number of distinctive features*
8-9	3
10-11	2
12-14	1
15-16	2
17 up	3

ROLL 1D10 or choose a category. *Then choose a feature or features from the entry. If the APP is low, then these features help make the adventurer uglier; if a high APP, then they somehow contribute to his or her attractiveness.*

As you choose, try to create a coherent picture. For instance, what might a bald head or a face covered with warts mean to your adventurer, and how might he or she act or what he or she might wear in consequence?

❶ **HAIR ON HEAD** (curly, red, black, brown, blond, gray, bald, bald on top, receding, shaven, crew-cut, matted, dirty, oily, full of lice, long, very long, curly, feature of your choice.)

❷ **FACIAL HAIR** (long beard, braided beard, bushy beard, curled and perfumed beard, goatee, enormous mustachios, thick eyebrows, eyebrows grown together, sideburns, mystic designs cut in close-trimmed beard, feature of your choice.)

❸ **FACIAL FEATURE** (large nose, broken nose, turned-up nose, hooked nose, deeply tanned, pale, black eyes, gray eyes, blue eyes, brown eyes, scar, thin lips, fleshy lips, sensuous lips, hairy ears, tiny ears, jug-handled ears, white teeth, yellow teeth, stained teeth, jagged teeth, broken teeth, high cheekbones, enormous chin, weak chin, double chin, pockmarked skin, warts, eye patch, tattoo, earrings, nose ring, feature of your choice.)

❹ **EXPRESSION** (bright-eyed, proud, sneering, haughty, guarded, pleasant, leering, arrogant, dour, outgoing, curious, sneaky, naive, squinting, piercing, friendly, cringing, drunken, lecherous, meek, expression of your choice.)

❺ **CLOTHES** (rich, expensive, full of holes, clothes leave wearer too hot or too cold, clothes leave wearer too wet, too much jewelry, lots of cheap jewelry, prim, new, ancient, partly nude, barefoot, fine boots, sandals, embroidered with special emblem, sexy, wide hat, peaked hat, conical hat, armored hat, ill-fitting, form-fitting, for wrong sex, nightclothes, clothes of your choice.)

❻ **BEARING** (stiff, casual, slouching, weary, nimble, sprightly, jaunty, swaggering, pushy, humble, angry, yielding, sensual, bearing of your choice.)

❼ **SPEECH** (lisp, stutter, stammer, hesitant, sharp, nasal, shrill, deep, strong, soft, faint, accented, hard-of-hearing and hence loud, musical, demanding, aggressive, speech characteristic of your choice.)

❽ **ARMS AND HANDS** (one finger missing, one too many fingers present, scar, tattoo, bulging biceps, powerful arms and hands, very hairy, deeply tanned, long skinny arms, very pale skin, left-handed, one arm longer than the other, calloused hands, feature of your choice.)

❾ **TORSO** (barrel-like, thin, fat, muscular, hairless, very hairy, broad-shouldered, potbellied, tattooed, tanned, very pale, no navel, one nipple gone, prominent scar, many scars, tall, short, has short tail, every bone shows, feature of your choice.)

❿ **LEGS AND FEET** (one toe missing, one too many toes present, scar, many scars, scars from flame or acid, tattoo, bulging thighs and calves, very long legs, very short legs, very hairy, deeply tanned, very pale skin, left leg limping, right leg limping, calloused feet, weathered skin, feature of your choice.)

ADVENTURER OCCUPATIONS

TYPICAL OCCUPATIONS TABLE

See page 40. Choose an occupation from those below, or choose one of the columns and roll D100 for a random result.

THE 'RELATIVE' COLUMN gives the relative incidence of occupations as Moorcock portrays the violent lands of the Young Kingdoms. The 'straight-line' column gives the adventurer an equal chance for each occupation. Though the 'relative' column is more realistic, only the straight-line column gives a good chance to have a background other than that of peasant.

relative % D100	*straight-line % D100*	*occupation*
01-02	01-05	Beggar
03-06	06-10	Craftsperson, Shopkeeper
07-10	11-15	Hunter
11	16-20	Lost, Forgotten
12	21-25	Mercenary, Bodyguard
13	26-30	Merchant
14	31-35	Minor Noble
15	36-40	Nomad
16	41-45	Paid Assassin, Thug
17-76	46-50	Peasant, Farmer
77	51-55	Physician, Apothecary
78-80	56-60	Sailor
81	61-65	Scribe, Engineer
82	66-70	Shaman, Priest, Cultist
83-88	71-75	Slave (freed or escaped)
89-91	76-80	Small Trader
92-97	81-85	Soldier, Guard, Watchman
98	86-90	Tax or Rent Collector
99	91-95	Thief
00	96-00	Troubadour, Entertainer

BEGGAR — even the best adventurer needs a handout now and then, but as a beggar you devote your life to niggling money from passers by. Think up the ways (fake wounds or false disabilities) by which you separate people from their cash. Maybe all your distinctive features are genuinely disgusting. If you fail a Luck roll, you have contacts in Nadsokor. ***Skills:*** *Bargain, Conceal Object, Disguise, Dodge, Fast Talk, Move Quietly, Pick Lock, and one other skill as a personal specialty.* ***Optional Spells:*** *Hell's Armor (1-4), Liken Shape (4), Muddle (1).* ***Extra Money:*** *100 bronzes.*

CRAFTSPERSON, SHOPKEEPER — you might have been a potter, weaver, carpenter, or innkeeper, etc. Choose the craft. You kept to one village or one part of town, and your neighbors acknowledged your skill. Then something happened that changed your life into that of an adventurer. What was it? ***Skills:*** *Craft, Bargain, Evaluate, Fast Talk, Insight, Natural World, Scent/Taste, and one other skill as a personal specialty.* ***Optional Spells:*** *Make Whole (3), Suppleness of Xiombarg (1-3), Wisdom of Slortar (1-3).* ***Extra Money:*** *250 bronzes.*

HUNTER — you prowl forests in search of boar, deer, and other prey. You are careful and quiet, and praise natural beauty. You see townsmen as foolish loud-mouths. You're also a wanderer, and curious about the great world. ***Skills:*** *Climb, Move Quietly, Throw, Track, Trap, one missile weapon skill, one other weapon skill, and one other skill as a personal specialty.* ***Optional Spells:*** *Buzzard Eyes (1), Horns Of Hionhurn (1-3), Tread Of Cran Liret (1-4).* ***Extra Money:*** *none.*

LOST, FORGOTTEN — you're a drifter, or a person plagued by dreams and visions, or a young person newly orphaned, or you just woke up an amnesiac. You don't quite know who you are, and you can't remember a time when you knew. You grasp at strange clues and bewildering notions that never quite work, and scheme for riches that never quite appear. ***Skills:*** *Conceal Object, Fast Talk, Hide, Insight, Listen, Move Quietly, Search, and one other skill as a personal specialty.* ***Optional Spells:*** *Cloak of Cran Liret (1-4), Midnight (1), Witch Sight (3).* ***Extra Money:*** *15 bronzes.*

MERCENARY, BODYGUARD — you contract to fight for a set period in return for pay. You've finished your latest job and you're looking for employment. You tolerate people, but you respect only skilled fighters. ***Skills:*** *Brawl, Dodge, Ride, Throw, any three weapon skills, and one other skill as a personal specialty.* ***Optional Spells:*** *Hell's Armor (1-4), Hell's Razor (1-4), Hell's Talons (1-4).* ***Extra Money:*** *200 bronzes.*

MERCHANT — you once made a living from accounts and agents; documents flowed through your fat account books, and you didn't need to travel. Recently disaster cost you nearly everything—what happened? ***Skills:*** *Bargain, Evaluate, Insight, Listen, Natural World, Other Language, Young Kingdoms, and one other skill as a personal specialty.* ***Optional Spells:*** *Moonrise (1), Undo Magic (1-4), Wisdom Of Slortar (1-3).* ***Extra Money:*** *2000 bronzes.*

MINOR NOBLE — you are far removed from the title, or your family might have fallen on hard times. In either case, no regular income comes with your title; perhaps you have been disinherited, or the wrong faction now controls the throne. Adventuring has become as noble a profession as you can afford. Appropriate titles might include baronet, burgrave, knight, margrave, marquis, marchioness, or thane. ***Skills:*** *Art, Other Language, Ride, Scent/Taste, any two weapon skills, Young Kingdoms, and one other skill as a personal specialty.* ***Optional Spells:*** *Hell's Armor (1-4), Hell's Sharp Flame (1-4), Soul Of Chardros (1-3).* ***Extra Money:*** *500 bronzes.*

NOMAD — you are a warrior of the Sighing Desert, honorable, dignified, and quick to anger. City people seem to enjoy trading honor for money—you despise their ways. Someday you will return to where the people are noble and honest, but for now you are in this foreign place, and must survive. ***Skills:*** *Bargain, Listen, Natural World, Ride, Track, two weapon skills, and one other skill as a personal specialty.* ***Optional Spells:*** *Hell's Razor (1-4), Flames of Kakatal (4), Speed Of Vezhan (1-3).* ***Extra Money:*** *50 bronzes.*

PAID ASSASSIN, THUG — you are ruthless and dangerous. Rumors and whispers precede you. You have less sympathy with your employers than with your victims, yet you faithfully attend to your murderous chores. You have many enemies. Recently something awful happened to you, and it changed you permanently. What was it? ***Skills:*** *Disguise, Hide, Climb, Move Quietly, Potions, Throw, two weapon skills, and one other skill as a personal specialty.* ***Optional Spells:*** *Cloak Of Cran Liret (1-4), Sureness Of Cran Liret (1-4), Ward (3).* ***Extra Money:*** *1000 bronzes.*

PEASANT, FARMER — all your family and all you knew were bound as farmers to the land by law or by necessity. All of you were treated like slaves. Somehow you escaped. Now you are your own master. You will never go back. ***Skills:*** *Craft, Natural World, Listen, Scent/Taste, two impromptu weapon skills (see the weapon tables), and two other skills as personal specialties.* ***Optional Spells:*** *Gift Of Grome (4), Heal (2), Make Whole (3).* ***Extra Money:*** *25 bronzes.*

PHYSICIAN, APOTHECARY — your family was able to apprentice you or buy you an education, but your real learning may have come later, when you try to alleviate human pain and suffering. On the other hand, perhaps your potion killed the Duke instead of curing him, and you had to leave town in a hurry. ***Skills:*** *Fast Talk, Insight, Physik, Other Language, Potions, Scribe, Young Kingdoms, and one other skill as a personal specialty.* ***Optional Spells:*** *Heal (2), Horns Of Hionhurn (1-3), Muddle (1).* ***Extra Money:*** *1000 bronzes.*

SAILOR — you're skilled with sails, boats, and ships, and know tides, the wind, and the stars. You've already been to half the ports in the West, and you want to visit the rest. Life is glorious, except for storms, pirates, and the terrors of the deep, so why don't you ever have any money? ***Skills:*** *a weapon skill, Sailing, Swim, Navigate, Climb, Craft, Natural World, and one other skill as a personal specialty.* ***Optional Spells:*** *Breath Of Life (1), Make Whole (3), Wings Of Lassa (4).* ***Extra Money:*** *100 bronzes.*

SCRIBE, ENGINEER — you are an idealist who helped administer laws or manage construction projects. You may have been independent of governments and rulers, but nonetheless became cynical because of the corruption with which you had to cooperate. You resigned in disgust. Now you respect only the sharpness of steel, and maintain the bright honor of an adventurer. ***Skills:*** *Craft, Evaluate, Insight, Natural World, Other Language, Scribe, Young Kingdoms (or Pick Lock or Search if engineer), and one other skill as a personal specialty.* ***Optional Spells:*** *Demon's Ear (1), Suppleness of Xiombarg (1-3), Summon Elemental (1) or Gift of Grome (4) for engineers.* ***Extra Money:*** *300 bronzes.*

SHAMAN, PRIEST, CULTIST — you were a seer who had been granted visions of the supernatural. Perhaps what you learned clashed with the ways of your tribe, village, or church, or perhaps you learned something so horrifying about the future that you wander the world, enlisting aid in the great struggle to come. Perhaps you quietly plot against things as they are. Perhaps you question your allegiance. As a spiritual leader, you have already shown dedication to your path: add 1D8 points to Chaos, or 1D6 points to Balance or Law. ***Skills:*** *Fast Talk, Insight, Natural World, Oratory, Physik, Potions, Track, and one other skill as personal specialty.* ***Optional Spells:*** *Liken Shape (4), Soul Of Chardros (1-3), Witch Sight (3).* ***Extra Money:*** *300 bronzes.*

SLAVE (FREED OR ESCAPED) — if from Melniboné or a wealthy Young Kingdoms family, you might be able to do almost anything. If from any other background, you usually did only menial and disgusting chores. Since a slave is helpless, you spent much of each day trying to keep out of trouble and in shifting blame. But now you are free. Did you earn it, or take it by force? Are your old masters after you? ***Skills:*** *Art, Craft, Dodge, Fast Talk, Hide, Move Quietly, Scent/Taste, and one other skill as a personal speciality.* ***Optional Spells:*** *Heal (2), Make Fast (1), Span Of Cran Liret (1-4).* ***Extra Money:*** *none.*

SMALL TRADER — you owned a string of pack animals, a caravan of wagons, or a small ship. You circuited inland and back from some port city, or up-river, or along a coast. You know a lot about that route. You were honorable with repeat customers, and dealt sharply with strangers. Then your business was wiped out by bandits, pirates, invaders, or rapacious competitors. Someday you'll take revenge. ***Skills:*** *Bargain, Conceal Object, Evaluate, Fast Talk, Insight, Ride, Young Kingdoms, and one other skill as a personal specialty.* ***Optional Spells:*** *Speed Of Vezhan (1-3), Undo Magic (1-4), Wisdom Of Slortar (1-3).* ***Extra Money:*** *500 bronzes.*

SOLDIER, GUARD, WATCHMAN — you might also be a marine. You used to work for some nobleman, a kingdom or a city, or a wealthy merchant. Week by week, you had little to do but practice with weapons and keep yourself in shape. You achieved nothing. Your boss gave you plenty to die for, but nothing to live for. Now that you work for yourself, great things could happen. ***Skills:*** *Brawl, Dodge, Move Quietly, Shield, Throw, any two weapon skills, and one other skill as a personal specialty.* ***Optional Spells:*** *Demon's Ear (1), Hell's Sharp Flame (1-4), Hell's Bulwark (1-4).* ***Extra Money:*** *50 bronzes.*

TAX OR RENT COLLECTOR — you are or were employed by some large property-owner, or by some nobleman. You understood that the money has to come in or you'd be out of a job. To be a real success, you might have used Bargains and Fast Talks to squeeze out even more money. Perhaps you grew sick of the suffering you caused, or perhaps you became as slimy as your boss, and stole from him. Now you're out for yourself. ***Skills:*** *Bargain, Evaluate, Fast Talk, Pick Lock, Search, Track, one weapon skill, and one other skill as a personal specialty.* ***Optional Spells:*** *Bonds Unbreakable (3), Plasticity Of Balo (1-3), Ward (3).* ***Extra Money:*** *500 bronzes.*

THIEF — you were a criminal specialist—a robber, a mugger, a pickpocket, etc. At first doing this seemed clever and profitable to you. Then some theft went wrong, or you robbed the wrong person and made a powerful enemy. Now perhaps you've reformed. Success as an adventurer will put your past behind you, or will it? ***Skills:*** *Climb, Disguise, Hide, Listen, Pick Lock, Search, one weapon skill, and one other skill as a personal specialty.* ***Optional Spells:*** *Rat Vision (1), Tread Of Cran Liret (1-4), Ward (3).* ***Extra Money:*** *500 bronzes.*

TROUBADOUR, ENTERTAINER — you're witty and interesting-looking, and you love to get attention. You might be adept with song, musical instruments, satirical poems, stories that everyone already knows, stage magic, wire-walking, tumbling, juggling, sleight-of-hand, or some other entertaining craft. You have little money, and you're tired of living hand-to-mouth. Maybe adventuring is a better life. ***Skills:*** *Art, Bargain, Craft, Fast Talk, Insight, Oratory, one weapon skill, and one other skill as a personal specialty.* ***Optional Spells:*** *Suppleness Of Xiombarg (1-3), Visage Of Arioch (1-3), Wisdom Of Slortar (1-3).* ***Extra Money:*** *150 bronzes.*

ABOUT SHIELDS

The notation *HSFL* records what sort of shield your adventurer carries—half, small, full, or large.

CHOOSING AN OCCUPATION

THERE ARE NO CHARACTER classes in this game. Any number of occupations exist. The twenty listed are among those mentioned in the saga. Many more might be created. Players and gamemaster should consult first if doing so.

To use this sub-section, first roll on or choose from the Typical Occupations Table (page 38). If rolling, choose whichever column better fits your sense of things. Then find your occupation among the Adventurer Occupations summaries. There you find a very short portrayal of your adventurer's situation as a starting character. Each is a suggestion. Better ideas will occur to you, and you should use them when they do.

Each summary also includes minor headings for skills, spells, and extra money.

SKILLS

Allot 250 percentiles in any combination among the chosen occupation's eight skills. Most occupations allow at least one free choice from among those in the skills chapter and weapon tables, but the skills Million Spheres and Unknown Kingdoms cannot be chosen, only learned during play. Weapon skills can include Brawl and Wrestle. If the gamemaster allows it, one listed skill may be traded for another from the skill list.

MAGIC

Though up to three magic spells can come with each occupation, no one needs to accept spells. To be able to learn them, your adventurer must be strong enough (POW 16 or better) to cast magic. Your adventurer may choose to decline magic, since the listed spells are Chaotic in origin. Add the raw number of spells accepted as Chaos points to the Chaos box at the upper right of the adventurer sheet. List the names and magic point costs of the spells on the front of the adventurer sheet under Magic in Memory and on the back of the sheet, under Grimoire, Notes. If your adventurer accepts any spells, create a story for yourself of how he or she came to have them.

Most of the Young Kingdoms associate magic with the tyranny of Melnibonéan rule. Most people despise and fear magic and hope one day to see an end to it, for they believe it produces nothing but misery. Nonetheless, others slyly benefit from it, and powerful nobles and merchants covertly hire personal sorcerers.

EXTRA MONEY

Most occupations endow the adventurer with extra money. The amounts represent what you were able to save or escape with. The proportions granted loosely represent the earning power of the occupations.

CUSTOM ADVENTURERS

This is to remind you about creating custom adventurers. To do this, generate the character normally until Step 5, on the Creating an Adventurer spread.

Then choose any 13 skills except Million Spheres and Unknown Kingdoms, and add 20 skill points to each. If you don't want one of the twenty occupations in the present chapter, then make up one of your own, and allot 250 more skill points as you see fit. Choose up to three of the spells listed among the occupations. For extra money, roll 2D100 in bronzes.

The rest of adventurer creation continues normally.

THE BACK OF THE SHEET

The reverse of the adventurer sheet is mostly self-explanatory.

- The top section, background, will fill up gradually, as your adventurer makes friends and enemies, meets great people, and does great deeds. This is a place to write down things that might be forgotten otherwise.
- The magic chapter has information about grimoires and how they are used. The grimoire on the adventurer's sheet simply is a list of the magic that he or she knows.
- Like the background section, wealth will fill up gradually, if at all.
- Space exists for three bound demons or elementals. Many players will not use these areas, but an adventurer might have a human servant who could fit in one of these spaces.
- Each adventurer starts out with a horse. If its stats are of interest to you, keep them in the indicated space.

SURVIVAL TIPS

NATURALLY YOU'LL WANT the best of everything for your adventurer, but that's not possible in a world where most people are poor. Across the board, you'll also want high characteristics and skills for him or her, but having high scores in everything won't be possible either. Here are some tips for creating adventurers ready for life in the Young Kingdoms and for survival in this game.

- **WEAPON SKILLS:** most people in the Young Kingdoms carry weapons, and most don't shrink from using them. If you don't want other characters to hone their skills by defeating your adventurer, have a weapon skill at 101% or better, since that percentage or higher halves the chance for a fumble. Since the parry percentage for a weapon drops by 30 percentiles each time the weapon parries in a round, a high hand-to-hand weapon skill can be quite useful. The percentiles of a high-percentage weapon skill can be split among several attacks. Not least, the chance for a critical success rises as your adventurer becomes more skillful.
- **SHIELDS:** if your adventurer intends to do serious fighting, he or she needs a shield, or at least a second weapon. If your adventurer parries with a shield, then the risk of breaking a weapon drops greatly, and he or she ignores certain fumble table results. If your adventurer has skill, a shield is more reliable than armor, and blocks stronger attacks.(Granted, Elric hacked his way through armies and never used a shield, but Stormbringer is uniquely powerful—your adventurer is unlikely to get a runesword that fights on its own.)
- **ARMOR:** entering hand-to-hand combat, wear the best armor possible. Armor in this game is not like a shield—a shield has a fixed defensive effect. Armor has weaknesses and openings, so the attack damage it stops each time must be rolled for. Bad rolls can occur. Nonetheless, armor can make the difference between a major wound and a minor wound, or between a major wound and death. It may be your adventurer's only protection from an ambush or attempted assassination.
- **DODGE:** have the highest Dodge skill possible. As you might imagine, being able to dodge a blow from a battle axe, say, can be very handy. Dodge and parry are integrated maneuvers in this game; a high Dodge gives your adventurer as much flexibility of choice as possible.
- **MAGIC:** remember, the central conflict in the saga is between Law and Chaos. Law does not much approve of magic, and endures quite well through the saga. High skills compensate for

much of magic, which can be a lot slower to get started than firing an arrow. If your adventurer intends to cast magic, he or she cannot have too much Power characteristic—at least POW 16 is necessary. A high POW also improves the Luck roll. Magic spells are mostly obtained during play. Adventurers could teach each other if given different spells during adventurer creation.

➤ **CLUSTERING SKILLS:** it's a good idea to have different sorts of skills, but it is also handy to have skills that work together. For instance, high percentiles in Move Quietly, Track, and Trap suggest a character who is a hunter or trapper, just as high Bargain, Insight, and Scribe suggest a merchant or trader. Clustering skills creates a general area of expertise, giving an adventurer flexibility of action and response, and making his or her personality more understandable to roleplay.

➤ **COMMUNICATION SKILLS:** try to have a high Fast Talk, Bargain, Oratory, or Art—your adventurer will want to influence and convince people as well as fight them. A good Melnibonéan language skill and a high Art won't hurt if you plan to visit the Dreaming City.

➤ **ASK QUESTIONS FIRST:** your gamemaster will be glad to tell you everything significant that your adventurer sees, but you may have ideas about what you want to know. Don't be afraid to ask for information: is the swordsman looking confident? Is the merchant wearing much gold jewelry? Are the timbers of the ship bright and well kempt, or spotted with age and brine?

➤ **DON'T GET ANGRY UNTIL YOU KNOW THE OPPOSITION:** skills can be hundreds of percentiles high, magic can be almost invisible, and any well-dressed individual may have friends who can raise a whole city to the alarm. Picking a fight with the wrong person is foolish. Wait for good reason, then fight when honor demands it.

➤ **KNOW WHO YOUR FRIENDS ARE, AND KEEP THEM:** if as a group the adventurers are of different alliances, then at some point your paths may diverge. Elric comes to understand that the struggle between Law and Chaos drives people apart and creates needless agony. But Law and Chaos are elements within every person's personality: they do not have to be destructive elements. Players of Chaotic adventurers need to find enjoyable ways to express creativity and changing moods; players of Lawful adventurers can be stern and legalistic, but also remember how to laugh; those playing adventurers of the Balance must find scope for forgiveness and appreciation of everything that happens around them. Despite different alliances, try to roleplay toward friendship. If your adventurer's character actively prevents it, then he or she may need new companions.

➤ **HAVE A BELIEVABLE RANSOM:** if all else fails, an enemy who has your adventurer at his or her mercy may be diverted from murder by the promise of payment. The key here is *believable*: the amount promised has to be at least five thousand bronzes to warrant the trouble, the adventurer has to have thought of a way to reliably deliver the cash and then to get out of the clutches of his or her captor, and has to convince the captor that everything being said is pretty much true.

PRICES

COSTS ARE usually given in standard units called *bronzes*. A bronze is a metal coin of the Young Kingdoms. One bronze buys you a mug of ale, or a loaf of bread. A bronze has just enough value to be useful, and yet not so much value that anyone is much upset at losing one.

We presume that each Young Kingdom has one or more equivalent coins and, for ease of play, that all of these coins are worth about the same and are therefore interchangeable—though their designs, names, dates, and shapes vary.

NOMINAL VALUE OF GEMSTONES (IN BRONZES)

size	*indifferent*	*good*	*fine*
small	D100	D100 x5	D100 x20
medium	D100 x2	D100 x20	D100 x100
large	D100 x5	D100 x100	D100 x1000

The realistic alternative to this bland solution to the problem of coinage would be the introduction of dozens or hundreds of different coins, of confusing exchange. Gamemasters who wish to make a more realistic coinage are encouraged to do so, but must do so without guidance from the saga.

Though their exchange is equivalent, it is politically dangerous to try to spend Pan Tangian tiger coins in Vilmir, for instance, or to proffer Melnibonéan silver dragons in Lormyr, for reasons the descriptions of those places make clear.

A bronze is nominally worth twenty smaller coins called *groats*. Groats are made of various disreputable base metals, many merchants refuse to accept them, and most people despise them. "Not worth a groat!" is a common oath. Courts routinely limit the maximum debt which can be paid in groats.

Gold and silver coins also exist, but bad management, piracy, and wastrel princes cause people (except in Imrryr) to hoard their gold and silver coins, and the circulation of them is rare. A *silver* has face value roughly equal to five bronzes, but its metal value is now nearly 110 bronzes. (When Elric tosses a Melnibonéan silver coin to an servile landlord, that landlord has reason for joy.) The value of a *gold* is nearly 1000 bronzes. Lacking face value, silvers and golds are often melted down and converted into jewelry or into household plate.

The palm-sized Melnibonéan *gold wheels* are not currency. Each is memorial to a Dragon Emperor, and only one per Emperor is made, each carved from pure gold. A wheel averages a bit less than 20 pounds of gold. After Elric's accession there exist a maximum of 428 gold wheels. Each is different, in degrees. All are treasures of great beauty, worth far more than the value of their metal. Wheels do not appear at large in the Young Kingdoms until after the Sack of Imrryr.

Perhaps stirred free during the great War of the Elements, gemstones are found in every land. Only Melniboné's slaves reliably cut and facet transparent stones; Young Kingdoms jewelers must content themselves with polishing the natural stones and then mounting them to best effect. Among buyers' favorite stones are agates, chalcedony, diamonds, emeralds, golden otredos, jade, lapis lazuli, mios, onyx, opals, peryx, rubies, sapphires, topazes, and turquoise. No one stone is thought of as better or more wonderful, as now we think of diamonds.

For game convenience, evaluate gemstones by relative size and beauty of color. Use the table nearby, or the gamemaster can create an alternate scheme.

Thus a medium stone of good quality is worth between 20 bronzes and 2000 bronzes. If the stone's rolled value is relatively low, it looked to be rare but proves to be an agate or a large quartz crystal, or else the stone is cracked or unpleasingly shaped. If the stone's value is very high but not the highest, the gem is an excellent example, flawed in some small way only. A table offers only a general guide; gamemasters should adjust value as they see fit.

SAMPLE PRICES

PRICES ARE in bronzes, unless noted otherwise. These are average prices. The fact that something costs so much to buy does not mean that it can be sold for that amount; there may be no buyers at all. Prices change from buyer to buyer as conditions, locations, and seasons change. Calculate the worth of used gear in good condition as half of that which is new. Locate weapon, armor, and shield costs in the combat chapter, in the right-hand columns of the weapon tables.

FOOD & DRINK

mug of sour milk	5 groats
mug of ale	1
jar of ale	6
goblet of poor wine	1
goblet of good wine	3
decanter of good wine	20
bowl of cold gruel	10 groats
whole roast chicken	5
whole steamed salmon	10
whole roast suckling pig	40
whole boiled ham	15
roast haunch of beef	25
three old hen's eggs	1
three fresh hen's egs	2
handful of quail's eggs	5
loaf of fresh bread	1
square of trail bread	1
six onions	1
string of garlic bulbs	1
jar of honey	5
suet pudding	4
raspberry ices, one spoonful	34

CLOTHES

warm hat	10
good boots	75
pair of sandals	10
linen shirt	10
fine silk shawl	200
outer clothes:	
for a beggar	1
for a laborer	20
for a journeyman	50
for a mercenary	50
for a merchant	200
for a minor noble	500
excellent travel cloak	140

SERVICES

ordinary medical attention	5
haircut or shave	2
indifferent meal	2
good meal	6
excellent meal	25
shelter, per night:	
floor of an inn	3
dormitory bunk	8
private room	45
adept of love, per eve	
bored novice	5
enthusiastic expert	25
stable a horse, per night	2-8
have a letter written	4
skill training, nominal per week	50
carpenter, bricklayer, per day	40
blacksmith, per day	50
armorer, per day	60
a reliable servant, weekly	30
bribe to official	20+
praiseworthy temple offering	10+
representation in law court, daily	60+
send a messenger across town	1

THINGS

saddle and tack	300
book of lays or of history	100+
blank book suitable as grimoire	50
old grimoire (10 useful entries)	15,000
old grimoire (100 untested entries)	50,000
leather backpack	40
rope (30 yds, STR 40)	20
steel chain (15 yds, STR 64)	290
iron lock & key	16
slave collar	20
steel crowbar	40
shovel	10
pickaxe	30
bundle of 20 arrows	20
lockpick set	75
canteen (2 liters)	10
tarpaulin	8
smallish tent for 2	110
larger tent for 4	200
3 candles	1
3 torches	1
oil lamp	5
lamp oil for 7 nights	5
5 steel fish hooks	3
bronze skillet	15
iron stew pot	45
2-wheel cart	300
4-wheel freight wagon	1,000
large rowboat	300
smallish fishing craft	3,000
10-slave harbor galley	20,000
200-slave war galley	150,000
deep-sea merchant sailer	90,000
wood and thatch hovel	100
3-room stone & tile house	2,800
3-yard-high stone wall around that house	2,400
home of minor noble	20,000
home of wealthy merchant	140,000
king's palace	all the nation's taxes for 4 years
10-yard wooden bridge	560
100-yard wooden stockade	3,000
adult slave	8,000
adult slave, educated	20,000
herb from present continent (3 doses)	1-120
herb from another continent (3 doses)	5-500
unknown herb from Troos (3 doses)	2,000

LIVING ANIMALS, AVERAGE CONDITION

burro	1,000
laying hen	10
milk cow	1,500
watchdog	40
fine hog	650
piglet	25
saddlehorse	2,000
mule	1,400
ox	1,900
sheepdog	150

JEWELRY, ETC.

antique silver torque	2,000
gold ring set with fine gemstone	4,500
new emerald and silver brooch	*2,500*
3-strand polished agate necklace	200
gold amulet worthy of a king	15,000
small Nanorion	110,000
Melnibonéan Gold Wheel	300,000+

SKILLS

ALPHABETICAL DEFINITIONS OF SKILLS; ADDITIONAL MATTERS RELATED TO SKILLS; FOR WEAPONS, SEE THE END OF THE COMBAT CHAPTER.

DEFINITIONS

EACH ENTRY includes the name of the skill, the base or starting chance for the skill, and a description. Most entries conclude with an example of a critical and a fumble for the skill; in play, the actual critical or fumble should derive from the situation. Strive for different, interesting effects.

The gamemaster may choose to keep the results of a skill roll secret until later, so that its consequences can unfold in play.

The parenthesized percentages represent the base chances for the skills. A base chance is that proportion of knowledge or ability in the Young Kingdoms common to everyone. Since no one knows everything, no upper limit to skill percentiles exists. Expect skill levels to regularly exceed 100 percent.

All of the entries for skills are as explicit as possible. The notion of a skill is necessarily broad and general, though more specific than characteristic rolls. Discuss special interpretations or applications with your gamemaster.

Completing the skills chapters are five tables and summaries of information that can be helpful.

NEW SKILLS:

ADDITIONAL SPACES for skills exist on the adventurer sheet. These are for new skills which the gamemaster may be pleased to admit to the game. Only the gamemaster can define or recognize a new skill.

● ART (05%)
Only such skills as someone of noble birth would employ count as arts in the world of Elric: specify Conversation, Courtly Manners, Declaim Poetry, Formal Dance, Song, Tell Story, or Torture, or choose a portable musical instrument such as Lyre or Flute. To do something that might work up a sweat, such as tumbling or juggling, is beneath Melnibonéan standards, and those of anyone pretending to culture.

To pass as a person of culture, be within 30 or so percentiles of any Art held by the person who is doing the judging. Too much is as bad as too little.

A critical success accomplishes something more memorable or more entertaining than usual. A fumble provokes groans, protestations, or anger from the audience.

An adventurer can have more than one Art. Blank art spaces appear on the adventurer sheet.

● BARGAIN (15%)
This is the skill of negotiating and convincing. If selling or buying and the difference is slight, the lower Bargain roll prevails. If debating some issue and the difference is slight, then the lower Bargain roll prevails.

Should the difference between bargainer and target be great, then Charisma, Fast Talk, and Oratory rolls, new information, accusations, flattery, and threats might help achieve the desired end. An Insight roll might shift the terms or intent of the bargaining. Once convinced or once the deal is struck, the terms do not change. A success with one of these rolls increases the chance for a success with Bargain by ten percentiles.

Do not apply this skill to profound issues, such as whether Law or Chaos is preferable. Keep it to debates such as the value of a horse or boat, or whether to ford a swollen river. Intending to cheat or lie, use Fast Talk instead. To sway by emotion, use Fast Talk or Oratory.

A critical success could show a friendship formed, money saved, or desirable extensions or limitations. A fumble could emphasize the reverse, perhaps costing the adventurer everything.

● BRAWL (50%)
Brawl is the skill of unarmed combat. A brawler uses every natural attack—kicks, gouges, bites, head butts, forearm smashes, and so on, and aims to do damage by every means possible. A good brawler knows whether it is easier to pull off a human ear from the top down or from the bottom up. He knows whether a foe's upper lip or lower lip is the more vulnerable.

- ◆ Halve the percentiles for the skill if fighting an armored foe.
- ◆ No martial arts skill is recorded in the saga, but it doubtless exists in many forms. To reflect this, add another 1D3 damage once Brawl reaches 101 percent—thus Brawl does 2D3 at 101 percent and higher.
- ◆ Despite weapon class, combine Brawl with Cestus or Iron Claw if Brawl and the other weapon skill are both 101 percent or higher. Choose the skill percentage that is the higher. Use the Brawl/Cestus damage plus the 1D3 adds for Brawl at 101 percent and up. For instance, an entry might read *Brawl/Cestus 112%, damage 1D4+1+1D3+db.* Such an attack can achieve devastating damage.

With a critical, an unarmored target might drop unconscious, and an armored target might be stunned, incapable of action for a combat round. With a fumble, the attacker might slip and pull a muscle or crack a rib, losing 1D3 hit points.

● CLIMB (40%)
Do not roll for ordinary climbs of four yards or less. If the climb is longer, roll for Climb, perhaps reducing the chance by 10-20 percentiles each for handicaps such as night, rain, wind, a slick surface, and being in full armor. A climber with a failed Climb roll might then get a Dexterity roll or a Luck roll to save against falling.

To climb quietly, match the player's D100 roll against the adventurer's Climb and Move Quietly. Succeeding in Climb but failing in Move Quietly, he or she climbed successfully but made noise. Failing Climb but succeeding in Move Quietly, he or she fell, but without important noise.

A critical result could increase the climber's speed, or make it easier to carry something. A fumble is always a fall that makes a horrible racket upon hitting ground; see the game system chapter for damage from falls.

● CONCEAL OBJECT (25%)
To cover or mask an object, use other objects, debris, cloth, or illusion-provoking materials. Using a secret panel, a false compartment, and painting or otherwise changing an item's appearance is possible. With a success, palm-sized or knife-sized objects concealed beneath clothing cause no revealing bulges.

With Conceal Object, a person might be out of sight, but could not be disguised. Use the Disguise skill for that. Larger objects are harder to conceal. Elephantine

DODGE SKILL AGAINST ATTACKS
EVADE, DISENGAGE, OR CLOSE

dodger	*attacker*	*result*
critical	impale	blow strikes for full effect.
critical	critical, success, failure, fumble	dodging character is able to disengage, evade, or close; if against a fumble, the foe falls down, or must receive a roll on the fumble table.
success	impale, critical	blow strikes for full effect.
success	success, failure	dodging character evades, disengages, closes.
success	fumble	dodging character evades, disengages, or closes; attacker falls down, or must receive a roll on the fumble table.
failure	impale, critical, success	blow strikes for full effect.
failure	failure	foes maintain relative distance.
failure	fumble	the foes maintain relative distance; the attacker must receive a fumble table roll.
fumble	impale, critical, success	blow strikes for full effect; dodging character also slips and falls down.
fumble	failure	dodging character falls downs.
fumble	fumble	no effect: sneer, and try again.

See also Levels of Success and Failure, page 64.

things should not be concealable by single people, though a group of people could build something that might do the trick.

With a critical, the object might be undetectable except by magic or by a critical Search roll. A fumble might draw the attention of others to the hiding place.

● CRAFT (05%)

Crafts are skills used to make practical things or to create pleasing effects. Subject to gamemaster approval, nearly any job or profession that earns income is a craft. Ordinary crafts include armorer, boat-builder, brewer, carpenter, mason, macrame and knot-tying, shipwright, weaver, and so on.

In the Young Kingdoms, sculpture, painting, jewelry-making, and most musicianship are also seen as crafts.

Of the crafts of entertainment, several have application beyond garnering groats from gawking farmers.

◆ *Sleight-of-hand* gives useful facility in manipulating all sorts of small objects. The user is facile with cards, shells for the shell game, can pick up small things surreptitiously (good for picking pockets or cutting purses), and can cause some small thing to appear seemingly out of nowhere.

◆ *Wire-walking* grants skill in moving at heights and in maintaining body balance and control. Equally handy for moving about on ledges, battlements, and roofs. A wire-walker can routinely tread a rope or wire of length equal to or less in feet than his or her percentiles of skill. You need no skill roll unless the distance is greater than the percentiles, or unless there is rain, wind, missile fire, etc.

◆ *Acting, juggling,* and *tumbling* are time-honored entertainment. Add tumbling to wire-walking to produce a trapeze artist.

◆ The *card-reading and palmistry* skill does not grant psychic powers, but skill-users are practiced at putting people at ease and knowing what people want to hear. To read a person's face successfully, try the skill Insight.

A critical success with a craft might mean that an item or service is more durable or more memorable, perhaps good enough to warrant extra payment. A fumble suggests a fall, a gaffe, or a bad product.

A Craft at 101 percent or more could mend an object and at the same time add one or two hit points, so that the object became stronger than new. Or the performance could be so spectacular that someone of influence approaches the adventurer afterward, and seeks to be a patron.

Blank spaces for crafts appear on the adventurer sheet.

● DISGUISE (15%)

The user changes posture, costume, and/or voice. Theatrical makeup may help. Dim lighting definitely helps. Lower the chance for differences in sex, age, SIZ, or race. To look like a specific person, halve the effective skill percentage; this sort of illusion is maintainable only at a distance.

Insight or Search skills might lead an observer to suspect someone in disguise. In disguise, a successful Charisma roll lowers the success chance for either by 10 percentiles.

A critical success could give the disguised adventurer some ability to issue convincing orders or evade detection by intimates. Failing a Disguise roll, onlookers notice uncharacteristic behavior. A fumbled Disguise roll declares in effect, 'This person has a suspicious appearance! Investigate him immediately!'

● DODGE (DEX x2%)

This useful skill allows an adventurer to instinctively evade blows which can be seen, and to close or open the distance with an enemy. Missile fire can miss, but it cannot be dodged.

Freely mix dodge with parry; both are free actions in a round, usable whenever attacked. Characters can Dodge once or several times in a round, depending on the Dodge skill percentage. Per character and by combat round, each use of Dodge occurs at an effective skill of 30 percentiles less than the one before.

Use the Dodge skill to attempt to evade any attack. A combatant armed with a short or medium-length weapon can use Dodge to close with and attack an opponent armed with a long-length weapon. Any combatant can use Dodge to feint and by that to open the distance between him and an opponent, and disengage.

Having fallen to the ground, a successful Dodge allows a fighter to get to his or her feet without being hit.

Dodge against Dodge, if both opponents receive the same level of result, then the foes keep their relative distance. If one character's result is of a higher level, then

he or she may choose to close or to disengage.

Using Dodge against parry is not possible, since parry occurs only in response to an attack.

The box on the previous page, Dodge Skill Against Attacks, relates of Dodge to an attacker's level of result.

● EVALUATE (15%)
A successful Evaluate grants a good estimate of an item's worth, whether it's a cut emerald, an old sword, or a riding horse. *Worth* depends on the existence of a purchaser. *Apparent worth* and *actual worth* may differ: caviar, after all, is just salted sturgeon eggs.

With a critical success, the adventurer understands the value and significance of an item. With a fumble, the adventurer pays too much, sells too low, or ignores evidence of value.

● FAST TALK (15%)
With a success, the target agrees with the user's words for a little while. Perhaps he loans a small amount of money, gossips about family secrets, or whatever other small single effect is sought. Given a few minutes alone and a successful Idea roll, the target comes to his senses and the Fast Talk loses effect.

Fast Talk is flippant: it aims small and takes little time. In contrast, Bargain and Oratory could concern weighty matters taking hours or days to conclude.

A successful Charisma roll increases the chance to succeed for Fast Talk by ten percentiles.

At most, Fast Talk affects a handful of listeners; for more, use Oratory. Fast Talk does not work on people already convinced: use Bargain or Oratory instead.

A critical success might cause agreement for a longer time. A fumble not only fails, but could anger or wake the suspicion of the target.

● HIDE (20%)
Cover must be present. Employ Hide to escape detection during pursuit, during surveillance, or in an unprepared position. The adventurer chooses the best bushes, rocks, deep shadows, etc., to hide in or behind.

In an area watched by guards, Hide could help in shifting position without detection. Figure the chance by halving the adventurer's Hide percentiles. If the distance to be moved is more than a couple of yards, also roll for Move Quietly.

If a motionless adventurer is mostly but not entirely hidden, halve the observer's chance to notice.

A critical result negates a successful Search roll. With a fumble, the adventurer somehow attracts attention.

● INSIGHT (15%)
The adventurer can learn another person's character and motives with this skill. This understanding takes a few minutes within the target's presence. Skillful deceit cannot be penetrated unless the adventurer jars the target's confidence by revealing unexpected events or knowledge.

With a critical result, the target's motives are laid bare, and the skill-user says just the right thing to get immediate agreement. With a fumble, the adventurer badly misinterprets everything.

● JUMP (25%)
With a success, the standing adventurer can leap up vertically and grab to his own height-and-a-half, or leap down vertically to his own height. He can jump horizontally his own height from a standing start, or run and jump horizontally to twice his own height.

If falling from a height, a successful Jump prepares the adventurer for the fall: roll 1D6 and subtract that many hit points from those lost from the fall.

Jumping in full plate armor is not possible. Halve the ability to jump in half-plate or leather and mail. Ignore the extra weight of leather or wooden armor.

A critical Jump could be further than normal, or quieter. A fumbled Jump could increase damage from the resulting fall.

● LISTEN (25%)
This is the ability of the adventurer to understand and interpret the significance of sounds. These include a faint conversation, a snapping twig, a distant footstep, or the whisper of a blade pulled from its scabbard. Some sounds are impossible to understand.

A critical result understands a conversation at an unusual distance, or comprehends the number and intent of people approaching in the dark. A fumble misinterprets information.

● THE MILLION SPHERES (00)
The Young Kingdoms know little about the other planes. There the existence of other worlds is a myth to all save scholars and sages. An adventurer may increase Million Spheres by conversing with eminent sorcerers, by questioning denizens of other planes, and by astral travel. The best way is to do scholarly research with grimoires and other books of lore.

Answers to many questions are not known, or else are secrets known to a handful. A successful Million Spheres roll may produce no information.

A critical might unlock definitive information. A fumble might show that something is impossible or nonexistent when it is very real.

● MOVE QUIETLY (20%)
Employ this skill to move and make little or no sound, to creep up on an unaware opponent, or to sneak across a passage while a guard looks the other way. Halve the Move Quietly of any adventurer who wears plate or chain mail. To run and to Move Quietly in armor is normally impossible: armor squeaks, rattles, clangs, dongs, and rings unpredictably.

With a critical success, an adventurer could run in armor and not make noise. A fumble signifies extreme clumsiness—even guards from far away come running when the adventurer trips and clatters to the floor.

● THE NATURAL WORLD (25%)
General knowledge of animals, plants, sea life, and climate in the areas with which the adventurer is familiar. The gamemaster should decrease the effect of this skill to 50 percent or less in unfamiliar lands, and lower it to a flat 25 percent if on another plane. This skill relates to what is generally known, not to all of what might be knowable.

A critical result might identify some rare animal or uncover some secret. A fumble could wrongly identify or mislead.

● NAVIGATE (10%)
Day or night, stormy or clear, the user finds his or her way. Those of higher skill are familiar with astronomical lore and the implications of weather and climate.

- ◆ Since the mental tools are somewhat similar, one could also use this skill to measure and map a corridor or area, but do not employ it at a percentage higher than the person's Scribe skill.
- ◆ On board ship or boat, this skill cannot be at an effective percentage of higher than the character's Sailing skill.
- ◆ A critical result finds exactly the right way; a fumble leads the way opposite to that desired, or the way most dangerous.

● ORATORY (05%)
Successful orators sway crowds to particular moods and actions. To use this skill, the orator must be addressing a group or crowd; for a handful of people, use Bargain or Fast Talk instead. Orations are of long duration, twenty minutes to several hours.

A successful Charisma roll increases the chance for a successful Oratory by ten percentiles.

A successful oration carries the crowd for the rest of the day, or overnight. A critical success might convince nearly

everyone for a week or more, and some would remain convinced for years. A fumble causes the crowd to mock or stone the adventurer.

● OTHER LANGUAGE (00)
To start another language, study it, or live where it is spoken. No numerical limit exists to the languages that can be known. This skill represents the user's chance to speak and understand a particular given language of the Young Kingdoms.

The skill includes rudimentary ability to read and write the tongue, if it has a written form.

When using other languages, an adventurer's Bargain, Fast Talk, and Oratory is never higher than his or her skill in that language.

Occasionally a gamemaster may decide that several complex points exist in a document or speech, and call for several Other Language rolls, one for each point. Similarly, the gamemaster may momentarily reduce a user's skill in a language if encountering archaic speech or writing in the language. To comprehend a book in another language normally takes one successful Other Language roll. Higher percentiles of skill show more accomplishment, more elegant phrasing, and convey more status.

If an adventurer has points in a particular Other Language, he or she always grasps the gist of normal conversation. Sixty points or better in an Other Language allows the speaker to pass for a native.

Languages in the Young Kingdoms include Common tongue, High Speech (old Melnibonéan), Mabden, (new or low) Melnibonéan, Mong, Myyrrhn, and 'pande. Mong has never had a written form. Other languages exist in the Unknown Kingdoms. Common tongue is by far the most widely used language in the West.

A critical or a fumble influences what is understood in a difficult or archaic text, or in a dangerous situation.

Blank spaces exist on the adventurer sheet for several Other Languages.

● OWN LANGUAGE (INT x5%)
All adventurers should start with Common as the language that they learned as children. Normally no skill roll is necessary to use Own Language. If a document is extremely difficult to read, or written in an archaic script or dialect, the gamemaster may reduce the user's skill chance.

Moorcock presents this tongue as the ordinary speech in the lands of Argimiliar, Filkhar, Ilmiora, Island of Purple Towns, Jharkor, Lormyr, Nadsokor, Pan Tang, Pikarayd, Shazaar, Tarkesh, and Vilmir. It is the first or second tongue everywhere in the West.

The skill includes a rudimentary ability to read and write the tongue, if the adventurer is wealthy or educated. Employ the separate skill Scribe for fine lettering, extensive organization, or evocative wording.

As examples, a critical success greatly impresses the listeners, no matter the situation. A fumble might cause listeners to believe that the speaker is a foreigner, impostor, or other suspicious sort.

● PHYSIK (30%)
The percentage chance of awakening an unconscious or stunned comrade, successfully setting a broken limb or treating burns, etc. It includes incidental knowledge of human structure and physiology.

This skill little influences the course of diseases and ailments where hit points are lost over time. Physik has slight effect on many poisons; see poisons in the spot rules. A successful Physik roll can identify bones and remains as human or not.

◆ It takes one round to apply Physik to an ailment.

◆ Apply a successful Physik roll once per ailment.

◆ A failed Physik roll requires that the adventurer wait an hour or so to try again. Another person could apply Physik to the same target in the following round, since the new person may know the correct thing to do.

◆ A success with this skill restores 1D3 hit points to the target per separate attack or injury. Separate attacks by round, attacker, and weapon.

A critical result for Physik automatically restores 2D3 hit points to the patient. A failure restores no hit points. A fumble subtracts 1D3 hit points for bad treatment.

● PICK LOCK (05%)
Young Kingdoms locks are simple, since magic guards everything of much value. A set of metal lock-picks is needed to move heavy wood or iron levers and tumblers. By extension, use this skill to open secret drawers without destroying them, to break seals and restore them, and similar specialized tasks.

A critical result might open a lock immediately, without a sound. A fumble jams the lock so that it cannot be opened, or else the lock breaks and its innards clatter and roll noisily across the floor.

For cutting purses or picking pockets, see the craft Sleight of Hand.

● POTIONS (00)
With this skill, recognize, compound, and dispense part of the pharmacopoeia of the Young Kingdoms, as philters, infusions, poisons, antidotes, hallucinogens, etc. Finding ingredients may require considerable Natural World skill. Potions that require no sacrifice of magic points are non-magical, and can affect any human.

Those of 101 percent and higher can find the correct ingredients for a potion and brew it in the desired strength, except on a roll of 00. Failing a Luck roll, players of those of 100 percent and less must roll on the *substitutions* column of the nearby hours of potion effect table.

A critical result suggests a potion unusually strong or virulent, or that the adventurer has learned to make a compound more quickly or more cheaply. Fumbling could mean that the potion is unexpectedly harmful.

The potions mentioned in the saga include the drugs with which Elric maintains his strength, the sensuous hallucinogens for which Imrryr is named 'the Dreaming City,' the wine of Bakshaan that drives the drinker mad, and the healing herbs of the Forest of Troos. There is also the knockout drug that Elric drinks in Org, the potion that Elric and Moonglum use in Nadsokor to kill their senses of smell, and the armoring drug made from a herb in the Forest of Troos that grants skin and flesh to withstand almost any blow. There is finally the cooled dragon venom that is taken for strength and courage, the restorative wine of Nihrain, and Lord Gho's

ABOUT HIGH SPEECH

THE WRITTEN LANGUAGE is composed mostly of abstract pictograms that vary in meaning in conjunction with adjacent glyphs. Learning to read and write this ages-old tongue is very difficult. High Speech is almost incomprehensible even to most Melnibonéans. It is unclear whether all Melnibonéan citizens have the right to learn this tongue. That right could be limited to court nobility or to the royal family. The tongue's potency in magic is such that knowledge of it may be an imperial secret.

Speaking it is an exercise in rigid poetry, with every sentence and every word dictated and influenced by ancient and obscure laws of grammar and inflection. Every tense of every verb must reflect the social ranks of the speakers, and between their ranks if a difference exists. Honorifics are long and drawn out. Casual conversations translate as abstract poetry, laden with hundreds of allusions to Melnibonéan literature and history.

ghastly addictive elixir from *Fortress of the Pearl*. Knowledge of most is very limited. The wine of Bakshaan and the knockout drug are known by most herbalists and apothecaries.

A non-magical potion can influence general consciousness or perception. It might enhance or diminish one characteristic, but not two unless concerning hit points or damage bonus. Or it might affect one or more of the skill groupings noted at the end of the skills chapter. Generally it enhances or diminishes that which it affects, and does not create an alternative. This last is the province of magic.

Potion strengths and effects vary with the freshness of the herbs and the strength of the brew. The *substitutions* column in the table (on the page following) shows what happens when not all the proper ingredients for a potion could be found.

● REPAIR / DEVISE (DEX x4%)
Every adventurer can fix or devise simple equipment, tack, rafts and boats, and so forth. Tools and special materials may be needed. The thing to be fixed cannot be magical—only magic fixes magic.

The success chance for Repair/Devise never increases with training or experience, though it does change if DEX changes. If an adventurer has an appropriate Craft that is higher than Repair/Devise, use the Craft.

A critical result makes an item as good as one made by a craftsperson, one that withstands long use. If a Repair/Devise roll fails, the object could not be built or fixed, or else it breaks when tried. A fumble produces an article that breaks or fails to work at some crucial moment.

● RIDE (35%)
The saga features horses as mounts. This skill applies to horses, donkeys, and mules. It includes knowledge of animal care, riding gear, handling the steed at a gallop, using it as a pack animal, protecting it in storms, rivers, mountains, deserts, etc., and of steed-drawn wagons and chariots.

Should a mount shy, rear, trip, or bolt, the adventurer's chance of remaining safe equals his or her Ride. If an adventurer falls from a mount, he or she loses 1D6 hit points in the accident: a successful Jump roll saves 1D6 hit points.

A mounted adventurer's attacks and parries cannot exceed his or her Ride skill. Thus, an adventurer of 200 percent Broadsword and 70 percent Ride fights on horseback at 70 percent with Broadsword until he or she dismounts.

◆ For other unusual natural steeds such as elephants, camels, and devil lizards, halve this skill.

◆ For a steed rarely ridden by men, such as a Melnibonéan dragon or a whale, open a new skill, Ride (*insert steed's type here*). Start it at 01%, in a blank space. Get the permission of your gamemaster to do this.

A critical result might evade pursuit, keep the mount under control in the presence of some horrible monster, or perform some unusual or difficult maneuver. A fumble might incapacitate the mount, snap a rein or cinch strap, or toss the rider into a thorn bush.

● SAILING (15%)
The skill-user understands the behavior of smaller poled, oared, and sailing craft in wind, storms, and tides. He or she can spot hidden obstacles, signs of land, and weather changes.

Sailors of little skill find it difficult to dock a rowboat, while competent sailors can alternately maneuver their craft and swing swords or navigate. Sailors of 101 percent or more can maneuver oceangoing vessels to evade damage from non-magical attack or force of nature in the same way that a falling person can Jump to try to lessen damage: at 101 percent or more, subtract 1D6 hit points per additional 100 percentiles of skill. Example: the player of a helmsman with 301% Sailing could subtract 2D6 hit points from the damage done when the sailor's craft hit a rock.

In larger vessels, one character is the captain, and should always be 101 percent or more in Sailing; a first mate should be 90 percent or more. His or her Sailing rolls decide the vessel's general fate. Navigate rolls may be important. Other characters may need Sailing to accomplish specific tasks aboard.

Critical successes and fumbles may only trigger or eliminate additional skill rolls. In battles between ships, a critical or fumble always represents advantageous or poor maneuvering.

● SCENT/TASTE (15%)
A success recognizes a particular scent or taste after negligible exposure. The adventurer might detect a poison or drug in wine or food, or notice the lingering scent of an animal, or identify the origin of a perfume.

Scent/Taste is important in the enjoyment of fine foods and wines; pretenders to culture should have 50 percent or more in this skill.

With a critical success, the adventurer might expose a poisoner by finding traces of the poison on hand or clothing, or be able to correctly identify every wine served at a banquet. A fumble exposes the adventurer to danger or embarrassment.

● SCRIBE (00)
The adventurer can create impressive manuscripts, plans and instructions, understandable grimoires, navigation maps, and so forth. Melnibonéans find these creations up to their standards. A scribe can also duplicate or imitate documents of many sorts, with the chance of detection decreasing as the scribe's skill rises.

A critical Scribe might create a map reliable in every detail, or write military orders that could not be confused or ignored, or successfully forge a letter of release from the Theocrat of Pan Tang. Failure leaves out something important. A fumble results in trash at which people of discernment sneer or which gets you tossed into prison.

● SEARCH (20%)
This skill might let the adventurer see a secret door, or see an assassin lurking behind a wall hanging, or see metal gleaming in a distant grove, and so on. It is a visual skill, and specific: the adventurer needs some idea of the sort of thing that he or she wants to find. For getting a general sense of a town or landscape, or spotting potential trouble at sea, use an Idea roll.

A critical success with this skill might detect what is very difficult to see or notice; a fumble with Search represents a failure to notice the obvious.

● SWIM (25%)
Swimmers can stay afloat and moving in water or other liquid. Immersed, any adventurer swims adequately unless the player declares that he or she cannot. In surprising or life-threatening situations, use a Swim roll to keep swimming.

A failure starts drowning; see those rules in the game system chapter. A drowning swimmer receives a Swim roll each round—with a success, he or she can stop drowning and begin to move through the water. If a later Swim roll fails, a fresh episode of drowning begins.

A swimmer averages one-quarter of the maximum land movement per round. For short distances, that rate might increase to one-half.

A swimmer can tow something buoyant of SIZ up to his or her SIZ+2. A swimmer can indefinitely carry something that does not float, of up to STR in pounds.

A critical result shows notable speed or strength of stroke. Failure may begin drowning. Fumbling begins drowning and disorients the swimmer. Disoriented, he or she fights off rescuers, drops weapons, or heads into deeper water.

● THROW (25%)
To pick up something and hit a target from a distance, use Throw. Large rocks and smallish stone blocks take both hands and travel a yard for each STR point exceeding its SIZ. Hurl a balanced hand-sized object five yards for each STR point above its SIZ. smaller objects travel six yards or more for each STR point above SIZ. Both bounce on for more.

◆ A palm-sized stone does 1D2 damage. Hurled from a moderate height, add another 1D2 of damage for every six yards the thing falls; thus a palm-sized

HOURS OF POTION EFFECT

	half dose	*normal dose*	*double dose*
subsitutions	1D4-3	1D4-2	1D4-2
dried herbs	1D3-1	1D4	1D6+2
fresh herbs	1D6+1	2D6	2D6+6

A short table of ordinary poisons is found among the spot rules for combat.

rock hurled down from a 18-yard-high tower does 4D2 damage.

- ◆ A head-sized stone does 1D4+1 damage. Hurled from a moderate height, add another 1D4+1 of damage for every six yards the thing falls. Thus a head-sized stone hurled down from a 18-yard-high tower does 4D4+4 damage.
- ◆ A torso-sized boulder does 2D4+3 damage. Add another 2D4+3 points of damage for every six yards the thing drops; falling from a 18-yard-high tower, it does 8D4+12 in damage.
- ◆ Boulders of larger size yet kill humans automatically when they hit, either by crushing directly or as a by-product of the shock from the injury.
- ◆ Dropped from a moderate height or higher, boulders of SIZ half or more of the target's SIZ kill it or, if its Luck roll succeeds, do it major wound injury.

Armor naturally defends against this sort of attack. Each thrown weapon is represented by a skill; see the weapon tables. See also Thrown Objects, in the spot rules for combat.

With a critical success, the target might receive extra damage, or perhaps something else beneficial to the thrower occurs. A fumble could cause incidental damage to comrades or bystanders, or the thrown object could break.

● TRACK (10%)

With a successful Track roll, an adventurer can follow the sign of a person, animal, or vehicle over soft earth and leaves . While the tracks are readable, tracking can continue. The chance for success decreases by 30 percent every 24 hours since the tracks were made. Bad weather may make tracking impossible. A being cannot be tracked across water, over stone, or at night, except in unusual circumstances.

For broken tracks, tracks brushed over, or tracks walked back upon, a successful Search roll or critical Track roll picks up the trail again. If the tracker knows the tracked, a successful Insight roll might also do the trick.

A critical result might let tracking continue where it ordinarily could not. Fumbling perceives a false trail as the right one, or exposes the tracker to an ambush.

● TRAP (05%)

With Trap, an adventurer can create and disarm mechanical dead-falls, spring-loaded devices, sliding blocks, pitfalls, etc. He or she is familiar with the sorts of traps encountered in the Young Kingdoms. This skill does not include knowledge of potions, nor how to deal with demons and magic.

A success means that the trap works as designed or that the adventurer disarms it as intended. Disarming a trap may not need a roll, but detecting a trap by someone else takes a successful Search roll. To make a trap particularly hard to find, use the Conceal Object skill, then allow detection only by means of a critical Search.

With a critical success, only another critical can disarm the trap. A fumble provokes an accident connected with creating or disarming the trap.

● UNKNOWN KINGDOMS (00)

With this skill, the adventurer knows something about the peoples, history, and lands east of the Young Kingdoms, such as Moonglum's Elwher. Natives of the Young Kingdoms in the West start at zero in this skill, learning it during play.

The Unknown Kingdoms are unknown only to natives of the West, of course—natives of the East start with 00 percent in the skill Young Kingdoms (unknown to *them*), and 15 percent in Unknown Kingdoms. (Elric knows some Unknown Kingdoms when he starts adventuring, but Elric begins with great resources and advantages; Moonglum had heard tales of the West from a slave in Elwher.)

A critical Unknown Kingdoms roll suggests that the adventurer learns or deduces an important secret or finds an important new source. A fumble means that the adventurer failed to make a logical connection, or failed to remember something already known.

● WRESTLE (25%)

Wrestle is a natural attack that aims first to subdue an opponent. Parry Wrestle with Wrestle or Brawl, or make it less convenient by counterattacking (with a knife, say), but only in the first round of the Wrestle. If a Wrestle attack succeeds and it is not parried or broken off from, then the attacker holds and has subdued the target. The attacker then chooses one of several options.

- ◆ Immobilize the target by overcoming the target's STR with his or her own STR on the Resistance Table. With a success, the target is held fast until the attacker attempts another action. If rope or chain is present, the foe could be firmly bound after a successful Dexterity roll.
- ◆ Knock down the target. If chosen, this option automatically succeeds.
- ◆ Knock out the target. See the knockout rule.
- ◆ Disarm the target. With successful Wrestles in consecutive rounds, an adventurer could Wrestle to prevent a hand-to-hand attack in the first round and then seize the weapon or weapon hand in the second round.
- ◆ Physically injure or slay the target. A Wrestle must already have succeeded. Then the attacker must receive a second successful Wrestle roll in that or a later round. Each success costs the target 1D6 hit points plus the attacker's damage bonus. Perhaps the attacker slams the foe's head against the ground, or attempts to break bones.

  If the intent is to injure or slay, the victim is caught and can escape only if the player successfully matches STR against STR on the Resistance Table.
- ◆ Strangle the target. Subdued, the target asphyxiates according to the Drowning rules. The attacker needs no further Wrestle rolls, but see the next paragraph.

Many sorts of Wrestle criticals and fumbles exist.

● YOUNG KINGDOMS (15%)

The adventurer knows somethingabout the peoples, histories, and legends of the Young Kingdoms and of Melniboné. This information comes from memoirs, chronicles, and gossip, and from broad traditions of dubious accuracy (*e.g.*, 'Everyone knows that the people of the Purple Towns are greedy pigs.')

A critical Young Kingdoms roll could deduce an important secret or discover an important new source or chronicle. With a fumble, the adventurer failed to make a logical connection or forgot something.

SKILL TABLES, SUMMARIES, ETC.

SKILL GROUPS

PARTICULAR INJURY, disease, poison, or a potion may influence adventurer skills in the same general way. Some logical clusters follow.

AGILITY: Brawl, Climb, Dodge, Move Quietly, Jump, Swim, Throw, Wrestle, all weapons.

COMMUNICATION: Art, Bargain, Disguise, Fast Talk, Oratory, Other Language, Own Language.

KNOWLEDGE: Evaluate, Insight, Million Spheres, Natural World, Navigate, Potions, Unknown Kingdoms, Young Kingdoms.

MANIPULATION: Conceal Object, Craft, Hide, Pick Lock, Physik, Ride, Repair/Devise, Sailing, Scribe, Trap.

PERCEPTION: Listen, Search, Scent/Taste, Track.

SKILL TIME

TYPICAL GAME time required to perform a skill. Actual extent varies widely. We include the Ride skill everywhere to exemplify sustained skills.

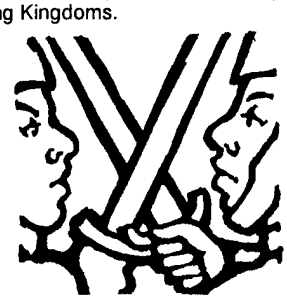
a few seconds to a combat round — attacks and parries, Brawl, Dodge, Hide, Jump, Physik, Ride, Scent/Taste, Throw, Wrestle, Young Kingdoms, remember something with successful Idea roll.

1-5 minutes — Bargain, Climb, Conceal Object, Evaluate, Fast Talk, Insight, Move Quietly, Other Language, Own Language, Pick Lock, Ride, Sailing, Swim, Unknown Kingdoms, Young Kingdoms.

5-30 minutes — Art, Disguise, Natural World, Navigate, Oratory, Pick Lock, Repair/Devise, Ride, Search, Trap, remember something specific without a successful Idea roll.

30-60 minutes — Million Spheres, Oratory, Ride, Scribe (ordinary), Track.

6 hours to many days — Craft, Ride. In doing research or study, the Million Spheres, Potions, Scribe (very special or important task), Unknown Kingdoms, Young Kingdoms.



BASE CHANCES FOR SKILLS

See also the weapon tables.

Art (05%)	Other Lang. (00)
Bargain (15%)	Own Lang. (INT x5%)
Brawl (50%)	Physik (30%)
Climb (40%)	Pick Lock (05%)
Conceal Obj. (25%)	Potions (00)
Craft (05%)	Rep./Dev. (DEX x4%)
Disguise (15%)	Ride (35%)
Dodge (DEX x2%)	Sailing (15%)
Evaluate (15%)	Scent/Taste (15%)
Fast Talk (15%)	Scribe (00)
Hide (20%)	Search (20%)
Insight (20%)	Swim (25%)
Jump (25%)	Throw (25%)
Listen (25%)	Track (10%)
Million Spheres (00)	Trap (05%)
Move Quietly (20%)	Unk. King. (00/15% there)
Natural World (25%)	Wrestle (25%)
Navigate (10%)	Yng. King. (15%/00 there)
Oratory (05%)	

EVASION AND DETECTION MATRIX

THE SKILL being attempted is Conceal Object, Disguise, Hide, Move Quietly, or Trap. A casual observer has neither reason to look, nor reason not to look. An active observer has a good reason for looking about, often or constantly in the case of a watchman.

	casual observer	*active observer*
critical	Notices nothing.	Notices only with a *critical* Evaluate, Insight, Listen, Search, Scent/Taste, or Track, as appropriate.
success	Notices nothing.	Notices with a *critical* or a *success*, using Evaluate, Insight, Listen, Search, Scent/Taste, or Track, as appropriate.
failure	Might Evaluate, Insight, Listen, Search, Scent/Taste, Search, Track to notice.	Notices.
fumble	Notices.	Notices.

NEGOTIATIONS

CRITICAL

- Fast Talk or Oratory moves the target to immediate action,
- Bargain convinces the target or closes the deal with great profit to the skill-user,
- Insight completely understands the target's character and intentions, and the skill-user says just the right thing to get immediate agreement,
- *AND* no countering roll occurs or is appropriate to be made.

SUCCESS

- Fast Talk or Oratory persuades the target,
- or Bargain clinches the deal or convinces the target,
- or Insight correctly judges the target's character, but the target still takes convincing by Fast Talk or Oratory,
- *AND* no countering roll occurs or is appropriate to be made.

FAILURE

No deal made, target remains unconvinced, or no intention perceived.

FUMBLE

- Fast Talk or Oratory backfires with some unexpected result,
- Bargain makes a personally costly deal or the bargainer loses faith in his effort,
- Insight disastrously mistakes the target's intentions.

ACTIONS AND SKILLS,

GAME SYSTEM

THE RESISTANCE TABLE, EXPERIENCE AND TRAINING, INCREASING CHARACTERISTICS, TIME AND MOTION, INJURY.

ACTIONS

ROUTINE GAME actions in routine circumstances always succeed. There is no need to roll dice to walk or to run, or for the routine use of any skill. When the routine becomes dramatic or extraordinary, however, roll dice for resolution. You'll want to know if skills succeed when danger threatens, or if your adventurer escapes notice by a guard. Dice allow crises and decision points to be resolved without the intervention of a gamemaster, just as events occur in life.

Some skills, especially weapon skills, are inherently dramatic and dangerous, and always are rolled for, as are accidents such as falls.

Make most skill rolls and all Resistance Table rolls with percentile dice (D100). Other sorts of dice establish the damage done by various weapon attacks. Armor and shields block attacks. The combat chapter discusses attacking and defending, including weapon tables containing scores of war-tools.

The gamemaster tells when to roll dice and tells what sort of roll to make—a skill roll, a Resistance Table roll, a characteristic roll, etc.

SKILL ROLLS

TO LEARN IF an adventurer succeeded or failed with a skill, the player usually rolls D100. If the result equals or is less than the adventurer's current percentile amount with the skill, then the action succeeded. If the result is more than the adventurer's current skill, the action failed.

If a non-weapon skill fails, game time may need to pass before the adventurer can try again. The gamemaster decides the interval. If a weapon skill fails, that's just a whoosh of air and a miss. A— result of 00 is always a fumble.

In all, every skill has four levels of die-roll result: critical success (usually just *critical*), ordinary success (usually just *success*), failure, and fumble. Thrusting and stabbing weapons have a fifth and highest level of result, the impale.

CRITICAL SUCCESSES, FUMBLES

The lower D100 roll result, the better the adventurer's performance. A critical is a roll of one-fifth or less of the adventurer's percentiles in a skill. Round up fractions. *Example: Huf has a broadsword skill of 139 percent. Huf gets a critical hit when his player rolls D100 and gets a result of 01-28.*

It's always possible to fail abysmally: this is called a fumble. Fumbles happen more rarely than criticals because people practice succeeding, and guard against failing.

- For skills of 100 percent or less, a fumble occurs on a D100 result of 99 *or* 00.
- For skills of 101 percent or more, a fumble occurs on a D100 result of 00 *only*.

WEAPONS CRITICALS, IMPALES

Though different skills have different sorts of criticals and fumbles, *an unparried critical success does double damage:* for instance, a rapier attack wounds a target for 1D6+1 hit points. With a critical result, the rapier slices into a foe for 2D6+2 hit points.

On a D100 result of 01, unparried attacks that *impale* do double damage *and* ignore all armor. The target takes the full rolled damage. An impaling weapon is one that stabs or cuts and is slim enough to slip between armor segments and plunge into a foe's vitals. For more about this, see the combat chapter.

ABOUT THE RESISTANCE TABLE

This formula figures Resistance Table chances:

Base Chance of Success = 50%
plus Active Characteristic x5
minus Passive Characteristic x5

Extend the numbers beyond 31 as far as wanted. The results will be valid.

RULES

THE RESISTANCE TABLE

THIS TABLE ALLOWS opponents to pit characteristics against each other: for instance, use STR:STR to arm-wrestle or INT:INT to play chess. In this way adventurers can accomplish many tasks for which they have no skill percentiles.

Looking at the table, find along the top that number equal to the active or challenging characteristic. Then find along the left side the defending number. The respective file and rank intersect on the table at a third number, representing the highest D100 result at which the active characteristic can have success.

EXPERIENCE

SUCCEEDING AT A poorly-known skill is hard, but you learn a lot when you succeed. An expert in a skill usually succeeds at it. Since he or she already knows most of what there is to know about it, the expert improves at a slower rate than a novice. Adventurers are good at some skills, and bad at others, just as in the real world.

Sometimes, but not always, your gamemaster will instruct you to check a skill just used successfully in play. The check goes on the adventurer sheet, in the hollow box beside the skill. Checks show what skills are eligible for improvement.

The gamemaster decides when it's time for experience rolls. This may be at the end of adventures, or after every game week or so, or when some major action has concluded, or when some major task has been accomplished. The gamemaster is not obliged to call for experience rolls at any particular time.

Then examine your adventurer sheet to see which skills are checked. For each skill checked, roll D100. Make only one roll per check.

- If the result is higher than the current skill percentage, then the adventurer improves in that skill. The player rolls 1D10 and immediately adds the resulting number of points to that skill.
- When the adventurer's skill rises above 100-INT percentiles, then the adventurer has INT x1% chance to learn something new about the skill. After that, the chance never changes. Even if a character is 1000 percent in a skill, his or her chance to improve remains INT x1%. *Example: a player whose adventurer has INT 16 must roll D100 and get 01 through 16 to increase the adventurer's rapier skill of 85 percent: a result of 17 or higher will always fail to improve the skill.*
- If the result is equal to or less than the adventurer's skill points, or above INT when rolling for a skill above 100-INT, then

THE RESISTANCE TABLE

ACTIVE CHARACTERISTIC

PASSIVE CHARACTERISTIC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	Range of						—	—
3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	Automatic Success						—	—
4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
26	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
27	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
28	—	—	Range of						—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
29	—	—	Automatic Failure						—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

the player-character learned nothing, and the skill percentage is unchanged.

➤ Repeat the procedure for each skill checked. Erase the check when you finish with the skill.

See also Changing Characteristics, nearby.

TRAINING

IMPROVING FIGHTING SKILLS through training takes longer, teaches less, and costs more than learning by fighting foes. But foes want to kill your adventurer—teachers want him or her to stay alive.

Combat training is an intimate apprenticeship in the life-and-death world of the warrior. To increase a weapon or shield skill by training, the student must find a teacher. The teacher must have a higher skill than the student, and must wish to teach. The student can continue to learn until he or she has as many percentiles in the skill as the teacher, or until reaching 80 percent. The gamemaster plays the role of the teacher, unless another player obliges.

➤ The student needs enough STR and DEX to use the weapon. Find this on the weapon tables, in the columns reading minimum STR / DEX..

➤ Teacher and student train daily. Every three game weeks, the student's player attempts an INT x3 roll on D100. With a success, the adventurer rises 1D6 points in the skill.

➤ Nominal cost for a week's training is 50 bronzes. Cheaper teachers may not be good ones. Good teachers may want more money.

➤ A student trains only one skill at a time. However, tandem fighting skills such as sword and shield or trident and net are learned together, 1D6 percentiles each.

➤ Training never increases a skill above 80 percent. At 81 percent and above, only experience increases a skill.

TRAINING OTHER SKILLS

Instruction for other skills resembles instruction for weapon skills. It is also done one skill at a time. (Universities exist, but they are rare and expensive.)

Since civilian skills are often more complex, the training interval for them is three game months. At the end of that time, roll INT x4 or less and increase the skill by 1D10 points.

As in combat, training never raises a skill above 80 percent.

Teachable civilian skills include Art, Bargain, Climb, Craft, Disguise, Evaluate, Million Spheres, Natural World, Navigate, Oratory, Other Language, Own Language, Physik, Pick Lock, Potions, Ride, Sailing, Scribe, Swim, Track, Trap, and Young Kingdoms.

Nadsokorites teach Conceal Item, Dodge, Fast Talk, Insight, and Move Quietly, as do criminals elsewhere.

Hide, Jump, Listen, Scent/Taste, Search, Throw, and Unknown Kingdoms improve with experience, but are not routinely taught.

Repair/Devise is not taught, nor can it improve with experience. Instead, find training in the appropriate Craft.

CHANGING CHARACTERISTICS

SOME CHARACTERISTICS CAN increase through special response or through systematic training, as well as by magic.

SPECIAL RESPONSE, EXERCISE

The characteristics STR, CON, DEX, INT, and POW can be raised by a successful Resistance Table roll during play. The situation must be a dangerous one, and the opponent must be a foe—not another adventurer—who was higher in the characteristic rolled for. With a success, check the box next to the appropriate characteristic, just as is done for skills.

When the gamemaster calls for experience rolls, also roll D100 for each checked characteristic. If the result is equal to or less than 21, it increases the characteristic by one point. The normal maximum for human beings is 21. Make only one roll per checked characteristic per session.

The characteristic SIZ can increase and decrease by up to one point per week if the gamemaster agrees. This represents only gluttony or fasting, respectively. If starving, loss of half or more of SIZ causes death.

The characteristic APP increases only through training.

Barring magic, STR, CON, SIZ, DEX, and APP cannot rise above 21, all that is possible to humans.

Human INT and POW have no maximum, except the jealousy of the Lords of Law and Chaos.

TRAINING CHARACTERISTICS

The characteristics STR, CON, and APP can be deliberately increased by exercise and training, to a maximum of 21.

If the gamemaster allows a SIZ increase because of increased STR, that increase should be a point, and never more than two.

Training STR mostly consists of weight training and other exercise. Training CON stresses the body, especially the heart and lungs, to improve its capacity.

Training APP is as much a course in psychology as in physical conditioning. The student learns how to create a more flattering appearance, how to move more gracefully and dynamically, and how to present these accomplishments as natural.

The regimens and routines needed to train a characteristic differ from skills training in two ways.

When the proper interval of training has passed, roll D100. A result equal to or less than 21 increases the characteristic by one point. (An optional rule for maintaining such increases exists in the gamemaster chapter.)

➤ The teacher must be 19 or higher in the characteristic, and be at least one point higher than the student.

➤ The minimum interval needed to train up a characteristic varies. The first attempt to increase a particular characteristic occurs after 30 days. With a success, try for the second increase after 60 days. With a success, the third interval doubles again, to 120 days, and so on until achieving maximum in the characteristic, or until suspending the training. Failing, the interval till the next attempt stays the same. If a second characteristic were then trained, the interval would again start at 30 days, and double with each success.

TIME, MOTION

GAMEMASTERS TYPICALLY mix scales of movement and time. For instance, a fight happens in combat rounds, played out blow-by-blow and almost second-by-second. Though a fight may be over quickly in game time, resolving a general combat may take an hour of real time.

On the other hand, the gamemaster can summarize local movement that would take many combat rounds in a statement: "You get there in three minutes." Regional or cross-country movement might take game days or game weeks to finish, but is not played out at all unless something of interest occurs—a fight, a meeting with someone important, etc.

COMBAT ROUND MOVEMENT

RATES OF MOVEMENT vary by species. Specific rates for many sorts occur in the creatures chapter, located beside the notation MOV (move) in the statistics.

Humans and human-like species such as Melniboneans can move at up to eight units per round: eight represents the maximum sustainable rate of movement. Since this maximum is the same for everyone, no MOV entry exists on the adventurer sheet.

A *unit* represents several to ten yards, depending on the situation. Gamemasters who need an exact equivalent might use five yards per unit; but the relative distance between combatants is more important than fixing literal distance. When distance and rate become important, the gamemaster can provide a specific measurement, but probably answers such questions in game terms: "It takes you two combat rounds to get there."

Between species of different movement rates, subtract the lower rate from the higher rate to learn who opens a lead or closes it. Thus an attacking tiger (MOV 10) gains not less than two units on a human target per combat round. If escaping from foot-bound human hunters, the tiger moves away by not less than two units per round.

If they continue to run, individuals of different MOVs must come together or lose sight of each other. Given a lengthy pursuit, the gamemaster will begin to ask for CON rolls, to learn if anyone is exhausted and therefore moving more slowly, by 1 MOV per failed CON roll. For practical purposes, an armed and armored adventurer cannot run for much more than 15 minutes at maximum MOV. Deserters usually abandon their armor as soon as possible, to run farther.

SAME-SPECIES CHASES

Between opponents of the same speed, match CON:CON on the Resistance Table, or see who rolls the lower Swim, Climb, etc., to settle who wins a race. In context, several rolls may be needed.

If one runner is heavily armored (half plate or full plate) and if the other is unarmored or lightly armored, require the heavily-armored character to receive successful CON x3 rolls to keep up or to keep away. Failing two rolls in a row, the armored character is caught up with, or the unarmored character moves out of sight and is lost.

ROAD, OPEN-COUNTRY MOVEMENT

This table assumes a ten-hour day, with regular stops for rest. Desperate men can move faster with forced marches, but require daily CON x5 rolls or lose a hit point daily.

	miles	*kilometers*
Walking	20	32
Forced March	40	64
Casual Horseback	35	56
Forced Horseback	60	97
Wagon-Speed	10	16

TERRAIN AND WEATHER MODIFIERS

- Unless bridged or fordable, each **major river** takes an entire day to cross.
- Unless on road or trails, a **forest** reduces land travel rates by 1/3.
- For **rolling hills**, reduce by 1/3.
- For **deserts**, reduce by 1/3.
- For **heavy storms**, reduce by 1/2.
- For **mountains**, reduce by 2/3.
- For **marshes and swamps** reduce movement by 2/3, though having boats available could speed things up.
- For **ice and snow**, reduce movement by 4/5, but skis or sleighs might reduce the deduction to only 1/3.

Modifiers accumulate. For example, to attempt casual horseback movement through forested mountains, cut the rate by 2/3 for mountains (from 35 to 11 2/3 and then rounded up) to 12 miles per day, and reduce that result by another 1/3 for forests, down to 8 miles a day.

SAILING SPEEDS, AVERAGE

	favorable		*unfavorable*	
	m	*km*	*m*	*km*
Open Sea, hourly	8	13	1	1.6
Coast / River, hourly	4	6.4	2	3.2
Open Sea , 24 hourly	192	96	24	38
Coast / River, daylight	48	77	12	19

Favorable / Unfavorable Conditions — winds, storms, the tide, rocks, sandbars, etc. The type of sailing craft and the experience of the crew also has great effect.

CONDITIONS

Adventurers who are wounded, maimed, sick, exhausted, wearing cumbersome armor, or burdened with booty move more slowly. The gamemaster sets the rate, usually not more than six units. Similarly snow, mud, ice, etc., slow those who cannot avoid it.

The rates apply to everyone. Having set a rate, the gamemaster describes the reasons, and play continues.

LOCAL MOVEMENT

A SECOND SORT OF movement/game time relationship involves intervals. How long do guards take to move from the north wall of the castle to the south wall? How long do adventurers take to run from the palace to an outer gate of the city? How far can an adventurer can get during the five minutes before the Hierophant raises the alarm?

As estimates, in five minutes an adventurer could advance cautiously across about 120 yards, walk normally for about 300 yards, or run for about 1700 yards. On horseback, double those distances, substituting an extended trot for the walk, since a horse walks at a human's rate.

A well-trained military unit can move for half an hour at rates comparable to those for individual adventurers, and still not lose the cohesion necessary for battle. Militia, irregulars, and mobs quickly string out and dissolve into straggling bands, even at a walk. Night, bad weather, and friendly taverns accelerate the process.

In a rowboat, an adventurer could indefinitely sustain 100 yards per five minutes and row up to double that rate for short distances, assuming that wind, wave, and tide are neutral or favorable.

REGIONAL MOVEMENT

THE THIRD SORT OF movement is the most abstract, one rarely acted out. Usually working from a map, the gamemaster calculates the number of days needed to move across a region. Sometimes the terrain suggests challenges for the adventurers, but as often the gamemaster merely says something like "Eight days pass. You reach Bakshaan tired and hungry." The adventure resumes from that point.

GAME TIME

OCCASIONALLY A RULE or action requires specific game time. For instance, weapon training requires three game-weeks between experience rolls, and adventurers naturally regenerate 1D3 hit points per game week. Such game time is fictional. It has nothing to do with the time your watch records. Game time also is variable, passing at whatever rate the gamemaster wants, so that he or she can keep the action moving. If nothing is happening, the gamemaster may remark, "Several days pass."

SKILL TIME

The use of a skill also can mark the passing of game time. For example, after failing with Physik, an adventurer ordinarily waits an hour or so of game time before attempting it again. Perhaps by then he has thought of a better procedure. Someone else could try his or her Physik immediately, presumably not repeating the mistake or knowing better what to do. And days might be needed for Craft (Armorer) to repair a broken sword, while Pick Lock can be tried every five minutes or so. On the other hand, weapons skills can be employed at various DEX-ranks in the same combat round.

SIGNIFICANT INTERVALS TABLE

age of Bright Empire — approx. 10,000 years

age of the world — 40,000+ years.

attempt Craft — 5 game minutes to 10 game days.

attempt Fast Talk — 1-5 game minutes.

attempt Oratory — 20 game minutes to several game hours.

break out of an octagon — 1D8 game minutes.

call a bound demon from another plane — 1 combat round.

cast an ordinary spell — 1 combat round.

combat round — approx. 12 seconds.

dismiss a demon — 1D8 game minutes

dismiss an elemental — instantaneous.

dismiss a spell — instantaneous.

do research about Million Spheres, Scribe, or Kingdoms — at least 8 game hours, no more than 1 roll daily.

draw, sheath, or pick up a weapon — 5 DEX-ranks: weapon is ready to use on the sixth DEX-rank.

duration of spell — equal to its caster's POW in combat rounds.

experience rolls — as the gamemaster sees fit, 1 game week or several.

invoke — by circumstance, a few game minutes to 1D8 game hours.

move 2 MOV — 5 DEX-ranks

move 4 MOV — 10 DEX-ranks

ready a spell — that number of combat rounds equal to the maximum magic points needed to cast the spell.

regenerate all magic points — 24 game hours.

regenerate one magic point after reach zero — 1 game hour.

regenerate 1D3 hit points — 1 game week.

ride 35 miles — 1 game day.

summon Beast-Lord or Plant-Lord — 1D6 game hours.

summon demon — 1D8 game hours for unbound entities.

summon elemental — 1D6 combat rounds.

training roll, weapons — approx. 3 game weeks.

training experience roll, non-weapons — approx. 12 game weeks.

unconsciousness — 1 hour except for special circumstances.

walk 20 miles — 1 game day.

INJURY

HIT POINTS measure the stamina of an adventurer, and the amount of injury he or she can survive. Wounds or other injuries, poisons, disease, and magical attack may cost hit points. Strike off

the amount lost from the current hit points shown on the adventurer sheet.

Poison and disease are special sorts of injury; they may attack randomly, and their effects may be long-delayed. Some destroy hit points, while others destroy characteristic points or (rarely) snip away percentiles from particular skills or sets of skills.

Physik, Suture, and the Heal spell can lessen, staunch, or heal minor wounds and injuries.

MINOR WOUND

A minor wound is one that costs an adventurer half or less of total hit points. It might be portrayed as a sprain, a mild poisoning, a minor illness, a small break or fracture, a mild concussion, or as a wound that soon closes. Minor wounds do not impair dexterity or the ability to think and to fight.

An adventurer may take several minor wounds on the same day and the hit point cost may equal a major wound. Then only a roll of POW x4 or less prevents the unconsciousness that accompanies a major wound. Do not roll on the Major Wound Table. Enough minor wounds could cost all but two hit points, and lead to an hour's unconsciousness.

Each minor wound is a separate wound.

MAJOR WOUND

A major wound or injury is one that costs the adventurer more than half of total hit points. This might represent a bad concussion, overwhelming pain, a severed major artery, or the loss of a hand or foot—choose something appropriate.

The effect of a major wound is immediate. Depending on the adventurer's wounds, he or she may not be able to fight after the round of injury. See the Major Wound Table.

Though still able to fight, and though applying Physik, Suture, or Heal, the adventurer with a major wound undergoes shock. Because of it, he or she can fight on only for that number of combat rounds equal to current (remaining) hit points. Thus taking a major wound, an adventurer who has three hit points left must drop unconscious in three rounds.

An adventurer possessing two or fewer hit points after the cost of a major wound immediately collapses, unconscious for an hour from shock and loss of blood.

MAJOR WOUND TABLE

THE ADVENTURER MUST have sustained a major wound. Roll to learn where. Then make a Luck roll: if it succeeds, then the adventurer loses the hit points, but not the characteristic points. If the Luck roll fails, then the adventurer loses both the hit points and the characteristic points.

Multiple descriptions of injuries occur. Create what is appropriate to your situation. Make up points lost from most characteristics through special response or training of the characteristic, but the scars remain. The loss is permanent if nothing is done. Re-calculate hit points, damage bonus, the number of spells, summonings, etc., held in memory, and so forth.

01-10 severed leg tendons causing limping, or fused ankle bones causing limping, or back muscles or spinal nerve damage bending the torso to the left or right, or a shattered knee that cannot bend, or make up your own. Lose 1D3 DEX. The maximum MOV is now that 1D3 less. Still able to fight.

11-20 much of your nose has been sliced away, or multiple scars deface both hands, or an ear has been cut off, or a livid three-inch scar lends an evil cast to your face, or make up your own. Lose 1D3 APP. Your visible and unappealing deformity cannot be disguised. Still able to fight.

21-30 wrist or hand damage, or a slab of arm or shoulder muscle has been cut away, or a chunk was hewn from thigh or calf muscles, or you have spinal nerve damage, or several fingers or toes were severed, or make up your own. Lose 1D3 STR; this loss may change what weapons you can swing. Still able to fight with a weapon, but not a shield.

31-40 a punctured lung leads to a weakened respiratory system, or deep stomach wounds chronically reinfect, or belly wounds weaken your digestion and general health, or you damaged kidneys and liver, or make up your own. Lose 1D3 CON; maximum MOV is now that 1D3 less, and hit points may be lower. Still able to fight.

41-50 concussion damages hearing and limits Listen and Insight to maximums of 65 percent; or cuts to the head thereafter requiring Luck rolls each time to use the skills Million Spheres, Potions, Unknown Kingdoms, and Young Kingdoms; or blows or cuts which affect depth perception and leave missile-weapon skills at maximums of 65 percent; or multiple cuts to the face and neck limit the skills of Bargain, Fast Talk, Oratory, and spoken languages to 65 percent maximum, or make up your own. Lose 1D3 INT; this loss affects the adventurer's ability to cast magic. Still able to fight.

51-60 see 01-10 for what happened, which now expands to the loss of one or both arms or legs. Lose 1D6 DEX and reduce maximum MOV by that same amount. Unable to fight.

61-70 see 11-20 for what happened, which now includes worse mutilations. Lose 1D6 APP; it creates one or more visible deformities that cannot be disguised. Still able to fight.

71-80 see 21-30 for examples of mutilating cuts and losses. Lose 1D6 STR; change hit points and damage bonus. Still able to fight.

81-90 see 31-40 for various wounds to the vitals. Lose 1D6 CON; may affect damage bonus and reduces MOV by that number of units equal to the 1D6 result rolled. Unable to fight.

91-92 bad facial and vocal-cord injuries. Lose 1D6 APP; lower the Charisma roll respectively. Still able to fight.

93-94 broken bones and severed ganglia. Lose 1D6 DEX; from now on the adventurer can only use shields and 1H hand-to-hand weapons. Still able to fight.

95-96 nerve damage to left or right arm. Lose 1D6 DEX; hereafter only the other arm can wield weapons or shields. Still able to fight.

97-98 nerve damage to both arms. Lose 1D6 DEX; though the legs are fine, neither arm nor hand can wield anything. Unable to fight.

99 adventurer is mutilated by vicious wounds. Lose 1D3 points each from APP, DEX, and CON, and describe the results. Unable to fight.

00 adventurer was deliberately mutilated after collapsing. Remove 1D4 points each from any of four characteristics, and describe the results. Unable to fight.

METRIC CONVERSIONS

THESE English-system-to-metric conversions are approximate. The idea is to give simple conversions to metric-using players. *Elric* measurements usually occur in yards or pounds.

1 centimeter ≅ 1/3 inch
1/3 meter ≅ 1 foot
1 meter ≅ 1 yard
1 kilometer ≅ 3/5 mile
100 grams ≅ 3 ounces
1 kilogram ≅ 2.2 pounds
1 metric ton ≅ 2200 pounds
1 liter ≅ 1 quart
4 liters ≅ 1 gallon
0°C = 32°F
10°C = 50°F
20°C = 68°F
30°C = 86°F
40°C = 104°F
100°C = 212°F

A major wound risks permanent injury. Roll on the Major Wound Table, then attempt a Luck roll. If the Luck roll succeeds, then the wounds are in the location or locations given, but they heal cleanly and do not cost points of characteristic. If the Luck roll fails, then subtract the indicated characteristic points—the injury or wound is permanent.

The unconsciousness provoked by a major wound offers a secure way to capture an adventurer and hold him or her for ransom.

FATAL WOUND

A fatal wound costs more hit points than the adventurer has currently. It leads to death. If, in that round or in the one following, hit points rise to at least +1, then the adventurer was near death but did not die.

The death of a companion is a sorrowful occasion. It calls for commiseration during play and sympathy when play is done.

HEALING

Mortal creatures heal naturally. Adventurers heal 1D3 hit points per game week. They keep healing until all hit points natural to them have been restored: for example, restoring seven hit points takes three to seven game weeks for healing.

For purposes of natural healing, treat multiple wounds as one larger wound: add the points healed to total current hit points; do not roll separately for each wound.

The skill Physik, the spell Heal, the ability Suture and certain potions can speed recovery. A successful Physik roll immediately restores 1D3 hit points per wound or injury.

Heal can be applied once daily to the same wound or injury. Apply it as often as magic points allow, but each time to a different wound or injury. Suture completely heals any wound, but always leaves the taint of Chaos.

SIZ COMPARISON TABLE

THIS TABLE EQUATES actual or estimated weight with game SIZ. In **ELRIC**, SIZ pertains not only to weight but to volume and height as well. This table should not be relied on absolutely: it will not be useful for creatures which are lighter than air, gaseous, are able to change mass. From SIZ 330 on, SIZ is exactly 1/10th the creatures weight in short tons.
The first column lists the game SIZ value. The second column provides a weight equivalent (in English units).

SIZ	*weight*	*SIZ*	*weight*	*SIZ*	*weight*	*SIZ*	*weight*
1	1-12 pounds	**72**	14.1-15.4 tons	**160**	384 tons	**264**	1676 tons
4	38-51pounds	**80**	28.2-30.7 tons	**168**	456 tons	**272**	1844 tons
8	109-120 pounds	**88**	56.5-61.5 tons	**176**	536 tons	**280**	2020 tons
12	156-168 pounds	**96**	96 tons	**184**	624 tons	**288**	2204 tons
16	220-239 pounds	**104**	104 tons	**192**	720 tons	**294**	2396 tons
20	310-338 pounds	**112**	120 tons	**200**	824 tons	**304**	2596 tons
24	440-479 pounds	**120**	144 tons	**208**	936 tons	**312**	2804 tons
32	880-959 pounds	**128**	176 tons	**216**	1056 tons	**320**	3020 tons
40	1760-1919 pounds	**136**	216 tons	**224**	1184 tons	**328**	3244 tons
48	3520-3829 pounds	**140**	240 tons	**232**	1220 tons	**330**	3300 tons
56	7040-7649 pounds	**144**	264 tons	**240**	1364 tons	**340**	3400 tons
64	7.1-7.7 tons	**152**	320 tons	**256**	1516 tons	**350**	3500 tons

GETTING OUT ALIVE, A SUMMARY EXAMPLE

***THE FOLLOWING** illustrates how some of the rules work together. Harald Sly-Eyes has stolen the priceless Stone of Silken Bliss from the Yellow Sect's treasure room in Quarzhasaat.*

FIRST COMBAT ROUND: Tucking the enormous yellow sapphire into his waistband, Harald slips out of the cult's strongroom and silently down the passage beyond to the chamber where he has prepared his escape.

At its door, a dagger is thrown at Harald from behind. The gamemaster rolls a hit, and says that Harald has been stabbed high on his left shoulder. The gamemaster rolls 1D4+2 +1D2, the damage that the dagger does plus half the thrower's damage bonus. The gamemaster gets a 4, the lowest possible result, luckily for Harald.

Harald wears as armor a soft leather tunic: as armor, Harald's player rolls 1D6-1 and gets a 2—the adventurer loses 3 hit points, not 4. He is down to 14 hit points, therefore, and his player carefully pencils out the numbers 17,16,15 on Harald's adventurer sheet.

SECOND COMBAT ROUND: Cursing at his bad luck, Harald enters the chamber and bolts the door behind him, then pulls out the wicked, bloody blade in his shoulder and attempts to treat the wound with Physik. Harald's Physik is 47 percent: his player rolls a 99—a fumble!

The gamemaster nods placidly at the outcome. A roll on the fumble table is not necessary: the penalty for a fumble with Physik is always the loss of 1D3 hit points. The player rolls a 1. The gamemaster says that Harald did himself an extra point of damage in pulling out the blade. The wound is wider now, and blood from it drips steadily onto the floor. Harald's player sighs and pencils off another hit point. Harald now has 13 hit points.

THIRD COMBAT ROUND: Muffled thuds come from the bolted door. Harald wheels and goes to the window through which he entered. He takes hold of the rope, preparing to climb down. The gamemaster holds up a hand to halt his player's description and injects, "Harald notices that the rope feels very light. Does he want to see why?" He does, the player says, and has Harald pull up the line. Harald's escape rope ends a yard beneath the sill. It has been cut.

Harald is trapped unless he decides to jump to the street. The player starts to speak, but the gamemaster smiles and raises his hand again. He says, "A Yellow Sect assassin is on the rooftop opposite. He is firing an arrow. Make an Idea roll to find out if Harald notices."

The player rolls D100 and misses. Since Harald doesn't notice the archer, the gamemaster smirks, rolls 43, a hit, and then rolls for damage, 1D8+2. Meanwhile Harald's player gets a result of 1 for Harald's leather armor, while the gamemaster rolls 9 in damage. "Is that enough for a major wound?" the gamemaster inquires innocently. The player nods glumly. She marks off 9 hit points, lowering Harald's hit points to 4.

She rolls on the Major Wound Table—27, and the gamemaster says that the arrow struck Harald in the left shoulder. Her Luck roll succeeds, so the wound is not a permanent injury. Harald feels himself weakening, the gamemaster says. He'll become unconscious in four combat rounds, one round for each hit point he currently possesses.

At the other end of the room, the door to the hallway is beginning to splinter. Harald could use the next round to try to apply Physik to this new wound, but he can't afford the time.

FOURTH COMBAT ROUND: If Harald stays in the room, he'll soon be at the mercy of the Yellow Sect, not something to look forward to. It's six yards down to the ground, and Harald's player realizes that in his condition the fall could kill the adventurer. She knows that Harald would never hesitate. "I jump," she says. The bowman takes another shot. Missile fire cannot be dodged, so Harald hopes for the best. He is in luck—the arrow misses.

"Make your Jump roll, please." The result is a 21, a success. "Okay," says the gamemaster, "now roll 1D6 for the preparation." She gets a 3, to be subtracted from any damage incurred in the fall to come. "And now roll 2D6 for the fall damage." Her dice total 5. Harald had 4 hit points, he loses 5, but the jump preparation saves 3—Harald has 2 hit points left.

At 2 hit points, Harald is automatically unconscious. This is not more than half total hit points, so there is no new major wound.

FIFTH COMBAT ROUND: In the inky alley, Harald's friend Klabber the Snitch finds Harald motionless in the dust. Listening to the approaching shouts, Klabber's player decides to throw Harald across the saddle of one horse, have his adventurer mount the other, and flee immediately. The gamemaster privately notes that Klabber's player did not state that he searched Harald to find the sapphire.

SIXTH COMBAT ROUND: A few streets distant, Klabber feels safe enough to stop for a round. He casts a Heal spell on Harald's dripping knife wound. With a 3 from the 1D3 roll, Harald's hit points rise to 5, and the gamemaster rules that he is now conscious and able to ride, but is very weak. Klabber's player marks off 2 magic points, for the Heal spell. The gamemaster privately notes that Harald's player did not state that Harald searched his waistband for the sapphire.

SEVERAL COMBAT ROUNDS LATER: The gamemaster says that no pursuit is evident. He rules that they reach their hideout. Inside, safe for the moment, Klabber uses Physik to pull out the arrow and properly attend to that wound, raising Harald's hit points to 7.

NEXT COMBAT ROUND: Harald also took fall damage. Klabber's Physik fails for that, but Harald's works. The 2 points of fall damage are erased. The injury is still present, but no longer has practical consequence. Now Harald is at 9 hit points.

COMBAT ROUND AFTER THAT: Klabber's Physik fails for the dagger damage, as has Harald's already.

ONE MORE COMBAT ROUND: Klabber casts Heal on Harald's arrow wound, for 1 point. Harald is at 10 hit points, and Klabber is now down 4 magic points.

No further Physik treatment is available. The dagger wound will heal naturally in a week, and the arrow wound will take at least two weeks. Klabber can cast another Heal tomorrow, as well.

LAST COMBAT ROUND: His wounds and injuries attended to for the moment, Harald reaches into his waistband to pull out the sapphire. "It's gone," the gamemaster smiles. "Harald seems to have lost it. Does he want to look for the stone now?" We depart while his player ponders.

SPOT RULES FOR COMBAT

SPECIAL CASES FOR INJURIES, HAND-TO-HAND FIGHTING, ARMOR, AND HURLING OR FIRING MISSILES. SEE ALSO THE MAGIC CHAPTER.

● ACID

The degree of acid damage is more a function of the acid's relative dilution than of the acid's type. For game purposes, consider only significant contact, such as the immersion of a hand or arm, or contact with the eyes.

◆ Weak acids cost 1D3-1 hit points per round.

◆ Strong acids cost 1D4 hit points per round.

◆ Very strong acids cost 1D6+1 hit points per round.

◆ For dragon venom, see under Fire in this chapter or under Dragons in the creatures chapter.

◆ Personal armor does not neutralize acid, but does momentarily retard its effects: weak acids do one hit point of damage for the first 1D3 rounds, strong and very strong acids do 1D3-1 hit points per round for the first 1D3 rounds. After that, acids do normal damage, armor or not.

◆ Exposure to very strong acid and to dragon venom rots armor bindings and weakens the armor itself, so that after 1D6 rounds it is no longer useful. Exception: Melnibonéan armor is unharmed by dragon venom.

● AMBUSHES

Compare with Both Sides Surprised, below. If the ambushers must sneak into position, they'll need Move Quietly, or they'll need Hide to avoid attracting attention if the ambush is arranged beforehand. If ambushers lurk in sparse cover, the targets get Search or Luck rolls to notice them; in this respect, compare with Partial Concealment, below.

◆ If the ambushers cannot be seen until they begin the attack, missile-users have a full combat round to fire in. Targets get no chance to dodge, to parry, or hide.

◆ If the missile-users are seen when they begin firing, then the targets can interpose shields or take cover. Targets cannot return missile fire that round unless their bows already are stated to be strung, arrows nocked, spears poised, etc.

◆ If the ambush is only with hand-to-hand weapons, then each attacker needs a successful Move Quietly. If one fails, those defenders who receive successful Listens can turn and defend themselves.

Targets with failed Listens do not turn: double the attack chance for the first blow or missile from each attacker. Such ambushed targets are as fixed as dummies on the drill field: allow no parries, attacks, or dodges. Armor defends normally.

◆ In following rounds, survivors can defend and attack normally.

● AREA ATTACKS

Giants, gods, and other enormous beings can attack several targets with a single step or a single blow. How this is done may be clear from the statistics or the situation. If not, the factors are the coverage of the blow and if the blow is aimed or accidental. Choose either STR or SIZ as more appropriate, then let each 10 SIZ or STR equal 1D6 points of attack. All affected targets take that amount of damage.

● ARMOR DESTROYED

Acid, fire, or chaotic effect can ruin armor. It is possible that a segment is destroyed by a critical hit. If that happens the fate of the armor matters little to the adventurer anyway.

If it is important to show the effect of partly destroyed armor, approximately halve the defense roll for the armor. Give the armor's wearer the benefit of fractions: for instance, 1D6-1 rounds to 1D3. That fraction of damage also represents the cost of repair. For instance, repairing 1/2 damaged leather and rings would cost 300 bronzes.

● BIG AND LITTLE TARGETS

Faced with some beast or Chaos thing of SIZ 30 or more, for every ten SIZ above thirty add five percentiles to the attacker's chance to hit with a missile. Range modifiers apply.

Similarly, reduce the attacker's chance to hit a small thing with a missile: subtract

RULES IN THIS CHAPTER

Acid	Knockout Attack
Ambushes	Light Sources
Area Attacks	Missile-Fire While Moving
Armor Destroyed	Mounted Combat, Charges
Big and Little Targets	Narrow Position
Both Sides Surprised	No Armor
Broken Weapons	Partial Concealment
Careful Aim	Point-Blank Range
Closing—see Weapon Length	Poisons
Desperate Action (Lunge)	Pulled Blows
Dimness, Darkness, Invisibility	Shields and Missile Fire
Disarming an Opponent	Shock
Disease	Shooting Up, Down
Disengaging from Opponent	Slippery Surface
Drawing, Exchanging Weapon	Stun
Drowning, Suffocation	Superior/Inferior Position
Entangle	Superior Numbers
Explosion	Swimming in Armor
Extended Range	Thrown Objects
Falling	Tight Position
Fatigue	Two Weapons
Fighting While Down	Underwater Combat
Fire	Volley Fire
Fortified Position	Weapon Length (Closing)
Knock-Back Attack	

five percentiles for every SIZ point less than SIZ 5. Range modifiers apply.

● BOTH SIDES SURPRISED

Compare with Ambush, above. An ambush is created with intent, but individuals often surprise each other, especially in open fighting. Two enemies meet at a corner, for instance, or in a fight turn and suddenly see each other. According to the situation, the lower DEX roll or Listen roll could grant the initiative. In darkness, comparing Idea rolls seems just. Lacking other justification, use DEX ranks, but the question is one of mental agility more than physical.

● BROKEN WEAPONS

Fumbles and parries can break weapons. A weapon will break if it parries a blow that exceeds the weapon's hit points by at least one. An impromptu weapon loses hit points every time a weapon strikes it. Also see the shields section for information about them.

● CAREFUL AIM

By increasing the time spent aiming a missile weapon, an adventurer can increase the chance to hit in that round. For each five DEX ranks the missileman delays, add 10 percent (seven percentiles if of 70 percent skill, for instance) of that skill to the chance to hit. Round up fractions. The shot must be made in that combat round. Thus an archer with DEX 11 and of 70 percent skill who delayed shooting for ten DEX-ranks could fire on DEX-rank one with an effective skill of 84(70+7+7) percent. Careful aim is of no effect at ranges beyond double the weapon's base range.

If aiming at a point (a doorway, for instance), and waiting for a target to appear, the target must be half or less of base range for the archer, etc., to keep the full chance to hit. That way the target does not have a chance to move away before the missile can strike.

A shot attempting to hit a specific part of a target (a swordsman's hand, for instance) is very much more difficult. Halve the chance to hit, but allow the full increase if delaying DEX-ranks for careful aim.

● DESPERATE ACTION (LUNGE)

With a successful roll of DEX x3 or less, an adventurer may add an extra attack on the last DEX rank of the round at 50 percentiles or skill level, whichever is less. In the succeeding round, he or she forfeits all attacks. Dodges and parries are unaffected.

● DIMNESS, DARKNESS, INVISIBILITY

Halve weapon-related skills in semi-darkness. If very dark, all vision-dependent skills, including weapon skills, uniformly drop to CON x1, to test the keenness of the senses. In absolute darkness or when something is invisible, successful weapon use is a matter of deduction or luck. Make INT or POW rolls with x1, 2x, or 3x multipliers, unless the target has a strong odor (use Scent/Taste then) or else emits some orienting sound (use Listen).

● DISARMING AN OPPONENT

Disarming removes the opponent's weapon-in-hand, and by force or threat prevents the opponent thereafter from drawing a second weapon. Two ways exist to disarm a foe without killing him.

◆ (1) An attacker who wishes to disarm an enemy may try to close with the target to Wrestle with and after that disarm the foe.

◆ (2) At the beginning of the round, a player can state the intent to disarm (knocking or twisting away the opponent's weapon). In the round, attacks are made normally. An attack roll result of half-chance or less succeeds in disarming the target. The target may resist this if receiving a roll of STR x3 or less. A critical disarming attack succeeds, with no STR roll for the defender allowed. While a successful Dodge negates a successful disarming attack, a parry of any sort has no effect.

● DISEASE

The Elric books mention little illness. A minor disease, such as a bad cold or mild flu, could be contracted after a failed CON x5 roll once exposure had been proved. It should merely cost a hit point or two over a few days. A major disease such as plague might attack any characteristic, but most attack CON or hit points. Serious diseases should be powerful, about 1D3 hit points per hour, enough to kill an average human in eight hours. Symptoms would vary greatly.

It is hard to imagine a natural disease that could not be stymied by persistent applications of the Heal spell. For stronger events than these, try magic.

● DISENGAGING FROM AN OPPONENT

Usually one party wants to break off a fight while the other wants to fight on to victory. To disengage, use a knock-back attack successfully, dodge successfully, or turn and run. If turning and running, the foe gets one attack that cannot be parried.

● DRAWING OR EXCHANGING A WEAPON

A sword in a scabbard or a shield slung to an adventurer's back is not ready for instant use. Sheathing and unsheathing is an action in a combat round, and each takes 5 DEX-ranks. *Exception:* a fighter with 101 percent or more skill in a weapon is proficient enough to draw or sheath that weapon without counting it as a five DEX-rank action, and could exchange such weapons in a total of five DEX-ranks.

● DROWNING, SUFFOCATION

Apply this procedure to drowning in any liquid, suffocation, strangulation by hand or strangle cord, or similar situation.

If the adventurer is unable to breathe, the player attempts a D100 roll of CON x10 or less during the first combat round. In the second round of the crisis, the roll lowers to CON x9. In the third round, the roll lowers to CON x8 and so on until reaching CON x1, and stays at that multiplier in the rounds after that.

An adventurer who had no time to grab a lungful of air first, starts at a lower multiplier, x6.

If a CON roll fails, the adventurer suffers injury to the respiratory system, losing 1D6 hit points in that and in subsequent rounds until escape, rescue, or death.

● ENTANGLE

Entangling requires a statement of intent at the beginning of the round. Attempt an entangling attack from a distance. A successful entangle prevents movement or attacks by the target, for the rest of this round and all of the next round. This gives the attacker time to close with the target.

After that, if not interfered with, a successful DEX x3 roll (or a knife attack against a net) could free the target.

For entangle attacks, employ flexible weapons such as nets, ropes, chains, and whips. With a successful STR:STR roll on the Resistance Table, use an entangling weapon to wrench a parrying weapon from the defender's grasp.

A successful Dodge roll or Wrestle roll negates a successful entangle. A critical parry negates a critical entangle, but an ordinary parry success has no effect.

● EXPLOSION

The stories cite no natural explosive, though a boiler blast or exploding cask of distilled alcohol is within the capability of the Young Kingdoms. Explosions do hit point damage; calculate the effect of an explosion in terms of decreasing hit points of damage. The circles of effect expand. Using the Resistance Table, roll STR against rolled damage to keep standing against an explosion.

◆ Rate explosions in D6s of circular effect. For instance, a 6D6 blast has a central circle of effect of six yards. The next circle of effect occurs across yards 7-12, and the damage done is halved to 3D6. The third circle of effect is across yards 13-18, and the damage is now halved again to 1D6+1D3. Halved again, yards 19-24 would be for 1D4 damage. Continue to extend the circles of effect until no targets remain, or until rolling 1D2.

◆ Roll separately for each target in each circle of effect, but roll only once per target.

Armor and shields cut blast damage. Small shields and half shields will not block enough to matter.

● EXTENDED RANGE

When using missile weapons, an adventurer may attempt to hit a target at up to double the base range. Halve the normal chance to hit. At triple base range, the chance becomes one-quarter of normal. At quadruple base range, the chance decreases to one-eighth normal.

◆ At more than double base range, halve the damage done by the missile.

◆ Throwing Knife and Throwing Axe have no chance to hit beyond double base range.

● FALLING

A fall costs 1D6 hit points per three yards of drop, or fraction of it over the first three yards. With a successful Jump roll to prepare himself, the cat-supple adventurer loses 1D6 fewer hit points from the fall.

Armor does not block damage from falls. Plate armor increases fall damage by an extra 1D6 hit points.

For damage done to a target from a falling object, see the Throw skill.

● FATIGUE

Only the gamemaster declares fatigue. There's not much point to fatigue rules, since a fight rarely lasts that long. Nonetheless: an adventurer ordinarily tires after CON x3 uninterrupted combat rounds of battle. After that, double the chance for the fatigued character to fumble. (Elric often far surpassed that duration, of course, courtesy of his herbs and his nourishing runesword.) After CON x4 continuous rounds, quadruple the chance for a fumble. Complete exhaustion (cannot lift sword, for instance) occurs after CON x10 uninterrupted combat rounds. Lulls in battles ordinarily occur: when both sides tire, each moves back a little to catch a breath.

When running, a failed CON roll says that the pursuer slows, allowing the target to escape, or else that the target has slowed, and soon will be caught unless he hides or otherwise evades the pursuit.

● FIGHTING WHILE DOWN

By down, we mean that the adventurer has tripped or fallen. Usually he sprawls on his back, while the attacker is standing. Decrease the defender's chance to hit by 20 percentiles, and increase the attacker's chance to hit by 20 percentiles. The person on the ground gets no damage bonus while down, and cannot attack with a two-handed weapon. He can parry.

A successful Dodge roll gets the defender back on his feet. See also Superior/Inferior Position, below.

● FIRE

Temperatures of fires range from that of a torch or small campfire up to the white heat produced by a bellows. Armor insulates against fire damage for 1D6 combat rounds. After that, the adventurer takes fire damage as if the armor no longer existed.

◆ A hand-held torch does 1D6 hit points of burn damage each round that it is thrust against a target. If the target is clothed but not wearing armor, the target gets a Luck roll each round to prevent clothes and hair from burning. If they burn, the target continues to lose 1D6 hit points per round without added application of the torch.

◆ To put out the fire on someone's clothing, smother it with a cloak, blanket, water, or dirt.

◆ A bonfire does 1D6+2 damage each round, and engulfs the target's hair and clothes.

◆ To be in a burning hut or on a flaming ship costs 1D6+2 hit points per round. A Luck roll is needed each round, or the adventurer begins to asphyxiate (see drowning).

◆ Burns costing more than half the adventurer's total hit points also cost 1D4 characteristic points if a Luck roll fails. Subtract the points as the gamemaster chooses, but at least one should come from APP.

◆ The temperature of fresh lava or that of a well-fired kiln is too hot to approach closely. The blue flame catapulted by Melnibonè's battle barges does this intense damage, 3D6 hit points per round, or higher.

◆ The damage done by the combustible vapor of Melnibonéan dragon venom equals the dragon's POW in hit points.

● FORTIFIED POSITION

Halve the attackers' chance to hit defenders who stand or kneel to fight, or to observe from behind stone, wood, and similar material. Those defenders who crouch or kneel cannot be hit by small-missile fire, though they could be vulnerable to catapult or magical attack.

● KNOCK-BACK ATTACK

A knock-back attack is generally performed with a shield, pushing the defender back and hopefully down, and at the same time slamming the rim of the shield up against his or her chin to stun and disorient. An adventurer knocks back an opponent 1 yard for each point that the attacker's STR exceeds the foe's SIZ, with a minimum result of 1 yard. Two sorts of knock-backs exist; neither can be parried.

◆ A successful Wrestle roll for an attacker without a shield. Example: *Lothar is STR 16. He successfully wrestles a SIZ 14 opponent on the resistance table and knocks him back two yards.* The opponent must receive a successful Dexterity roll, or go sprawling as well.

◆ A successful attack roll with a shield. Use the skill chance for the shield. A successful resistance table roll drives back the opponent for two yards. (A successful dodge can cancel a knock-back attack of the same level.) An opponent failing to dodge must receive a successful Dexterity roll, or go sprawling.

● KNOCKOUT ATTACK

To render a target unconscious, declare that intent at the beginning of the round, then attack normally. You are not trying to kill. If you roll damage *equivalent to a major wound,* then the target is knocked out but no actual damage is done. If the damage is *equivalent to a minor wound,* the target takes the minimum damage for the weapon, but is not knocked out.. Armor defends normally. A success knocks unconscious the target for at least 1D10+10 rounds. Knockout attacks work only against humans and humanoids. Olabs in human form are affected.

● LIGHT SOURCES

Candles, torches, and lanterns make portable light, and give enough light by which to read and to Search. Torches and lanterns show from a hundred yards away in darkness. At a hundred yards, a Search roll must succeed before a candle can be seen.

◆ A candle flickers, is easy to drop, and is easy to blow out. It is reliable within a glass-walled or punched-metal lantern. A long wax candle burns for approximately six hours; a short, pouch-sized candle burns for two hours.

◆ A torch gives a large, bright flame, and (short of a hurricane) cannot be blown out. If dropped, a torch keeps burning with a successful Luck roll. A torch burns for approximately one hour.

◆ Portable oil lamps are not much mentioned in the books. Lots of burning oil would be smelly, smoky, and dangerous. Nonetheless, Moorcock several times mentions reed torches soaked in oil as providing light in Jharkor, Filkhar, and Ilmiora.

◆ Elric makes fire using flint and tinder kept in a pouch at his waist. This seems to be standard in the West; if candle or torch go out, they can be lit again quickly. Moorcock also reports people carrying glowing charcoal in covered containers for igniting tapers.

● MISSILE-FIRE WHILE MOVING

Missile fire can be attempted from horseback, but only at percentages no higher than the rider's skill with his or her mount.

Running and throwing a spear or rock directly ahead is possible, at normal percentage. Running on foot and throwing

or firing sideways is not possible. An adventurer can move for half the round, and then throw or shoot a bow in the other half, at the appropriate DEX rank.

● MOUNTED COMBAT, CHARGES

Except when jousting with lances or when charging, mounted combat occurs at relatively low speeds. Mounted, the rider's fighting skills can be no higher than his or her Ride skill. This includes parries as well as attacks. Drop Dodge skills uniformly to 50% unless already lower, since only the head, arms, and upper torso have much freedom of movement.

A successful knock-back attack dismounts a mounted opponent, as does a major wound, and as do other effects as the gamemaster sees fit. A rider must dismount to retrieve a fumbled weapon. Fighting against a unmounted opponent, use the Superior/Inferior Position spot rule.

When charging and wielding a weapon, use the damage bonus for the horse, not for the attacker. If charging against a seated spear, add the horse's damage bonus to the damage done by the spear. Lance charge is made at the *end* of a full movement.

Much of a charge's effect comes by demoralizing the opposition so that they break ranks and flee—a horse will shy rather than crash into a target. Horses are valuable spoils of war, and will not be casually slaughtered.

● NARROW POSITION

A gate, hallway, or other choke point limits the number of attackers who can bring weapons to bear. It also helps protect the defender's flanks. A single swordsman in a narrow corridor might hold back a regiment, for a while. For this sort of defense to be effective, the defender needs a weapon equal to or longer than the attackers' weapons.

● NO ARMOR

No direct combat benefit exists for those who wear no armor in a fight. Nonetheless, gamemasters should be alert for jumps, leaps, and tests of balance when combats between armored and unarmored foes occur. Decrease the chances of the armor-wearer. Between unarmored foes, as between two armored foes, ignore the situation.

● PARTIAL CONCEALMENT

If a target is substantially but not totally concealed, and is not moving and does not stand out, halve the observer's chance to notice the target.

● POINT-BLANK RANGE

A missile weapon chance to hit doubles when the range is the attacker's DEX in feet or less. Once the range drops to touch, combat changes to hand-to-hand: then treat such weapons as hand-to-hand, not missile weapons.

Targets unable to resist are hit automatically. A fumble at point-blank range does minimum damage for the weapon.

● POISONS

Rate every poison by its potency (POT). Match the poison's potency against the adventurer's CON on the Resistance Table. The poison is the active characteristic. If the poison overcomes target CON, then illness or death results: usually the victim loses hit points in number equal to the poison's POT.

If the adventurer overcomes the poison, then he or she loses hit points equaling only half the poison's POT. If a mild poison *is overcome, upset occurs only* momentarily, or perhaps nothing at all happens.

The gamemaster must choose a satisfactory outcome. Survivor illness and discomfort can linger up to a number of days equal to hit points lost.

Fast-acting poisons begin to work within a round or two. Death from cyanide can happen in a minute. Most poisons are slow-acting, and their symptoms intensify over hours.

For poisons like arsenic, a subtle poisoner can eat increasing quantities over months and by that build up resistance. In the end the poisoner can ingest with impunity quantities of poison that kill the unprepared in a few hours.

The effect of some poisons is ongoing, like diseases, and hit points continue to be lost. Apply Physik or Heal, but then also grant the poison the chance to do new damage, as appropriate, if the poisoning renews.

● PULLED BLOWS

An adventurer can deliberately do less harm with an attack than potentially possible. This is possible even with a sword, by using the flat of the blade. Halve the die roll result for the attack, ignore plus or minus numbers, and do not add the damage bonus. A pulled blow need not be declared during the statement of intent, but make clear the sort of attack intended.

● SHIELDS AND MISSILE FIRE

Carried as for hand-to-hand combat, a half or small shield has a 15 percent chance to block a missile, a full shield has a 30 percent chance to block a missile, and a large shield has a 60 percent chance. Knelt under, a full shield has a 60 percent chance to block a missile, and a large shield has a 90 percent chance. Only *successes are blocked; impales and* criticals hit their intended targets.

● SHOCK

A terrifying experience might provoke stupefaction, disorientation, hallucination, or unconsciousness. The gamemaster indicates if such mental shock occurs: perhaps the adventurer witnessed a

A CABINET OF POISONS

poison	*POT*	*speed of effect, symptoms*
adder venom*	10	15-60 minutes. Swelling, sweating, violent spasms.
arsenic	16	1-24 hours. Searing pain, vomiting, violent diarrhea.
belladonna	16	2-48 hours. Rapid heart beat, impaired vision, hallucinations, convulsions.
cyanide	20	1-15 minutes. Dizziness, convulsions, fainting.
dragon venom*	20**	1-5 minutes. Speedy, maddening pain, extraordinary hallucinations,.
mushrooms	15	6-24 hours. Violent stomach cramps, vomiting, hallucinations, jaundice.
noidel berries	15	1-2 hours. Lassitude, sweating, crescendo of pain shortly before death.
scorpion sting*	9	1-2 days. Intense pain, weakness, hemorrhaging.
spider bite*	8	1-6 hours. Chills, sweating, nausea.
strychnine	20	10-20 minutes. Violent muscle contractions, asphyxiation.
viper venom*	16	15-60 minutes. Convulsions, respiratory failure.
wine of Bakshaan	no POT	1-2 hours. Hallucinations, plus madness if failed POW x5 roll.

** POT values for living things are averages, and can vary widely by health, age, or sex within the same species.*

*** allowed to cool and harden, the venom can act as a restorative for those who know how to use it.*

massacre, was unable to save a loved one, saw an awful Chaotic apparition, etc. Roll Luck or less to end the effect, or it lingers for days.

● SHOOTING UP, DOWN

If firing a missile weapon up at a target at an angle of more than 45°, reduce the chance to hit by 20 percent. If firing down at more than 45°, reduce the chance to hit by 30 percent.

● SLIPPERY SURFACE

Sudden motion on a slick surface can cause a slip. A successful Dexterity roll saves the fall. For the sake of play, allow a 1D6 hit-point injury only on a 00 result. See also Fighting While Down, in this chapter.

● STUN

Knock-out attacks, electrical discharge, knock-backs, falls, etc., may incidentally stun an adventurer for several combat rounds. Roll above CON x5 to be stunned. Each combat round after that, roll CON x5 or less to end the effect. Stunned, the adventurer may parry, dodge, or crawl or stagger to safety, but may not attack or cast magic.

● SUPERIOR/INFERIOR POSITION

This applies if opponents stand at heights roughly equal to tabletop versus floor. If the combatants' weapons are of the same general length, reduce the lower fighter's chance to hit by 10 percentiles, and increase the higher fighter's chance to hit by 10 percentiles.

If the lower adventurer has a longer weapon (long to medium, or medium against short), then no height difference exists.

● SUPERIOR NUMBERS

Judge the number of active attackers by the weapons they wield. Ordinarily no more than five swordsmen can surround a single adventurer and all have room to attack. In a smallish space, there might be room only for two great-sword users at a time to attack, while eight men with long spears might be able to thrust at a surrounded defender.

● SWIMMING IN ARMOR

Until it is soaked, Leather and Barbarian armor is light enough to let swimmers stay afloat without needing Swim rolls. Sea Leather does not saturate with water, which is part of its usefulness. Leather & Rings, Half Plate, and Half Plate & Mail require a successful Swim roll each round, or the swimmer begins to drown. Plate cannot be swum in. The wearer sinks like a stone, as Elric did when Yrkoon rolled him off the deck of the battle barge.

With a successful Dexterity roll each round, armor can be removed in the same number of rounds as needed to put it on. In the weapon tables, the armor section includes a very optimistic column about this. Failing a Dexterity roll, the adventurer needs a successful Swim roll, or he or she begins to drown.

Take off armor underwater by cutting the ties. The armor then falls away and is lost.

● THROWN OBJECTS

To throw an object that is not a weapon, use the Throw skill. The gamemaster can assign the base range; the attack damage rarely is more than 1D6. Normally half damage bonus applies, as for any thrown object, but some objects may be so unwieldy or so heavy that they are more dropped than thrown: for them, no damage bonus. In hand-to-hand situations, such as slamming a small boulder down on a prone opponent, the boulder is being used as a Large Club rather than being thrown. See also the Throw skill.

● TIGHT POSITION

Cramped spaces may restrict effective use of certain weapons in individual combat. By cramped space, we mean insufficent room to use weapons effectively. An already-crowded plaza could be as restrictive as a tiny, almost empty room. Long weapons will not be of much use in spaces where there is less than two yards for deployment; medium weapons, especially those that chop, need a yard; short weapons only need freedom from the grip of a successful Wrestle. A foot or so is plenty. If the weapon cannot deploy in a cramped space, then the user's effective skill is one-quarter of the nromal value.

● TWO WEAPONS

Two hand-to-hand weapons can be used, rather than one weapon or one weapon and a shield. Moonglum almost always fought this way, counting on his armor and dexterous parries for protection. The weapons need not be of the same class. Any adventurer can be declared ambidextrous, so any fighter can try this style. Skill for the second hand starts at half of the current skill. Make a separate adventurer-sheet entry for it.

Besides ripostes, fighting with two weapons offers the advantage of having a second weapon in hand in case of breakage or a fumble. Two weapons can be advantageous in dark places, when a firebrand could be wielded as a weapon and give light by which to swordfight.

● UNDERWATER COMBAT

Wrestles and thrusting weapons like spears, tridents, and knives can attack effectively. Subtract one point from the damage rolled for each such attack, to account for the resistance of the liquid. Impales remain unaffected. Double the fumble rate.

Armor works reliably, though the leather belts and ties that keep armor properly arrayed quickly stretch and lose strength. Shields are worthless underwater.

● VOLLEY FIRE

The attacks-per-round column for missile weapons mostly lists one attack per round. This rate of fire presumes that the attacker takes aim and reloads each round.

An attacker can also fire volleys toward massed troops or to pin down defenders. In this manner spearsmen and axemen can hurl twice in a round, and slingers, archers, and rock-throwers can fire three times in a round. Reduce the chances to hit by two-thirds.

Besides expending lots of ammunition, volley fire takes work to keep going. After CON x2 rounds the volleying attackers tire: reduce the rate of fire for 1/2 CON rounds, then begin volley fire again.

● WEAPON LENGTH (CLOSING)

On the weapon tables, all hand-to-hand weapons include an entry for the length of the weapon. Weapons vary widely in length for good reason: the longer the weapon, the more likely the wielder of it is to be able to get in the first blow in a fight, or to be able to hold off an opponent armed with a shorter weapon and prevent him from making his own attack. On the other hand, the longer the weapon, the more clumsy it is to wield effectively.

◆ (1) For long weapon against long weapon, use normal DEX ranks.

◆ (2) A fighter armed with a long weapon attacks first against a target using a *medium* or a *short* weapon, despite DEX-rank. Weapon lengths are listed in the weapon tables. The *long* weapon-user attacks at his DEX rank if that is higher, or just before his opponent in the target's DEX rank if equal to or of lesser DEX than the target.

◆ (3) Armed with a medium or short hand-to-hand weapon, the opponent can parry or dodge. He or she cannot attack until successfully dodging. The player then should state that the adventurer is slipping inside the guard of the long-weapon user—suppose that the long weapon is a spear. Once inside the guard, the attacker no longer risks a wound from the spear point, and can freely attack.

◆ (4) Now that the attacker is closer to the spearman than is the spearman's spear-point, the spearman cannot attack with his spear. To re-establish his distance and put the attacker in danger again, the spearman can Dodge to disengage, or drop the spear and perform one of several possible actions: Wrestle, Brawl, knock-back with a shield, or draw and attack with a medium or short weapon of his own.

◆ The relation sketched above is not true of medium versus short weapons, which are easier to manipulate.

◆ Quarterstaffs and great swords (in honor of Elric) may attack at any of the three lengths.

ACTIONS, OPTIONS, ORDER OF ACTION, CIRCUMSTANCES,

COMBAT

HAND-TO-HAND FIGHTING, PARRIES, FUMBLE TABLES, ARMOR, SHIELDS, MISSILE WEAPONS, WEAPON TABLES.

FIGHTS OCCUR in *combat rounds.* The gamemaster begins marking game time in combat rounds whenever he thinks that a physical encounter may start. Each combat round lasts about a dozen seconds of game time, enough time for participants to start or complete at least one action. When the combat round ends, the next one begins. When an encounter concludes, marking time in combat rounds stops.

Within a combat round, the gamemaster calls out the passing DEX ranks, the players roll the dice, and the combatants wield their weapons. If attacking, the player rolls D100 to see if the attack hit. Defending, the player might decide to parry or dodge, or hope that his adventurer's armor blocks any attack while the adventurer does something else. If the attack succeeds, the defending player rolls for any interposing armor.

ACTIONS IN A ROUND

AN ENGAGED ADVENTURER is one who is fighting hand-to-hand. An unengaged adventurer is one who doing anything else. An encounter is any meeting in which combat is a possibility.

❶ MOVE, IF DISENGAGED. An adventurer can move to engage another character, but if he moves more than half his allowable movement, he must wait until the next combat round to attack (he can dodge or parry, of course). If he moves 2 MOV or less, he forfeits five DEX-ranks. If he moves 3-4 MOV, he forfeits ten DEX-ranks.

❷ PERFORM A NON-COMBAT ACTION, IF NOT ENGAGED. If not attacking or if not defending in a hand-to-hand fight, an adventurer can attempt a skill, begin magic, or do nothing at all.

❸ MOVE TO ENGAGE. An adventurer can move half or less of normal movement and still have time to attack and defend after moving.

❹ DISENGAGE FROM COMBAT. An engaged adventurer's player can declare at the beginning of the round that he or she will disengage. To do this, the adventurer may make no attack, and must successfully dodge all attacks made upon him or her. *If the dodge or dodges succeed,* the adventurer can move up to maximum movement by the end of the round, and has the option to start running away. *If a dodge fails,* the adventurer is still engaged.

❺ ATTACK. The adventurer attacks as appropriate. If engaged hand-to-hand, he or she may not fire or hurl missile weapons.

OTHER ACTIONS

❻ DRAW, PICK UP, OR SHEATH A WEAPON. Such actions cost five DEX-ranks each. They can be performed while moving, fighting, etc. *Example: an adventurer fighting hand-to-hand drops his sword. He can still attack by picking up his sword, but his first attack or parry with the weapon comes five DEX-ranks later, on the sixth elapsed. If he puts away one weapon and then draws another, each action takes five DEX-ranks, and he can attack and parry with the new weapon eleven DEX-ranks later. He can still Dodge to avoid intervening blows, or parry with a shield or second weapon.*

❼ PARRY OR DODGE. A parry is a motion that attempts to block a blow. A parry is usually made with a weapon or shield. At the beginning of a round, the parry percentage for a weapon is the same as the adventurer's skill percentage for it.

A dodge is a body motion made to evade a blow or other movement. Dodge is an independent skill. Use it to evade, to disengage, or to close against a long weapon.

Parries and dodges are instinctive acts swiftly accomplished. The game counts them as free actions that do not cost DEX ranks to exercise. The two actions can be freely

COMBAT SUMMARY

attack	*parry*	*result*
hits	intercepts	Attacker's blow is deflected.
hits	misses	Defender is hit and may lose hit points.
misses	—	Defender maintains his guard; defender's player need not roll.
fumbles	—	As per attacker's miss above, plus attacker rolls on fumble table.

LEVELS OF SUCCESS AND FAILURE

IMPALE: a D100 result of 01, achieved only by cutting, thrusting, and certain missile weapons: see the weapon tables. For damage, roll twice and subtract both results from the defender's hit points. *Additionally,* ignore the defender's armor: the defender takes full rolled damage, even if wearing demon armor, since the blow evaded the armor. Add any damage bonus.

An impale cannot be deflected except by magic or a critical parry; a critical parry lessens attack damage.

CRITICAL: a D100 result equal to 20 percent or less (round up fraction) of the percentiles in the skill.

(If a critical is rolled for a non-combat skill, something unusually good happens. See the skills chapter for examples.)

In combat, the critical causes a weapon to do double damage. Add any normal damage bonus, but armor defends fully. A critical parry lessens attack damage.

SUCCESS: a D100 result equal to or less than the adventurer's percentiles in the skill, but a result higher than 20 percent of the present skill.

A parry of the same level or higher deflects a successful attack, and a dodge of the same or higher level evades it.

Successes achieve what was expected.

FAILURE: a D100 result higher than the adventurer's percentiles in the skill, but not a fumble.

Failure means that the attempted skill achieved nothing. The next try may succeed.

FUMBLE: a D100 result of 99 and 00 if the percentiles in the skill equal 100 or less, or of 00 only if the skill's percentiles equal 101 or more.

Fumbling a skill suggests an unexpected disaster. The fighter drops his weapon, a tree limb breaks beneath the climber, etc.

ATTACK AND PARRY MATRIX

ATTACK	*PARRY*	*CONSEQUENCE*
impale	critical	Defender blocks damage, no result.*
impale	success	The attack slips by enough to do ordinary damage and ignores armor.
impale	failure, fumble	The attack ignores armor, does double damage; if defender fumbles, also roll on fumble table.
critical	critical	Defender blocks damage, no result.*
critical	success	Attack hits hard enough to do ordinary damage, armor defends normally; if parrying with weapon and not a shield, lower weapon hit points by 4.
critical	failure, fumble	Attack does double damage, armor defends normally; if defender fumbles, also roll on fumble table.
success	critical	Parry succeeds; lower attacker's weapon hit points by 2 if not a shield.
success	success	Defender blocks damage, no result.*
success	failure, fumble	Attacking blow does normal damage, armor protects normally; if defender fumbles, also roll on fumble table.
failure	—	No damage, no effect; play continues.
fumble	—	Attacker rolls on fumble table.

** breakage or damage occurs to the parrying weapon or shield, respectively, if a single blow exceeds its hit points.*

mixed, but a player must choose which to use against a specific attack. To use either, the character must know the attack is coming, and be able to parry or dodge.

➤ A character with even 1 percent in a parry or dodge can try the skill once per round, on his or her DEX rank.

After a character's first use of dodge or parry, the second and later uses of dodge and/or parry must each decrease by 30 percentiles from the previous use. Each skill sets a 30-percentile threshold for the other. *Example: a character has 91 percent Broadsword and 90 percent Dodge. He parries with his sword, at 91 percent. His next parry or his first dodge in that round is at 61 percent. The third attempt possible for him (for either skill in that round) is at 31 percent. Finally, he can attempt one or the other at 1 percent. If the character had 91 percent Broadsword and 150 percent Dodge, and then parried, either the* next *parry or his* first *dodge attempt would be at 61 percent.*

In treating cumulative dodges and parries, the percentage of the next defensive action always equals the previous dodge or parry minus 30 percentiles: the player chooses between dodge and parry.

Though parry and dodge are free actions, performing one means forfeiting the chance for the other at any particular point. In the example, in attempting his less-expert parry, the character forfeits part of the chance for his more-expert Dodge skill.

➤ For speedy combat, let attacker and defender roll at the same time, call out their levels of success, then compare them on the attack and parry matrix, or as applicable.

No hypothetical maximum exists for the number of dodges or parries possible in a round. These skill percentages return to their effective maximums at the beginning of each round.

See also the skills chapter, the Dodge matrix.

8 RIPOSTE. This occurs only if using two weapons (see spot rules) or a weapon and shield.

Not more than once in a round per combatant, a critical parry allows a *riposte* to made with the weapon (or shield) that didn't parry. The riposte is a free attack that does not count against DEX-rank position—it occurs in the DEX-rank of the parry. This free attack can be parried or dodged, and armor defends normally against it.

RESOLVING COMBAT

TO MAKE AN ATTACK or a parry, roll percentile dice, and compare the resulting number with your adventurer's percentage skill with the weapon or shield. Then consult the attack and parry matrix nearby: it shows how attacker and defender actions combine to produce a result.

- If the attack roll is 01, and if the weapon has the ability to impale (see the Weapon Tables), an *impale* occurs. An impale result represents the best possible achievement with the weapon. If the weapon cannot impale, then 01 is a critical result. An impale result for a parry is not possible. Treat 01 parry results as criticals.
- If the D100 result is 20 percent or less of the adventurer's skill percentage but is not a result of 01, a *critical* has occurred. The action succeeded unusually well. For example, with a Broadsword skill of 80 percent, the D100 result 02-16 is a critical attack, with an impaling weapon. If the weapon could not impale, then at 80 percent skill a critical occurs on a result of 01-16.
- If the D100 result is equal to or less than the adventurer's skill percentage but is not an impale or a critical, a *success* has occurred. Successful attacks hit home unless they are successfully parried.
- If the D100 result is more than the adventurer's skill percentage but is not a fumble, a *failure* occurs. The action has not succeeded.
- A *fumble* occurs (1) when the D100 result is 99 or 00 for a skill of 100 percent or less, or (2) when the D100 result is 00 for a skill of 101 percent or more. The action did not succeed, and the adventurer made a serious error in the process.

ORDER OF ACTION

A combat round consists of four phases. These phases always occur in the same order.

1. **Statements.**
2. **Magic.**
3. **Actions.**
4. **Resolution.**

❶ STATEMENTS

The gamemaster and players tell each other what their characters generally intend to do in the round.

The player needs no statement of intent to let an adventurer parry, dodge, or prepare a weapon during the round. Actions always can be canceled, and targets can be changed.

Limit intent to that which is logical—for instance, if a player misses a skill roll which would have detected an ambush, the adventurer will not then prepare for an ambush.

❷ MAGIC

Play begins. Spells cast in the previous round take effect first. Start new spells, summonings, etc., only in this phase.

Characters use magic in the order of their INT, starting with the highest necessary and working down until everyone has had a chance. A character may delay casting magic until a later INT rank. INT-rank 1 is the last INT rank. Roll D100 if ties are a problem on a particular INT rank.

Mark off magic points as they are sacrificed.

An adventurer can begin one spell, summoning, etc., in a round. All the spells in this book require exactly one full combat round of concentration to cast and take effect. *Example: Huf casts Hell's Razor on his INT rank in the magic phase of round one. The spell takes effect on his INT rank in round two. If he wishes, he can cast new magic on his INT rank or later in round two.*

WEAPON TYPES

THERE ARE MANY sorts of weapons. Some, such as the great sword and the rapier, are responses to very different historical conditions. A box defining *weapon class* occurs later in the text.

CUTTING WEAPONS: typically the blade or sharpened edge is brought squarely against the target. These weapons hack and chop. Examples include axes, meat cleavers, and the larger swords, though most swords are also pointed. Stormbringer was mostly a cutting weapon, but it typically skewered victims, including Elric himself, to drink their souls. Such weapons impale. Representative weapons table classes include 3, 9, 18, and 19.

THRUSTING WEAPONS: these weapons may be up to four or five yards in length, and the attack is usually a sudden jab or lunge forward. They have very sharp points, but are clumsy for slashing attacks. These weapons impale. Weapon table classes include 10, 11, and 12.

CUT AND THRUST WEAPONS: these are more flexible weapons of medium length, as often used to lunge forward as to slash to either side. The shortsword and long dagger are classic designs, as easy to use in close formation and in confined spaces as in the open. These weapons impale. (The long cut-and-thrust weapon, such as the naginata, seems not to have been used in the Young Kingdoms.) See weapon class 2.

MISSILE WEAPONS: these weapons are hurled or projected and, except bows and slings, leave the possession of the attacker. Their business ends are usually pointed, to do penetration damage. These weapons impale. (The crossbow is not mentioned in the saga.) See weapon classes 22, 23, 24, 25, and 26.

CLOSE-QUARTER WEAPONS: diverse attacks, including Brawl and Wrestle. Some claw, some bash, some cut, some choke. A few can be applied at a distance, mostly to entangle or demoralize targets, not to kill them. Some of these weapons impale. See weapon classes 4, 13, 14, 15, 20, and 21.

BASHING WEAPONS: in length, these weapons are mostly medium or long, for leverage. Weighted ends often increase the force of their blows. These weapons do not impale. Representative classes include 5, 6, 7, 8, 16, and 17.

❸ ACTIONS

Adventurers not engaged in hand-to-hand combat from the previous round or otherwise committed may move to their maximums. Those not moving, or using half or less of their MOV may use other skills in this round, before or after movement.

Use DEX rank to order attacks, parries, and dodges, starting with the highest rank useful and working down. For instance, in a given round a DEX 17 fighter attacks before a DEX 16 opponent. DEX-rank 1 is the last rank in the round. An action may be delayed until a later DEX rank in the same round.

Within a particular DEX rank, opponents armed with missile weapons have the opportunity to attack first, followed by those with long-length weapons, and then by those with

medium and short hand-to-hand weapons. The weapon tables define weapon lengths. Roll D100 to break ties.

Parries and attack-related dodges occur in the same DEX rank as the attack.

If the adventurer performs more than one action in a round, then separate the actions by at least five DEX ranks, excepting parries and dodges. Begin at his or her DEX, then at DEX minus five, then at DEX minus ten, etc., until no more ranks remain in the round.

❹ RESOLUTION

Everybody checks their adventurer sheets to make sure that hit points, magic points, magic in memory, etc., are current. The next round begins.

HAND-TO-HAND

WE DISTINGUISH hand-to-hand fighting from throwing spears or firing arrows because the skills and training are very different. Hand-to-hand fighting especially takes brawn, reactions so honed that they have become instinctive, and fearlessness.

Use all sorts of things for such an attack—fists, claws, specially-crafted weapons, tools, rocks, and so on. Attacks and injuries injure victims by removing hit points. Losing enough hit points, the target collapses or dies.

GAME PROCEDURES

THE ATTACKER'S PLAYER rolls D100, trying for a result equal to or less than the current skill. If the roll succeeds, the defender may have a chance to parry. Ordinarily, a successful parry blocks a successful attack.

Each weapon listed on the weapon tables has an entry for damage done with attack, expressed as a die roll. When an attacker's skill roll succeeds and the defender's parry or dodge roll fails, roll for damage. Subtract the number of points rolled (plus any damage bonus) from the target's current hit points.

If worn, armor blocks some or all of the damage done by an attack. Subtract the damage rolled for the attack from the protection rolled for the armor. If the attack damage exceeds, the wounded defender loses the difference in hit points. If the armor roll equaled or exceeded the attack damage, the armor held and the defender loses no hit points: the target is not wounded by that blow.

If it is possible to parry, make the parry in the same DEX rank as the attack. If several attacks come, each parry occurs in the DEX-rank of that attack.

If 101 percent or higher with an attack, an adventurer can choose to attack once in a round at full percentage, or to attack more than once in a round, splitting the attack percentiles between the attacks. The division need not be even, but each attack must include at least 50 percentiles.

Given enough skill, an attack can be made once every five DEX-ranks.

FOUR ROUNDS OF COMBAT

FIRST COMBAT ROUND: Neither combatant has a shield. Aila has the higher DEX. She swings her broadsword at 90 percent; her player rolls D100 and gets a 77, a success. Robriz attempts to parry with his broadsword at 89 percent; his player rolls D100 and gets a 60, a successful parry. The parry blocks Aila's blow.

Now it is Robriz's DEX-rank. He swings his sword; his player rolls 42, a hit. Aila parries; her player rolls D100 and gets 00—a fumble! Robriz's player rolls for damage, 1D8+1 plus 1D4 for damage bonus, and this time the total is 3, though it could have been as high as 13. The armor roll of 1D6+1 also totals 3, so Aila loses no hit points.

Now the gamemaster instructs Aila's player to roll on the fumble table. The result is a 37, *weapon knocked away.* The gamemaster rules that Robriz knocked Aila's sword out of her hand and that it is glinting in a bramble bush four MOVs distant. The round is over.

SECOND COMBAT ROUND: Aila's player states that she intends to Dodge to disengage and then move to retrieve her sword. Robriz's player says that Robriz will attack.

Aila Dodges to disengage: her Dodge skill is 43 percent; her player rolls at 41, a success. Robriz's player rolls a success for the broadsword attack, but the successful Dodge takes precedence. If Robriz had rolled a critical or an impale, his attack would have taken precedence.

Having evaded Robriz's blow, Aila moves to her sword and picks it up. The round is now over.

THIRD COMBAT ROUND: The players for Aila and Robriz say that both will attack.

The gamemaster rules that, in reaching into the bush to retrieve her sword, Aila has passed the initiative to Robriz. Robriz goes first, attacking with his broadsword, and his player rolls a 7, a critical result! Aila Dodges again, and her player rolls a 4, another critical. Aila loses no hit points, since the defensive critical takes precedence.

Now Aila swings, but Robriz successfully parries. The round ends.

FOURTH COMBAT ROUND: The adventurers attack. Aila swings, but is parried. Robriz swings, and Aila misses her parry; his sword hits home for 1D8+1 damage, plus his 1D4 damage bonus. Robriz's player rolls 1D8 and adds 1 for result of 5, then rolls 1D4 with a result of 3: the hit does 8 points of damage.

If fighting two or more foes and your adventurer has the requisite skill, choose the order of attacks.

For demon armor, demon shields, and demon weapons, see those respective demonic abilities in the magic chapter. Essentially the demon acts as another layer of protection or strength.

DAMAGE FROM PARRIES

Weapons and shields can also be damaged. Weapons are built to withstand hammerings, and weapons and shields normally parry without damage. However, if the rolled damage from a very strong blow exceeds a weapon's hit points by at least one hit point, the weapon then breaks. If yet more points of damage were done by the blow, these would pass on to the target. Shields

FUMBLE TABLE

A LOT HAPPENS IN the heat of battle. The fumble table offers ways to encounter many different sorts of mistakes and effects. A few results beg for hit point losses as well. We suggest that the consequences are enough in themselves. Some results may seem more appropriate for attack or for parry, but combatants take and give blows almost simultaneously. If any entry outrages the gamemaster's sense of properness, he or she should change it.

◆ Equipped with demon armor, demon shield, or demon weapon, ignore fumble table entries for the ordinary versions of such items: that includes entries 25-28, 56-58, 59-62, 63-65, 90-92, 93-95, and #5 for missile weapons.

When a gamemaster thinks it reasonable, he substitutes the *standard fumble* for an inappropriate result, or may choose that no roll on the table is made.

HAND-TO-HAND FUMBLES

STANDARD FUMBLE — weapon drops from your hand and lands at your feet: five DEX-ranks to pick it up.

Roll D100.

01-06 ***Slip or trip over rocks, etc.*** — lose next parry; your foe may disengage.

07-12 ***Slip or trip on a corpse or other obstacle*** — lose next attack; your opponent may disengage.

13-18 ***Slip or trip in a pool of blood or water or other hazard*** — lose next parry and attack; your enemy may disengage.

19-24 ***Sweat in eyes*** — parry, dodge, or move only for the next 1D3 combat rounds; your foe may disengage.

25-28 ***Shield strap breaks*** — halve your shield parry percentage until repaired. Inapplicable to a demon shield.

29-32 ***Distracted*** — automatic miss on your next attack, in whatever round it occurs.

33-36 ***Drop weapon*** — it's at your feet and costs 5 DEX-ranks to recover. Your enemy may disengage. Ignore this fumble if you parry with a shield.

37-40 ***Weapon knocked away*** — it is 1D4 yards distant in a 1D8 direction. Ignore this fumble if you parry with a shield.

41-43 ***Blow to solar plexus*** — you can parry but not attack or Dodge for two rounds; your opponent may disengage. Ignore this fumble if you parry with a shield.

44-46 ***Arm cut, dislocated shoulder*** — you can use a weapon or use a shield (but not both) for the rest of the fight. Ignore this fumble if you parry with a shield.

47-49 ***Smash to your face*** — parry and dodge only for the next round as you try to wipe blood from your eyes; enemy may disengage. Ignore result if wearing a helmet.

50-52 ***Unexpected blow from the side or rear*** — you're knocked down; your foe may disengage.

53-55 ***Heavy hit to head*** — you lose no hit points, but your senses reel from the buffet. Halve your attack and parry skills for one full round.

56-58 ***Helmet knocked off or heavy hit to head*** — if the former, you'll need 5 DEX-ranks to pick it up, and a full combat round to strap it on after disengaging. If the latter, see 53-55, just above. Inapplicable to demon armor.

59-62 ***Weapon breaks*** — to get another one, unsheathe one or pick one up; your opponent may disengage. Inapplicable to a demon weapon.

63-65 ***Your shield is cloven in two*** — discard shield. If you were not using a shield, parrying weapon breaks. Inapplicable to a demon shield.

66-68 ***Broken or cut nose*** — bleed for 1D6+4 combat rounds; resulting deformity is permanent: lose 1 APP.

69-71 ***Foot stepped on, ankle sprained*** — halve MOV for rest of the battle.

72-74 ***You lose the little finger from your left or right hand*** — uniformly lower weapon skills or shield skill by 10 percent, player's choice.

75-77 ***Weapon stuck in opponent's shield or armor*** — roll STR x3 or less to pull it out.

78-80 ***Leg cut*** — halve Dodge skill until Physik, Healing, or Suture is successfully applied.

81-83 ***Lose shoe or boot*** — you will want it if the day is very hot or very cold, or if the ground is rocky. Disengage plus successful Search to find it.

84-86 ***Knee smashed or chopped*** — no Dodges, Ride, or Swim, or MOVs above 4. Ignore this result if you're using a large shield.

87-89 ***Bloody cut across one eye half blinds you*** — halves attacks and parries until Physik, Healing, or Suture is successfully applied.

90-92 ***Armor straps cut*** — subtract 1 from armor roll results until the armor is repaired. Inapplicable to demon armor.

93-95 ***Portion of armor lost*** — uniformly reduce armor roll results by 2 for the rest of the fight. Inapplicable to demon armor.

96-97 ***Hit friend or self, your Luck roll decides*** — does rolled damage with applicable damage bonus.

98-99 ***Really bad fumble*** — roll two more results.

00 ***Worst possible fumble*** — roll three more times.

MISSILE WEAPON FUMBLES

MISSILE FIRE IS removed from most of the uncertainties of hand-to-hand combat. The mistakes for missile weapons are more routine, and usually involve only the attacker. Roll 1D6.

1. Fumbler slips, does not fire this round.
2. Fumbler falls, breaking the arrow or spear, or spilling the sling stones. No fire this round.
3. Fumbler drops the missile, picks it up, then fires on the last DEX rank.
4. Fumbler slips and misfires, hitting a random target on his own side, if available. Roll as though attacking, but do not add a damage bonus, because the attack was made off-balance. The target cannot parry or dodge this attack.
5. Because of improper care, the fumbler's bowstring or sling breaks, or spearhead falls off. No attack this round. Fix the problem takes 1D4 combat rounds. Inapplicable to demon weapons.
6. Fumbler sees that he or she has not unpacked some or all of his or her ammunition, and that this attack is the last possible. If the pack is nearby, 1D3 combat rounds to fetch it.

ARMOR DESCRIBED

The following armors are found in the weapon tables.

SOFT LEATHER: the hide is as thick as heavy belt leather and may be padded at points with more layers. The leather is usually discontinuous, covering the forearms, shins, and torso with separate articles of armor. The leather skullcap may be reinforced with metal ribbing. There may be metal decoration, but it has no defensive value.

SEA LEATHER: by techniques secret to Purple Towns craftspeople, soft leather is hardened and made more substantial. The treated leather frequently takes on a gray-green color, hence the armor's name. Those who can afford this armor typically wear a steel cap for added protection.

BARBARIAN ARMOR: Moorcock mentions that the tribesmen of the Sighing Desert carve armor from wood to fit the wearer, and that they then cover it with leather, perhaps to protect against the elements. The expense of such armor varies with decoration and finish.

LEATHER & RINGS: the leather armor from above is redesigned for attached overlapping steel rings or ringmail. This sort of armor would be very heavy if covering the body everywhere. It usually covers the torso and part or most of each arm. The helmet often is of padded bronze or steel.

HALF PLATE: two body-molded bronze or steel plates cover the torso, front and back. Additional leather, bronze, or steel guards defend the forearms, shins, thighs, etc. The helmet is always of padded bronze or steel.

HALF PLATE & MAIL: besides the half-plate above, cavalry may add ringmail skirts to defend the lower body if expecting battle. This heavy combination is not something to march in.

YOUNG KINGDOMS PLATE: full plate covers the entire body. Plate armor is made of body-shaped steel plates and strips. These are then riveted together into sections and worn as a unit. Joints are hinged. An encompassing helmet leaves tiny openings for eyes, breath, and hearing. Full plate is stronger and lighter than comparable ringmail or half-plate and mail—it is the best armor crafted in the Young Kingdoms.

PAN TANGIAN PLATE: high-quality full body armor wrought only in Hwamgaarl. It is identifiably Chaotic to look at. Magically, it also swells and shrinks moderately to adapt to more SIZs of wearers.

MELNIBONÉAN PLATE: the finest armor known on Earth, the product of ten thousand years of elegant design and cruel experiment. Its secrets are unfathomable to Young Kingdoms craftspeople—none but Melniboné's skilled slaves make it. An adventurer who manages to find such armor also acquires many enemies, all of whom want his or her priceless gear.

behave the same way but are stronger, breaking when their hit points reach zero, not when their hit points are first exceeded.

➤ Exception: the attack and parry matrix notes two instances when a weapon (but not a shield) loses hit points without first having its own hit points exceeded.

Note the *designed to parry?* column on the weapon tables. An object not built to be parried with, such as a rolling pin, loses hit points equal to the rolled damage absorbed. When the last hit point goes, the thing is broken, split, and useless.

ARMOR

Armor needs no attack or parry roll, but it defends at a variable rate: if an attack hits armor, roll that rate to learn how many points of attack the armor stopped.

BRAWL, WRESTLE

The skills Brawl and Wrestle are natural to all people. Each is very different from ordinary weapon skills. See the skills chapter for more.

TOOLS OF WAR

ARMOR

ARMOR AMOUNTS TO CLOTHING stiff enough to protect against attack. Most often armorers make it of leather, bronze, and steel in some combination. Like a shield, armor is a barrier interposed between an attack and the defender's body, but armor leaves both hands free: strapped on, armor remains in place and does not much have to be thought about.

No armor is perfect. Plate armor (sheet steel curved to fit the body) is the most protective, but even it has plenty of chinks where the separate parts meet or where the joints must move. Armor without joints would be immobile, like a block.

Armor is better or worse in different fashions. Every armorer tries to make a light, strong armor, but working with steel is difficult and expensive. The best is Melnibonéan plate armor, impossible to find or to buy except in the arrogant Dreaming City or to find except in the rubble of some ancient war. Civilized places take the wearing of armor to signify hostility.

Armor comes in SIZs. Depending on the sort of armor, a suit of it sometimes may be worn by a person slightly different in SIZ from the person for whom the armor was made. A column on the weapons table shows what SIZs will fit.

Because armor roll results vary widely, most adventurers also use shields for parrying. It takes a mighty blow to penetrate both shield and armor.

ARMOR IN THE GAME

Wearing armor takes no skill rolls. Game values for armor are found in the armor section of the weapon tables. Armor has average defensive value, expressed as *attack damg* [damage] *deflected* on the weapon tables. When an attack hits armor, subtract the result rolled for armor from the amount rolled for the attack. The defender loses only that lessened number of hit points. If the attack result is low enough, and the armor result is high enough, the combatant may lose no hit points at all.

Wearing armor does not affect weapons skills.

For demon armor, see that ability in the magic chapter.

WEAPON CLASSES

THESE DEFINITIONS correspond to the entries on the weapon tables. Weapons within a class are similar enough in function and design that experience with one grants experience for all. Go up in one, go up in the whole class. An adventurer has the same skill percentage for all weapons within a class.

1. CESTUS, IRON CLAW — a metal glove. A pair might be worn. They might inflict damage as brass knuckles can do, or do damage with sharp metal or animal claws.

2. BROADSWORD, CUTLASS, FALCHION, RAPIER, SCIMITAR, SHORTSWORD — they are roughly a yard long or less, have one or two sharp edges, are usually one-handed weapons, and have sharp points for skewering opponents. This is the broadest weapon class; those interested in arms may wish to place the rapier in its own class.

3. GREAT SWORD — in the Elric saga this is the ultimate weapon, between 1.5 and 2 yards long, sharp-pointed, and swung with both hands. Stormbringer is one.

4. CONCEALABLE KNIFE, DAGGER, DIRK, LONG KNIFE — not much difference between a long dagger and a shortsword exists. The usefulness of this weapon class, however, is in its lightness and compactness as a second weapon and, if equipped with a cross-guard, as a parrying weapon.

5. FIRE IRON, GREAT WARHAMMER, HEAVY MACE, LARGE CLUB, LIGHT MACE, MAUL, SMALL CLUB, WARHAMMER — these club-like weapons do smashing damage, though some (like the warhammer) also have a steel spike on the head for punching through armor. There are many designs.

6. QUARTERSTAFF, SHEPHERD'S CROOK, WOODEN STAFF — hardwood poles 2-3 yards in length, used to smash with or (with the hands separated) to parry with. One or both ends might be metal-clad, for weight and durability.

7. THIEVES' BLUDGEON — any short, heavy, blunt object with which to quietly disable someone on the street or in a home. Silence, not death, is the goal. To kill someone, an assassin would prefer a dagger.

8. GRAIN FLAIL, MORNINGSTAR FLAIL, LENGTH OF CHAIN — a disparate class of flexible-headed weapons that do damage by velocity as well as by mass. Short whips such as the cat-o'-nine-tail fall into this class.

9. BATTLE AXE, TIMBER AXE, LORMYRIAN AXE, SEA AXE — heavy cleaving blades mounted on long wooden or metal-clad handles. Designs vary: one sort has one cleaving blade topped by a metal spike for puncturing armor. Another might feature a hook as a second blade, for pulling down cavalrymen.

10. PIKES, POLE ARMS — long-handled weapons used mostly by trained soldiers to fend off cavalry or to pull down cavalry in open combat. Hooks for snaring riders are common. The Filkharian pike has a counter-weight base which can be swung like a mace.

10 OR 11. LONG SPEAR, SHORT SPEAR, TRIDENT — long spears can be up to three or so yards in length; even the shortest spears are nearly two yards long. Longer ones are more like pikes. All are used as thrusting weapons, most effectively in unit strength, so that attackers confront a bristling wall of spears and shields.

11. CAVALRY LANCE — weighted for balance on horseback, longer than a short spear, to attack foot soldiers without undue leaning, or to target other riders without colliding.

12. HARPOON — a short barbed spear, relatively heavy, sometimes made completely of metal for extra impact. Thrown with one hand or hurled with two. Employed against whales and other great creatures of the waters and seas. A very long rope might be attached, so that the prey is not lost.

13. NET — this is the arena net, weighted so that it spins open and then drapes around the target. It is just large enough to thoroughly entangle one opponent. The thrower then quickly advances and captures or kills the momentarily helpless target.

14. BRAWL — an attack natural to every human. Skilled brawlers can be devastating. See the skills chapter for more.

15. WRESTLE — an attack natural to every human. See the skills chapter for information.

16. BURNING TORCH — a small club which has a chance to ignite clothing. Used as fire or as club, it does 1D6 damage. For fire, see the game system chapter.

17. HAND SICKLE — a short-handled, curved-blade tool that slices plant stalks during a sweep back toward the user. The tip and inside curve of the blade are sharp. Can be as deadly as a dagger, but some designs make clumsy weapons. Curving knives, such as the kukri, trace their origins to hand sickles.

18. SCYTHE — cuts plant stalks near the base like the sickle, but is a much larger tool designed to harvest whole fields of grain, barley, etc. The curving blade is sharp-pointed, and may have a yard or more of cutting edge. The hardwood handle is about two yards long. The scythe typically is swung in broad, rhythmic, descending arcs. Some versions pivot on one or two vertical grips built into the handle.

19. STRANGLE CORD — any strong, thin, flexible rope, narrow enough that the victim finds it very difficult to put his fingers between the cord and his neck. Twine typically cuts the attacker's fingers and palms.

20. DRAYER'S WHIP — a single lash as long as four yards, given extra snap by a yard-long wooden handle. Long enough as a whole to reach out to the lead pair of draft animals. The powerful sound usually gets their attention, leaving the bite of the whip in reserve. By design, whips ordinarily cause pain, not damage. Only a lengthy and unrestrained whipping costs hit points. Damage must be intended befor it can occur.

21. THROWING AXE — a small, light single-bladed axe. The leading edge of the blade is typically well ahead of the weapon's socket.

22. THROWING DAGGER — short for a dagger, sometimes front-weighted and without a cross-guard.

23. JAVELIN, THROWN 1H SPEAR — these short spears are intended to be thrown against units in battle formation.

24. SLING, STAFF SLING — a strip of leather with a cup, whirled about for extra velocity and then releasing a small missile from the cup. A staff sling gives even more velocity. Using river pebbles or cast metal shot of regular size and weight, slingers effectively hit targets at great distances. *Historically a rare skill because it was* difficult to learn.

25. MELNIBONÉAN BONE BOW, DESERT RECURVED BOW, HUNTING BOW — various sorts of bows occur in the saga. The desert recurved bow is shorter than the Melnibonéan, for ease of use from horseback; like it, the desert bow is made partly from bone, for range and for power. The hunting bow is made entirely of wood, and found universally across the Young Kingdoms—Rackhir carries this last sort. The desert bow is mostly unknown in the Young Kingdoms, and the Melnibonéan bow is not available to non-Melnibonéans. The crossbow does not exist in this universe. Dampness and rain stretch unprotected bowstrings, warp arrows, and render bows unusable.

HAND-TO-HAND[1] WEAPONS	base chance, or starting skill points	damage done with attack	needs 1 hand / 2 hands	hit points	length of weapon	impales?	designed[2] to parry?	minimum STR / DEX	weapon class	average cost in bronzes
Brawl	50	1D3+db[3]	1H	—	short	no	no[4]	—	14	—
Wrestle	25	special[5]	2H	—	short	no	no	—	15	—
Iron Claw	25	1D4+1+db	1H	10	short	no	yes	9 / 9	1	45
Cestus (steel glove)	25	1D3+2+db	1H	10	short	no	yes	11 / 7	1	200
Shortsword	15	1D6+1+db	1H	20	medium	yes	yes	5 / 5	2	125
Rapier	15	1D6+1+db	1H	15	medium	yes	yes	7 / 13	2	400
Broadsword	15	1D8+1+db	1H	20	medium	yes	yes	9 / 7	2	250
Scimitar	15	1D8+1+db	1H	19	medium	yes	yes	8 / 8	2	225
Falchion	15	1D6+2+db	1H	18	medium	yes	yes	8 / 8	2	230
Cutlass	15	1D6+2+db	1H	21	medium	yes	yes	8 / 8	2	175
Great Sword	05	2D8+db	2H	18	all[6]	yes	yes	14 / 13	3	750
Dagger, Dirk, etc.	25	1D4+2+db	1H	15	short	yes	yes	4 / 4	4	100
Mace, Heavy	25	1D8+2+db	2H	20	medium	no	yes	14 / 9	5	200
Mace, Light	25	1D6+2+db	1H	20	medium	no	yes	7 / 7	5	75
Warhammer	25	1D6+2+db	1H	20	medium	yes	yes	11 / 9	5	200
Great Hammer	25	1D10+3+db	2H	15	long	yes	yes	9 / 9	5	250
Quarterstaff (metal-shod)	25	1D8+db	2H	20	all[7]	no	yes	9 / 9	6	50
Thieves' Bludgeon	25	1D8+db	1H	10	short	no	no	7 / 7	7	—
Morningstar Flail	10	1D10+1+db	2H	12	medium	no	no	11 / 7	8	300
Axe, Lormyrian	15	3D6+db	2H	25	long	yes	yes	13 / 9	9	400
Axe, Sea	15	2D6+2+db	2H	15	medium	yes	yes	11 / 9	9	250
Axe, Battle	15	1D8+2+db	1H	15	medium	yes	yes	9 / 9	9	200
Filkharian Pike	15	1D10+2+db	2H	15	long	yes	yes	11 / 7	10	150
Spear, Long	15	1D10+1+db	2H	15	long	yes	no	11 / 9	10 or 11	100
Spear, Short	15	1D6+1+db	1H or 2H	15	long	yes	yes	7 / 8	10 or 11	50
Cavalry Lance	15	1D8+1+db[8]	1H	15	long	yes	no	9 / 8	11	175
Trident	15	1D6+2+db	1H or 2H	18	medium	yes	yes	10 / 12	10	100

IMPROMPTU WEAPONS	base chance, or starting skill points	damage done with attack	needs 1 hand / 2 hands	hit points	length of weapon	impales?	designed to parry?	minimum STR / DEX	weapon class	average cost in bronzes
Large Club / Bludgeon	25	1D8+db	2H	22	medium	no	no	9 / 7	5	—
Small Club / Cudgel	25	1D6+db	1H	15	medium	no	no	7 / 7	5	—
Maul	25	1D8+3+db	2H	20	medium	no	no	13 / 7	5	12
Wooden Staff / Crook	25	1D6+1+db	2H	15	long	no	no	8 / 6	6	—
Burning Torch	10	1D6 flame	1H	15	medium	no	no	6 / 9	16	—
Butcher Knife	25	1D6+db	1H	12	short	yes	yes	5 / 5	4	15
Concealable Knife[9]	25	1D4+db	1H	9	short	yes	no	4 / 3	4	10
Timber Axe	15	1D8+2+db	2H	20	medium	yes	no	8 / 7	9	20
Kindling Axe (Hatchet)	15	1D6+1+db	1H	12	short	yes	no	7 / 9	9	15
Hand Sickle	10	1D6+1+db	1H	12	short	yes	no	7 / 9	17	15
Scythe	05	2D6+1+db	2H	20	long	yes	no	12 / 10	18	35
Grain Flail	10	1D6+db	1H	7	medium	no	no	7 / 6	8	5
Length of Chain	10	1D4+db / entangle	1H, 2H	20	long	no	no	8 / 9	8	10
Fire Iron	25	1D8+1+db	1H	20	medium	no	yes	10 / 6	5	7
Strangle Cord	15	strangle[10]	2H	1	short	no	no	8 / 12	19	—
Drayer's Whip[11]	05	1D3-1 / entangle	1H	4	long	no	no	9 / 10	20	10

MISSILE WEAPONS	base chance, or starting skill points	damage[12] done with attack	base range in yards	attacks per round[13]	hit points	weapon class	impales?	designed to parry?	minimum STR / DEX	average cost in bronzes
Throwing Axe	10	1D6+1/2 db	20	1	15	21	yes	no	9 / 11	150
Throwing Dagger[14]	15	1D4+1/2 db	10	1	12	22	yes	no	7 / 11	100
Thrown 1H Spear	05	1D6+1+1/2 db	15	1	15	23	yes	no	12/10	200

1 range is touch
2 for weapons not designed to parry, accumulate damage if used to parry. Some weapons not intended to parry (such as the impromptu weapons) nonetheless do well parrying things like them.
3 at 100% or less; see the skills chapter for more about this unusual skill.
4 Brawl can parry Brawl or Wrestle; see the skills.
5 Wrestle can parry Wrestle or Brawl, and can subdue attacks made with hand-to-hand weapons.
6 physically long, but employable at the three distances
7 physically long, but employable at the three distances
8 damage bonus for the horse if charging, for the adventurer if standing still.
9 might be carried up sleeve or otherwise hidden on body.
10 use drowning, suffocation in the spot rules to determine hit point loss or death.
11 range is 5 yards; add no damage bonus.
12 to calculate 1/2 damage bonus, roll the normal damage bonus and divide the result by two. Round up fractions to the next whole number.
13 but see also volley fire, in the spot rules for combat, for a more rapid rate.
14 balanced for throwing, often lacking a cross-guard and therefore cannot be used to parry.

MISSILE WEAPONS	base chance, or starting skill points	damage done with attack	base range in yards	attacks per round	hit points	weapon class	impales?	designed to parry?	minimum STR / DEX	average cost in bronzes
Thrown 2H Spear	05	1D6+1+1/2 db	15	1	15	23	yes	no	12 / 10	200
Javelin	15	1D6 +1/2 db	25	1	10	23	yes	no	9 / 9	75
Harpoon	05	2D8+4 +1/2 db	10	1	20	12	yes	no	13 / 11	250
Thrown Rock	Throw%	1D2+1/2 db	20	2	20	—	no	no	5 / 5	—
Sling[17]	01	1D8+1/2 db	80	1	—	24	yes	no	7 / 11	15
Staff Sling	01	1D10+1/2 db	100	1	10	24	yes	no	9 / 11	60
Bow,[18] Melnibonéan Bone	10	2D6+1+1/2 db	200	1	12	25	yes	no	11 / 13	750
Bow, Desert Recurved	10	1D8+2+1/2 db	100	1	10	25	yes	no	13 / 11	250
Bow, Hunting	10	1D6+1+1/2 db	80	1	6	25	yes	no	9 / 9	150
Net	05	entangles[19]	5	1	6	13	no	yes	9 / 12	25

ARMOR[20]	attack damg deflected, helmet on	attack damg deflected, helmet off	nominal burden to wear	fits[21] another SIZ?	chance skill[22] affected, helmet on	chance skill affected, helmet off	rounds to put on	average cost in bronzes
Soft Leather	1D6-1	1D6-1	light	±2	—	—	2	100
Sea Leather	1D6	1D6-1	light	no	10%	—	2	300
Leather & Rings	1D6+1	1D6	light	±1	25%	10%	2	600
Barbarian Leather & Wood	1D8	1D8-1	light	no	25%	10%	2	400
Half Plate (around torso)	1D8+1	1D8	moderate	±1	25%	10%	2	675
Half Plate & Mail	1D8+2	1D8+1	moderate	±1	25%	25%	4	750
Young Kingdoms Plate	1D10+2	1D10	cumbersome	−1	50%	25%	5	1000+
Pan Tangian Plate	2D8+1	2D8	cumbersome	±2	50%	25%	5	3000+
Melnibonéan Plate	1D10+6	1D10+4	moderate	no	25%	10%	5	priceless

SHIELDS	base chance, or starting skill points	damage[23] done with attack	range of attack	hit points	impales?	designed to parry?	weapon class	minimum STR / DEX	average cost in bronzes
Half (target, buckler, etc.)	15	knock-bk+1D2+db	touch	15	never	yes	shield	5 / 7	75
Small (round, heater, etc.)	15	knock-bk+1D3+db	touch	20	never	yes	shield	9 / 9	100
Full (kite, large round, etc.)	15	knock-bk+1D4+db	touch	22	never	yes	shield	11 / 9	125
Large (foot, hoplite, etc.)	15	knock-back	touch	26	never	yes	shield	12 / 8	150

✱ HAND-TO-HAND WEAPONS

Base chances are uniform for all humans, as are the damages done with the attacks; individual damage bonuses can add to or subtract from these attack damages. When percentiles in a skill increase, then the chance to hit has also increased. **Needs 1 hand, etc.:** the column for number of hands shows how the weapon is ordinarily held, and incidentally shows whether a shield normally could be employed with the weapon. **Hit points:** measures the relative sturdiness of weapons. **Length of weapon:** other matters being equal, the fighter with the longer weapon gets to attack first and may be able to hold a foe at bay. **Impales?** —the weapon is sharp enough and small enough to occasionally slip between armor sections and cut directly into the body. **Designed to parry?** —if yes, the weapon is built sturdily enough to negate ordinary damage; some also have cross-guards to catch opponents' blades. **Minimum STR/DEX:** weapons require a minimum Strength and Dexterity—how much depends on the weapon; people below minimum can still fight with such weapons, but clumsily, halving their effective skill. **Weapon class:** rising in skill with one weapon, percentiles for all other weapons in the same class increase by the same amount. **Average cost:** nominal price for a new item; *actually varies by city and craftsman.*

✱ IMPROMPTU WEAPONS

Designed to parry? —tools can parry, but are not intended to be used as weapons. They accumulate damage when parrying; they do not take damage from hitting. **Remaining column entries:** as per Hand-To-Hand.

✱ MISSILE WEAPONS

Base chance and damage done are as per Hand-to-Hand weapons, except that slings and bows show the damages caused by the missiles they hurl. **Base range:** the average distance at which a target can be hit at base chance. **Attacks per round:** volley fire can increase this; the column assumes careful aiming. **Hit points resisting attack:** this column pictures the weapon being used as a club or quarterstaff might be. **Weapon class:** relates the skills needed for different weapons. **Remainder of column entries:** as per Hand-To-Hand.

✱ ARMOR

Hit points deflected: armor deflects or absorbs a varying number of hit points; if the helmet is off, average protection is less. **Nominal burden to wear:** as information only, the wearer of armor ordinarily moves and fights without penalty. Heavy protection and a long fight might have some consequence against unarmored foes. **Fits another SIZ?** —armor too loose will not cover properly, and armor too small cannot cover: this column gives the applicable fit by SIZ range and armor type. **Rounds to put on:** Assumes that the adventurer has laid out the armor, and has practiced putting on the armor in the dark. Gamemasters may add more rounds of delay as they see fit.

✱ SHIELDS

Damage done with attack: the knock-back attack is found among the spot rules for combat. The large shield is too clumsy to do facial damage reliably. **Remainder of column entries:** as per Hand-To-Hand, above.

15 to calculate 1/2 damage bonus, roll the normal damage bonus and divide the result by two. Round up fractions to the next whole number.
16 but see also volley fire, in the spot rules for combat, for a more rapid rate.
17 base ranges for this and staff sling assume cast lead slug; if river pebbles, etc., reduce base ranges by 20 yards each.
18 arrows do the damage, of course. An individual arrow has 1 hit point. A standard quiver or bundle holds 20 arrows.
19 success allows attacker to close and automatically Wrestle, etc.
20 availability: sea leather and barbarian armors come from the Isle of Purple Towns and the desert tribes of the Eastern continent, respectively. Pan Tangian armor must be crafted to order in Hwamgaarl. Melnibonéan plate is obtainable only in Imrryr, and only for scions of the Bright Empire.
21 by adjusting its internal straps. Full plate weaters may have trouble with foot size. The notion of SIZs in armor is somewhat suspect, since everything is made-to-measure, not to SIZ. But the Pan Tangian armor which magically adjusts to the wearer is a miracle of efficiency.
22 optional rule: wearing armor and attempting a skill other than a fighting skill, this chance exists that the armor effectively halves the percentiles of the non-fighting skill, round fractions up.
23 a maneuver often performed by smashing the steel rim of the shield up against the foe's chin or into his face.

MIXED ARMOR

To substitute a portion or two of armor, add or subtract either one or two points from the normal roll, depending on the quality of the substitution. Even individual Melnibonéan components should not rate more than a +2 increase.

SHIELDS

A SHIELD IS ARMOR which can be aimed. It is not everywhere around the body, but neither is it as heavy as body armor, and it is much cheaper. Every shield routinely blocks attacks of at least 15 hit points: by that, a fighter with a high shield skill gets nearly as much protection as possible if wearing Melnibonéan armor. A shield does not ordinarily lose hit points when struck nor is it easy to knock it out of a defender's grasp. Shield and armor together offer flexible, battle-proven protection.

All shields do much the same job. An adventurer who increases skill with one sort rises in skill with all shields.

Shields have an attack, the knock-back. See the spot rules for combat. The metal rim on most shields does additional damage during this attack, to which the shield's user adds his or her damage bonus.

➤ Powerful blows damage shields. The blow must exceed the hit point rating for the shield. Each time this happens, the points of damage in excess of the rating lower the rating. When the rating reaches zero, the shield is broken and useless. *Example: a 20-point small shield takes a 22-point blow from a demon. The shield blocks 20 points, but takes the other two points as damage. Now the shield is rated at 18 points. A moment later it takes a blow of 23 points, five in excess, and lowering its rating to 13. The next blow does 19 points of damage, six points in excess of 13, and the rating plummets to seven. The final blow is also a 19, seven of which the crumbling shield blocks and seven more are needed to split the now seven-point shield asunder. The remaining five points pass on as damage to the defender.*

SHIELDS DESCRIBED

SEE THE WEAPON TABLES for shield data. A shield is held by grasping the stout handle at its center of balance. A leather strap attached toward the left side of the shield goes over the left forearm, giving the wielder more leverage and stability. Most shields are made of wood reinforced by metal edges. A shield completely of metal would be prohibitively heavy and unwieldy.

Shields are designed to be held with the left hand. The right hand holds a weapon. Fighters are trained to use the same hands so that in units their foes face an alternating mass of shields and blades.

HALF SHIELD (TARGET, BUCKLER, ETC): not cut in half, but figuratively half as big as most. Carried slung by a rider, an archer, or whoever needs freedom of movement and who expects not to wage hand-to-hand combat. The shield might be rectangular or round, of a length or diameter not much longer than a forearm and hand.

SMALL SHIELD (ROUND, HEATER, ETC.): round, a back-curving rectangle, or a rounded triangle in shape, it is big enough to defend the torso, and stronger than the half shield. It can be used on horseback or on foot.

FULL SHIELD (KITE, LARGE ROUND, ETC.): larger than the small shield, a long triangle or a circle wide enough to cover the lower face and the groin. The most useful size, especially if expecting open combat. Somewhat clumsy for riders.

LARGE SHIELD (FOOT, HOPLITE, ETC.): in shape usually a rectangle, typically so long that it can shield most of the legs as well as the torso. Such a shield is heavy, and often rests on the ground. It can be braced by foot or shoulder if a heavy blow approaches, or crouched behind in case of missile attacks. This size is clumsy for individual hand-to-hand fighting—it is more intended to be used with spears, etc., in organized unit combat. Not for horseback.

RULES

MISSILES

ANY PHYSICAL WEAPON that leaves the user's grasp or is launched to do damage is a missile weapon—that includes rocks, javelins, chamber pots, bows, throwing knives, pewter goblets, and catapult bolts. A missile is a sharpened thing intended to thrust home or else a blunt thing intended to do a bone-breaking smash.

Data for missile weapons is found in the weapon tables. The spot rules for combat contain some topical information, especially for volley fire. Ordinarily, missile weapons attack at a slower rate than fighters can swing hand-to-hand weapons. The attacks-per-round column in the weapon tables is accurate. To increase the rate, use the volley fire rule. A person of high skill with a missile weapon makes a formidable opponent.

Except in the rarest of circumstances, which the gamemaster must declare, missile weapon fire cannot be parried or dodged. A fighter could crouch behind or interpose his or her shield to defend against it; see the combat spot rule for Shields and Missile Fire.

In an emergency, some missile weapons can parry, but only at base chance. In parrying, a missile weapon accumulates damage taken, until it breaks.

Slings and bowstrings need protection from water, which can stretch and weaken them. The accuracy of missile weapons is vulnerable to wind as well. Night, fog, or storm can hide targets. An archer-adventurer often needs a hand-to-hand weapon for protection.

In compensation, an archer out of reach on a wall could slaughter a whole company of swordsmen. They would cut him to ribbons in seconds, if they could reach him.

SPELLS, SUMMONINGS OF DEMONS & ELEMENTALS,

MAGIC

DEMON BREEDS, ABILITIES, INVOCATIONS, ENCHANTMENTS, RUMORS OF MAGICAL THINGS.

EACH ADVENTURER starts with 2D6+6 points of characteristic Power. His or her Power influences the frequency and potency of the magic he or she can cast. To be able to cast magic, an adventurer must have POW 16 or more. Those of POW 15 and less cannot cast spells or summon demons and elementals. The points of adventurer INT equal the maximum number of spells, summonings, and invocations to which that adventurer has immediate access.

In the saga, sorcerers tire after casting great invocations or summonings. Their capabilities for magic are unchanged, but their present capacities have diminished. The game counts capacity for magic in magic points. Magic points are sacrificed in casting magic, then those points return over the hours as the sorcerer recovers strength. Spent magic points replenish themselves naturally, up to the adventurer's current POW.

Strong, rare magics may require points of POW as well as magic points. Binding a demon takes a point of Power. Particular magic can require special herbs, potions, words, or other components.

Spells usually take a combat round to cast. Invocations may take a few minutes. Summonings may require days of ritual and chanting to finish, as did Elric's fateful summons of Arioch.

Spells and summonings are cast from memory. To cast some magic not in memory, dismiss some other magic to make room.

- An adventurer cannot spend more magic points than he or she possesses, nor can the number of magic points regenerate above the amount of his or her POW. If an adventurer somehow obtains magic points in excess of POW, he or she could spend them, but not regenerate them.
- Sacrificed magic points naturally return over a span of 24 game hours. The first point always regenerates at the end of the first hour. The rest return in pulses, one-fourth each at the end of every six hours. Round up fractions.
- Reaching zero magic points, an adventurer falls unconscious until one magic point regenerates.
- If a great task demands sacrifice of Power and magic points, then the mage's reservoir of magic points regenerates only to that new lower level of POW. If POW increases, magic points regenerate to that higher number.

TYPES OF MAGIC

This game includes spells, summonings, invocations, and enchantments. Except enchantments, which are the province of the gamemaster and discussed in the gamemaster chapter, each sort of magic has its own section below. Other sections concern demons, demon abilities, elementals, Beast-Lords and Plant-Lords, and Elemental Rulers.

The saga also alludes to other magical styles, but leaves them undefined. For instance, Elric is unfamiliar with the magic of the unknown East, though he has deep experience with things magical. More magical traditions presumably exist.

ADVENTURERS UNABLE TO CAST MAGIC

Though someone of POW 15 or less cannot summon demons or cast spells, he still can use enchanted items or have a sorcerer bind demons and elementals to him, and useful spells can be cast on him. His magic points represent a resource for adventurers adept with magic, and those points regenerate normally.

MEMORY LIMITS, THE GRIMOIRE

IN THE GAME, a human can remember up to that sum of individual spells, summonings, and invocations equal to his or her INT. A human of INT 16 might have in memory 16 or fewer spells; or have three spells and five summonings; or seven spells, four summonings, and three invocations; and so on in any combination totaling 16 or fewer spells, summonings, and invocations. Each bound demon and bound elemental also counts against this limit. Enchanted items are independent of the INT-limit, and have no part in it.

To learn new magic while at INT-limit, dismiss another spell, etc., from memory. When wanted, reacquire the magic from the adventurer's grimoire. ('Grimoire' is a term for writings that contain spells and magical information. When a sorcerer learns new magic, the adventurer's grimoire automatically records it.)

Magic in memory is available for use in the magic phase of the combat round. Magic that is not in memory can be readied. See Readying & Dismissing, further below.

- Entities from other planes, Melnibonéans,, Doomed Folk, Dharzi, and other nonhumans have 2x INT-limits.
- List spells, summonings, etc., in memory on the front of the adventurer sheet. Spaces on the back of the sheet are for all the magic in the grimoire: *there* everything known should be listed.
- If a personal grimoire is lost, the adventurer may be able to recall the magic he or she knew: an INT x1% chance per day exists of recalling one magic spell summoning, or item of lore that was in the lost grimoire but not in memory.

RELIABILITY OF MAGIC

- Enchanted items and spells need no success rolls. They take effect automatically. Limiting conditions, such as Resistance Table rolls, exist for some spells.
- Summoning a demon requires a successful Luck roll and occasionally other preconditions, but summoning then always succeeds.
- A demon ability works like a human skill. Each has a percentage chance to succeed.
- Summoning a Beast-Lord or Plant-Lord succeeds only if there is reason for the Lord to come. The gamemaster must judge this. The summoner or an ancestor must have aided the beasts or plants ruled by the Lord.
- Lords of Law, Lords of Chaos, and Elemental Rulers and their immediate families are too strong to be summoned, though they can be appealed to. These powerful entities serve only themselves, and may freely ignore or listen to invocations to them. Whoever invokes needs special knowledge or good connections to be heard.
- An enchanted item works for whoever holds it. Normally such a thing is magical only on the plane where it was enchanted.

LEARNING MAGIC

THE SAGA TESTIFIES TO THE corrupting influence of magic. No adventurer needs to possess magic, though some will crave it. Rackhir chose to forego it, and did nobly. Adventurers cannot invent magic, but it is available for those who want it, obtainable in four ways.

BY SCHOLARLY RESEARCH

This option requires a library, and the adventurer needs to be able to read the language or languages in which the books are written. The libraries of best reputation are in Imrryr before it falls, or in the city of Cadsandria, but various sorcerers, scholarly groups, and individual nobles also have fine private libraries.

The gamemaster chooses a multiplier from 1x to 3x for the library; the higher the number, the better the sources. The adventurer then attempts to create a new spell, summoning, or invocation, or to understand or to recreate one that may exist or be implied somewhere in the library. The gamemaster secretly rolls D10; the result is the number of weeks needed until the adventurer can attempt to learn the spell. Subtract one week for each 50 percentiles of the needed languages that the adventurer knows, but research never takes less than one game week.

When those game weeks have passed, roll D100: a success is equal to or less than INTtimes the library's rating. Succeeding, the magic is learned and inscribed in the personal grimoire. Failing, the adventurer must spend another 1D10 weeks in research and experimentation until the next INT-roll attempt.

➤ If the research is aimed at creating a new spell, a new summoning, or a new invocation, then success also requires a successful Million Spheres roll.

➤ In researching an invocation, a temple to the deity or lord also may contain the proper information. Research in a temple is the same as in a library, but access may be even more restricted. Remember, even an invocation successfully made usually goes unanswered.

BY STUDYING A GRIMOIRE

A grimoire is a collection of sorceries, lore, formulas, and rituals. Though we describe them as bound books, a grimoire might be a scroll, a staff carved with runes, or some other sort of record, protected perhaps by being in a cypher or being set down in a form not quickly recognizable.

Every adventurer who knows a magic spell automatically owns a grimoire inscribed with his or her knowledge of magic. By convention, the grimoire is automatically updated whenever a new spell or other information is learned.

Grimoires let sorcerers know more magic than INT-limits allow. They help insure that magic is remembered. Grimoires have no maximum or minimum size. Nothing limits a grimoire's capacity.

A new or a duplicate grimoire can be started at any time. An empty grimoire is just a book with blank pages.

Grimoires have been written in Common, High Speech, Mabden (old Pan Tangian), and in 'pande, the tongue equivalent to Common in the East. The older the tongue, the more closely it resembles the substrate of the universe, and therefore is more suitable to the task. An adventurer must be able to read the writing to learn from the grimoire. If possessing less than INT x5% skill in the tongue, use a language roll to judge comprehension.

Grimoires for sale are musty tomes that survive the deaths of their owners. Living sorcerers have new grimoires, tailored to themselves. A new grimoire for sale is stolen, or else a fake.

Any grimoire's spells and summonings may be set down incompletely or misstated, or include subtle traps, to guard against thieves. References, measurements, and wordings of the spell description are likely to be allusive and baffling. Learning from an old grimoire will be tedious and difficult.

➤ Assuming no difficulty in reading the material, to learn a spell from another person's grimoire, the adventurer's player attempts a D100 roll of INT x1 or less once for every three game weeks of study. With a success, the spell is in memory and ready to cast.

➤ Start a new or a duplicate grimoire any time.

WHERE IS ELRIC'S MAGIC?

THOUGH ELRIC REMEMBERS much magic, especially invocations, the saga shows him overmatched against Yyrkoon or Jagreen Lern. They have their grimoires, while his are lost to him for most of the saga. Even the foolish Theleb K'aarna represents a grave threat, but the albino emperor's ancient family connections with the Beast-Lords (and his symbiosis with Stormbringer) keep him alive.

Elric displays little capability with spells, though he does cast several minor spells. He never summons a demon. This correlates with his increasing disinclination to be associated with Chaos or Law. When forced to use magic, he chooses that most closely aligned with the Balance—the Elemental Rulers, Beast-Lords, and Plant-Lords.

BY BEING TAUGHT MAGIC

No one learns magic to be kindly and wise, nor do these qualities of the Balance need magic. Sorcerers are ambitious. They are fearful, and they crave power. They set themselves apart, and answer only to someone or something who is more powerful yet.

Sorcerers lie about their magic and evade teaching it. If one agrees to teach, then the fee is always more than the magic is worth. The sorcerer never fully explains procedures. To keep down competition, he or she tries not to teach people likely to become sorcerers themselves. A sorcerer rarely imparts information about the Million Spheres, since a knowledgeable adept can teach himself. Sorcerers know themselves; they have every reason not to trust people like themselves.

➤ Notwithstanding, learning any spell from a teacher may be quicker than creating it or puzzling it out of a grimoire. To learn

HOW DO I—

MAGIC IS mostly the province of Chaos. To be a very great magician, be content with a Chaotic alignment. Chaotic or not, an adventurer needs POW 16 or better to be able to cast spells or summon demons and elementals. There are also spells of Law, but its adepts use them infrequently, preferring skills as more Lawful exercises.

LEARN MAGIC?

THE WAYS TO learn any sort of magic are standard, whether the magic wanted is a spell, a summoning, or an invocation. The student can (1) perform scholarly research to learn it, (2) study it from a grimoire that already contains the knowledge, (3) be taught by someone else, or (4) be given the information by a Lord of Chaos or Law.

CAST A SPELL?

THE SPELL ALREADY must be known. Each spell listed in this chapter takes one combat round of concentration to cast. The spell takes effect at the end of the magic phase in the next combat round, and endures for combat rounds equal to the caster's POW. If cast with proper concentration, a spell always takes effect.

SUMMON A DEMON?

PREPARE AN OCTAGON within which to contain the Chaotic entity. Satisfy any requirements for the particular summoning. Cast the spell Summon Demon, mentally describe the demon you want, and wait patiently for 1D8 hours. A strong demon takes the sacrifice of many magic points, more than most people ever have. Getting together enough magic points takes scheming and hard work. The spells Chain of Being or Brazier of Power can help, and POW can be increased in several different ways. If you don't have enough points to pay for the demon, it goes away.

- The adventurer loses the time and magic points whether or not a demon arrives. When the demon arrives, you can negotiate with it for one service, or try to bind it to you so that it is always available.
- Bound, it can walk beside you in its true shape. This is not recommended in some Young Kingdoms, but it makes you impressive elswhere.
- Or you can object-bind it within a piece of jewelry, a weapon, etc. This tucks the demon neatly out of sight, but an object-bound demon does not have full characteristics, which can be handy. On the other hand, when it does something, you seem to be doing it: like flying, or belching flame—which also makes you fairly impressive.
- You can also tell the demon to return to its own plane (you can whisper its True Name to compel obedience). Then you call it when you want it. Returning to this plane takes it one combat round. When it returns, it seems to erupt out of the focusing device—a ring, a staff, etc.—that you have chosen, and is ready to command.

SUMMON AN ELEMENTAL?

YOU NEED THE spell Summon Elemental, and you also need to know the pathway spell for the sort of elemental you want to appear. For instance, your adventurer needs to know Gift of Grome to summon an earth elemental. (You do not need to cast Gift of Grome, just know it.) The spell Summon Elemental cast, the elemental shows up 1D6 combat rounds later, to happily carry out the single task you set for it. (Elementals are much more pleasant than demons, and not nearly as tricky and grumpy.) You can bind an elemental, though this is bad form and makes for dangerous enemies. Chaos-worshipers will do this, and those of Law may sometimes, but binding an elemental is out of character for allies of the Balance.

SUMMON A BEAST-LORD OR PLANT-LORD?

YOU MUST KNOW the Lord's name. Knowing about even one of them is exceedingly rare, learned only during play. You must also figure out the rhythms and words that the Lord likes most to hear, sacrifice some magic points, and chant for 1D6 hours. If the Lord has no reason to know of you, your chance is always a roll of 01. If by luck the roll succeeds, and the Lord still has no reason to know of you, the Lord probably declines the opportunity. Only if the Lord has reason to appear will it let itself be commanded by you to do one task appropriate to its nature.

INVOKE LORDS OF CHAOS OR LAW, OR ELEMENTAL RULERS?

IN THEORY, anyone can call upon these gods and godlike entities, and expect to be heard, since they are so mighty and since their abilities are so capacious. They can't be summoned, since that's insulting to a god. Their Power characteristics are likely to be far beyond what any sorcerer can command. You *can* respectfully beg them to appear. If he or she has allegiance with Law or Chaos, the adventurer has a one percent chance of getting a response. If a Champion, of that god's force, he or she has a (POW x3)% chance. Should a god or Elemental Ruler respond, what happens next depends on what the god wants, and what the adventurer can negotiate.

GET SOMETHING THAT'S ENCHANTED?

ENCHANTED WEAPONS, ships, etc., turn up in play, but they are rare. To find one, look everywhere, stay true to your allegiance, and keep alive until you get lucky. Only the gamemaster can introduce an enchantment.

a spell from a teacher, the teacher must know the spell. The student learnd one spell at a time. The student's player attempts a D100 roll once every game week. A result of INT x1 or less achieved, the spell is in memory and ready to cast.

BY ACCEPTING MAGIC AS A GIFT

A Lord of Chaos or Law may grant magic to an adventurer in several ways. The gift might be a written or memorized version of the spell, an effect achieved by some enchanted object, or the right to invoke a Lord's attention and aid, as Arioch gave to Elric. Such gifts may come with strings attached.

READYING & DISMISSING

TO READY MAGIC, the adventurer's grimoire should be available and that magic must exist in the grimoire. When bringing any sort of magic into memory, that process is called *readying*. Removing magic from memory is called *dismissing*.

Reading and comprehending the grimoire entry takes one combat round for each point of magic to be cast. For spells which can vary in points, the number of combat rounds needed always equals the maximum value: for instance, it takes four combat rounds to read Hell's Hammer from the grimoire and have it ready to cast. Were a spell of 20 magic points, then the sorcerer would need twenty combat rounds to ready it.

To dismiss a spell, etc., erase it from the front of the adventurer sheet. Dismissing is instantaneous and can be done while readying another spell. A demon or elemental can also be dismissed, returning the entity to its own control.

HOW SORCERERS GET THAT WAY

BESIDES MELNIBONÉANS and Pan Tangians, other powerful sorcerers are also known, such as the great Drinij Bara of Elwher, whose soul was held ransom by the Flame Bringer. How does a human sorcerer become so powerful? Here are three ways to increase the POW characteristic.

PERVERSION OF HERITAGE: when creating the adventurer, the player trades two points from other characteristics for one point of POW. The effect of this is that the adventurer deliberately sacrifices of himself or herself, to be uglier, weaker, etc., in exchange for greater prowess with magic. Each trade requires a successful Luck roll based on original POW. Missing a Luck roll ends the chance of such trades for that adventurer. A result of 00 is always a miss. Each trade also adds a point to the Chaos box.

EXERCISING POWER: if Power has been successfully rolled for on the Resistance Table against an opponent of equal or greater Power, check the box next to Power on the adventurer sheet. When it's time for experience rolls, also roll D100 for POW. If the result is 21 or less (the natural range of human ability), increase POW by one.

GIFT OF THE GODS: during play, an adventurer may bargain for or plead for a gift of POW from a Lord of Chaos or Law. The gamemaster plays the role of the god in the negotiation, and attempts to satisfy himself or herself as the persona of the god demands. The ordinary grant is never more than 1D3 POW. For each point the Lord grants, the adventurer must immediately complete some dangerous task or do some dangerous deed. For each point of POW, also add a point to the Chaos or Law box as appropriate.

SPELLS

HE REMEMBERED *a minor spell* [which] *he might be able to employ. He began to sing* [and took up] *a handful of sand and passed it through the air with strange, graceful movements. Gradually, from the grains of the dunes, a spiral of sand began to move upward.* **— The Fortress of the Pearl I,3.**

The saga sometimes refers to minor magical spells, which Elric quickly casts, needing no intervention by a Lord of Chaos or Law, or by an Elemental Ruler. The working of these spells reflects the influence of Chaos, lingering here despite the barricade of Law.

The Young Kingdoms associate sorcerers with the arrogance and cruelty of Melnibonén rule. The Young Kingdoms have newly cast off the Bright Empire, and most places bitterly remember it. Those adventurers who openly use magic will be shunned, expelled, and isolated in most places, as Elric was after he began adventuring in the Young Kingdoms.

LAWFUL OR CHAOTIC?

All demons and nearly all the spells in this book are Chaotic. Spells and magic are specialties of Chaos, for magic makes all things mutable and temporary. Anyone can learn and use Chaotic magic. Chaos prefers it that way, since the repeated user tilts toward Chaos.

A few spells can be learned and cast only by someone of Lawful allegiance. Law is much more exclusive about magic. Lawful adepts try not to use it, since magic undermines the impulse toward stability and permanence intrinsic to Law. In fact, learning or casting even a Lawful spell adds a Chaos point to the adventurer's score, no matter how great is his or her allegiance to Law or to the Balance.

Occasionally a Champion of Law such as Myshella casts some great spell, but only when the need is great. Presumably she later spends a corresponding amount of time atoning for a deed that is contrary to the rigor of Law. To a follower of Law, ends never justify means.

Day by day, a follower of Law prefers to hone skills toward perfection, and so be in that way as like the great Lords of Law as possible.

No magic of the Balance exists, though the design of its planes allows magic in moderation. Followers of the Balance accept systematic change. They see it in the progression of life and death, the evolution of life and thought, and the balance of the elements necessary to life. Where Chaos would change everything, and Law would change nothing, and both would do it forever, the Balance represents the Middle Way. The Balance desires systematic, measured change to produce tranquil souls and peaceful, joyful lives.

SPELLS IN PLAY

THIS SECTION OFFERS A selection of spells balanced for play. Few are reflected in the saga. Most are quite limited and personal. Summonings, the next section, offer greater powers, unlimited in their way. Rumors abound of cataclysmic spells such as the dread Noose of Flesh. Obtaining such an army-wrecker will not be easy.

Each spell entry includes the spell's name, its magic point cost, an indication of range, and a description. If a single number or fixed cost is given, the effect always costs that many magic points. If the magic point cost varies, then the caster selects the strength of the spell by choosing one number from the given range.

Unless noted, spells successfully cast take effect automatically, but see also Other Planes, in the spot rules for spells. Cast, a spell cannot be recalled.

The spells given here are not necessarily detectable by observers, because most are incremental and do not accomplish more than humanly possible.

The spells in this chapter have effect within the plane of the Young Kingdoms, if cast by any of Earth's mortal races. Demons, elementals, and other supernal creatures cannot use them, though Earthly spells affect them. Demons have their own magic, their abilities. Only the gamemaster can admit a new spell to the game.

If many spells are being cast during an encounter, each player should use scratch paper to note spell names, the rounds cast, and spell strengths. Remember to mark off the magic points which power the spells.

PROCEDURES

A spell affects a single person, entity, or thing. Since casting takes only one combat round, separate casts of the same spell could strike additional targets in later combat rounds.

Cast spells in order of character INT. A spell is cast during the magic phase of one combat round, and takes effect in INT order during the next magic phase.

After a spell is begun, the caster can do nothing else during that combat round. If concentration is broken, the magic points cast with the spell are also lost. Loss of concentration occurs if a wound or injury costs the caster one or more hit points. An upsetting event, such as a loud noise or unexpected blow during the casting, also can jar concentration. In the latter case, an Idea roll (INT x5) can test the upset: with a success, the sorcerer ignores the interruption.

DURATION

A spell's duration equals its caster's POW in combat rounds. *Example: a sorcerer of POW 19 casts Hell's Razor. The spell takes one round to cast, then takes effect in the magic phase of the next round. It endures for 18 more combat rounds, and expires in the magic phase of the 20th round.*

Once cast, a spell needs no maintenance, and continues in effect whether or not the target then moves out of range.

Extend the duration of any spell by casting it again at any time: the duration extends, but the magical effect does not intensify.

SPELL LIST

BONDS UNBREAKABLE (3) — Range is touch. Chaotic. Invisible chains of great strength clasp whatever the spell has been cast upon. The person or thing cannot significantly move limb, finger, tentacle, tongue, etc., while the effect lasts. Works only on living tissue. A successful POW:POW roll on the Resistance Table once per round or a 3-point Undo Magic can cancel Bonds Unbreakable.

BOUNTY OF STRAASHA (4) — Range is sight. Chaotic. Causes a sudden torrent in a room or small portion of open space. The water continues to cascade for the duration of the spell. By its end, enough water has fallen from nowhere to fill an average room. The spell ended, the water stays and behaves naturally. Must be known to summon water elementals. Negated by Gift of Grome. Can be cancelled by a four-point Undo Magic, but water already present does not disappear. If very far from a body of water, the caster needs a successful Luck roll before the spell takes effect.

BRAZIER OF POWER (4) — Range is touch. Chaotic. Lets an adventurer create a reservoir of personal magic points to draw upon when summoning more powerful entities. It is incompatible with Chain of Being. The focus and reservoir is usually a large brazier because many believe that fiery things are more compatible with sorcery, but it could be any sturdy, solid place or thing—a large rune inlaid in a floor, a statue, a column of a building, and so on. If the focus is moved, the attunement is lost, and a new focus must be established from scratch.

The first time Brazier of Power is cast, the sorcerer must sacrifice four magic points and one POW, to attune the focus. This done, the sorcerer can store up to all his or her remaining magic points in the focus. The focus accepts new magic points at any time up to the maximum of the sorcerer's POW when the focus was created. When the sorcerer wishes, he or she may sacrifice the stored magic points along with any he or she has regenerated. The magic points in the focus are always the first spent. To make a focus of greater capacity, the sorcerer must have more POW.

Example: Grick has POW 18 and 18 magic points. He places large iron brazier in his laboratory, then casts Brazier of Power, sacrificing four magic points and one POW. They decrease, to 14 and 17, respectively. Grick stores all 14 of his remaining magic points in the brazier, and falls unconscious for an hour. A day later, he summons a lesser salamander, spending the 14 in the brazier (leaving it empty of points) and 14 of his own that regenerated in the meantime. When the salamander appears, Grick has 17 POW and three magic points.

To refill the focus, Grick waits a day to regenerate his magic points, then sacrifices 16 points into the focus. The next day, all of Grick's magic points regenerate once again. He now has 17 magic points in himself, and 16 more in the brazier, a total of 33. If he sacrifices one more into the focus, in an hour he has 34 points ready to use.

BREATH OF LIFE (1)—Range is touch. Chaotic. If the caster is underwater or in some other similar medium, the spell allows him or her to breathe normally.

BUZZARD EYES (1) — Range is sight. Chaotic. Controls the direction of and shares in the vision of one carrion-feeding bird (crow, vulture, eagle, etc.) chosen from

within eyesight. If the bird is lost from view, the spell continues in effect and can be extended. If no bird is present, the spell cannot work.

CHAIN OF BEING (4) — Range is touch. Chaotic. Allows up to eight individuals to pool their magic points, useful when summoning or binding a demon or elemental. Participants must be linked by touch; usually they hold hands in a circle. Do this while the points are being spent. Just one cast is needed per summoning. Only the caster must know this spell, and the four magic points to power the spell always come from the caster. Magic points spent in excess of those four points are drawn as uniformly as possible from each participant, starting with the caster. If a participant accidentally drops to zero magic points, the chain is broken, the spell ended, and the magic points lost. This spell is incompatible with Brazier of Power.

If the demon is bound, the participants hold it in common, and must agree upon the action or actions it takes. If they cannot agree after it is bound, the demon does nothing. If its service is to be negotiated for, only the caster need negotiate.

CHAOS WARP (4) — Range is touch. Chaotic. The caster permanently endows the target with a demonic ability selected from among those in this book. The target must be willing, and must sacrifice 1 POW per ten percentiles of the ability. The target also receives 1 Chaos point for each point of sacrificed POW. Among humans, Mabden, and Melnibonéans, treat this ability as a skill that can rise with experience, but never above 100 percent; among Myyrrhn, the skill percentiles cannot rise at all.

Visible abilities cost 1D6 APP. Those reduced to zero APP become gibbering creatures of Chaos, droolsome spawn of the Dukes of Disorder.

CLOAK OF CRAN LIRET (1-4) — Range is touch. Chaotic. For each magic point cast, this spell intensifies the effect of the Hide skill by 20 percentiles for the duration.

CURSE OF CHAOS (4) — Range is touch. With a successful POW:POWroll on the Resistance Table, the caster can endow part of the target's body with some Chaotic quality, such as being extra warm to the touch, slimy, always wet, scaly, extra hairy, warty, multicolor, and so on. With a second successful POW:POW roll, the body part takes on the appropriate physical appearance of a tentacle, a crab leg, a condor wing, an insect feeler, and so on costing 1D6 APP. This spell is applicable only once per target. The spell's effect ends when the caster dies.

DEMON'S EAR (1) — Range is sight. Chaotic. Allows two speakers to whisper to each other across a visible distance. The interval should be line-of-sight: intervening walls, boulders, forests, etc., negate the spell. The caster specifies the second party to the conversation. People standing near one party hear only that person's portion of the conversation. The other party can be a friend, or a foe whom you want to anger, dismay, or delude.

DEMON'S EYE (1) — Range is sight. Chaotic. Allows the caster to see something or everything twice as close as it is. While the spell is active, each additional cast of it doubles the closeness again.

FIELD OF LAW (4) — Range is touch. Lawful. Only those with allegiance to Law can learn or cast this spell. Within the person or wherever the caster touches, no spell has effect, nor does any demon ability. Skills, including demon skills, operate normally. Elementals are unaffected. Removed from the spell's interdiction, other spells and abilities operate normally, and as though uninterrupted: thus a spell cast before being touched resumes effect after touch is broken.

FLAMES OF KAKATAL (4) — Range is sight. Chaotic. Causes a mass of floating fire to appear in and hang in any position that the caster can see. The fire burns without fuel for the duration of the spell. The churning flame measures about three yards across, and is hot enough to ignite adjacent materials, as any fire can, doing 1D6+2 fire damage per round.

This spell must be known before fire elementals can be summoned or invoked. Can be negated by Wings of Lassa. A four-point Undo Magic defeats this spell; any flame present falls to the ground and behaves naturally.

FOUR-IN-ONE (2-8) — Range is touch. Lawful. Someone of allegiance to Law must cast this spell. With it, those adventurers of pure motive (but not necessarily allies of Law) can combine into a single silvery, whirling human form of great fighting capability. Each cast of the spell costs each participant that number of magic points equal to the number of people included. Only the caster needs to know the spell.

Despite the spell's name, from 2-8 adventurers may combine. If a participant does not have Lawful intent in coming together, then the spell does not work, and the magic points sacrificed are lost.

- Every adventurer attack that is 101 percent or higher can be made by this single figure. The highest attack is made at DEX 21 (no matter the adventurer's actual DEX), the next highest attack at 20, and so on until all possible attacks have been made in the round. Ignore the normal five DEX-rank interval. Weapons held simply transform as needed, without preparation or thought. Similarly, use only the highest attack skill of each participating in the spell. If two attacks are of equal percentage, roll to break the tie.
- Attempt no skill of 100 percent or less. It is too imperfect.
- The best single non-Chaotic armor among the adventurers defends against all attacks.
- The player whose adventurer has the highest number of Law points decides what to do or who to attack.
- Each player rolls for his adventurer's eligible attacks, and as well rolls for any parries needed in that DEX rank. Hit points lost in that strike rank accumulate to that adventurer, but to no other. If no adventurer is attacking, allot the losses equally, starting with the adventurer with the highest hit points. Ignore the effects of hit point losses—including death—until the spell ends.
- Four-In-One negates other spells currently cast by the adventurers, and those magic points are lost. Contact with most summoned elementals and demons is broken and lost. Demons bound into items are not not lost, nor are enchanted items, but they do not add to or participate in combat while Four-in-One is cast.

Four-In-One should have an arbitrary, miraculous feel about it that causes the adventurers to glory in what they can do. When the spell ends, the combined adventurers find themselves separate and equipped as before, remembering only vaguely their exaltation of the moment before.

FURY (1) — Range is touch. Chaotic. Causes the caster or his target to begin to fight and to fight unceasingly for the duration. If the target is unwilling, the caster's player must make a successful MP:MP Resistance Table roll comparing current magic points. The target always chooses who to attack.

The spell increases by one and only one the number of attacks that the maddened adventurer can make in each round, and

SPELLS CATEGORIZED

SPELLS OF WAR

Hell's Armor (1-4)
Hell's Bulwark (1-4)
Hell's Hammer (1-4)
Hell's Razor (1-4)
Hell's Sharp Flame (1-4)
Hell's Talons (1-4)

SPELLS OF DOING

Bonds Unbreakable (3)
Breath of Life (1)
Buzzard Eyes (1)
Demon's Ear (1)
Demon's Eye (1)
Heal (2)
Liken Shape (4)
Make Fast (1)
Make Whole (3)
Midnight (1)
Moonrise (1)
Rat Vision (1)

SPELLS OF BEING

Fury (1)
Muddle (1)

SPELLS OF THE UNSEEN WORLD

Brazier of Power (4)
Chain of Being (4)
Chaos Warp (4)
Curse of Chaos (4)
Field of Law (4)
Four-In-One (2-8)
Membrane of Law (3)
Pox (1)
Refutation (1-4)
Summon BL/PL (5)
Summon Demon (1)
Summon Elemental (1)
Undo Magic (1-4)
Ward (3)
Witch Sight (3)

SPELLS OF THE CHARACTERISTICS

Horns of Hionhurn (1-3)
Plasticity of Balo (1-3)
Sinew of Mabelode (1-3)
Soul of Chardros (1-3)
Speed of Vezhan (1-3)
Suppleness of Xiombarg (1-3)
Visage of Arioch (1-3)
Wisdom of Slortar (1-3)

SPELLS OF THE ELEMENTS

Bounty of Straasha (4)
Flames of Kakatal (4)
Gift of Grome (4)
Wings of Lassa (4)

SPELLS OF AUGMENTATION

Cloak of Cran Liret (1-4)
Span of Cran Liret (1-4)
Sureness of Cran Liret (1-4)
Tread of Cran Liret (1-4)

lowers by 30 percentiles each his dodges or parries in the round. The extra blow comes on the last strike rank of the round. The spell does not add skill percentiles or increase damage done, so the adventurer needs to have enough percentiles to make an extra attack. The berserker ignores unconsciousness stemming from a major wound. A fatal wound is still fatal to an adventurer be-Furied, but he or she attacks until the end of the round of death, striking blows while technically dead, then keeling over at the end of DEX-rank one.

GIFT OF GROME (4) — Range is sight. Chaotic. Causes a mass of dust, soil, and sand to suddenly appear and accumulate quickly in a small room or small area of open space. At its end the spell has transmitted more than 60 cubic yards of new earth, enough to fill an ordinary room.

This spell must be known before earth elementals can be summoned or invoked. A 4-point Undo Magic defeats this spell; any earth already arrived remains. Bounty of Straasha negates this spell. If the caster is far out on a body of water, he or she also may need a successful Luck roll to complete the spell.

HEAL (2) — Range is touch. Chaotic. Immediately adds 1D3 hit points to the target's current total, up to maximum hit points. Works once per wound per day. May treat the same wound as Physik and be effective.

HELL'S ARMOR (1-4) — Range is touch; the spell is specific to the life it is cast on. Chaotic. The spell armors a living thing with one to four points of armor, in addition to armor worn. Reduces impales to critical results. Treat the spell as the last resistance encountered before the person loses hit points. For each magic point sacrificed, increase the defending armor roll by that number of hit points, up to the maximum for the armor.

HELL'S BULWARK (1-4) — Range is touch. Chaotic. Adds that many hit points of protection to shields and objects used as shields. Each cast of the spell is on a single shield.

HELL'S HAMMER (1-4) — Range is touch; each cast of the spell is on a single weapon. Chaotic. Applies only to blows from blunt weapons. Each magic point sacrificed increases by one the actual damage roll result for clubs, maces, etc., up to the maximum damage listed for that weapon.

HELL'S RAZOR (1-4) — Range is touch; each cast of the spell is on one weapon. Chaotic. It applies only to weapons with cutting edges. For each magic point sacrificed, increase the damage result roll for the attack by that number of hit points, up to the maximum listed for that weapon.

HELL'S SHARP FLAME (1-4) — Range is touch. Chaotic. Each cast of the spell is on a single weapon. Works on all impaling weapons, adding that number of damage points to the die roll result, up to maximum for the weapon. Does not work for bows or slings, but does work on individual arrows and sling stones. If maximum damage for the weapon is done, the tip of the weapon has become red-hot and ignites a flammable target, causing an additional 1D6 fire damage.

HELL'S TALONS (1-4) — Range is touch. Chaotic. Increases the damage roll results for Brawl, Cestus, Iron Claw, and Wrestle by that number equaling the magic points powering the spell. The result never exceeds the maximum damage possible to the attack, but raises lower results toward that maximum. This spell does not affect the damage bonus.

Cast on a person, the spell does not affect Cestus or Iron Claw, and vice versa: use the one-target rule as your guide.

HORNS OF HIONHURN (1-3) — Range is touch. Chaotic. Increases effective CON by three points per point cast: thus a cast of Horns of Hionhurn 3 adds nine points to Constitution for the duration of the spell. Increasing CON temporarily also increases hit points for the duration of the spell and aids in fighting off certain poisons, diseases, etc. These extra hit points are the first lost.

It is impossible to die while aided by Horns of Hionhurn, but a target with zero or minus hit points is unconscious and cannot act. Lacking other intervention, he or she must die once the spell ends.

If the adventurer asks the maximum increase of nine points, his or her player also rolls D100. On a result of 00, the Lords of Chaos have tired of such entreaties and made the grant permanent. After that the spell does not affect that adventurer,

nor may he or she cast it. In recompense, the player must subtract a total of nine points from the target's other characteristics, in any combination. Add 1D8 Chaos points for a permanent grant.

LIKEN SHAPE (4) — Range is touch. Chaotic. Lets the caster assume the aspect of another human or natural animal. The caster temporarily takes on the new shape and corresponding attacks for the duration of the spell, but must remain his or her original Size. If he or she became a canary, for example, the resulting bird would be improbably large, but would have a correspondingly powerful Beak attack; becoming a tiger, he or she would be comparatively tiny and weak. The spell is negated if touched by a true member of the same species.

MAKE FAST (1) — Range is touch. Chaotic. Causes one specific thing of roughly hand size or less to weld indissolubly to one other thing. Does not work on living or dead flesh, or on enchanted or demon-infested things.

MAKE WHOLE (3) — Range is touch. Chaotic. It mends some broken thing, a weapon or wagon, for instance, but nothing of size and bulk much greater than that of a boat of 5-6 yards keel, or of that length of stone wall. The target should be mostly of the same material. The effect lasts for 1D6 hours; with a successful Luck roll after casting the spell, the effect is permanent. This spell does not work on living tissue, nor on demons or demon weapons, or on enchantments. Undo Magic can break this spell.

MEMBRANE OF LAW (3)— Range is touch. Lawful. Only someone of allegiance to Law may learn or cast this spell. The spell creates a thick membrane across some opening, filling it fully like the skin of a drum. This membrane is permanent, unless its caster releases it. Things allied with Chaos pass through the membrane in one direction, but cannot pass back the other way. The caster designates which side holds and which side allows passage. Those of Law pass freely from either side.

Every membrane has a POW rating equal to the caster's POW. If the POW of the prisoner is equal to or greater than the POW of the caster, then the player of the prisoner may once per game-day roll POW:POW on the resistance table. Succeeding, the membrane is penetrated and the prisoner released, or the seeker gains admittance.

Only allies, Champions, and Lords of Law may cast this spell. If an ally learns it and then loses allegiance, he or she forgets this spell and it vanishes from the grimoire.

MIDNIGHT (1)—Range is touch. Chaotic. Creates an irregular cloud of absolute darkness in an area roughly that of a small room, about four yards on a side. Sight does not work within this area until the spell ends: there is no other effect. If the caster wishes, he or she can steer the darkness about, as with Moonrise. Undo Magic breaks this spell.

MOONRISE (1) — Range is touch. Chaotic. Causes a cool ball of light to appear and float in the air, glowing sufficiently to illuminate a room. If the caster wishes, he or she can grasp the ball of light and move it about.

MUDDLE (1) — Range is sight. Chaotic. Disorients the target enough that he or she cannot cast spells or carry out coordinated plans. The target continues to be able to defend and move. The caster has a chance equal to POW x2 of momentarily convincing the target, as though using the Fast Talk skill. The command or misinformation must be spoken. To take effect, the spell needs a successful MP:MP roll on the Resistance Table, and can be broken in the same way: the target first needs a successful Idea roll, and can attempt it once per round.

PLASTICITY OF BALO (1-3) — Range is touch. Chaotic. Temporarily increases or decreases the target's SIZ by three, six, or nine points: thus a cast of Plasticity of Balo 3 would add or subtract (choose which) nine points from SIZ for the duration of the spell. Temporarily changing Size can increase or decrease the damage bonus and hit points (mark off losses first from these boosted hit points), and might influence movement units. Minimum possible Size is SIZ 1. Clothes and armor (but not weapons) also change size for the duration of the spell. This sort of spell could be cast on insects, birds, and other nonhumans.

If the adventurer asks the maximum increase of nine points, his or her player also rolls D100. On a result of 00, the Lords of Chaos have tired of such entreaties and made the grant permanent. After that the spell does not affect that adventurer, nor may he or she cast it. In recompense, the target must subtract a total of nine points from other characteristics, in any combination. Add 1D8 Chaos points for a permanent grant.

POX (1) — Range is sight. Chaotic. Attacks the target's magic points, and with a successful MP:MP roll on the Resistance Table, removes 1D6 magic points from the target's total; those points are lost. They regenerate normally. Adventurers poxed to zero magic points fall unconscious. While under attack a target cannot cast magic, but with successful resistance, the cast is negated.

RAT VISION (1) — Range is sight. Chaotic. Controls the direction of and shares in the vision of one rat, mouse, or similar rodent, chosen from within eyesight. If the target animal is lost from view, the spell continues in effect, and can be extended. If no such animal can be seen on which to cast the spell originally, the spell cannot work.

REFUTATION (1-4) — Range is self only. Chaotic. Defends the caster against the spell Undo Magic.

On the Resistance Table, match the points spent for Undo Magic against the Refutation points. If Refutation wins, the points for Undo Magic are lost. If Undo Magic wins, Refutation is negated. Undo Magic then negates as many more points of magic as power the Undo Magic.

If Undo Magic can attack more than one spell, the caster chooses the sort of spell to negate.

SINEW OF MABELODE (1-3) — Range is touch. Chaotic. Increases the effect of characteristic STR: thus a cast adds three, six, or nine points to STR for the duration of the spell. This temporary increase could also increase the damage bonus temporarily.

If the adventurer asks the maximum increase of nine points, his or her player also rolls D100. On a result of 00, the Lords of Chaos have tired of such entreaties and made the grant permanent. After that the spell does not affect that adventurer, nor may he or she cast it. In recompense, the player must subtract nine points from the target's other characteristics, in any combination. Add 1D8 Chaos points for a permanent grant.

SOUL OF CHARDROS (1-3) — Range is touch. Chaotic. Increases POW by up to nine points more: thus a cast adds three, six, or nine points of apparent POW for the duration of the spell. This spell does not increase magic points, nor does it contribute to training or special response for the Power characteristic. While in effect, it does increase the Luck roll threshold and aids POW:POW Resistance Table rolls, including binding rolls for summoned demons. (The point spent to bind a demon must be real, not this shadow-POW.)

If the adventurer asks the maximum increase of nine points, his or her player also rolls D100. On a result of 00, the Lords

SPOT RULES FOR SPELLS

CHARACTERISTIC EFFECTS

MAGIC IS individual. Unless the gamemaster has reason not to allow it, the adventurer's player chooses any characteristic sounds, lights, smells, or other emanations for it. Does the spell need a wand, a focus, or a fetish? Is a specific gesture required? The player chooses.

DISCARDED WEAPON

IF A SECOND OR third party picks up a shield, weapon, etc., which currently bears a spell (Hell's Hammer, for instance), the effect of that spell is unbroken, until the spell expires.

MAXIMUM ATTACK DAMAGE

SPELLS FOR WEAPONS augment average attack damages, but do not increase the maximum damage possible for the attack. *Example: a broadsword does 1D8+1 damage. The rolled damage is seven: with Hell's Razor 4 the minimum damage is six points. It can never be more more than nine, since nine is the maximum Broadsword attack. Casting Hell's Razor 4 insures that each hit does between six and nine points of damage. The formula is 1D8+1+4, but not more than 9 + applicable damage bonus.*

The effect of the spell is to boost the average damage done with the attack. Such a spell changes neither the damage bonus nor the chance to hit.

OTHER PLANES

THESE NOTES CONCERN the spells found in this section.

- Spells cast against entities from other planes usually work, but not always. If the spell fails, the sacrificed magic points are lost.
- Spells cast with the intention of *enhancing* entities from other planes, such as casting Hell's Armor on a bal'boost, never work.
- Spells learned on the Young Kingdoms plane and then cast on another plane cost double the magic points and have halved duration and effect. The chance that such spells work is no longer automatic: each casting of a Young Kingdoms spell has a 50% chance to succeed.
- Demons and elementals do not cast spells; they have *abilities*, which are spell-like in function.

RESISTANCE TABLE PROCEDURE

IF A SPELL COMPARES caster and target magic points or POW on the Resistance Table, compare the current points, including those needed to cast the spell.

RESISTANT TARGETS

IF THE TARGET does not resist, the caster may transfer by touch the effects of most spells. If a target resists, resolve the issue comparing current magic points on the Resistance Table.

SPELL ON OBJECT OR PERSON?

A SPELL CAST ON AN object influences that object only. For instance, if Hell's Razor is cast on one sword, that cast does not increase the damage done by a second sword held in the other hand. Two weapons need two casts.

If a sword was ensorceled with Hell's Razor, for instance, and then picked up by another person, the new owner would get the benefit of the spell for the remaining duration of the spell. One spell of war, Hell's Talons, can be cast on a person.

SPELLS PER OBJECT

ONLY ONE SPELL per object is possible: if Hell's Bulwark, then no Hell's Armor. If Hell's Sharp Flame, then no Hell's Razor; if Bonds Unbreakable, then no Make Fast, and so on. An additional spell cast on an object has no effect and is dissipated.

SPELLS PER PERSON

ANY NUMBER OF compatible spells may be cast on a person.

VARIANT SPELLS, ABILITIES, ETC.

OCCASIONALLY A gamemaster may introduce magic of his or her own into the game. The gamemaster can do this. Other gamemasters are not obliged to recognize unpublished magic. Do not assume that everyone accepts your favorite variant: consult the gamemaster first.

SPELL SUMMARY

EACH EFFECT LASTS FOR THE DURATION OF THE SPELL.

Spell (magic points)	*Effect*
Bonds Unbreakable (3)	immobilizes victim, MP:MP.
Bounty of Straasha (4)	creates small flood.
Brazier of Power (4)	creates reservoir of magic points.
Breath of Life (1)	grants breathable air.
Buzzard Eyes (1)	control carrion bird & see through its eyes.
Chain of Being (4)	pools peoples' MPs to summon a demon or elemental.
Cloak of C.L. (1-4)	Hide skill +20 percentiles per MP.
Chaos Warp (4)	permanently endows target with a demonic ability.
Curse of Chaos (4)	endows target with Chaotic quality and possibly Chaotic appearance.
Demon's Ear (1)	whisper to another who can be seen without aid.
Demon's Eye (1)	each MP doubles the closeness of what can be seen.
Field of Law (4)	Lawful caster creates touch-range field where other spells and demon abilities do not work.
Flames of Kakatal (4)	creates hovering flame.
Four-In-One (2-8)	those with pure motives combine to form a single silvery champion.
Fury (1)	enrages target, who attacks twice per round with +5 DEX.
Gift of Grome (4)	creates small avalanche of earth.
Heal (2)	adds 1D3 hit points per wound.
Hell's Armor (1-4)	1 point of armor per 1 MP.
Hell's Bulwark (1-4)	1 point armor to shield per 1 MP.
Hell's Hammer (1-4)	1 point damage for blunt weapon per 1 MP.
Hell's Razor (1-4)	1 point dam. with edged weapon per 1 MP.
Hell's Sharp Flame (1-4)	1 point damage with impaling weapons per 1 MP.
Hell's Talons (1-4)	1 point dam. with natural weapon per 1 MP.
Horns of Hionhurn (1-3)	+3 CON per 1 MP.
Liken Shape (4)	target assumes aspect of another person or animal, does not change SIZ.
Make Fast (1)	glues together two smallish inanimate things.
Make Whole (3)	repairs an inanimate thing of moderate size.
Membrane of Law (3)	creates impenetrable membrane.
Midnight (1)	creates an area of darkness.
Moonrise (1)	creates a floating globe of light.
Muddle (1)	disorients target, MP:MP.
Plasticity of Balo (1-3)	adds or subtracts 3 SIZ per 1 MP.
Pox (1)	lowers target 1D6 MP, MP vs. MP.
Rat Vision (1)	control rodent and see through its eyes.
Refutation (1-4)	defends MP:MP against Undo Magic.
Sinew of Mabelode (1-3)	adds 3 STR per 1 MP.
Soul of Chardros (1-3)	adds 3 POW per 1 MP.
Span of C.L. (1-4)	Jump skill +20 percentiles per 1 MP.
Speed of Vezhan (1-3)	adds 1 MOV per 1 MP.
Summon Beast-Lord or Plant-Lord (5)	must be cast in order summon a Beast-Lord or Plant-Lord.
Summon Demon (1)	must be cast in order to summon a demon.
Summon Elemental (1)	must be cast in order to summon an elemental.
Sup. of Xiombarg (1-3)	adds 3 DEX per 1 MP.
Sureness of C.L. (1-4)	Climb skill +20 percentiles per 1 MP.
Tread of C.L. (1-4)	Move Quietly skill +20 percentiles per 1 MP.
Undo Magic (1-4)	cancels per MP Bonds Unbreakable, Bounty of Straasha, Flames of Kakatal, Fury, Gift of Grome, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of Lassa, Witch Sight.
Visage of Arioch (1-3)	adds 3 APP per 1 MP.
Ward (3)	creates magical alarm.
Wings of Lassa (4)	creates air, a blast of wind.
Wisdom of Slortar (1-3)	adds 3 INT per 1 MP.
Witch Sight (3)	evaluates magical entities and situations.

of Chaos have tired of such entreaties and made the grant permanent. After that the spell does not affect that adventurer, nor may he or she cast it. In recompense, the player must subtract nine points from the target's other characteristics, in any combination. Add 1D8 Chaos points for a permanent grant. Since POW has increased, so too do magic points.

SPAN OF CRAN LIRET (1-4) — Range is touch. Chaotic. For each magic point cast, increase the chance to succeed with the Jump skill by 20 percentiles, for the duration of the spell. The distance jumped (see the skill write-up) also increases, by one meter for each point.

SPEED OF VEZHAN (1-3) — Range is touch. Chaotic. While the spell lasts, the caster increases maximum movement by one unit per magic point. The spell can be cast on another species, such as a horse. Speed of Vezhan does not affect character dexterity.

If the adventurer asks the maximum increase of nine points, his or her player also rolls D100. On a result of 00, the Lords of Chaos have tired of such entreaties and made the grant permanent. After that the spell does not affect that adventurer, nor may he or she cast it. In recompense, the player must subtract nine points from the target's other characteristics, in any combination. Add 1D8 Chaos points for a permanent grant.

SUMMON BEAST-LORD / PLANT-LORD (5) — Range is self. Chaotic. Acts as the key for communicating to the Half-Worlds. The sorcerer also must know the Lord's name before the Lord will hear. 'Summoning' is not quite the correct word; these Lords do not have to come forth, yet, having come forth, such a Lord must obey the command of the sorcerer. The initial chance for success is zero. The gamemaster increases the chance after the summoner performs significant good works in favor of the particular beast or plant. The summoning takes a full day.

SUMMON DEMON (1) — Range is self. Chaotic. Essential for the serious sorcerer. This spell contains the key phrases that open a pathway of communication to the other planes. The phrases are quickly said, but detailing the particular requirements for the demon takes 1D8 hours to do correctly.

SUMMON ELEMENTAL (1) — Range is self. Chaotic. Also an essential spell. It contains key phrases that open a pathway of communication and cause an elemental to attend to the sorcerer. The phrases are quickly said, and detailing the particular requirements for the elemental takes only 1D6 combat rounds. The caster must also know the pathway spell for the particular element—Bounty of Straasha, Flames of Kakatal, Gift of Grome, or Wings of Lassa—but these need not be cast.

SUPPLENESS OF XIOMBARG (1-3) — Range is touch. Chaotic. For each magic point powering the spell, increases the effect of the DEX characteristic by three points, and increases Dodge by six percentiles. Thus, a cast of Suppleness 2 adds six points to DEX and 12 percentiles to Dodge for the duration of the spell. Increasing DEX also temporarily increases the Dexterity roll.

If the adventurer asks the maximum increase of nine points, his or her player also rolls D100. On a result of 00, the Lords of Chaos have tired of such entreaties and made the grant permanent. After that the spell does not affect that adventurer, nor may he or she cast it. In recompense, the player must subtract nine points from the target's other characteristics, in any combination. Add 1D8 Chaos points for a permanent grant.

SURENESS OF CRAN LIRET (1-4) — Range is touch. Chaotic. Each point adds 20 percentiles to the chance for success with Climb.

TREAD OF CRAN LIRET (1-4) — Range is touch. Chaotic. For each magic point cast, increase the effectiveness of the target's Move Quietly skill by 20 percentiles for the duration.

UNDO MAGIC (1-4) — Range is touch. Chaotic. For each magic point spent, Undo Magic can negate a point of Bonds Unbreakable, Bounty of Straasha, Flames of Kakatal, Fury, Gift of Grome, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of Lassa, or Witch Sight.

If too few magic points power Undo Magic, it then weakens the opposing spell in some fashion but the spell stays in effect.

VISAGE OF ARIOCH (1-3) — Range is touch. Chaotic. Each magic point powering the spell increases the effect of the APP characteristic by three points: thus a cast of Visage of Arioch 2 adds six points to APP for the duration of the spell. Increasing APP would also temporarily increase the Charisma roll.

If the adventurer asks the maximum increase of nine points, his or her player also rolls D100. On a result of 00, the Lords of Chaos have tired of such entreaties and made the grant permanent. After that the spell does not affect that adventurer, nor may he or she cast it. In recompense, the player must subtract nine points from the target's other characteristics, in any combination. Add 1D8 Chaos points for a permanent grant.

WARD (3) — Range is touch. Chaotic. Having walked out and magically-defined a line or circle of 15 yards or less, the caster knows thereafter the first time when an enemy of the caster crosses the ley. The spell is set and powered, but it does not activate until the line is crossed by someone other than the caster; a caster might become aware years later of the first footfall.

WINGS OF LASSA (4) — Range is sight. Chaotic. Causes a mass of air to suddenly appear, making a howling wind of STR 2D6+6 in a small room or small open area for the duration of the spell; D100 roll of DEX x3 or less to remain standing. This spell must be known before air elementals can be summoned or invoked. A 4-point Undo Magic can negate this spell, but air that has arrived, stays. Flames of Kakatal can cancel this spell.

WISDOM OF SLORTAR (1-3) — Range is touch. Chaotic. The spell temporarily increases the effect of the INT characteristic by three, six, or nine points: thus a cast of Wisdom of Slortar 3 adds nine points to INT and increases the Know roll chance for the duration of the spell.

If the adventurer asks the maximum increase of nine points, his or her player also rolls D100. On a result of 00, the Lords of Chaos have tired of such entreaties and made the grant permanent. After that the spell does not affect that adventurer, nor may he or she cast it. In recompense, the player must subtract nine points from the target's other characteristics, in any combination.

WITCH SIGHT (3) — Range is 100 yards. Chaotic. The caster learns the approximate strength of the target's Power: 'much stronger than me,' 'stronger than me,' 'about my strength,'

CHAOTIC OR LAWFUL?

MOST BUT NOT ALL spells are Chaotic. A Lawful spell can be learned only by one who is of Lawful allegiance, and can be cast only while an ally. A Chaotic spell can be learned and cast by anyone of any allegiance, just as anyone can use a skill. Remember that Chaos does not mean evil; Chaos and Law both are necessary to the Balance.

LAWFUL SPELLS

Field of Law	Four-In-One	Membrane of Law

CHAOTIC SPELLS

Bonds Unbreakable	Hell's Hammer	Span of Cran Liret
Bounty of Straasha	Hell's Razor	Speed of Vezhan
Brazier of Power	Hell's Sharp Flame	Summon Beast-Lord
Breath of Life	Hell's Talons	Summon Demon
Buzzard Eyes	Horns of Hionhurn	Summon Elemental
Chain of Being	Liken Shape	Suppleness of Xiombarg
Cloak of Cran Liret	Make Fast	Sureness of Cran Liret
Chaos Warp	Make Whole	Tread of Cran Liret
Curse of Chaos	Midnight	Undo Magic
Demon's Ear	Moonrise	Visage of Arioch
Demon's Eye	Muddle	Ward
Flames of Kakatal	Plasticity of Balo	Wings of Lassa
Fury	Pox	Wisdom of Slortar
Gift of Grome	Rat Vision	Witch Sight
Heal	Refutation	
Hell's Armor	Sinew of Mabelode	
Hell's Bulwark	Soul of Chardros	

etc. The spell can be canceled by or shielded against by Undo Magic.

The caster also sees emanations from invisible beings, elements, and spirits, and can follow or trace where magical entities have recently passed. The spell detects the auras of greater demons and of Champions of Chaos and Law.

In summoning a demon, the gamemaster privately rolls the number of D8s the player specified, and conveys the information concerning relative Power. Without Witch Sight, the adventurer risks an unbindable demon.

Given a day to study the artifact it is bound in and receiving a successful roll of POW x1 or less, this spell also allows mental conversation with that object-bound demon, if the demon is willing.

Melnibonéans innately possess some degree of Witch Sight as a skill.

SUMMONINGS

A **SUMMONING IS** a magical way to fetch an elemental from this world or a demon from another plane. After the sorcerer mentally describes the thing sought, the spell sifts through the multiverse to retrieve the best fit possible for the magic points that have been sacrificed. This process occurs but a few times in the saga; that of Elric's opening of the way to Arioch (EM II,5) is the saga's best-described summoning.

That summoning is also unique in calling up such a great force; Elric's task is arduous, dangerous, lengthy, and very uncertain, done perhaps only by Fate's champion. Ordinary sorcerers content themselves with entities from the Demon Worlds, and with elementals from this one. Invoking greater powers is much more risky. Beast-Lords and Plant-Lords are a special case; see them later in this chapter.

Demons are Chaotic. Elementals are of the Balance. The act of summoning is always Chaotic. The Demon Worlds are relatively easy to reach by magic.

Summonings originate as gifts from the Lords of Chaos who, in their war with Law, seek to shuffle the constituents of the multiverse. Knowledge of summoning passes from generation to generation. This knowledge is like an infection. Still, the entities that can be summoned are so useful that their possibilities tempt even men and women who despise Chaos.

Most summonings should be played out. The process of getting demons, or at least of getting powerful demons, is impressive and dangerous. Some of the personalities of the things summoned need to have depth and a distinguishing intelligence.

Moorcock makes plain that by demon he refers to a natural—though amoral—resident of another universe, not to an infernal power of Earth.

SUMMONING DEMONS

A SORCERER MUST KNOW the spell Summon Demon to bring a demon to this plane. See it in the spells section, previously. Every demon must be summoned, or else its control re-bound to the new owner.

Summonings are essentially alike, but particular breeds or individuals may require special ingredients, procedures, or knowledge.

Summonings take many magic points, more than most adventurers have. Certain spells, such as Chain of Being and Brazier of Power, offer ways to accumulate magic points in excess of POW. Ways also exist to increase POW.

ATTITUDE

Every demon resents being summoned. You would, if brought magically to another plane, and there were forced to perform dull, strenuous, and dangerous actions without end. Only the routine ugliness of demons and their utter lack of consideration even for their own kind prevents them from being sympathetic or tragic characters.

Though negotiations may soothe them, some demons do their best to spite the sorcerers who have called them. Demons love to be cryptic. They love to worm out of their pacts, and to trick or destroy their masters. They reinterpret everything they are instructed to do, causing maximum distress while staying within the letter of the commands. What demons want done always seems to get done, in the end.

A great sorcerer once joked to the effect that every demon has 100 percent or more in each ability, but that they are not only inherently resentful and lazy, but that most are such superlative fakers that they inveigle sorcerers into believing in non-existent limitations.

GENERAL DISTINCTIONS

Demons come in two varieties, *lesser* (with 3D8 POW) and *greater* (with 4D8 or more POW).

- A lesser demon totals not more than 24 D8s of characteristic, and among them must be 3D8 in POW. No ability or skill ever exceeds 100 percent.
- A greater demon totals not less than 25 D8s of characteristic, and among them must be not less than 4D8 POW. An unlimited number of skills or abilities may be at 110 percent or more.
- In summoning a demon to negotiate, the adventurer need sacrifice no Power. Summoning and binding a demon costs 1 POW. Creating an eternal binding costs 3 POW. Summoning a demon in any manner, the adventurer also sacrifices magic points for characteristics, abilities, and skills.
- A bound demon must yield its True Name to the sorcerer. After that, even if dismissed, the sorcerer can use the True Name to summon back that particular demon. To summon a demon of completely known quantity, the True Name of the individual demon must be known.
- If the summoning is for a breed, such as a sentinel demon, the entity that appears is a random one within the specifications set. The rolls for the characteristics cannot be changed, and the skills and abilities cannot be decreased, though they can be increased. Except for any increased percentiles for skills and abilities of an individual, the magic point cost for a breed is fixed.
- A random demon has the configuration of characteristics, skills, and abilities the sorcerer desires. This can include enough extra points for characteristics to reasonably guarantee that the demon is usable.

THE RITUAL

THE SUMMONER INSCRIBES a large eight-pointed star (two squares, one rotated 45° and then superimposed) in some open space. This is the Octagon of Chaos. If known, the summoner also writes the True Name of the thing. If only the name of the breed is known, then write that within the star. If only the desired characteristics or abilities are known, then inscribe them.

The summoner builds a small fire in the center of the octagon, and in it may burn herbs and other substances necessary to the summoning. The sorcerer may on occasion seek to breathe these fumes, to achieve a special mental state. A summoning also demands some sort of sacrifice, as the gamemaster predefines.

- Summoning a demon takes 1D8 hours.
- Each summoning requires the sacrifice of at least nine magic points. One is for the Summon Demon spell. If the summoning succeeds, apply the other eight toward the demon's characteristics. If the demon is to be bound, sacrifice also a point of Power.
- If known or wanted, specify the demon's breed or its True Name.
- Attempt a Luck roll. If the Luck roll fails, the entity does not appear. Results of 99 or 00 are failures with additional consequences, see the Demon Summonings Fumble Table, nearby. Failure costs both the time and the magic points and Power sacrificed, but the sorcerer is free to try again immediately.
- If the Luck roll succeeds, a nebulosity condenses within the octagon, and the sorcerer continues to define the demon.

DEFINING THE DEMON

THE COST TO SUMMON a True Name demon or an unchanged demon breed is already known. The magic point costs following refer to random demons, but the costs accumulate and total in the same fashion for all demons.

- Allot magic points for D8s of characteristics, as specified by the breed's characteristics or as the adventurer requires. Remember that at least eight magic points already are dedicated to the characteristics.
- Roll the allotted D8s to fix the demon's characteristics. Once rolled, the characteristics do not change.
- Allot ability and skill percentiles. Do this in units of 10 percentiles per magic point: thus 100 percent in a skill or ability always costs 10 magic points, and 110 percent always costs 11 magic points.
- A demon has no spells, at least none effective on this plane. All its attacks are included in its abilities.
- A demon breed always comes equipped with the skills and abilities stated, though the summoner may add new ones, or may increase the percentiles for skills and abilities already present.
- MOV equals up to one-half of DEX, but not more than 14 without the gamemaster's permission. Choose the mode—Run, Swim, Fly, or Burrow. To have two modes, add one magic point and open a second mode for 1D8 speed. A demon may have any or all of the modes. Its appearance should suggest how and how fast it moves.

DEMON SUMMONINGS FUMBLE TABLE

ON A LUCK ROLL result of 99, 00, the summoning fails in some sense. Even if the desired demon appears, something else bad happens. Magic and POW points sacrificed in the summoning always are lost. Gamemasters should create alternate or additional events as they please.

D100 roll	*event*
01-05	— Violent explosion in octagon deafens those nearby for 1D10 hours, and creates a powerful stench.
06	— Demon appears as desired, but performs the opposite to each given command.
07-29	— Demon appears as wanted in octagon, but it is not bound by the octagon. It immediately attacks the summoner.
30-41	— The interior of the octagon is replaced permanently by a well filled with stars; no air escapes, but things thrown down this well fall forever, and occasionally horrible things appear up out of it.
42-55	— An average bal'boost appears outside the octagon; it attacks until it has killed or captured someone, then returns to its home plane.
56-70	— Summoner disappears, drawn to a random continent from where he or she must get home alone. Roll 1D6: 1,2 Western continent; 3,4 Southern continent; 5,6 Northern continent. Gamemaster chooses the nation.
71-80	— Chaotic corruption: one of the summoner's limbs is replaced with one from another mammal, a gigantic insect, an arthropod, etc. Lose 1D10 APP as well.
81-87	— Astral corruption: summoner's player must move 1D6 points from POW to one other summoner characteristic.
88-93	— Mental corruption: summoner's player must move 1D6 points from INT to one other summoner characteristic.
94-95	— Demon appears normally and behaves as expected, except that it occupies five places in memory (not one), cannot die at the summoner's behest, and cannot be dismissed.
96-97	— Summoner and bystanders disappear, all drawn to the city of Ameeron on the other side of the Shade Gate, or as the gamemaster chooses. See *Elric of Melniboné* for more about Ameeron.
98	— Quaolnargn (or an identical sibling, or some equivalent horror) appears.
99	— A Chaos Lord appears.
00	— Summoner turns inside out. All skills fall to base chance. His or her disgusting body continues to function normally, though it terrifies onlookers. APP is zero.

POINT SACRIFICES FOR DEMONS

- per 1D8 STR, CON, SIZ, INT, POW, DEX, or MOV — 1 magic point. Lesser demons always cost 3D8 for POW. Greater demons always cost at least 4D8 for POW.
- per 10 percentiles of an ability or a skill — 1 magic point.
- bind a demon — 1 POW plus the necessary magic points.
- eternal binding — 3 POW plus the necessary magic points.

- If adding demon armor, note the surface. Is it bone, shell, hide, scales, carapace, fur, slime, or what?
- Calculate the demon's hit points, damage bonus, and magic points. The form in the octagon steadies, and the demon is complete. Except for its abilities and appearance, and that it does not routinely heal lost hit points, it now functions like an earthly character.
- Write the demon's name (or your name for it) on the front of the adventurer sheet, under the heading *magic in memory*—for instance, *Quaolnargn*. So long as the demon is bound, or while it is completing a negotiated task, its presence counts against the adventure's INT-limit.

NEGOTIATING

From the sorcerer's point of view, the best thing about negotiating with a demon is that it costs no points of Power. Especially if the sorcerer fears the POW of the summoned thing, he or she should negotiate. The gamemaster plays the demon. The sorcerer should have in mind something to exchange for the demon's services. If the negotiation succeeds, the demon then undertakes one limited task, and does it to the best of its ability. Resolve this with Bargain, Oratory, or Charisma rolls, as appropriate.

A limited task is some clearly finite action: *'Let no one open this door for a year and a day,'* for instance. A demon would demand much more for this task than it would to defend the door for one day and one night only. Just as clearly, the task *'Conquer the world for me'* is so open-ended and of such proportion and danger that no compensation could be adequate.

No necessary penalty for a failed negotiation exists, but gamemasters should feel free to be devious and ingenious here. Perhaps the entity sneers and departs. Perhaps it prophesies something dire. Sacrificing magic points to it may deflect its anger. If insulted, it breaks out of the octagon in 1D8 minutes to harm the summoner. (Dismissing a demon also takes 1D8 minutes.)

A demon does not reveal its True Name for negotiated service.

BINDING

The act of binding costs the binder one point of POW, or three points of POW for an eternal binding. To bind, roll POW:POW successfully on the Resistance Table. Succeeding, name your demon. Once bound, the adventurer controls its actions.

Several bindings exist. A demon can be bound as itself, or can be object-bound into a thing or place. An ordinary binding is good for the sorcerer's life, or until he or she dismisses the demon. An eternal binding is a special way to object-bind: it binds the demon forever into a thing or place.

A bound demon responds only to its binder. If bound in an object, that object will be of ordinary use to anyone except the binder. If a binding object is broken, the demon dies.

- A bound demon counts against the binding sorcerer's INT-limit of memory, even if the demon is sent to another universe.
- If object-bound, the demon might be within an amulet, a ring, a wall of stone, etc. It retains only its abilities and its INT, POW, and those other characteristics necessary to its abilities or skills. In all other things the demon and the object in which it is bound are equivalent. The demon cannot move from the object until it is dismissed.
- Once bound, a demon surrenders its True Name to the summoner.
- Knowing its True Name, the sorcerer can dismiss it, then summon it again to bind it anew. The demon is now a known quantity, and yet does not count against the INT-limit to memory.
- Knowing its True Name, a sorcerer can keep the demon bound, send it to its home plane, and then call it back. The process takes one combat round. Saxif D'Aan did this aboard his golden battle-barge, when within a few seconds he manifested a demon on the mainmast to threaten Smiorgan Baldhead. Thus a demon that is already bound and on another plane can reappear in a matter of seconds. Holding a demon in this way counts against the INT-limit to memory. The demon appears through some focusing object touched by the binder, and seems to emerge from it. The focusing object must be visibly marked with the eight arrows of Chaos.

GROUP BINDINGS AND SUMMONINGS

If more than one person participates in a binding, using the Chain of Being spell to pool magic points, then that demon is bound in common to all, and all must agree how the thing is to be commanded. The summoner speaks the orders. The demon is dismissed only if the summoner dies, or if the group agrees that it should be dismissed.

For a summoning leading to a negotiation, group knowledge can remain more hazy. All who contribute magic points must agree to some sort of contribution of effort, but they need not understand or even agree with the purpose of the summoning.

DISMISSING, BREAKING A BINDING

The person or persons who bound the demon can dismiss it at any time. This eliminates the binding, takes 1D8 minutes, and costs no magic points. The demon slowly evaporates in steam, smoke, and flame, and disappears. The binding party retains knowledge of the True Name, but the thing is removed from memory.

A dismissed bound demon departs the object in which it has been bound. If later summoned again, it would appear in its natural form and not be bound into the object, though it could be bound anew in that manner.

Four sure ways to break an ordinary binding are to dismiss the demon, to kill the demon, to kill the binding sorcerer, or to learn the demon's True Name and successfully rebind it. An eternal binding cannot be destroyed except by destroying the object into which it is bound.

A bound demon which has long been mistreated, or whose needs have long been neglected, might be desperate enough to be persuaded to grant knowledge of its True Name to a second person. It will seek dismissal by the second person, in exchange for some negotiated task. Since it may be immortal, a demon can afford patience. It will not casually give its True Name to someone.

REBINDING

Occasionally a sorcerer may decide to make a gift of a bound demon. In that case, the demon must be bound anew to the owner-to-be. This requires an hour-long version of the summoning, with a new full payment of magic points and POW. A Resistance Table roll comparing the POWs of the entity and its would-be owner must succeed.

- If the new owner wins, the transfer succeeds and the thing is now his or hers.
- If the entity wins, it breaks loose from the octagon in 1D8 minutes, choosing between vengeance here and immediately returning to its home plane.
- Whoever learns the True Name of a bound demon may call it and attempt to bind it anew. To do so, the present owner must be defeated in a POW:POW struggle on the Resistance Table. Then attempt the binding. The re-bound demon has exactly the characteristics and abilities it had before.

SPOT RULES FOR DEMONS

A LESSER AND A greater demon might have the same skills and abilities, but only a greater demon can have skills and abilities that exceed 100 percent. Only the gamemaster can admit a new skill or ability to the game.

● ABILITIES AND ATTACKS IN A ROUND

Bound in its own form, a lesser demon can use one ability or skill per round. A greater demon can split skills of 110 percent and more, as adventurers do; separate the attacks by five DEX-ranks, as per humans. A greater demon can use more than one ability or an ability more than once in a round, once per five DEX-ranks of the demon.

Bound into an object and if a lesser demon, the binder wields it with his or her Dexterity. Only the binder can prompt the magical effects of the demon. To anyone else, the object is ordinary.

Bound into an object and if a greater demon, use the higher Dexterity, whether the binder's or the demon's. Again, only the binder gets the benefit of the demon's magic—to anyone else the object is ordinary.

● APPEARANCE

Bound into an object or not, the demon's or the object's appearance should always represent or symbolize in some way the abilities it has. Straight-forward appearances, such as for Cling, are described. For other abilities, use symbolic appearance. For instance, Absorb Missile could be represented by small dimples or craters that appear and then dissolve on the demon's skin. Such representations can be cryptic and riddle-like.

● BASE RANGE

Base range for an ability is equal in yards to the number of magic points invested in the ability, unless stated otherwise. Applies to missile and to energy attacks.

● BINDING STATUS

Unless a demon has a physical form, it must be bound into an object or place.

● BREAKING A DEMON ITEM

A demon item is a shield, armor, a weapon, or other object within which a demon has been bound. Bound in an item, a demon has no hit points except those of the item. The bound demon defends with abilities. Whatever the item, and whether or not it is designed to parry, demon points must be exceeded before the item is subject to damage. Calculate such damage as per ordinary combat rules. When a demon item breaks, the demon dies and the broken item becomes entirely normal. The

shards or fragments of the object are entirely normal refuse.

● CHANCE TO HIT OR TO ACHIEVE THE EFFECT

It usually equals the number of magic points invested in the attack or ability times 10, *expressed as a percentage. Some abilities* have fixed chances, as described therein.

● CHARACTERISTICS, MINIMUM

Every demon must have INT and POW. Object-bound demons usually have only INT and POW, plus any other characteristics necessary to define their abilities. Demons bound in their own forms, or free demons have STR, CON, SIZ, INT, POW, DEX, and (in the case of human-seeming demons) APP.

● COST OF ABILITIES AND SKILLS

Abilities and skills are available only in ten-percentile lots. Each ten percentiles *cost a sacrifice of one magic point.*

● DAMAGE DONE BY ATTACK

If not otherwise stated, correlate the magic points invested in the ability or attacks with the corresponding die roll on the Roll Table. Thus a hit at 70 percent always does 1D10+1D4 points of damage, as shown on the Roll Table.

● DURATION

Unless otherwise stated, make attacks just as with humans. Parries work in the same fashion. See particular abilities for other sorts of durations.

● EFFECT OF ORDINARY PHYSICAL ARMOR

Unless noted otherwise, it has normal stopping power against abilities.

● EFFECT OF BEING BOUND INTO AN OBJECT

No change in the ability, but the object must represent the ability (an amulet depicting a disgorging mouth for Vomit Acid, for instance). The adventurer should need to compensate each time using certain physical abilities. With Leap, for instance, the adventurer should need a compensating Jump or DEX roll to stay upright after the leap.

● EXPERIENCE

Demon skills increase with experience, but demon abilities and characteristics do not. On a demon's home plane, they might. Abilities are unnatural here and will not increase of themselves.

● FUMBLES, MISSES

Works for demons as it does for adventurers. If 100 percent or less, a fumble always occurs with 99,00. If 110 percent or more, a fumble occurs only with 00.

● HIT POINTS

A demon in its own form does not regenerate hit points on the plane of the Young Kingdoms. It can do so on its own plane. Exception: the ability Regenerate allows a demon to heal on this plane.

A bound demon has the hit points of the item; it has no hit points of its own.

● IMPALES

Demon attacks hit as successes and criticals, but do not hit as impales in this universe (they do on their own planes). An adventurer still can administer a critical hit or impale if using a demon weapon or shield, or if fighting against demons with ordinary tools of war.

● NUMBER OF ATTACKS

If discrete attacks use some sort of ammunition (as does Vomit Acid or Quill), the number of attacks possible equals the number of magic points invested in the ability. Exhausting those attacks, the demon has no further capacity with the ability until one attack regenerates. That first attack always regenerates at the end of the first game hour. The rest return in pulses, one-fourth of them at the end of every six game hours.

See also Abilities and Attacks in a Round, above.

● OTHER PLANES

A demon bound into an object or place cannot be sent by itself to another plane; it is bound here, and must remain here. However, it can accompany its master to any plane, if object-bound.

A demon bound as itself, or a free demon serving under terms of negotiation, can be sent to another plane.

● PARRIES

As with humans, the demon must have something to parry with, such as a sword or shield. If it does not, it takes damage from a successful parry, as if you had blocked a sword with your arm or hand.

ETERNAL BINDINGS: an eternal binding binds forever a demon within an object or place. Once the original binder is dead, the demon is still bound, but has no master. To take advantage of its abilities and skills, an adventurer must bind it anew, to himself or herself. First he or she needs to perceive the object or place as demon-ridden. Then a successful Bargain, Oratory, or Charisma roll can open communication with the demon. Once the scope of the demon is understood, the adventurer can attempt to bind the demon by means of a POW:POW roll on the Resistance Table. A fresh sacrifice of POW is also needed for binding.

Failing the Resistance Table roll, the adventurer must undertake scholarly research to learn more about the demon. Such research is discussed near the beginning of this chapter. Then he or she can try again.

SPEAKING WITH DEMONS

EVERY DEMON ARRIVES able to talk to its summoner; see the subsection for demon skills, nearby. Even those bound into objects are aware of their surroundings and able to speak. Usually a demon whispers to its master or mistress, but a surprised or startled demon could shriek or shout as loudly as any human. Startling three or four sorcerers and all their attendant demons causes pandemonium.

ROLL TABLE FOR DEMONS & ELEMENTALS

This table correlates attack damages and base chances with the number of magic points sacrificed.

magic points spent	*damage roll*	*base chance*
1	1D2	10%
2	1D4	20%
3	1D6	30%
4	1D8	40%
5	1D10	50%
6	1D10+1D2	60%
7	1D10+1D4	70%
8	1D10+1D6	80%
9	1D10+1D8	90%
10	2D10	100%
11	2D10+1D2	110%
12	2D10+1D4	120%
	etc.	

To calculate damages for abilities of 110 percent and more, add the 2D10 increment per full 100 percentiles in the ability, and look for the remainder on the Roll Table. Thus a demon of 140 percent could do 2D10+1D8 in a single attack, and a demon of 240 percent would do 4D10+1D8.

DAMAGE BONUSES FOR DEMONS & ELEMENTALS

USE THE HUMAN Damage Bonus Table for demons and elementals. Calculate elemental damage bonuses the same way as for humans: thus the total for an elemental of STR 26 and SIZ 26 is 52, corresponding to +2D6.

Figure demon damage bonuses as STR+SIZ also, but read D8 for D6 as the product. A demon totaling 57 STR+SIZ has a +3D8 damage bonus, not one of 3D6.

LESSER DEMONS

A lesser demon arrives whenever 3D8 POW is specified. No demon has less than 3D8 POW. Because of their lower average Power, lesser demons can be more reliably bound, and pose less potential threat while within the Octagon of Chaos.

A lesser demon cannot arrive on the plane with a skill or ability higher than 100%, nor may it use more than one skill or ability per combat round, and nor may it attack more than once per round. A demon's skills can increase with experience in the Young Kingdoms, but its abilities never change.

If an ability does not specify the damage done, use the Roll Table on this page. These damages are the same for all attacks of the same percentage.

GREATER DEMONS

A greater demon arrives whenever 4D8 or more POW is specified. The process does not change, but greater demons are harder to bind because of their higher average POW.

For skills and abilities above 100 percent, a demon is simpler to play if each set of 100 percentiles pertains to a separate mouth, claw, tentacle, etc. If the player wishes, the demon could split attacks of 110 percent or more into units of not less than 50 percent, as per the combat rules.

Damage bonuses vary individually.

Upper limits for the quantity of greater demon characteristics, the percentiles for abilities, and the percentiles for skills may exist, but are unknown.

DEMON SKILLS

A DEMON MAY HAVE some of the same skills as its human summoner. Suppose both have Search: if the demon was bound as an individual, then separate skill rolls for each would be made. If getting experience checks, roll individually for the checks. If the demon was object-bound and worn or carried by the sorcerer, then the player chooses whether to roll the adventurer's skill or the demon's skill. Make only one roll. A wearer of demon spectacles, for instance, would probably choose to benefit from the demon's 110 percent Search, rather than his own 40 percent Search.

Should the sorcerer take off his demon spectacles, then treat the object-bound demon as an individual that gets its own skill roll (as long as the spectacles were pointed in the right direction so that it could see).

The surface of object-bound demons should illustrate necessary skills, such as eyes for Search, ears for Listen, and so on.

BASE CHANCES FOR DEMONS

Consult the Skill Groups Table at the end of the skills chapter to define the following: to roll an agility, manipulation, or perception skill for a demon, assume that the demon has the same base chance as that for an adventurer.

Demons base chances for communication and knowledge skills are generally zero, with two exceptions.

➤ In place of Young Kingdoms or Unknown Kingdoms for humans, every demon brings along Own Plane at 15 percent. This knowledge is free and without magic point cost.

➤ Every demon arrives able to speak the language of the person who summoned it, at INT x2%. This skill is also free and without magic point cost.

DEMON NEEDS

EACH DEMON HAS a need which, if left unsatisfied, causes the demon to become balky and uncontrollable. Great neglect should halve a demon's abilities and skills. A demon could die of a need long-neglected.

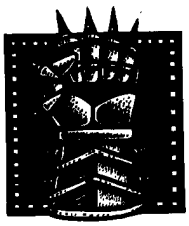
➤ Ignoring a need breaks any negotiated contract, and is grounds for personal attack by the demon. Bound demons may not attack, though they may complain mightily and even plot against neglectful masters.

The gamemaster awards the need. The needs listed below are examples: thousands exist. The frequency and intensity of a need should rise with the total percentiles of the demon's abilities. A more powerful demon needs more care. A powerful demon might have several needs, or a need with a greater frequency. The list concludes with a few ideas specifically for demons bound into objects.

- stand in a fire
- open and close a door repeatedly
- talk about philosophy
- stand in water over its head
- roll in dust
- eat a brick
- eat a boot
- bend a kitchen knife
- insult its master
- mutter magical-sounding words
- stand on the ceiling
- sing off-key
- bash head against wall
- eat a book
- practice a weapon
- challenge for a duel
- pant loudly
- growl at strangers
- mumble in strange tongues
- eat a small animal daily
- exude torrents from its pores
- eat a raw fish daily
- eat a clove of garlic every hour
- look through keyholes
- practice tying knots
- write in a diary
- curse frequently
- love puns
- ask riddles
- belch often
- routinely howl at night
- scorch paper and cloth with touch
- consume a horse, ox, etc., daily
- eat a gemstone
- attack an innocent person
- destroy a wall
- burn a tree
- eat something Chaotic or Melnibonéan
- attack an innocent person

The following are well-suited to demons bound in objects.

- polish the object daily
- coat or rub the object daily with a special liquid
- expose the object to the sun or put it in flame daily
- burn incense or herbs on the object
- shove a specific food into an opening in the object
- sacrifice magic points daily to the object.



DEMON BREEDS

A RANDOM DEMON has the D8s of characteristics, and the skill and ability percentiles as requested, but its temperament may be inadequate to the job. With reference to the breeds following, imagine a bal'boost as a valet, or a servant demon employed as an assassin. At the same time, novice sorcerers probably know no demon's True Name, and so cannot select the best individual.

Demon breeds offer middle ground. The sorcerer knows the attitudes of the breed, and knows how many magic points it takes to summon the breed. Though it is true that the characteristic roll results can vary widely, a patient sorcerer may learn the True Names for entities who can be of great help.

Most demons are not of any breed. In their individuality they are truest to their Chaotic heritage. About one in ten is of a breed. If not already specifying a breed, the Luck roll during summoning indicates a representative, given a result of 01-10. The discoverer should name it. The gamemaster can create any sort of breed.

A breed's listed abilities and skills always must be accepted, though additional magic points can increase them. The D8s of characteristic for a breed cannot be changed.

The concept of breed does not occur in the saga. The following breeds represent a few of the approaches that might arise during play.

BAL'BOOSTS

▲ Swaggering and arrogant, the boastful bal'boost stands seven or eight feet tall. Its serpent-like hide is of glistening black, and glowing fire drips from between its scales. Its eyes are sullen rubies. Its long, barbed tail twitches, tiger-like. A bal'boost's broadswords never break, and it never fumbles with them. Only magic or another demon can long withstand such a thing. Lacking both, flee.

AVERAGE BAL'BOOST, greater demon, humanoid, steadfast fighter.

characteristics	*rolls*	*averages*
STR	5D8	22-23
CON	5D8	22-23
SIZ	4D8	18
INT	4D8	18
POW	4D8	18
DEX	4D8	18

MOV 2D8, max of 10 **av. HP** 20-21.

Av. Damage Bonus: +2D8.

Abilities: *Bite,* at 40% damage is 1D8.
Carapace, 1D10+1D6 shell.
Demon Broadsword x2, each at 110%, each does damage of 1D8+2D8.
Regenerate, automatic, 1 HP per round, self only.
Need: daily consumes ox, horse, or other larger mammal.
Skills: Dodge 40%, Fast Talk (Boast) 40%, Listen 40%, Own Plane 15%, Search 40%, Summoner's Language INT x2%, Track 30%.
Magic Points to Summon: 83.

DHZUTINES

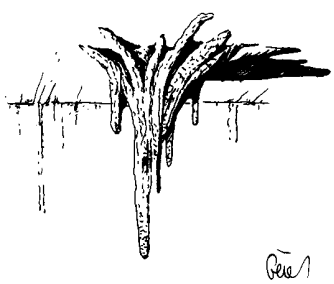
▲ The dhzutines are small, hairless, feisty demons. A sorcerer sometimes binds one into an eight-fingered glove, to enhance the quickness and dexterity of the hand on which the item is worn, especially when lengthy hand gestures must accompany a ritual. The dhzutine's head and two arms and hands become fingers six, seven, and eight. Tasks done with that hand then increase by the dhzutine's own STR and DEX. For instance, a person with STR 10 augmented with STR 8 from the demon has STR 18 with that hand. Add the demon's Manipulate ability as percentiles to weapon skills, and to the skills Pick Lock, Repair/Devise, Scribe, and Throw while dhzutine-equipped.

AVERAGE DHZUTINE, lesser demon, humanoid, brash.

characteristics	*rolls*	*averages*
STR	1D8	4-5
CON	1D8	4-5
SIZ	1D8	4-5
INT	2D8	9
POW	3D8	13-14
DEX	3D8	13-14
MOV 1D8, max of 10	**av. HP** 4-5	

Av. Damage Bonus: -1D4.
Abilities: *Bite,* at 30% damage 1D6
Manipulate, at 30%.
Need: eat daily a living mouse, bird, or other pitiable creature.
Skills: Dodge 30%, Hide 40%, Own Plane 15%, Pick Lock 60%, Scribe 30%, Summoner's Language INT x2%.
Magic Points to Summon: 35.

HOOJGNURPS



▲ A hoojgnurp is a large, disgusting glob of greenish flesh. Black arteries pulse viscously just below the skin. In attacking, a hoojgnurp typically smothers its unsuspecting target, dropping down from the ceiling and forcing its fluid mass down the suffocating target's throat.

AVERAGE HOOJGNURP, lesser demon, non-humanoid, assassin

characteristics	*rolls*	*averages*
STR	4D8	18
CON	6D8	27
SIZ	5D8	22-23
INT	1D8	4-5
POW	5D8	22-23
DEX	1D8	4-5
MOV 2D8, max of 10	**av. HP** 25	

Av. Damage Bonus: +3D8.
Abilities: *Carapace,* 1D2 slimy hide.
Cling, at 30% can stay on a ceiling for three hours.
Leap, at 30% crosses 15 horizontal yards or 9 vertical yards, impact damage = db.
Vomit, at 30% damage is POT 1D6 per round + suffocate 1D6 (use drowning rules).
Skills: Climb 30%, Listen 50%, Own Plane 15%, Search 30%, Summoner's Language INT x2%.
Need: daily absorb a flagon of ale and produce sulfurous odors.
Magic Points to Summon: 46.

PASSING DEMONS

▲ Passing demons look like ordinary humans, except that each has one major Chaotic feature, easily noticed if seen naked. Features include horns, tails, cloven hooves for feet, extra arms, and so on. Used as an agent, the demon would try to conceal its feature. If such demons have not long been in earthly service, they will know little of this place, and may be detectable by interrogation or behavior.

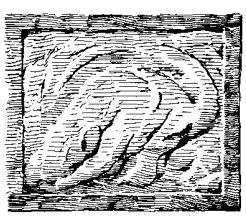
Passing demons are expensive, for they cost points of POW as well as magic points. Some jobs call for nothing less.

AVERAGE PASSING DEMON, lesser demon, human-like, agent

characteristics	*rolls*	*averages*
STR	3D8	13
CON	3D8	13
SIZ	3D8	13
INT	3D8	13
POW	3D8	13
DEX	3D8	13
APP	3D8	13
MOV 8	**av. HP** 13	

Av. Damage Bonus: +1D4.
Abilities: *Drain Soul,* POW:POW roll per round, drains 1D8 HP per success, then drains POW.
Regenerate, automatic, 1 HP per round, self only.
Skills: Listen 20%, Move Quietly 20%, Own Plane 15%, Summoner's Language INT x2%.
Need: must eat a sacrifice of 2 POW upon arrival and 1 POW each day thereafter.
Magic Points to Summon: 40.

SENTINEL DEMONS



▲ This shambling, faceless breed exudes foul lumplets as it goes. Because of its keen hearing, the sentinel demon often is bound like a bas-relief into a wall, floor, or door. Owners also find the

DEMON ABILITIES TABLE

ability	*MP sacrifice*	*range*	*chance*	*effect*
Absorb Missile	varies	self	10% per MP	stops missile; on 99,00 or 00 for 110%+, missile gets through.
Acid Blood	varies	touch	auto	Roll Table damage to weapon; Luck roll or target is also splattered.
Bite	varies	touch	10% per MP	Roll Table damage.
Burn	8 MP	8 yds	80%	fixed damage 1D6+2.
Burrow	varies	touch	auto	tunnel through wood, earth, and stones, 1 yard per MP per hour.
Carapace	varies	self	auto	increases armor as per Roll Table, per magic point sacrificed.
Claw	6 MP	touch	60%	fixed damage 1D8 +db per claw.
Cling	varies	self	1 MP per hour	clings to ceiling, etc., 1 MP per hour & +10% Climb skill per MP.
Dazzle	varies	sight	10% per MP	blinds single target for # of rounds = to MP sacrificed; target's eyes have POW x3% chance to be closed.
Demon Armor	varies	self	auto	increases armor, as per Roll Table, per magic point sacrificed.
Demon Shield	varies	self	auto	increases ordinary shield, as per Roll Table, per MP sacrificed.
Demon Weapon	varies	touch	varies/auto	Roll Table damage +db with a hit; demon chance increases with magic points sacrified, but human wielder uses his/her skill.
Dimensions	20	self	auto	travels between home plane and YK; each leg traveled costs demon 1 CON; can carry its own SIZ or less; INT-memory loss on 00 result.
Distend	varies	self	auto	distend, enlargen body part x1 length per magic point sacrificed.
Drain Soul	10 MP	touch	POW:POW	robs 1D8 magic points until zero, then robs 1D8 POW until death.
Dust	varies	1 yd per MP	auto	obscures vision for remainder of round; clears at start of next round.
Explode	varies	touch	Wrestle%	Roll Table damage, as per magic points sacrificed.
Exsanguinate	varies	touch	10% per MP	drains 1D3 hit points per round.
Fog	varies	10 yds per MP	auto	exudes stinking obscuring fog, 1 yd wide and 2 yds deep per MP.
Freeze	varies	1 yd per MP	10% per MP	damage 1D6+2 cold; weapon may break when used.
Gore	varies	touch	10% per MP	damage 1D8+2, +db if charging.
Gout Fire	varies	1 yd per MP	10% per MP	damage 1D8 fire.
Hear	3 MP	sight	CON x5%	can listen to distant sounds; 99,00 the report is misleading.
Knowledge	10 MP	self	INT x3%	answers reference questions; 99,00 the report is wrong.
Leap	varies	self	auto	jump 3 yds high or 5 yds long per MP; add 1 passenger for 1/2 SIZ in MPs.
Lift	3 MP	self	auto	lifts and carries STR x3.
Locusts	10 MP	touch	auto	damage 1D8 per round in tiny bites.
Manipulate	varies	touch	10% per MP	builds, fixes, or does something.
Paralyze	7 MP	touch	CON:CON	temporary paralysis; roll CON x1 or less to end effect.
Quills	varies	10 yds per MP	10% per MP	damage 1D8+1 per hit, range is 10 yds per magic point sacrificed.
Regenerate	3 MP	self	auto	regains 1 hit point per round.
See	3 MP	sight	CON x5%	sees distant objects more closely.
Seer	varies	place	POW x5%	views past, 1 year further back per magic point; on 99, 00 cryptic result.
Shape Change	demon SIZ	self	auto	alters to one or more other forms.
Sleep	5 MP	sight	POW:CON	puts target to sleep for at least an hour.
Smash	varies	touch	10% per MP	Roll Table damage +db.
Snout	3MP	touch	CON x5%	tracks recent scent trail; 99,00 loses trail.
Soul Sight	varies	POW xMP in yds	auto	detects and identifies magical auras, defines target POW in terms of self.
Stinger	varies	touch	10% per MP	damage 1D8, plus venom of POT = demon CON.
Suture	varies	touch	auto	restores 1 hit point per MP sacrificed; leaves repulsive scars, etc.
Teleport	10 MP	self	auto	teleports self, and passenger; each trip costs demon 1 CON.
Tentacle	varies	touch	10% per MP	damage 1D8; armor does not help against this attack.
Tongue	varies	1 yd per MP	10% per MP	grabs target and moves it to its mouth; one STR:STR chance to get free.
Vomit Acid	varies	1 yd per MP	10% per MP	Roll Table damage, damage not lessened by distance.
Wardpact	10 MP	self	auto	immune to one class of weapon upon approval of Chaos Lord.
Web	varies	1 yd per MP	10% per MP	spins web, of STR equal to Roll Table result.
Wings	10 MP	self	auto	fly across the world at 50 mph, carry things.

MP — Magic points.
varies — The magic points sacrificed can vary. More points increases the demon's accuracy as well as potency, etc.
auto — Automatic. The demon performs this ability without fail unless noted. A Resistance Table roll may be needed to take effect.
varies/auto — The demon's chance when unbound/ the chance when bound. A demon using Demon Weapon attacks at its own skill percentage, but the same demon bound into a weapon is 100% effective, if the wielder can successfully hit with it.
range — Some ranges are given in yards (yd) of effect. Many more occur as single words. ***Self*** means that the ability affects only the demon itself. ***Touch*** means that the demon must touch the target (directly or with a weapon) for the ability to take effect. ***Sight*** means that the demon need only to be able to see and distinguish the target before the ability can take effect. ***Place*** means that the function of the ability is tied to a particular place or one place at a time.

immobility to be pleasing. Bound, the sentinel demon waits for someone to move within range of its stinger. That scorpion-like appendage arches up over its back and is always movable.

AVERAGE SENTINEL DEMON, lesser demon, humanoid, disgusting.

characteristics	*rolls*	*averages*
STR	2D8	12-13
CON	3D8	13-14
SIZ	3D8	13
INT	1D8	4-5
POW	3D8	13-14
DEX	3D8	12-13

MOV 2D8, max of 10 **av. HP** 13-14

Av. Damage Bonus: +1D4.

Abilities: *Bite,* at 40% the damage is 1D8
Carapace, 1D4 scales.
Hear, automatic, range is sight; reports telepathically to summoner.
Regenerate, automatic, 1 HP per round, self only.
See, at 40%, only bad conditions prevent it seeing.
Stinger, at 30%, 1D6 + CON:CON for demon's CON in hit points from target, range is 2 yards.

Skills: Bargain 20%, Own Plane 15%, Search 50%, Summoner's Language INT x2%.

Need: eats a goat or equivalent fresh-kill daily.

Magic Points to Summon: 44.

SERVANT DEMONS

▲ A demon breed of docile temperament. It is humanoid, with bulging eyes, vulpine teeth, dangling skinny arms, and red-gold, black, or blue-green glittering scales.

AVERAGE SERVANT DEMON, lesser demon, humanoid, bootlicker

characteristics	*rolls*	*averages*
STR	1D8	4-5
CON	1D8	4-5
SIZ	1D8	4-5
INT	1D8	4-5
POW	3D8	4-5
DEX	1D8	4-5

MOV 1D8, max of 10 **av. HP** 4-5

Av. Damage Bonus: none.

Abilities: *Bite* at 40%, damage 1D8
Lift, automatic, at 3 MP sacrifice

Skills: Move Quietly 30%, Own Plane 15%, Summoner's Language INT x2%.

Need: daily eats a gourd full of green tea leaves.

Magic Points to Summon: 20.

DEMON ABILITIES

ABSORB MISSILE — With a successful ability roll, the demon dissolves and ignores a non-magical missile entering its body; damage from the missile attack costs it no hit points. Each magic point adds 10 percentiles to the chance of neutralizing a successful missile hit; for 100 percent, damage occurs only on a result of 99,00 for the demon; for 110 percent, damage occurs only on a result of 00.

ACID BLOOD — The demon has acid for blood. For stronger acid, the summoner must have sacrificed more magic points. When the demon is attacked and loses a hit point, the attacking weapon takes the acid damage roll to its hit points. The attacking adventurer must receive a successful Luck roll or be splattered with acid. For the damage done by the acid, consult the Roll Table.

BITE — This is a straight-forward snap with gaping jaws and glistening teeth. Damage done increases with the number of magic points spent; see the Roll Table.

BURN — Radiates a cylinder of heat doing fire damage of 1D6+2 per round to a single target: the target needs a successful Luck roll to avoid igniting clothing and hair, as per game system fire damage. Because metal transmits heat, ordinary armor helps blocks this damage only for the first round of the attack. This ability is fixed: eight magic points for 80 percent chance and an eight-yard range.

BURROW — The demon can chew through and ingest wood, earth, and stone to clear a tunnel equal to the demon's SIZ. The rate is one yard per hour per magic point invested in the ability. The demon does not burrow through refined metal, flesh, or magical substances.

CARAPACE — Grants a coating of hide, scales, shell, etc., as the player describes. Each magic point invested in this armor stops the equivalent in damage on the Roll Table.

CLAW — One or more of the demon's limbs conclude in animal claws of the player's description. Two claws could attack in the same round, five DEX ranks apart. The magic point sacrifice for this ability does not change: a claw costs six magic points and has a 60 percent chance to hit. Each claw does fixed damage of 1D8+db.

CLING — The demon has sticky pads at the ends of its limbs and on its torso. With these it clings to vertical surfaces and lurks upside down on ceilings. Each point of magic invested allows the demon to Cling for an additional hour before it must drop to the floor, and each point also increases its Climb skill by 10 percentiles. One successful Climb roll reaches any position on a ceiling.

DAZZLE — Radiates a tight cylinder of brilliant light that blinds a single target for that number of combat rounds equal to the magic points invested in the ability. The blinded target sees nothing during this time; treat as if in total darkness. The target has a D100 chance equal to POWx3 or less of having its eyes closed when the attack occurs.

DEMON ARMOR — The demon may wear the armor, but usually is bound into armor worn by a character. Such armor usually takes on a bizarre or fantastical appearance because of the Chaotic presence.

➤ If the demon is bound into the armor, the armor has normal stopping power and the demon's ability blocks damage corresponding to the magic points invested, as per the Roll Table.

➤ For example, eight magic points invested in Demon Armor stops 1D10+1D6 points and normal Half Plate stops 1D8+1 points of damage. The wearer benefits from a *minimum* total stopping power of four points, and a *maximum* possible of 25 points. If points of damage get through both protections, subtract them from the wearer's hit points. When all the wearer's hit points have been lost, the bound demon is dispelled and the magical effect is ended. *Exception:* in an eternal binding, the demon would not be dispelled.

➤ *If the demon wears the armor* instead of being bound into the armor, the armor loses magical effect when the demon removes it, or when the demon is dismissed or dies.

DEMON SHIELD — The demon may carry the shield, but usually is bound into a shield carried by a character.

➤ *If the demon is bound into the shield,* it has the stopping power normal to it, plus it blocks additional damage in an amount corresponding to the magic points invested, as per the Roll Table.

➤ For example, a normal medium shield blocks 20 points of damage, and eight magic points invested in Demon Shield stops an additional 1D10+1D6 points: its minimum total stopping power is 22 points, and its maximum is 36 points. If points of damage go unblocked, subtract the extra points from the shield's hit points. When all the shield's hit points have been lost, the shield is broken, the magical effect is ended, and the demon dies.

➤ *If the demon carries the shield* instead of being bound into it, when the shield breaks the demon dies. A shield carried by a demon holds magical effect for one blow after the demon releases it, or after the demon is dismissed or dies. After that the shield is ordinary in all respects.

DEMON WEAPON — The demon may carry and use the weapon, but usually is bound into the weapon. The weapon does the damage normal to it, plus the damage bonus of the wielder, plus additional damage corresponding to the magic points invested, as per the Roll Table. The chance to hit increases by the magic-point sacrifice, also as per the Roll Table, if the demon wields the weapon.

➤ *If the demon is bound into the weapon,* use the adventurer's normal skill with the weapon. Target armor, shield, weapons, etc., defend normally.

Used to parry or otherwise subject to damage, roll the equivalent Roll Table dice. Total them and the weapon's hit points. Subtract points in excess of the total from the weapon's hit points, including from critical attacks.

When the weapon breaks, the magical effect is broken and the demon dies.

For a demon bow, the chance to hit with arrows or sling stones would improve by ten percentiles per magic point invested. A demon bow combined with a demon arrow represents two separate abilities: the former increases the chance to hit, and the latter increases the damage done as per the Roll Table.

➤ *If the demon carries the weapon* instead of being bound into it, the weapon holds magical effect for one blow or attack after the demon releases it, or after the demon is dismissed or dies. After that the weapon is ordinary in all respects.

DIMENSIONS — Upon command, the demon can travel between the Young Kingdoms and its home plane. The price of this ability is fixed, at 20 magic points. Each movement between planes costs the demon 1 CON; reduced to zero CON at the end of a trip, the demon dies cursing the person who forced it to kill itself.

For an additional fare of magic points equal to the burden's SIZ, the demon can carry its own SIZ or smaller to the other plane. A human can survive this trip. A grimoire always counts as 1 SIZ.

Though Champions of Chaos are unaffected, the trip through the awful void and swirling, leering vortices terrifies everyone else. Roll D100 each time passage is made: on a result of 00, all spells and summonings in INT-memory are forgotten, and all bound demons are released.

DISTEND — Allows the demon to temporarily enlarge, stretch, or magnify its stated body part. For each magic point invested, the demon increases size or reach by the part's original size again. For instance, ten magic points spent for Distend Arm, and the arm could zoom out to ten times normal length and width. Each length takes about half a second to grow.

DRAIN SOUL — The demon must touch the target first. Each round of the attack requires a successful POW:POW roll on the Resistance Table; foiled by a failed Resistance Table roll, the jolted demon drops its target as if hit by lightning. The sacrifice for this ability is fixed, at 10 MP. Armor does not defend against this ability.

In attacking, the demon first tries to drain the target's magic points, at 1D8 points per round of success. The magic points drained and the target unconscious, the demon drinks the target's POW at 1D8 points per round, and leaves him or her a will-less zombie. Each point of Power drained increases the thing's hit points by one. These hit points can be spent, but do not regenerate.

DUST — The demon belches out a blast of dry dust and sand in a 180° attack, at a range equal in yards to the magic points spent for the ability. The attack automatically succeeds in forcing the targets' eyes closed. If the demon concentrates on a single target, the Dust attack does 1D8 damage per combat round, 1D4 damage if the target wears plate armor. Such an attack lasts the remainder of the combat round. The target can see again at the beginning of the next round, but the demon can inhale and also begin again. Make the Dust attack for up to that number of rounds in an hour equal to the magic points invested in the ability.

EXPLODE — The demon approaches and attempts to Wrestle the target. Succeeding, it holds on and on its DEX rank in the next round explodes for damage equal to the magic points sacrificed for the ability, as per the Roll Table. For instance, a sacrifice of three points yields a 1D6 blast. The demon exploded, it returns to its own plane, freed, and cannot return to this plane. Armor does not defend against this ability, as it transmits the shock of the explosion.

EXSANGUINATE — Spotting a target, it attempts to attach itself to the target, at a percentile chance of the magic points invested times ten. The touch of the thing feels like clammy wet cloth; only attacks with magic or magical weapons can damage it. Armor defends fully against the attack for the first round, but after that the demon finds a way through. Damage for each round of attack is 1D3 hit points. The demon can drain blood only up to its SIZ in hit points per 24 hours. This ability includes MOV-Fly 1D8.

FOG — From the demon's vents pours a noxious wet vapor too thick and too unmoving to aim missiles through or to allow coordinated attacks. Bowstrings and slings stretch and rot after a single combat round of exposure. The stink clings to the targets and makes them easy to track for the next 24 hours. The ragged area of effect is roughly cylindrical, one yard high for each each point of demon SIZ, and two yards wide for every magic point invested in the ability. The same demon cannot possess an ability that includes effects of wind, fire, or heat.

FREEZE— Radiates a cylinder of intense cold doing damage of 1D6+2 hit points per round. The number of magic points sacrificed decides the range in yards. Armor helps block this attack in the first round only. If a target survives such an attack, he or she needs successful Luck rolls for exposed weapons the first fight after that; failing, the weapon has lost its temper and snaps on the first hit or parry. Shields, armor, and magical weapons are unaffected.

GORE — The demon grows a pair of horns somewhere on its body. It uses them like a bull to gore targets for 1D8+2

damage. The number of magic points sacrificed determines the demon's chance to hit with the horns. Add its damage bonus if the demon runs at the target for half the round before goring.

GOUT FIRE — Radiates a 180° fan of flame doing 1D8 fire damage per round to all targets within base range. Figure the chance to hit and the base range by the number of magic points sacrificed, ten percentiles and one yard per point. Hair and clothing also ignites, as per game system fire damage. Up to twice base range, no damage occurs with a successful Luck roll for the target; without it, 1D3 scorching but no ignition occurs. Armor helps block this attack in the first round only. Make the Gout Fire attack for up to that number of rounds in an hour equal to the magic points invested in the ability.

HEAR — The demon overhears any conversation it witnesses, and then reports to the summoner the gist of what's said. Its ability to do this starts as CON x5%, for a sacrifice of three magic points. On a result of 99,00 its report is inaccurate and misleading. If the demon is bound in an object, the object must include the image of one or more eyes and one or more ears if the demon is to be able to witness. Range is sight.

KNOWLEDGE — The demon listens to a specific question concerning the plane of the Young Kingdoms, then vanishes to seek the answer. It reappears in 1D8 hours to answer or to report that the answer could not be found. The question must concern a specific category of intellectual knowledge ('things that hop,' 'legends of Vilmir,' etc.) to which a systematic answer exists. The question must concern the plane to which the demon has been summoned. The demon has no way to learn personal secrets, hidden locations, or similar kinds of private, one-of-a-kind knowledge. The demon's chance to answer starts at INT x3%. If it fails, it knows it has, and reports failure. On a result of 99-00, it mistakenly reports the wrong answer. The magic point sacrifice for this ability is fixed, at 10 magic points.

LEAP — The demon has frog's legs, a springy tail, or other physical means which lets it safely leap. It hops horizontally for five yards or leaps vertically for three yards per magic point invested. This ability is unaffected by wearing armor. It can carry one passenger if the summoner sacrifices magic points equal to half the passenger's SIZ.

LIFT — The demon can lift and carry three times its STR for an hour, then must rest for ten minutes. If walking, its rate can be up to MOV 8. If it is lifting itself, it moves through the air at MOV 15, then must rest for ten minutes. The sacrifice for this ability is fixed, at three magic points.

LOCUSTS — The demon manifests itself as a cloud of locusts, milling to compose a vaguely human form. This demon may not have any other ability. Attacking, it enfolds itself around a single target, its hungry mouths doing 1D8 damage per round automatically. Any sort of armor helps defend against this attack. Ordinary or magical physical weapons do not affect it, but a flame attack or immersion in water causes the demon to retreat. The attack that lowers the demon's hit points to zero dispels the demon. The magic point sacrifice for this ability is fixed, at 10 magic points.

MANIPULATE — Allows the demon to create a simple physical object or to repair or revise it in an hour. Define 'simple' as that work achievable by an average human craftsperson in seven days and seven nights of unceasing labor. The demon must be equipped at least with DEX, STR, INT, and at least 1 point of SIZ. The demon's chance for success is 10 percentiles per magic point sacrificed for the skill.

PARALYZE — The range is touch. The demon attacks the target's CON with its own, via the Resistance Table. With a success, the demon paralyzes the target. The victim cannot move, but can think normally. Paralysis ends when the target's player can roll CON x1 or less with D100; he or she can try each round. If the target carries or wears an object-bound demon, the demon is unaffected— this ability hits one target at a time. If the target was a bound demon, the demon could not attack while paralyzed. The magic point cost for this ability is fixed, at seven magic points.

QUILLS — Hurls ugly-looking mottled black quills about a forearm long, each equipped with nasty harpoon-like barbs. Each hit does 1D8+1 damage. Base range is 10 yards per magic point invested. The demon has as many quills as magic points sacrificed for the ability. It can fire a quill at five-DEX-rank intervals. Pro-rate the regeneration of the quills over 24 hours, as with magic points. Armor defends against the quills.

REGENERATE — Automatically restores one hit point per round on its DEX rank, never more than that. The demon contributes these hit points only to itself. The magic point sacrifice for this ability is fixed, at three magic points.

SEE — The demon can distinguish things far away, such as the identity of a distant rider, the deployment of troops, or an inscription on a wall. It reports what it sees. Its ability to do this starts at CON x5%. Dust, fog, smoke, or darkness does not block its vision. If bound into an object and worn, the binder can see in this fashion. Within a yard, the demon can see larger than life, up to ten times. Only on a result of 99,00 is its report flawed or wrongly perceived. The magic point sacrifice for this ability is fixed, at three magic points.

SEER — The demon can scan through and choose to witness particular times in the past. It always experiences the past from where it stands, so the sorcerer must move it to the location needed. For each magic point sacrificed, the ability reaches back one year further into the past. The chance for success equals POW x5%; a result of 99,00 always is faulty, cryptic, or indistinct. Each scan through a past year takes about an hour. If the demon is bound into an object, the binder sees with his own eyes.

SHAPE CHANGE — Once per 24 hours, the demon can alter its form to resemble some living thing of the Young Kingdoms. The shapes to be changed to must be chosen at the time of summoning, since each guise costs a magic point. The physical characteristics of the demon do not change, so the demon could be a gigantic canary, but without MOV-Fly would be a grounded gigantic canary. The demon also could look like a human, Melnibonéan, etc., but not any person in particular. The demon cannot be bound into an object. Success is automatic; duration can be any amount of time. The magic point sacrifice for this is fixed, at 1x demon SIZ for the ability, plus any number of magic points for any number of shapes.

SLEEP — Causes the target to feel irresistibly sleepy. Needs a successful roll of demon POW to target CON on the Resistance Table. Failing, do not repeat the attempt for an hour: succeeding, the target falls asleep for 20-CON hours, or for one hour, whichever is more. Range is sight. The sacrifice for this ability is fixed, at five magic points.

SMASH — The demon hurls itself against a target: the Roll Table correlates the magic point sacrifice with the chance to hit and the attack damage. Add the normal damage bonus. Shields and armor defend against this damage, but any successful Smash does knock-back (see the Spot Rules chapter). This ability never does more points of damage than the demon has points of SIZ. The demon never incurs damage from its own attack.

SNOUT — Provides the demon with a animal-like snout that gives it the ability to track by smell at a chance of CON

x5%. On a result of 99,00 it loses the trail utterly, or starts following the wrong person. Unlike the skill Track, the Snout ability can trail substances that have no odor, such as diamonds or gold. The sacrifice for this ability is fixed, at three magic points.

SOUL SIGHT — With this ability, the demon can pick out life of POW 3 or greater. The range is that number of yards equal to the demon's POW times the magic points spent for the ability. In terms of equal, greater, or less than itself, the demon also can gauge the POW of an individual.

STINGER — The demon comes equipped with a prehensile stinger of up to two yards in length. It does 1D8 damage to a target. The Roll Table and the magic points sacrificed decide the chance to hit. An attack that wounds the opponent also does venom damage, in hit points equal in POT to the demon's CON. Roll CON:CON on the Resistance Table. With a success, the attack costs the target the demon's CON in hit points. With a failure, the target loses half the demon's CON in hit points, but is immune to further Stinger venom attacks.

SUTURE — The demon magically seals and restores the hit points for wounds left by weapons, tools, claws, and so on. The ability does not work for internal injuries, burns, poisons, or asphyxiation. The target can be the summoner or someone designated by the summoner. The demon cannot sew up beings from other planes, including itself. Range is touch. Suture is complementary with the skill Physik and the spell Heal. Hit points restored per wound equal the magic points sacrificed for the ability. Every application of Suture leaves a prominent scar disgusting in odor, color, or shape, one always suggesting Chaos.

TELEPORT — Within the Young Kingdoms, the demon can teleport itself and passengers or cargo of up to its STR. It will not arrive closer than a hundred yards to an individual of POW greater than its own. The disorienting trip takes only a few seconds. Subtract 1 CON from the demon for each trip it makes: when the demon's CON reaches zero, it has expended itself completely and perishes. The magic point sacrifice for this ability is fixed, at 10 MP.

TENTACLE — The sinuous, slimy, sucker-tipped tentacle can grasp and crush for 1D8 damage per combat round. The chance to hit increases by 10 percentiles per magic point sacrificed for the ability. Armor does not defend against this attack.

TONGUE — The tongue hits the target with a chance equal to the number of magic points sacrificed. Its range in yards equals the number of magic points sacrificed for the ability. Hitting, the tongue retracts and pulls the target to its mouth with a strength equal to the demon's damage bonus. A target can wriggle free with a successful STR:STR roll on the Resistance Table. Failing, he or she is swallowed whole, and in the next combat round takes stomach acid damage commensurate with the Roll Table. The demon must be at least three times larger in SIZ than the thing it tries to Tongue, or it cannot swallow the target.

VOMIT ACID — The demon regurgitates stomach acid. This is an aimed attack against a single target, potentially damaging weapons, armor, and adventurer at once. The gelatinous contents do the same damage at any distance. Use the Roll Table to correlate magic points sacrificed with acid damage. The range in yards equals the magic points sacrificed.

WARD PACT — A wardpact is a magical agreement made among demons to join in defense against attacks of a specific type. Of the one guarding Urish's hoard, Moorcock says, "he is a representative of all demons who would mass with him to preserve his wardpact." Such a defense is proof against nearly anything, even Stormbringer, who is not eager to attack this demon. In the saga, the cleaver Hackmeat smashes to pieces against the wardpact held by the demon, who watches calmly and then distends its jaws. Urish, who had wielded the cleaver, is swallowed whole.

- To create a wardpact, invoke a Lord of Chaos. The Lord exacts ten magic points and some additional payment or exhange, or else denies the wardpact. The agreement of Chaos is vital, for a wardpact links and obligates many demons.
- Striking the demon, a wardpacted weapon always breaks, even if a demon weapon. Roll damage for the attack as if the attack hit, but subtract the hit points from the attacker. Wardpacts are supernatural: armor, shields, and parries do not absorb, deflect, or lessen the reflected damage.
- A wardpact can be made against any one earthly attack or demonic ability. In game terms, make a wardpact against one class of weapon, as defined in the combat chapter.
- A demon may have one wardpact per eight points of POW.
- A wardpacted thing cannot attack until first attacked.

WEB — The demon spews strands as sticky as spider webbing; these wind around and immobilize the target. To escape, the target or a rescuer must cut the strands. The strands have STR equal to the Roll Table damage for the magic points invested in the ability: thus a 3-point Web strand has STR of 1D6.

WINGS — The range is self. The demon can fly anywhere on the plane of the Young Kingdoms, flapping enormous buzzing insect wings. Airborne, it flies at speeds up to fifty miles an hour. For stability, its SIZ and STR must be within five points of each other, and have at least DEX 10. It carries passengers or cargo equal to 1/2 STR. The magic point sacrifice for this ability is fixed, at 10 magic points.

ELEMENTALS

OF THE FOUR elements, earth, air, fire, and water, one family rules each. The head of each family is the Elemental Ruler. He or she and his or her nearer relatives choose their own destinies: they can be invoked, but not summoned. As Emperor of the Melniboneans, Elric is heir to ten thousand years of lore, pact, and experience. He can invoke the greatest in each family, but mere adventurers do not have Elric's connections or knowledge. Even if adventurers learn how to invoke them, the great of the four families will not respond without good reason, for they are strong and proud. Humans may worship one or more Elemental Rulers.

Greater and lesser elementals also exist, however, and these can be summoned, which renders such elementals visible and humanoid. They act in ways corresponding to the elements from which they spring. Summoned elementals are often friendly and sometimes polite. Sorcerers who have murdered or enslaved elementals get no cooperation.

Elementals resemble humans in what they can do. They attack and parry physically. Calculate their damage bonuses and magic points as for humans, but do not average to get hit points—hit points equal the sum of SIZ and CON, undivided by two.

With the exception of gnomes, humans cannot wound elementals with physical attacks. The other elementals immediately reform after the blow passes through. Demons, magic, and enchanted weapons do only magical damage. For

TABLE OF ELEMENTALS

name of element	*pathway spell*	*name of elemental*	*typical behavior*
earth	Gift of Grome	gnome	stubborn, persistent
air	Wings of Lassa	sylph	talkative, energetic
fire	Flames of Kakatal	salamander	touchy, idealistic
water	Bounty of Straasha	undine	confident, patient

earth

air

fire

water

- A lesser elemental totals not more than 24 D6s of characteristics, including 3D6 in POW. No attack or other skill ever exceeds 100 percent.
- A greater elemental totals at least 25 D6s of characteristic, including 4D6 in POW. Attacks and other skills may be 110 percent or higher.

instance, a hit with a sword bearing Hell's Razor 4 does four points of damage to undine, sylph, salamander, or gnome. Demon attacks likewise do magical damage, including any damage bonus for the demon, but no damage comes from any physical component—ordinary weapon damage or adventurer damage bonus.

Elementals have gender: Lassa is the only female Elemental Ruler, but both sylphs and undines have female forms. Straasha, Grome, and Kakatal are male Elemental Rulers; only gnomes and salamanders are spoken of as male.

Though the saga names few, many children of the Elemental Rulers exist. Two are Misha and Graoll, lords of strong winds, also called Wind Giants and Lasshaar.

ELEMENTAL ATTACKS AND PARRIES

Find attacks possible to all elementals in the average lesser elemental statistics. As for demons, use the Roll Table to correlate the magic points invested with the skills and damages for the attacks. Drowning and suffocation occurs according to the combat chapter rules.

Gnomes are affected by physical attacks. All elementals can be wounded or slain by magic, enchanted weapons, and demon weapons, or by attacks from other elementals. A physical weapon with a spell on it would do only the spell's damage to the elemental.

POINT SACRIFICES FOR ELEMENTALS

1D6 STR, CON, SIZ, INT, POW, or DEX — one magic point.
10 percentiles of a skill — one magic point.
MOV — movement rates for lesser elementals are fixed: see the statistics for the lesser elementals.
Bind an elemental — no extra sacrifice.
Bind an elemental eternally — not possible.

An elemental can parry an attack by a magical weapon. It loses hit points only from that damage exceeding its current hit points.

PROCEDURE

Summon an elemental by learning the Summon Elemental spell from written records, from another sorcerer, or by gift of the appropriate Elemental Ruler.

Inscribe the rune or sign as a focus being for the element summoned. Then cast the spell. The sorcerer must also have in memory the pathway spell for the appropriate element, but that spell need not be cast. The elemental appears on the focus. No Luck roll is needed.

Since elementals are native to the plane, summoning one takes only 1D6 rounds from cast to appearance.

SIFTING

The statistics for average elementals represent the minimum entities summonable. Sacrifice more magic points in exchange for additional points of characteristics and skills. Any skill on the adventurer sheet is available, but attacks are limited to those listed in the elemental's statistics.

Greater elementals can add other weapons, as appropriate to the element. A greater air elemental might buffet and bash with extreme drops and rises in air pressure, a greater fire elemental might hurl lava or brandish a pillar of fire, a greater water elemental could stir up whirlpools at sea or wield various weapons of ice, a greater earth elemental could brandish weapons of stone or pure metal, and so on. Correlate the damages done by such attacks with the percentiles purchased for the attack skill, according to the Roll Table.

- Lesser and greater elementals have no spells or abilities akin to those of demons, but they can have human or human-like skills. Try to make the skills appropriate to the element.
- MOV equals up to one-half DEX, but never more than 14 for lesser and greater elementals. The MOVs are fly for air, burrow for earth, run and jump for fire, and swim for water. Only one MOV mode is available for an elemental. All elementals can move and act on the surface of the ground.
- Gnomes and salamanders cannot swim in the sea or stand on its surface, nor can sylphs long exist below the water's surface. Undines and gnomes cannot long exist in fire.
- Elementals travel at full speed within their element, or upon the surface of the earth.
- Elementals cannot use armor.
- Calculate elemental hit points as the sum of CON+SIZ, and do not halve the result.

NEGOTIATING

Successfully summoned, an elemental will negotiate to do one task for the summoner. The nature of the task should not be self-destructive or contrary to the interests of that element. For instance, an earth elemental would agree to dam a stream, but would not agree to cut away earth in favor of a watery moat. The task completed, the elemental vanishes. Elementals prefer negotiation to being bound.

BINDING AN ELEMENTAL

Binding an elemental never costs Power. Binding takes place after a successful POW:POW roll on the Resistance Table. Binding an

elemental contradicts natural law: subtract a point from the sorcerer's Balance box, even if that creates a negative amount in the box. The act of summoning already will have added a point to the summoner's Chaos box. Unlike for demons, no Power cost for binding elementals exists.

Having been bound, the elemental does not change in appearance, but there is no joy or eagerness in it, and it volunteers nothing.

➤ Bound, an elemental performs a succession of simple tasks, limited to a number equal to its CON. For each task completed, lower the elemental's CON by one (its hit points also change). At zero CON, the elemental dies: the salamander turns into ash and embers, the sylph transforms into blowing smoke, the undine foams and evaporates, and the gnome crumbles into a mound of dust.

Working an elemental to death adds the dead elemental's POW in points to the sorcerer's Chaos or Law box, as appropriate.

➤ By 'simple task' we intend tasks appropriate to the elemental and of a scale (for lesser elementals) which could be accomplished by seven humans working nonstop for seven days and seven nights, or less. The work of a greater elemental is comparable to that of seventy humans, all working nonstop for seven days and seven nights, or less.

OBJECT-BINDING, ETERNAL BINDING

Like a demon, an elemental may be object-bound, but constraining and confining what should be free perverts the intention of the Balance and alienates the Elemental Ruler: remove five points from the Balance box, even if that means going into negative numbers. That Elemental Ruler is now an enemy, and will never respond.

A ring, an amulet, a staff, etc., is designated as the focus for the elemental, and that element's rune must be graven on it. Object-bound, the elemental appears at bidding from the focus, as though poured out or exhaled, and returns in the same fashion having completed the task.

Elementals cannot be bound eternally.

TRUE NAME

Only by gift of an Elemental Ruler can the True Name of an elemental be learned. Once granted, that elemental appears ten DEX-ranks after being called, if still in existence.

DISMISSAL, RE-BINDING

An elemental is dismissed instantaneously and without cost, when its summoner wishes. Only the summoner of an elemental may dismiss it.

An elemental may not be bound over to a second person.

AVERAGE LESSER ELEMENTALS

THESE STATISTICS REPRESENT the minimum elementals that can be summoned. Sacrifice additional magic points for more percentiles of skill or points of characteristic.

GNOMES (EARTH)

▲ They are the dullest and least sensate of the elementals, and are inclined to be surly and withdrawn. Gnomes are as stiff and strong as moving statues (though not as big), and they are ill-suited for tasks needing dexterity. In appearance, they are randomly of stone, mineral, earth, or of some mixture of the three. Gnomes grow mosses on their heads for hair, or coat their heads with crystal or oxide, or cap them with jagged pebbles.

Because they are of the earth, gnomes know its lore, and thus can identify the best places within sight to look for particular minerals or gemstones. They can guide adventurers to find the lowest mountain pass, find an exit or entrance to a cavern, and so on.

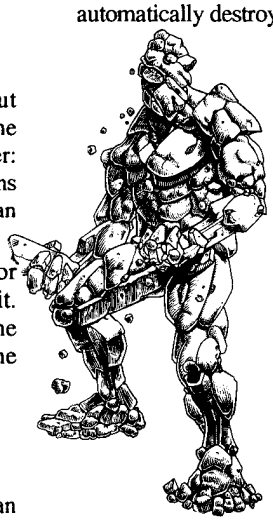
Because they are one with the earth, gnomes can sink into or rise out of earth and stone at will, and can travel through it at surface speeds. If it wishes, each can take a human with it to safety, escape, or to a terrible entombment far below the surface of the earth.

Many gnomes might join to produce an avalanche, a sudden deep slump in the earth, a local earthquake, or similar phenomenon. The amount of earth and stone displaced equals in SIZ the STR of the gnome or gnomes involved.

In battle, the substance of each gnome is shield-like. The gnome absorbs and loses hit points only if the damage exceeds its hit points.

To be able to summon a gnome, the summoner already must know the pathway spell, Gift of Grome.

Because of an ancient feud between their rulers, gnomes and undines are hostile to each other. A gnome or undine can seize and automatically destroy the other at the cost of its own existence.



GNOME, lesser elemental, humanoid, squat and graceless.

characteristics	*rolls*	*averages*
STR	5D6+12	30
CON	3D6+6	20
SIZ	3D6	10-11
INT	2D6	7
POW	3D6	10-11
DEX	2D6*	7
MOV 8		**av. HP** 30-31

** maximum possible DEX.*

Av. Damage Bonus: +2D6.

Weapons: Brawl* 20%, damage 1D4+db**
Earth Hammer* 20%, damage 1D4+db**
** armor protects against these attacks.*
*** relate attack damage and skill percentiles according to the Roll Table.*

Armor: none, but for the first blow striking it each round, a successful Luck roll for the gnome breaks any ordinary weapon, including one with a spell on it, and the gnome takes no damage. Demon weapons and enchanted weapons do not break.

Skills: Evaluate 20%, Natural World 20%, Summoner's Language INT x2%, Ways of the Earth 60%.

Total Magic Points Spent: 28.

SYLPHS (AIR)

▲ Elegant and prim, sylphs manifest as semi-transparent females, some in fluttering gowns, and others clad in nothing at all. Even without breeze, their long hair continues to wave and eddy.

Sylphs are the most talkative of elementals. They range freely through the air, laughing and overhearing conversations. Since the air moves constantly, sylphs are everywhere and see everything. They like to talk about it, but they have little concept of time. A day or a century is all the same to them.

Coarse words and rowdy or brutal behavior offend them.

A sylph can produce a breeze which can move an object or objects equal in SIZ to its STR, for minutes equal to its CON. Then the sylph must rest for an equal time. Lesser sylphs can add their characteristics together to blow harder. For storm winds that can

topple trees, the summoner should call up a greater sylph or a member of Lassa's noble house.

A sylph can supply enough air to keep one person breathing. The air lasts for the sylph's CON in minutes, and in that time the sylph's CON diminishes by one each minute. Reaching CON 1, the elemental vanishes, to save herself.

To summon a sylph, the summoner already must know the pathway spell, Wings of Lassa.

Because of an ancient feud between their rulers, sylphs and salamanders are hostile to each other. A sylph or salamander can seize and automatically destroy the other at the cost of its own existence.

SYLPH, lesser elemental, humanoid, small and graceful.

characteristics	*rolls*	*averages*
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6	10-11
INT	4D6	14
POW	3D6	10-11
DEX	4D6	14
MOV 15		**av. HP** 21

Av. Damage Bonus: +0.

Weapon: Scouring Wind* 50%, damage 1D10**

** armor protects against this attack.*
*** attack damage always relates to percentiles of skill, as per the Roll Table.*

Armor: none, but invulnerable to non-nagical attack.

Skills: Know Random Secrets 25%, Listen 20%, Natural World 20%, Summoner's Language INT x2%, Ways of the Winds 60%.

Total Magic Points Spent: 28.

SALAMANDERS (FIRE)

▲ As protean as fire itself, a salamander can assume any shape, though it usually appears to summoners either in human or reptilian form. Flame wreathes all forms, intense enough that a dozen scholars could read by the light of one salamander.

Salamanders are quick to take offense. They are also easily flattered. Their better natures can be appealed to, but they enjoy hunting down and incinerating those who deceive them.

Permanently fiery, salamanders ignite whatever flammable items they touch. They do normal fire damage of 1D6 hit points per round. Sorcerers can use a bellows or other furnace techniques to raise salamander heat by several times, becoming hot enough to melt bronze or steel.

A salamander also may spit fire for a random distance in yards equal to its damage bonus roll; roll anew for each attack. The fires of a salamander are inexhaustible before death.

This elemental also can herd a previously-burning fire, wind or not, if the size of the fire in square yards does not exceed the salamander's POW. The salamander will refuse to extinguish any fire, even if bound, for that would be disrespectful to Kakatal.

Fire elementals can link efforts, producing or herding larger blazes.

To summon a salamander, the summoner already must know the pathway spell, Flames of Kakatal.

Because of an ancient feud between their rulers, salamanders and sylphs are hostile to each other. A salamander or sylph can seize and automatically destroy the other at the cost of its own existence.

SALAMANDER, lesser elemental, humanoid or reptilian, tall and flaming.

characteristics	*rolls*	*averages*
STR	2D6+6	13
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	2D6	7
POW	3D6	10-11
DEX	4D6	14
MOV 12		**av. HP** 24-25

Av. Damage Bonus: +1D4

Weapon: Touch automatic*, fire damage 1D6 per round; Luck roll to put out. * Spit Flame* 50%, damage 1D10 per round **

** combustible materials ignite at touch.*
*** attack damage always relates to its percentiles of skill, as per the Roll Table.*

Armor: invulnerable to non-magical attack.

Skills: Jump 20%, Natural World 20%, Summoner's Language INT x2%, Ways of the Fires 60%.

Total Magic Points Spent: 28.

UNDINES (WATER)

▲ An undine appears as a small, beautiful woman with blue-green skin, nude or clad for swimming. On dry land, her footprints are always wet, and her skin is always dewy with water, as though just emerged from the sea. Within water, the undine is invisible, though she can speak in normal tones.

Undines are the least capricious and most deep-thinking of the elementals, and are sometimes interested in conversing with mortals. Conversations tend to be serious, long-winded, and inconclusive.

An undine can restore and revive a person dying of thirst, at a cost to her of 1 CON point per person.

This elemental could buoy a person far enough out of the water to be able to breathe. The person can be up to twice her STR in SIZ. She can tow a person or object through the water at her maximum MOV.

Several or many undines might join to produce a flood, a tidal wave, a river emerging from nowhere, rain from a cloudless sky, or similar phenomenon. The amount of water displaced equals in SIZ the STR of the undines involved.

To be able to summon an undine, the summoner already must know the spell Bounty of Straasha.

Because of an ancient feud between their rulers, undines and gnomes are hostile to each other. An undine or gnome can seize and automatically destroy the other at the cost of its own existence.

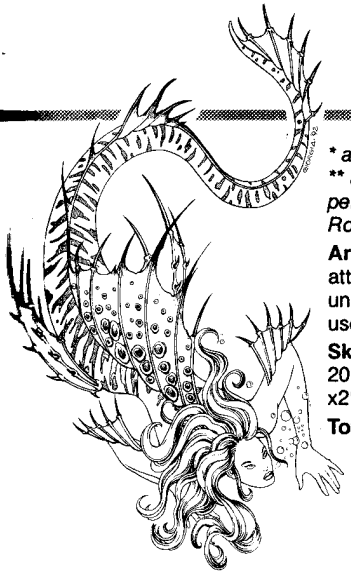
UNDINE, lesser elemental, humanoid, small and watery.

characteristics	*rolls*	*averages*
STR	3D6+6	14
CON	3D6+6	14
SIZ	2D6	7
INT	4D6	14
POW	3D6	10-11
DEX	3D6	10-11
MOV 12		**av. HP** 10-11

Av. Damage Bonus: +0.

Weapon: Ice Spear* 50%, damage 1D10+db**

Drown by Touch STR x3%, immediate drowning damage



** armor protects against this attack.*
*** attack damage always relates to percentiles of skill, according to the Roll Table.*

Armor: invulnerable to non-magical attack; any metal weapon striking an undine immediately rusts and dulls to uselessness.

Skills: Natural World 20%, Oratory 20%, Summoner's Language INT x2%, Ways of the Waters 60%.

Total Magic Points Spent: 28.

BEAST-LORDS, PLANT-LORDS

IN THE HALF WORLDS, *where dwelt the master-types of all creatures other than Man, an entity stirred, hearing its name. The entity was called Haaashaastaak; and it was scaly and cold, with no true intellect, such as men and gods possessed, but an awareness, which served it as well if not better. It was brother, on this plane, to such entities as Meerclar, Lord of the Cats, Roofdrak, Lord of the Dogs, Nuru-ah, Lord of the Cattle, and many, many others.* — **The Weird of the White Wolf III,5.**

Named separately is Fileet, Lady of the Birds. Only one Plant-Lord is named, the Tangled Woman in *Revenge of the Rose.* The rule of archetypes suggests that thousands more exist.

Though it can be summoned, a Beast-Lord or Plant-Lord cannot be called automatically. If it does come forth, it must obey the summoner. Hearing Elric's call, Meerclar Lord of Cats answers with pleasure, for Elric is Melniboné an, and that race is cat-like. Meerclar knows the meeting will be enjoyable.

No spell or summoning brings hordes of natural creatures. Individual beasts can be caught up for a time by spells such as Rat Vision. A Beast-Lord or Plant-Lord could cause some or many of a kind to manifest. Fileet blackens the sky with defending birds when the Oonai threaten Elric and Moonglum.

Very few know the names of many Beast-Lords or Plant-Lords. As Emperor-to-be, his father gave Elric special instruction. Elric also wears the actorios, the Ring of Kings, which proves his identity and lends him strength. Elric's access to powerful entities such as Haaashaastaak is much easier than it would be for an adventurer. No one else on earth has such aid. It may be Moorcock's intent that only Elric can accomplish these summonings. For game purposes we assume that any sorcerer has a tiny chance to succeed.

SUMMONING BEAST-LORDS & PLANT-LORDS

The sorcerer must know the Lord's name and know the proper rhythms to chant, as Elric did. As for other magic, discover and accumulate such arcane information in play. It comes from research, from grimoires and other writings, from other sorcerers, or by gift of the Beast-Lord or Plant-Lord.

Each attempt to summon a Lord costs ten magic points, and requires 1D6 game hours. At the end of that time, it will be clear to the sorcerer that the attempt either has succeeded or failed.

The chance for an answer is always 01 on D100, unless the adventurer or his ancestors have done significant good works for that Lord. This might be extending the range of that Lord's charges, saving many of its kind from destruction, and so forth. A Lord is unmoved by promises; its range of perception is instinctive, and it exists almost entirely in the present. Offers must be made good immediately.

If the adventurer's past behavior warrants, the gamemaster might allow an increase in the chance to summon. This would be equal to that quantity of Balance points exceeding the higher of his or her Law and Chaos points.

The summoner continues to chant descriptions and flattering words appropriate to the Lord, and in the proper rhythm, coaxing it until the Beast-Lord or Plant-Lord deigns to appear.

Having come forth, the particular Lord has dominion only over its own. It undertakes one command proper to its role and nature, then returns to its half-world, out of space and out of time. It refuses commands that are too general or too complicated. Elric's cry of 'Save me from the huge butterfly'

ELRIC'S VERSES

SEVERAL TIMES Moorcock quotes Elric as he summons one Lord or another. In themselves, his choice of words does not seem particularly significant; adventurers can use other verses to the same effect. Rhyming is not necessary, but each set of verses should make clear the relationship of the summoner to the Lord. Flattery couldn't hurt.

TO HAAASHAASTAAK, LORD OF LIZARDS

Haaashaastaak, Lord of Lizards,
Your children were fathers of men,

Haaashaastaak, Prince of Reptiles,
Come aid a grandchild now!

Haaashaataak, Father of Scales,
Cold-blooded bringer of life ... &c.

TO MEERCLAR, LORD OF CATS

Meerclar of the Cats,
it is I, your kinsman,
Elric of Melniboné, last of the line
that made vows of friendship
with you and your people.
Do you hear me, Lord of Cats?

TO FILEET, LADY OF BIRDS

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

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

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

is just about right. Giantic Haaashaastaak promptly swallows Theleb Ka'arna's gigantic malevolent butterfly, then departs.

INVOCATIONS

AN INVOCATION is a heartfelt appeal or petition directed at a particular Chaos Lord, Lord of Law, or Elemental Ruler. Compared to summoning a demon (which Elric never attempts), an invocation is fast, has negligible requirements, needs no sacrifice of magic points, and requires no minimum POW to attempt. Invocation allows a sorcerer to politely attempt to contact a cosmic power far too strong to summon or bind.

AS A PRACTICAL MATTER . . .

As a practical matter, invocations may work for a character who has allegiance to a force, who is a Champion of a force, or who is specially connected to a particular Lord or Ruler, as is Elric with Straasha, for instance. Even someone the Lord or Ruler envisions as important in the future may get no aid now. Ordinary people can invoke Lords until their faces are blue, and never get results.

Consider the situation: from the supplicant's point of view, the entity invoked has great reservoirs of power, of which the supplicant needs very little. From the entity's point of view, swarms of supplicants spread across all space and time, leaping like fleas, and clamoring for attention and mutually-exclusive favors. To accomplish its own goals, the Lord or Ruler must choose among these frenetic, momentary things. It should not surprise us that it sometimes chooses wrongly, or that it ignores nearly all of its legion of petitioners nearly all of the time.

An invocation answered is a sure sign of great favor. An invocation answered and then granted shows even greater favor, and endows corresponding obligation upon the adventurer. The Lord or Ruler will demand something important or dangerous in return.

RULES

INVOCATION TO STRAASHA, RULER OF THE SEA

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

Sea-rulers, fathers of our blood,
Thine aid is sought, thine aid is sought,
Your salt is blood, our blood your salt,
Your blood the blood of Man.

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

WHO CAN BE INVOKED

Lords of Law, Lords of Chaos, and Elemental Rulers and their nearer relatives can be invoked. They are too strong to summon and will take offense at the attempt. Demons and elementals cannot be invoked, since invocation makes no description of characteristics, abilities, and skills.

Miscellaneous Chaotic entities and spiritual beings such as ghosts sometimes can be called forth by a simple declaration, but the caller must know the correct name. To learn the name may take much searching or scholarly research.

LEARNING INVOCATIONS

To learn invocations proven to have worked in the past, seek out grimoires and other sorcerous writings, or buy instruction from other sorcerers. To create a new invocation, use the scholarly research option for learning magic, near the beginning of this chapter. A deity may make a gift of magic, of course, whether an invocation or something else. Such an event should be exceedingly rare, and the reason for it should be exceedingly obvious and believable.

PROCEDURE FOR INVOCATION

The supplicant needs an attuned mind, and must know the name of the entity being invoked. He or she also must have prepared verses that define the supplicant's relation to the entity. Great deeds also help commend the adventurer to the entity's attention. These deeds must have occurred in play and must be consonant with what is asked of the deity, or with the adventurer's allegiance.

If the adventurer has allegiance with the appropriate force, a chance of 01 exists that the invocation is answered. If the adventurer is a Champion, the chance for an answer is POW x3%. Granting a request partly depends on the adventurer's negotiating skills. For game purposes, invocations take on average 1D8 hours for Lords of Chaos, and 1D6 hours for the rest. But, barrier of Law aside, a Lord or Ruler appears when it wants.

If a Lord or Ruler did not appear, the invocation failed, or it may be answered in some fashion in the future.

The supplicant must bargain seriously, courteously, and in good faith, or risk offense. In negotiating, acceding to the will of a god may not be easy or desirable, and yet to anger it would be unwise. If the sorcerer intends to request something, he or she should be prepared to offer equal value. The sorcerer may be asked to complete a task, make a sacrifice, go on a quest, solve some riddle or puzzle, take vengeance upon someone, bring someone to justice, etc.

Some of Elric's invocations include phrasings recalled from childhood training, so preferable or more effective ways to put things exist. Nonetheless, invocation details are unimportant in the game because the intent of supplicant and god is so much more important. Without clear reason for talking, the chance of an answered invocation is random and unlikely. Not even Elric had every call answered.

An invocation should concern something in which the Lord or Ruler has an interest, and the adventurer's request should be impossible to achieve in any other way. Typically, an invocation asks for protection of the supplicant, or else for useful information. An invocation can achieve practically anything, from trading characteristic or skill points to returning a fallen comrade to life.

ENCHANTMENTS

THE GAMEMASTER INTRODUCES all enchantments. An enchantment is the permanent fixing of supernatural power into an object or location. It might have been made in or brought to the plane of the Young Kingdoms. Such things exist in the saga. They include the shield kept by the giant Mordaga and the Ship That Sails Over Land and Sea. With the dwindling of magical power, no new enchantments are made, but old ones continue to be found.

For discussion of enchantments and some sample ones, see the gamemaster chapter.

RUMORS

THIS SECTION summarizes much of the magic described in the saga. It appears as gossip and whispers since much of it has not happened yet. Everything included is true to Moorcock or else not contradicted by him. These whispered things are rare or unique, and could form the basis for quests, researches, goals, and so on. They occur here rather than in the gamemaster chapter to encourage players that great events are coming, but that they will not be orderly nor as easy to understand as a row of items ranked on a store shelf.

SPELLS

THE GREATEST Champions of Law are said to own a spell in which mere sprinkled dust turns to a constricting wall that can destroy an army. None of our age report witnessing this, and assuredly such a spell would work best upon the forces of Chaos, long absent in greatest part.

—The Noose of Flesh.

AMONG THE Melnibonéans is said to be a spell which renders a person *invulnerable to cut or blow. Since this* people be so deadly amongst themselves, it seems that few indeed know of it. *Morelike, the spell lasts but little and takes* much time to prepare, and so few will use it, or else their Emperors reserve it for *themselves.*

—in Troos, Elric prepared this spell, and potion.

BOOKS

SORCERERS OBSERVE that the sympathy of kinds brings results. In summoning the Lords of the Elements, for instance, calls that are read from the tanned hide of a thing of the air, or fire, or a shark for the sea, and so on, better tempt the Lord of that element to appear.

—Elric's beast-hide manuscript.

THERE IS, perhaps on a Sword World, a great book writ of all the things and events which nimbus the great black sword Stormbringer, and tells of all who have used it, and of all who will. Only fragments are known in our world. On the Sword World, its secrets are bared.

—about the Chronicle of the Black Sword.

WHEN THE old gods were dying, they hurled their knowledge toward the sun, that it should be destroyed. The Dark Ones of this world saw, and captured what they came to call the Dead Gods' Book, for then the old gods were truly dead. They used the knowledge, but much good it did them, for now they too are gone. In that book is much lore of sorcery, but none know where it rests, or if it still exists. All this was before Grome and Straasha fought and reshaped the world.

—the legend of the Dead Gods' Book.

FOR THE EYES of Melniboné's Emperors alone, some say, is a grimoire granting divers powers over life and death, and over the Forest of Souls itself—it is that which men call the sweetest hell, though they know nothing more of it. One great spell creates a false soul, which can deceive the cosmic vision even of gods, and thus evade their vengeance or their dominion beyond the grave. Another cantrip slams the gates of every hell to the man marked by it, so that his soul must wander as a ghost until some sorcerer sends him to his rest. A third can force a soul within the Fire Inquinate, and in that odure to burn forever.

—concerning Incantations After Death

EARL AUBEC, the Master of Chaos, the Tamer of the South, examined three scrolls of many piled upon a table in Kaneloon. The first was in beautiful black letters meaningless to him. The second was in symbols of a different sort, but unrecognizable. The third was in symbols like pictures, but again which he could not read. Those who tell this story say that the first was something rescued by Law from the Dead Gods, for Law must preserve. They say the second scroll was wrested by Law from a Demon World, for Law may not tolerate. And, so the story goes, the Lords of Law scribed the third scroll themselves, for Law must promulgate its divine simplicity.

—the three scrolls of Castle Kaneloon.

A SORCERER OF GREAT skill might contrive a magic scroll that would cross with the bearer into death, and there lead him or her to the Forest of Souls, where the weight of death is lightest.

—the Scroll of Dead-Speaking.

BEFORE THE Lords of Chaos came, the Melnibonéans lived on the Unknown Continent in the lost city of R'lin K'ren A'a. Then they were peaceful folk, and followed the Balance. After a time, Chaos corrupted most. The uncorrupted fled elsewhere. Then the Chaos-worshipers moved to Melniboné, abandoning their former city. Wherever R'lin K'ren A'a is, much that was left there, may still be useful, for the old Melnibonéans built things to last, including books.

—the Library at R'lin K'ren A'a.

THINGS OF MAGIC

MORDAGA, who once was a god, revolted against his fellows for control of the cosmos. He failed. For his crimes, the other Lords exiled him to somewhere on this plane. With him he brought a great weapon, the Chaos Shield, proof against all the forces of Entropy. So long as held, the shield protects he who holds it and his steed as well against all injury and wound, physical or magic, attempted by those of Chaos.

—the Chaos Shield.

MILLENNIA AGO, the Emperors of Melniboné had at their call two great swords, black and bejewelled. The swords were named Stormbringer and Mournblade, and they drank the souls of those they slew. After a time, they were sent for safekeeping to another plane, where they may rest still. Many books in Melniboné and the Young Kingdoms tell of this.

—the Runeswords.

THOUGHT HIDDEN on another plane by some Emperor of Melniboné is a great mirror, a weapon which robs the memories of all who look in it, and leaves them as babies. Demons carried it from here, and only they can carry it back.

—the Mirror of Memory.

KNOW FIRST THAT the cost of this spell may be too great for some. For A sorcerer of courage and means, take thou a crucible and three measures of man's blood, dried to dusty powder. Mix well with blue-flaked venom from Dorel. Use that of the great black serpent, and none other. Say then swiftly and with rare emphatical craft these words, K'aan ni'al k'aan ni'al 'erphoom n'haz! This incantation took me much time to master, and may your tongue be better. Hurl the contents upon the mirror you want, then stand aside as the powers do a noisome and fiery work. Shortly the flames will stop, and upon the surface of the mirror you may see done that magic within bowshot that was wrought mostly recently.

—one kind of scrying mirror.

THOSE WISE WITH lore agree that long ago the Rulers of Sea and Land together built a ship so that each could travel to the realm of the other. But then came the great War of the Elements, which overthrew the bounds of land and ocean. At last they made a peace. Straasha gave Grome part of the waters, and they became land. Grome gave Straasha the wondrous ship that traveled through the air. Still Grome covets the ship, and impedes it when he can.

—The Ship Which Sails Over Land and Sea.

WE KNOW NOT how he could have withstood us unless the rumors are true, and he has contrived a spell or thing with which to accumulate his own Force of Will, so that he is many times of himself, not just one man. Thus one sorcerer

becomes an army, and a sorcerer's army grows into an army of armies.'

—a ring which stores magic power.

AND THEREOF I saw him place the amulet against the sacrifice, and soon the sorcerer's face seemed brighter and less tired, while the sacrifice grew more and more listless, and drooped in her bonds, and then fell unconscious. The mage swore that he could treat three such in one day, to the great benefit of his prowess with cantrip and spell.

—an amulet that transfers magical power.

FOR SORCERERS WHO know the way, several passages to other planes have long remained open. One of these is the Crimson Gate, located somewhere at sea, perhaps off the coast of the Dead Hills. This terrible portal opens to the end of time, from which no one returns.

—a dimensional gate.

WITH DIFFICULTY, a very great sorcerer can open the Shade Gate, which leads to another plane, and there pace through shadows thick and little-yielding. Not far from where the Shade Gate debouches is Ameeron, a city of the damned. Not much further yet is the Pulsing Cavern, reputedly a dire place. It guards the twin Black Swords, Stormbringer and Mournblade, for they are dear to dread Arioch.

—the Shade Gate.

SOME FEW DEMONS have strange glowing stones for hearts. These heart-stones are like pearls in oysters: there is no telling which one of which kind will have such a stone, for these are much rarer than pearls, and much more beautiful. Perhaps fifty are known. In color they are like opals, yet much darker as befits their origin, in deep blues, purples, and greens. With the proper wizard-craft, this sort of stone can wake the dead to the living, so that necromantic speech can pass between them, or return swooners and ensorceled dreamers to themselves and to their lovers in this life.

—Nanorions.

CHAMPIONS OF LAW are sometimes gifted with or cause to be made for themselves mechanical devices that do the work of mage or mule without involvement of Chaos or the Balance. On the Southern Continent a correspondent has seen a great bird made of precious metals and gemstone. It speaks and flies as if born to it. On its back is a saddle where the metal bird no doubt carries its master, or whoever it is bidden. Further, in Vilmir are said to be factories in which great engines grind obedience from the men who must serve them, and order men about with great facility. In the same land, a traveler tells of a mighty chariot of steel, legged like a spider, which moves about of itself and needs neither horse nor ox nor sail in travel. Many more such stories could be told.

—artifacts of Law.

ALL MELNIBONÉ knows that the proof of kingship rests not only in accession but also in possession of the actorios, the mighty Ring of Kings. Some hold that the ring is rare, but merely ceremonial. Others say that the puissant sorcery of the Empire depends upon this ring and its blood-like gemstone.

—the actorios.

Ten lay sleeping in the West,

Blacks hands folded chest on chest,

Please, please grant them longer rest.

—children's rhyme.

IN THE EXPERIENCE of many, none have seen a demon-ridden blade lacking the brand of Chaos. Somewhere it is, perhaps cunningly disguised by its design, but always of size worthy of arrogant Chaos. The same is true of Law, for its charmed arrows and blades always bear the upthrust Rune of the One Way, the skyward single arrow. Is this true of all things so charmed or cursed? Can none say if these signs are boasts by those allied, or impositions necessary to focus the magic involved, or some grand condition implicit in the nature of the cosmos? Balance be bless'd!

—alignment signs on weapons, shields, and armor.

WHY WERE Stormbringer and Mournblade hidden away? Who could withstand an Emperor who carried both? If they were attuned to the Emperor, as they surely were, who could steal them? There might there be a subtle reason for hiding them on another plane. Perhaps nearness to the blades, or else the knowledge of the runes graven on the blades betrayed some inherent flaw. One secret of the runeswords is that a new blade of an antithetical nature could be forged which would undermine them, if we suppose that their supernal force could be leeched from them, either by proximity to the runeswords or by parrying against them.

—a dream of the leech-blade.

IN LOST Quarzhaasat, they say a cunning pleasant brew is made. Each drink of it increases the desire for another, until life for the enthralled holds nothing but the craving for more. Body and soul cannot long withstand the ravages of this elixir. After a few weeks, death arrives, but without it death arrives even sooner. An antidote seems to exist. Certainly the promise of an antidote exists. Either reality or lie will do, since the devilish brew conquers all who taste it.

—Lord Gho's elixir.

OF ALL PLACES known to us, the Isle of Melniboné and the Forest of Troos grow the most abundant and varietous herbs. Many are unique or exceedingly rare and with marvelous properties, for magic has rippled over those places since time immemorial. Of Pan Tang little is known, for the Theocrat has forbidden travel there, and the Mabden are a closed-mouth race. Converted into potions, Melniboné's are the best understood. They are difficult to obtain, though in a few cases similar plants are found elsewhere. A Melniboneán dreaming draught provokes the most languorous and lubricious of visions. Some among them sell this abroad. Many of that race employ it daily, and by that now accomplish nothing in the world. This same potion is rationed out to its slaves, to motivate their obedience, and the wise of Melniboné swear that most slaves prefer dreaming this way to their supper. Another potion increases strength so long as the drinker's body can retain the fluid, another doubles the pace at which philosophical propositions can be comprehended, another mesmerizes the drinker and leaves him vacant of will for an hour, another tames all wild beasts and befriends them to those who caress them soon after, another detects the presence of poisons in food and drink by testing with a single drop, another causes a golden coat to appear on silver, another grants understanding to the calls of birds at sea, and another entrances the drinker and steadies his mind so that he can overhear the gossip of sylphs. Witnessed two centuries ago was a spell that (combined with a Troosian draught) reformed flesh and bone for a day, and the drinker became invulnerable to the thrust and cut of divers weapons. All of these potions exist, upon our honor, though every secret needs diverse study and fine scheming to be unlock'd

—plants and herbs used in potions.

WINE AND various potions are frequently mixed, to the advantage of them both. A wine of Bakshaan is well known to provoke visions of gods and planes unseemly in their exactitude, driving some men mad when they drink of it and find they cannot halt the visions. It is said that the wine of Dorel, particularly that made by the Flint Hills Clan, is said to impassion men and ready them to anger. A traveler swears that a wine brought by a caravan from beyond the Sighing Sands left all who drank of it asleep. A short time later all awoke, invigorated as if arising for a new day, a wonder indeed. Moreover, a legendary wine of the West Continent refreshes and strengthens the drinker only until it restores the drinker's strength. Thereafter it tastes foul and bitter, so that the bibber's pleasure ends with his need.

—wine potions.

ELRIC WARNED HIM: "HE HAS A WARDPACT AGAINST SWORDS, KING URISH!" THE DEMON RATTLED ITS SCALES. "IS THAT A SWORD, I WONDER?" URISH HESITATED. SPITTLE RAN DOWN HIS CHIN AND HIS RED EYES ROLLED. "DEMON—BEGONE! I MUST HAVE MY HOARD—IT IS MINE!"

THE VANISHING TOWER

PLAYING THE GAME, COMMENTS BY CHAPTER,

GAMEMASTERS

ENCHANTMENTS, ALLEGIANCE, MELNIBONÉAN AND MYYRRHN ADVENTURERS, YOUNG KINGDOMS DIGEST.

THE RULES for Elric are relatively compact, but cover a lot of topics. New players need to read or to be familiar with these chapters: Introduction, Creating an Adventurer, Adventurers, Game System, and Combat. Most also will want to examine the chapters for Skills, Magic, and the Young Kingdoms.

Gamemasters should read as well this chapter and the one for The Young Kingdoms, and be aware of the issues covered in Spot Rules for Combat. Every gamemaster should thumb through the entire book.

NOVICE GAMEMASTERS

Make sure that you understand how skills work, and that you understand the levels of effects for skills—the impale, critical, success, failure, and fumble. Read at least Moorcock's books *Elric of Melniboné* and *Stormbringer* for an inkling of the tone set in the saga. A sense of his passionate darkness will guide your play in the right direction.

This is not a difficult game, but in combination the skills, spells, and abilities are a matter for gradual learning. Do not be afraid to look something up, to be sure you've made the right interpretation. (If you're wrong, confess it, and get play moving again.)

If you're presenting a published scenario, be sure to read the entire scenario before play starts. Change it as you see fit. No scenario is perfect, and your way of doing things is always best for you. Especially review the statistics and compare skills and magic with those of the adventurers. Published scenarios are predicated on ratios of four to six adventurers in the party. Augment the statistics if more adventurers participate.

If you're making up your own adventure, consider also the following points.

- What special or unique opportunities for roleplaying exist in your story?
- What alignment consequences are likely?
- In the past, what weaknesses and strengths have the adventurers shown?
- Is your story likely to strengthen or weaken the bonds between the adventurers?
- Is it important that your story link to previous incidents concerning the adventurers?
- Does the story seem Moorcockian in some sense?—is it a set-piece problem or challenge? do overtones of destiny and fate resonate, as in the saga? Is there wry humor?

GETTING READY TO PLAY

YOU'LL WANT A TABLE big enough for the players to sit at, and enough chairs. The table should be lighted well enough to read by. Pencils, gum erasers, and scratch paper can be handy, as can extra blank adventurer sheets.

Photocopy the Creating an Adventurer spread, since players sometimes neglect to bring their rulesbooks. Similarly, photocopies of the Resistance Table, the Attack and Parry Matrix, the Major Wounds table, the Fumble Tables, the Roll Table, and the Demon Abilities Table can save much page-flipping. In searching for an answer in the rules, don't forget about the index or the game terms section near the back.

Keep your rulesbook for yourself, because you are responsible for the rules. (If players want to read rules, let them remember to bring their own books.) Players should bring their own dice, one or more filled-out adventurer sheets, and any miniature figures they want to use in play. Does anyone have a pencil sharpener?

By custom, most players roleplay one adventurer at a time. If he or she wishes, a player can play two at a time. Playing two offers continuity: if one adventurer is seriously wounded or killed, the other is ready to carry on.

Scan the adventurer sheets before play begins. The gamemaster as well as the player takes satisfaction in seeing adventurers grow and flourish. Then too, certain skills or demon abilities may make a chosen story point unduly difficult or easy.

Some gamemasters like to photocopy adventurer sheets, and use them to help resolve secret rolls. This makes sense to some players. In general, a player should make the die rolls relevant to his or her adventurer, just as a gamemaster rolls for his or her non-player characters. Lacking good reason to do otherwise, make all rolls openly, so that all can see. This protects everyone's integrity. If the adventurers should not know something yet, such as the effect of a crucial try at Navigate, then try to leave the dice as they were rolled, but concealed from view by a sheet of paper or an inverted cup. Reveal the result at the dramatic moment.

CONSTRUCTING A PLOT

Figuratively speaking, a gamemaster has two sticks and some tinder with which he and the players make a fire. One stick is made up of rules definitions and procedures, and the other is the background universe of the game. The tinder is the adventurers

and other characters in play. If everyone lends a hand, something warming and sometimes memorable ignites.

The simplest scenario plot consists of (1) an invitation or hook to involve the adventurers, (2) a introduction to or a definition of the main problem, (3) challenges that must be met and overcome in solving the main problem, (4) a final encounter convincing enough to be an emotional climax, and (5) the aftermath, which should answer any outstanding questions, and should distribute praise and blame, allegiance points, cash, status, and/or skill points to the adventurers, as appropriate.

For instance, in 'The Thought That Counts,' a scenario in this book, the adventurers are posited as having been hired by Dobbas, a rich merchant. That's step one.

Dobbas explains what he wants done, and how the adventurers should proceed. That's step two.

They get the statuette from Fiorgan, only to have it teleport away from them during the trip back. Information-gathering follows. A new understanding arises that Fiorgan is the active cause of their problem. That's step three.

Confrontation and a fight probably occurs, including the participation of at least one demon. Fiorgan dies, is captured, or escapes, but Dobbas probably gets his statuette. Gzurglechenk probably attacks. That's step four. Whether or not the adventurers get paid, the scenario concludes, and the gamemaster tries to adjust the adventurers' rewards with what they achieved. That's step five, and the end of the session.

Scenarios can get very much more complex than this. First, step three might become longer and be studded with additional episodes. Second, those episodes might tie together in various ways, so that solving them or overcoming them becomes both intricate and more dangerous. Third, the problem itself might become more important, a matter involving cities, nations, or gods, consequently involving more issues, factions, wealth, etc., than Fiorgan's simple trick ever could. Fourth, the plot might become more reflexive: in solving each challenge in the set, the rest change in context or pertinency. Fifth, the plot might threaten the cohesion of the adventurers, perhaps by alignment, family tradition, sex, or something else fundamental to them.

HOW DO THE ADVENTURERS MEET?

SINCE THE PLAYERS have created their adventurers individually, all of those adventurers likely have different backgrounds, different former occupations, and come from different kingdoms. Consequently, a repeated problem facing the gamemaster at the beginning of play is why the adventurers come together. Here follow a few suggestions for first meetings.

- All answer an employment offer. This might be to guard a building, escort a prince-in-disguise, fetch special herbs, kill a sorcerer, find a map, join a voyage to the Edge of the World, or any of many other similar reasons.
- All have a mutual friend, who asks for a favor. Perhaps a lover needs rescuing, some bullies need chastising, or an escorted is needed to some distant port or destination.
- All are contacted by an agent or Champion of Chaos, the Balance, or Law, who brings them together to perform some deed important to his or her cause.
- All are present at some incident, such as a kidnaping, a brawl, a theft, and so on. Their friendship is sealed when all become involved (and possibly accused—see below).
- All are arrested and detained in the same cell. Together they must plead their innocence, endure the same sentence, or escape.
- All have the same mysterious dream concerning the same time and place. Once there, they learn more of the nature of their mutual dream, and embark upon a related quest. The sender of the dream is likely to be a sorcerer, a greater demon, an Elemental Ruler, a Duke of Hell, or a Lord of Law.

Players generally cooperate with the gamemaster in beginning play, as all understand that until their adventurers join forces, play cannot truly begin. If someone flatly refuses to join the others, then that player had best create a new adventurer, one who is more willing to be involved. Sometimes the disaffection is mutual—nobody wants to befriend a Pan Tangian.

CAMPAIGNS

A CAMPAIGN IS A succession of scenarios or episodes in which the same adventurers—or at least the same players—participate. Almost always, a campaign also represents the personal vision and expression of one or two gamemasters. Many feature peculiar universes, hand-crafted rules, or rules blended from several game systems. Most are run by one individual, whose players may spell him or her from time to time.

The focus of a campaign may wander over time, but only a campaign offers a way to luxuriate in another universe and get to know it in some senses as well as the one in which the participants were born. A campaign is not so much about a more intricate destination as it is a more enjoyable way to go. The deepest tragedies occur in campaigns, as do the greatest triumphs, the most amazing rescues, and the most improbable falls of the dice. You have not fully roleplayed until you've participated in one.

MASS COMBATS

THE SAGA DESCRIBES or mentions many land and naval battles, including the famous Sack of Imrryr and the subsequent destruction of the reavers by dragon attack. Roleplaying games concentrate on the individual. They are not intended to show the actions of large numbers of troops, nor to provide for multiple commanders.

Most saga battles are of moderate size. The clash in which Queen Yishana dies is the best-described, and there the combatants seem to total twelve to fourteen thousand fighters. Neither army seems to have a unit larger than a regiment; regiments seem composed of by companies and squads.

If mass combats are to be played out, we suggest that alternate miniatures rules or board games be used, of the appropriate period. Your local game store can offer a selection from which to choose. If the adventurers are important people, then each could command one or several units, or an entire wing of the assembled army.

If individual combats are to be played out in the light of a larger battle, the course of the battle should be fixed. The clash needs only to be described. The gamemaster freely condenses or expands upon the action, as necessary to the narrative.

Naval combat in the Young Kingdoms is essentially ship-to-ship (except for battle barges, with which a dozen ordinary fighting ships could grapple). Ship-to-ship combat is intimate enough that portions of a boarding assault can be carried out at role-playing scale. The individual adventurers can fight on

to learn their individual fates. The full portrayal of a ship-to-ship combat could take an entire evening.

A short book specifically concerning mass combats in the Elric universe is being worked on.

COMMENTS

CREATING AN ADVENTURER: this process should take 20-30 minutes in the beginning. After a while, 10-15 minutes. ☐ If a player is a novice to roleplaying, and not just to this game, you might want to have him or her copy out one of the sample adventurers provided in the back of the book.

ABOUT ADVENTURERS: the point of these procedures is to produce an adventurer from the Young Kingdoms who is *in degree* more skilled and capable than the ordinary inhabitant. Poised for a great destiny, he or she must still earn it. ☐ Keep the acquisition of allegiance points steady but moderate. In most cases make an award of points not more often than calling for experience rolls. ☐ The notion of allegiance does not extend to Elemental Rulers, Beast-Lords, or Plant-Lords. No doubt such allegiance could be devised, and the context of the saga makes it likely that it would exist, but the saga makes nothing of it. Distinguishing whether an action is essentially Chaos, Balance, or Law is a subtler task than might first seem, and doing so too often leaves a niggardly, hair-splitting taste in the mouth. Try to keep the players supporting your awards. ☐ Despite the notion of allegiance, all adventurers remain masters of themselves, unless they commit themselves to be Champions of one force or another. They gain power thereby, but lose freedom of action. ☐ The tiny stories that try to define each occupation are simply starting points. If a player comes up with a reasonable alternative, that's cause for celebration. ☐ Remember, no one is obliged to take spells. If he or she does, all three in an occupation do not have to taken. The spells are there to match the day-to-day functions of the occupation, not to provide the best possible package of combat-related spells. We intend the getting of spells to be an important part of the evolution of many adventurers. Many adventurers think the gift of a spell much more valuable than a large cash payment or extra skill points, but often that is not true. ☐ The price lists are just starting points. Change them and add new items as you need. Across hundreds and thousands of miles of medieval-style distance, prices vary wildly.

SKILLS: several skills (Art, Craft, and Ride for three) are indefinitely subdividable into specific skills. These can be proposed by the players. You can veto these proposals, of course, but usually it's better not to. All have the base chance for the general skill. ☐ We expect that some gamemasters and players will want skills not included in this book. Spaces for them have been provided on the adventurer sheet. Be sure to circulate written definitions of them among your players, so that everyone knows what is meant by the skill. ☐ The Dodge skill is extremely important in combat. No adventurer can have too high a Dodge. Take care to digest the implications of the Dodge Skill Against Attacks Table. ☐ The most useful language for a sorcerer to have is High Speech (High Melnibonéan). Most grimoires are written in it. ☐ Please note the skill groups near the end of the chapter. Divided into agility, communication, knowledge, manipulation, and perception, these offer a simple way to show effects of injury or potion across a limited number of skills.

GAME SYSTEM: don't forget that the Major Wound Table is in this chapter. ☐ If training up a characteristic, optionally the adventurer must maintain it by continuing to train. If training stops, the advantage is lost at the rate of one characteristic point per month. When the characteristic falls to its original level, it presumably needs no training to maintain it. No teacher is needed for maintenance training. Summarize regular maintenance by allotting one game day per week to the characteristic, and by doing nothing else on that day. If an adventurer has trained up three characteristics, he or she needs three days a week to maintain them.

SPOT RULES FOR COMBAT: you might play this game for years and yet use only a few of these rules. They're here to try to cover as many special cases as possible. There's no point in trying to remember them all, but check the list of rules once in a while to remind yourself what's here.

COMBAT: every time someone attacks hand-to-hand, the character gets a chance either to parry or to dodge the blow. There is no set maximum to dodge or parry percentages, but each one must be at a chance 30 percentiles lower than the one before—or more, depending how many percentiles are in each. The number performable depends on the number of attacks. ☐ In combat, the Attack and Parry Matrix is referred to constantly, as are the Weapon Tables and the Fumble Tables. Most of the chapter is descriptive, to help give some idea of what these odd-sounding weapons are like. ☐ Inspect the notes and footnotes for the Weapon Tables. Some information there exists nowhere else.

MAGIC: there always seems to be more to be said about this sort of material. ☐ Spells and summonings are essentially two sorts of magic, sometimes parallel in capability but very different in origin and in use. ☐ We expect that gamemasters and players will create additional magic; remember what is in the rulesbook and what is unique to *your* game. ☐ Guard against making enormously powerful spells. The ownership of that sort of thing should be the province of the greatest Champions of Chaos and Law. Spells are relatively low-key magic, handy for getting by in places where showing off demons is a capital crime. If higher-strength magic is developed, using it should become very apparent, with attendant electrical discharges, storm clouds, and other traditional manifestations. ☐ We expect to publish a grimoire containing more spells (including three or four more Lawful spells), more demon abilities, additional demon breeds, and the contents of a famous grimoire or two. ☐ Magic Points to Summon: this indicates in part the number of D8s needed for the breed's characteristics, not the number of points in the characteristics shown. The number of magic points needed to summon a breed does not change, but extra points may be added for extra or higher skills and abilities. Characteristics for a breed are always rolled; never change the number of D8s used in the characteristic rolls for breeds.

CREATURES: unlike many universes, the plane of the Young Kingdoms has no apposite enemy race—such as orcs, for instance. Most entries in this chapter occur just once in the saga, and many are specifically singular, such as the Chaos Butterfly. Gamemasters are urged to freely invent new Chaotic dangers with which the adventurers must contend. Such Chaos things are genuinely peripheral to the central re-creation of the saga, the interest of which rests in Elric's passionate rebellion against a terrifying doom. Occasionally fill in the action with a monster, but the game should be more about hate, love, vengeance, greed, and lust than tentacles and unnameable things.

PLAYING THE OPPOSITION

NPC STATS: adventurers use 2D6+6 uniformly. We suggest that more ordinary folk receive 3D6 stats, as promoting a wider range of result. Only the adventurers have a chance to start with spells. NPCs routinely have no spells.

The Beast-Lords and Plant-Lords are mostly unnamed and unexplored. This is an excellent area for gamemasters to expand upon. If your players are allied with the Balance, you may want to cause each adventurer to develop a special relationship with a Beast-Lord or Plant-Lord and eventually effect contact with those Lords.

EFFECTS OF CHAOS

DIRE MUTATIONS AND dissolutions happen when living things are exposed to Chaos. These are specifically noted in printed scenarios; here we speak generally.

The saga portrays the effects of Chaos in various ways, most often involving recombining or degenerating natural forms. Poor Zarozinia, for instance, ends her life as a beautiful face atop a foul wormish body; the hunting dogs of the Dharzi, the clakars of the underworld, and the creatures of Matik combine (though do not much distort) features of different natural beasts. Or the natural form might not change, but more arms, or legs, or heads, etc., might be added to it.

Alternately, the Chaos-influenced person or beast could exhibit dissolution; more than once the description is of flesh drooping and flowed as though melted by Chaos's unfathomable power. Or, things rightly inanimate might be caused to live—skeletons, decayed corpses, etc.

Degeneration to a more primitive or unintelligent form is possible, in the manner of the elenoin and the grahluk.

A fourth influence are the intangible pronouncements of doom and dark fate, the sort which pervade Elric's conversations with Arioch and other, lesser supporters of Chaos. Just as in the saga, these warnings can be long-range and unspecific. For obvious reasons, use sparingly ones involving the end of the world.

CONVERTING SCENARIOS

STORMBRINGER SCENARIOS CAN easily be used with *Elric*. You may wish to recalculate the hit points, weapons, and damage bonuses of the non-player characters, or you may decide that the differences are not great enough to matter. Give spells to those who seem likely to know them and who have enough Power. You definitely should improve the weapon skills for tough or important people, since unchanged they will quickly die in the *Elric* universe. Important demons will need studying; try to keep the number of magic points needed for summoning within the possible grasp of the summoner. See the adventurer conversion notes for more on these topics.

CHAOSIUM SCENARIOS

READ THE SCENARIO closely enough that after finishing it you know whether you like it well enough to want to present it.

The writer will suggest tone and alternate possibilities as they arise, and will discuss actions in general context. These scenarios are more story-like than some. Always read a Chaosium scenario first: you may be lost during play if you do not. At times our scenarios do not fit into familiar frames such as room, corridor, trap, and inhabitant.

Most are written as narratives. They do not have scripts and marked passages, such as playwrights use. They presume that the adventurers are free to go where they will, at any time, and that many possibilities exist. To understand the significance of the adventurer choices, the gamemaster needs to understand the adventure as a whole. Use of room-and-corridor narration is scanty, nor are devices and new monsters of special importance in play.

Neither will you find the scenarios encouraging the development of elites, secret societies, the development of adventurers as predators who treat human society as a kind of shopping service and buffet, and other devices which serve to lessen sympathy with humanity or to insulate the players from the significance of the choices they make. Ethics are sometimes central, presented in ways we hope are not preachy or dull.

Players and gamemasters presumably share a common interest in fellowship and the depiction of human emotions. We also presume that they genuinely enjoy flourishing adventurers. Victory is (1) survival, (2) growth, and (3) the preservation of choice. Defeat is the loss of or the lessening of those possibilities.

A LAWFUL OPTIONAL RULE

SOME GAMEMASTERS are pleased by the following rule, since it gives a Lawful counterbalance to Chaos. We suggest you experiment with it. Adventurers who have evolved under such a rule should be acceptable everywhere.

➤ Just as learning and casting magic always adds points to the Chaos box, every time a skill rises above 80% and every a skill rises twenty percentiles higher thereafter (*e.g.*, at 100%, 120%, 140%, 160%, etc.), the player adds one point to his or her Law box. Thus one's predilections can cause a drift toward Law as well as Chaos.

Nothing similar exists for Balance points. The Balance is about peace and contentment, not competition or compensation.

ENCHANTMENTS

THEY REPRESENT a form of magic which imbued objects and places with one or more qualities that permanently changed its characteristics or behavior. Enchantments survive from the past, when magic and the elements were more vital, but it is no longer possible to work a new enchantment on the plane of the Young Kingdoms. Perhaps one or two lost enchantments are found every year. Only the gamemaster can introduce an enchantment into play.

To use an enchanted object, no demon, no spell-casting, and no sacrifices of magic points or Power are needed. The object functions of itself, for whoever who uses it, without limit to its duration. An enchanted item can be stolen, sold, or given, and still work its magical effect.

Given great virtue, dire villainy, or a stirring destiny, an adventurer might be able to earn an enchantment. He or she should stand out, for every enchantment should be

one-of-a-kind, wrought for a specific person or purpose. Each represents great times and great deeds, and should only come to a great adventurer.

Enchantments have a few similarities.

- The creator is long dead, and was usually a Melnibonéan.
- The enchanted item is not alive and has no personality—personality is the province of demons and elementals. An enchantment never communicates.
- The enchanted item exists apart from the person for whom it was made. An enchanted sword could be lost for centuries, then be found by a stranger and used with full magical effect.
- There may be curses attached to enchantments, or other effects of owning such items.

EXAMPLES OF ENCHANTED ITEMS

Here is a handful of enchanted items. In using one, or in making up his or her own, the gamemaster considers how it betters the story being told, and answers questions raised by the bulleted general similarities, above. Test your game mechanics. When the thing comes into the adventurer's hands, let its properties be discovered gradually. Once the sword, amulet, etc., is understood, then let clues to its origin and meaning accumulate, and make clear why its presence is now appropriate or important. The saga mentions one of the following things.

AN ARROW: a golden archer's arrow perhaps once awarded to a Champion of Law for some deed of prowess. Fired, this arrow always hits its target, if the target can be seen. Hitting, the arrow does 2D6+2+db damage to Chaotic things, 1D6+1+1/2 db damage to natural things, and no damage to allies or Champions of Law. Armor and shield defend normally against the arrow. At the end of the round in which it was fired, the arrow disappears from the wound and reappears in the archer's quiver. The arrow has 25 hit points. It loses its golden gleam and all magical properties once damage lowers the hit points to one.

A BROADSWORD: a legendary weapon, found when great danger threatens the land. It is extremely light, of an unknown silvery metal, requiring only a minimum of STR 4 and DEX 8 to manipulate effectively. For its first blow each round, increase the wielder's DEX rank by five. The sword always does maximum broadsword damage, nine points plus damage bonus. It has 50 hit points. If broken, it must be reforged. If lost or stolen, it magically returns to the hands of the hero by sunrise. The sword has not appeared for seven generations.

A RAPIER: this steel sword, ordinary-looking except its eight-tined seal of Chaos, might be a reward for a Champion of Chaos. The weapon is mercurial in its behavior, flexing during attacks and turning its point toward chinks between armor sections. As a result, all of the wielder's criticals with this weapon become impales. It does not distinguish between Balance, Chaotic, or Lawful targets. The enchanted item has 88 hit points; it loses all magical properties once they are gone.

A BOOK: it is about half a yard square, with a hinged binding covered in beaten gold. Pairs of ivory eyes are inlaid in its cover and spine. In it can be found the truth of the past. Things of the present are not yet writ, and things of the future are not yet cast, and cannot be read. The user approaches the great book and opens it at random, framing his or her question. On the blank page then appears the answer to the question, written in High Speech.

The wise shun this book, for each question can lead to other questions. For the first question, roll POW x3 or less; failing the roll, attempt POW x2 or less; failing the roll, attempt POW x1 or less. Failing the third roll, the scholar will not willingly leave. He or she continues studying and finding new answers until death's freedom comes. Dragged away after the third roll has failed, he or she thereafter dreams obsessively of the book, but cannot find the way back to it.

A GAUNTLET: this steel gauntlet appears an ordinary one. Close inspection shows it to be everywhere engraved with tiny images of balance-beam scales. On the hand of a Champion of the Balance, momentarily clasping another person's hand in friendship, it can daily erase 1D6 Chaos or Law points (whichever is higher) from 1D6 people.

A PAIR OF BOOTS: an air rune prominently embosses each boot. The black leather boots seem to be the size of the last person who wore them, but they expand or shrink to the right size of whoever who puts them on. Worn, the boots magically lift the wearer just off of the surface on which he or she stands. So long as worn, the wearer treats all surfaces as the same. Thus an inch or so above marsh, stone, water, snow, ice, and quicksand offers the same firm footing—even air if at the edge of a gorge and there is an opposite side of equal height within sight. The wearer moves at normal speed; a spell like Speed of Vezhan increases the MOV rate while wearing the boots.

A STONE WALL: it is an ordinary segment of dressed stone, but whoever stands by it and touches it with his or her right hand tells only the truth while touching it. The teller remains in control of his or her words, and need not say everything, but any words uttered and the intentions behind them will be as true as the moment allows.

A WALL MIRROR: looking into the ornately-framed mirror, the viewer alternately sees his or her face as it was and will be. The longer one looks, the more various the visions. For a few hours, a feeling of tranquil contentment comes over the viewer, and the peace of Tanelorn seems within grasp.

ALLEGIANCES

THE GAMEMASTER HAS a few areas of useful control concerning allegiances. Though the three points following are not secret, there is no reason to embed them in the players' minds, either. Concerning them, a failure occurs on a result of 99 or 00 if the amount in the box is 100 or less. If the amount in the box is 101 or more, a failure occurs only with 00.

- (1) Since the Balance no more intervenes against death than it does against life, intervention by a Lord of Law or Chaos is the only way to bring back a dead comrade. Law intervenes only if the death was of Chaotic cause, by definition unjust to Law.

  Only the living may beg for the restoration of life, for the dead are content wherever and whatever they are, and will not. The adventurer who performs the appeal must be allied with or a be Champion of the force. The gamemaster can roleplay the encounter or grant it on the basis of a D100 roll. If rolling D100, the ally has a 1% chance, and the Champion has a POW x3% chance.

  The restored adventurer should reflect the experience in later roleplaying.
- (2) To be accepted as a friend by an ally of Law, Chaos, or the Balance, roll D100 equal to or less than the respective amount in the corresponding allegiance box.

CHAOS, BALANCE, & LAW POINTS

ON THE TABLE below, only one force increases per deed. The gamemaster states which force increases, but that should be obvious in nearly all cases. These are unusual rewards, made to recognize special circumstances or unique events. An evening of play might see one such award.

the adventurer . . .	*chaos*	*balance*	*law*
binds an elemental	—	-1	—
frees someone	1	1	—
gives charity	1	—	—
heals someone mortally ill	—	1	—
imprisons someone	—	1	1
invocation restores someone's life	2	-2	1
kills an elemental	1/10 E's POW	—	1/10 E's POW
kills a demon	—	—	1/10 D's POW
kills sworn enemy in battle/fair fight	—	—	1
learns cast magic	1	—	—
loves another	—	3	—
makes something unique and beautiful	—	1	—
murders	1	—	—
object-binds elemental	—	-5	—
refuses charity	—	—	1
rescues someone from danger	1	2	1
invokes Lord of Chaos or Law	2	—	1
speaks with the dead	1	-1	—
steals something	1	—	—
important	1	—	—
summons a demon	1	—	—
tells significant lie	1	—	1
tells significant truth	—	1	—
takes revenge	1	—	1
takes advantage	1	—	1

➤(3) For every full hundred points accumulated in one of the three boxes, add ten percentiles to the adventurer's chance of being recognized by onlookers for his or her deeds in aiding that force. Roll D100.

Favorable recognition depends upon the alignment of the observer. Being famous or notorious can add to or subtract from rolls for Art, Bargain, Disguise, Fast Talk, Insight, Oratory, and Charisma, as the gamemaster sees fit.

DEEDS FOR THE 3 FORCES

IN ADDITION TO the allegiance points regularly accumulated by 1D8 or 1D6 rolls, gamemaster may occasionally wish to bestow a small number of points in response to some deed. Giving out such points is entirely at the gamemaster's discretion.

Points earned by actions should vary with their roleplaying importance. The most significant acts are always those which are done in passion and which, once done, the doer cannot undo. Deeds done as stratagems to manipulate the rules should have no effect, or an unanticipated effect. The gamemaster always decides the actual number of points, and the reason for bestowing them. Bestowing more than three points should be extraordinarily rare.

In the saga, Chaos is clearly the force of utmost cruelty, but Elric also realizes that the triumph of Law ultimately would be no more satisfactory. The best on Earth cling to the Balance, until Fate sweeps all away.

NON-HUMANS

AT THE GAMEMASTER'S option, players may play non-human adventurers. If player and gamemaster cannot agree, let the dice decide. If the player can roll 01, he or she can play a Melnibonéan or one of the Wingèd Race of Myyrrhn. These powerful races create unusual circumstances in play.

MELNIBONÉANS

MELNIBONÉANS ARE cruel and elegant, cat-like in their senses of pleasure and sport. They are mostly devoid of sentiment and the softer passions. (In contradicting this Elric was quite apart, as he understood himself.) Freed of all but command by their many slaves, individual wills rule Melniboné, commanded by their emperor.

Melnibonéans are powerful sorcerers, and have ruled the world for 10,000 years. The Young Kingdoms despise them as much as the demons they summon. Highly intelligent and magically inclined, the Melnibonéans' long association with Chaos has tainted their very beings.

Melnibonéans are detached and erudite. Give 30 skill points each to the following: three different Arts, Evaluate, Million Spheres, Natural World, Navigate, Oratory, Physik, Potions, Ride, Scribe, and any one class of weapon. All base chances remain as for humans, except Brawl (40%) and Wrestle (35%).

Creating a custom adventurer is perhaps the most appropriate choice for the masters of the Dreaming City, as every member of Imrryrian society freely pursues his or her own studies, arts, and other pleasures. Distribute 300 skill points among the skills, as you see fit, or select an occupation and distribute the same amount to these skills. Of the occupations in the adventurer chapter of this book, that of Mercenary, Minor Noble, Apothecary, Scribe, Priest, or Soldier is appropriately Melnibonéan.

A Melnibonéan adventurer of sufficient POW knows that number of spells equal to his or her INT before play. With a

successful Luck roll, add 1D3 bound demons with one ability each. Add one Chaos point for each spell or demon. The Melnibonéan INT-limit for magic is double that of humans. Witch Sight is an innate skill for Melnibonéans; see the spells list for what it does.

A Melnibonéan usually owns Melnibonéan plate armor, whatever weapons he or she wants, a stable of horses, and fabulous wealth. For pocket change, multiply by ten any monies noted in creating an adventurer.

Finally, contemplate why your Melnibonéan has left the paradise of Imrryr to go adventuring. Is he curious about the world? Does she seek glory? Does she despise the decadence into which the Bright Empire has fallen? Is he an outcast? Did she flee fearing vengeance? Does he quest for something? A strong motive must exist, for few shake off the blissful drugs of the Dreaming City to enter the cold and crude Young Kingdoms.

AVERAGE MELNIBONÉAN

characteristics	*rolls*	*averages*
Chaos 20, Balance 0, Law 0		
STR	2D8+4	13
CON	2D8+4	13
SIZ	2D8+4	13
INT	3D8+8	21-22
POW	3D8+8	21-22
DEX	2D8+4	13
APP	2D8+8	17
MOV run-8		**av. HP** 13

Av. Damage Bonus: +1D4.

Weapons: Brawl 40%, damage 1D3+db
Wrestle 35%, damage special
other weapons start with human base chances.

Armor: 1D10+6 (helm on), Melnibonéan Plate.

Spells: given POW 16 or better, that number equal to INT, and add 1D3 bound demons of one ability each.

Skills: base chances are as for humans, but add as a skill Witch Sight 30%.

MYYRRHN

THE WINGÈD RACE of Myyrrhn is isolated and proud. They dwell high in their aeries in the Vale of Myyrrhn, and tend their own affairs. Noble, stern, and taciturn, they are also handsome, strong, and lithe.

Not all of the Myyrrhn have wings. Make a Luck roll for your adventurer. If the roll succeeds, he or she is wingèd, and can fly. Those without wings yearn for them, and seek magic and knowledge to find them, and are not consoled that they can run slightly faster, at MOV 8, than can their winged bretheren

The race is the oldest among the Young Kingdoms. As descendents of the bestial clakars, roll their characteristics with D8s.

Give Myyrrhn adventurers 20 points each in the skills Art, Bargain, Climb, Conceal Object, Craft, Disguise, Dodge, Evaluate, Jump, Natural World, Physik, Search, and any one weapon.

Suitable occupations for the wingèd race include Hunter, Lost, Mercenary, Shaman, Small Trader, Soldier and Sorcerer. Distribute 250 skill points skills for the chosen occupation.

The Myyrrhn are adept at sorcery, and necromancers are known among them. Given POW 16 or higher, take up to half-INT in spells before play. Given a successful Luck roll, add one bound demon equipped with 1D3 abilities. The race's INT-limit for magic is twice that for humans. Add one Chaos or Law point per appropriate magic.

Myyrrhn have human base chances. Myyrrhn folk who fly do not use horses; wingless Myyrrhn can use horses, and have a normal base chance for Ride. Both sorts of Myyrrhn have other human base chances.

They prefer not to wear metal armor. They begin with the standard amount of money and weapons.

Finally, why has this person left the safety of the aerie to go out into a potentially hostile world? Does she wish to travel the four corners of the Young Kingdoms? Did he feel restricted by the insular Myyrrhn society? Does she feel a need to prove herself in the eyes of her family? Did he break a tribal law? If he or she has no wings, the goal of adventuring is clear. In the saga, Shaarilla of the Dancing Mist crossed two continents in pursuit of that goal, but found no joy.

AVERAGE WINGÈD MYYRRHN

characteristics	*rolls*	*averages*
Chaos 5, Balance 10, Law 5		
STR	2D8+8	17
CON	2D8+8	17
SIZ	2D8+8*	17
INT	2D8+8	17
POW	2D8+8	17
DEX	2D8+8	17
APP	2D8+8	17
MOV fly-11, run-7		**av. HP** 17

** a wingless Myyrrhn is 2D8+4.*

Av. Damage Bonus: +1D4.

Weapons: traditionally bow and spear, but all weapons are possible; to fly with a half or small shield, the Myyrrhn must have STR 17 or better.

Armor: 2-pt feathers; soft leather occasionally.

Spells: up to three; select from those among the human occupations in the adventurer chapter.

Skills: use human base chances, but start with zero Ride for wingèd Myyrrhn and increase Search by the percentiles foregone for Ride.

Y.K. DIGEST

USE THESE non-player characters as major characters in your adventures, or draw from their pool when you need somebody extra. Are your players always wandering off your carefully constructed path and heading somewhere entirely unexpected? Does one adventurer wish to seduce a tavern wench while another wants to pick a fight with the town watch? The statistics below help improvise many encounters.

Damage bonuses are both shown separately and given with the weapon damages. Those of Power high enough to perform magic are equipped with a few spells, but no demons or elementals. Demons especially should be hand-crafted for the situation. If the characters come from Chaotic lands, they should also be equipped with demons and possibly bound elementals. For yet more- complex statistics, see the personalities chapter.

Most characters come equipped with skills not present in the skills chapter. These are for the gamemaster's convenience, and represent character tendencies.

No allegiance points exists for characters, since the gamemaster must choose their alignments.

The gamemaster should always add to or change statistics to suit his or her sense of appropriateness.

While human adventurer characteristics are always rolled as 2D6+6, roll non-player humans as 3D6.

● CITY GUARD, AGE 23.

He is big, dumb for the most part, and often indecisive if alone. Properly led, and accompanied by his friends he can be a threat to any but the finest fighters. For a sergeant of the guard, add 20 percentiles to each skill.

STR 12	CON 12	SIZ 13	INT 10	POW 10
DEX 12	APP 9			HP 13

Damage Bonus: +1D4.

Weapons: Long Spear 40%, damage 1D10+1+1D4
Broadsword 35%, damage 1D8+1+1D4
Full Shield 40%, damage KB+1D4+1D4, 22 hit points

Armor: 1D8+1 (helm on), Half Plate

Skills: Ask Embarrassing Questions 40%, Dodge 35%, Insight 35%, Listen 35%, Move Quietly 40%, Ride 40%, Search 30%.

● CAPTAIN OF THE GUARD, AGE 28.

He's handsome, dashing, of noble birth, and popular with his troops. He is smooth and quick. He makes a dangerous opponent. The Captain of the Guard is well suited to the role of villain in a campaign, or to be a patron of adventurers.

STR 13	CON 14	SIZ 13	INT 13	POW 16
DEX 14	APP 16			HP 14

Damage Bonus: +1D4.

Weapons: Great Sword 115%, damage 2D8+1D4
Broadsword 95%, damage 1D8+1+1D4
Dagger 75%, damage 1D4+2+1D4
Hunting Bow 85%, damage 1D6+1+1D2
Full Shield 90%, damage KB+1D4+1D4, 22 hit points

Armor: 1D10+2 (helm on), Young Kingdoms plate

Spells: Hell's Armor (1-4), Suppleness of Xiombarg (3).

Bound Demons and Elementals: one lesser one, designed to the gamemaster's purpose.

Skills: Bargain 60%, Dodge 80%, Insight 85%, Lead Troops 80%, Oratory 70%, Ride 75%, Search 80%, Seduce 85%, Track 45%, Young Kingdoms 35%.

● CAVALRYMAN, AGE 25

Hungry for glory and full of bravado, they catch every eye when parading through the city gate. If used as shock troops, increase the armor to Half Plate 1D8+1 with helm. For heavy cavalry increase it to Young Kingdoms Plate, 1D10+2 with helm, and increase weapon skills by 20 percentiles. Dropping the armor to leather and rings (1D6+1 with helm) indicates escort duty or patrolling skirmishers.

STR 13	CON 12	SIZ 12	INT 12	POW 11
DEX 13	APP 11			HP 12

Damage Bonus: +1D4.

ELRIC! DARK FANTASY ROLEPLAYING

NPC ADVENTURER SHEET

Name _____
Birthplace _____ Sex ____ Age ____
Looks, Attitude _____

ALLEGIANCE

CHAOS ☐ BALANCE ☐ LAW ☐

CHARACTERISTICS

STR ____
CON ____
SIZ ____
INT ____ x5= Idea ____%
POW ____ x5= Luck ____%
DEX ____ x5= Dexterity ____%
APP ____ Armor ____

DAMAGE BONUS ____

SPELLS

MAGIC POINTS

Unconscious	0	1	2	3	4	
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68

HIT POINTS

			UNCONSCIOUS				
Dead	-2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68

SKILLS

☐ _____ ____ ☐ _____ ____
☐ _____ ____ ☐ _____ ____
☐ _____ ____ ☐ _____ ____
☐ _____ ____ ☐ _____ ____
☐ _____ ____ ☐ _____ ____
☐ _____ ____ ☐ _____ ____
☐ _____ ____ ☐ _____ ____

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐					
☐					
☐					

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐					
☐					

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Weapons: Lance 50%, damage 1D8+1+db of horse
Broadsword 45%, damage 1D8+1+1D4
Small Shield 40%,damage KB+1D3+1D4, 20 hit points

Armor: 1D6+1 (helm on), Leather & Rings

Skills: Dodge 35%, Groom Horse 90%, Natural World 40%, Ride 60%, Search 35%, Track 45%.

● ARCHER, AGE 31

Since drill training is not so important for archers as for hand-to-hand fighters, archers often are militia volunteers rather than professional soldiers. Archery units mostly use volley fire, and aim at an area, not an individual target.

STR 12	CON 12	SIZ 12	INT 13	POW 12
DEX 13	APP 12			HP 12

Damage Bonus: none.

Weapons: Hunting Bow 60%, 1D6+1
Broadsword 45%, damage 1D8+1
Dagger 40%, damage 1D4+2

Armor: 1D6-1 (helm on), Soft Leather

Skills: Dodge 50%, Hide 50%, Move Quietly 50%, Natural World 50%, Poach Deer 65%, Search 30%.

● MARINE, AGE 22

A marine is a warrior specially trained for shipboard service. Large sea-going vessels usually carry a dozen or so. They are trained both as hand-to-hand fighters and as archers. A marine's job is not to sail a vessel, though he or she has learned something of ships in order to fight more intelligently.

STR 13	CON 14	SIZ 13	INT 10	POW 9
DEX 11	APP 11			HP 14

Damage Bonus: +1D4.

Weapons: Sea Axe 50%, damage 2D6+2+1D4
Cutlass 55%, damage 1D6+2+1D4
Small Shield 50%, damage KB+1D3+1D4, 22 hit points
Hunting Bow 60%, damage 1D6+1+1D2

Armor: 1D6 with helm, Sea Leather

Skills: Climb 50%, Dodge 50%, Jump 45%, Sailing 30%, Swim 30%.

● SAILOR / PIRATE, AGE 32

A sailor' job is to help move the ship from port to port; if need be, a sailor fights as readily as anyone. Pirates are more inclined to violence, but like all predators they try to attack victims who are out-numbered or out-sized and unlikely to offer serious resistance.

STR 12	CON 13	SIZ 12	INT 12	POW 10
DEX 13	APP 10			HP 13

Damage Bonus: none.

Weapons: Cutlass 45%, damage 1D6+2
Dagger 40%, damage 1D4+2

Armor: none.

Skills: Climb 75%, Jump 50%, Natural World 35%, Sailing 60%, Swim 60%, Wire-Walk 35%.

● SHIP'S CAPTAIN, AGE 35

He has a swashbuckling sort of sly intelligence, and is a good leader. He or she could captain an elite naval vessel, or trade and pirate as opportunity affords. This captain prefers to fight with two weapons, rapier and dagger together.

STR 13	CON 15	SIZ 13	INT 15	POW 16
DEX 14	APP 15			HP 14

Damage Bonus: +1D4.

Weapons: Rapier 110%, damage 1D6+1+1D4
Dagger 95%, damage 1D4+2+1D4

Armor: 1D6 (helm on), Sea Leather.

Spells: Bounty of Straasha (4), Breath of Life (1), Heal (2), Hell's Armor (1-4), Summon Elemental (1), Suppleness of Xiombarg (1-3), Wings of Lassa (4).

Bound Demons and Elementals: none.

Skills: Brawl 90%, Climb 80%, Insight 70%, Natural World 35%, Navigate 101%, Sailing 95%, Swim 70%, Young Kingdoms 40%.

● INNKEEPER, AGE 40

Cunning but unambitious and slovenly, the innkeeper spends life defending his or her investment, praying for customers, and searching out drudges to do the inn's work. The innkeeper of a small establishment is also the cook; large inns boast separate cooks.

STR 10	CON 12	SIZ 16	INT 10	POW 9
DEX 10	APP 9			HP 13

Damage Bonus: +1D4.

Weapons: Butcher Knife 40%, damage 1D6+1D4

Armor: none.

Skills: Bargain 50%, Cook 70%, Insight 45%, Scent/Taste 30%, Wrestle 55%.

● SERVING WENCH, SERVING BOY, AGE 17

Youthful and obliging, but not necessarily unambitious. Has a good sense of humor undercut by coarse ignorance.

STR 10	CON 10	SIZ 9	INT 12	POW 11
DEX 11	APP 16			HP 10

Damage Bonus: none.

Weapons: Chair Leg 45%, damage 1D6

Armor: none.

Skills: Cook 35%, Dream 60%, Search 40%, Seduce 35%, Be Seduced 95%.

● DECADENT NOBLE, AGE 45

Fat and lazy, lecherous and vain, demanding and imperious, he or she would make a good patron for adventurers. The decadent noble would also make a good villain, ineptly orchestrating events behind the scenes, but saved by his or her noble rank from the consequences of ineptness.

STR 10	CON 11	SIZ 14	INT 12	POW 11
DEX 10	APP 9			HP 13

Damage Bonus: none.

Weapons: Shortsword 50%, damage 1D6+1
Dagger 55%, damage 1D4+2

Armor: none that will fit.

Skills: Art (Conversation) 75%, Bargain 60%, Evaluate 70%, Insight 35%, Oratory 45%.

● CAPABLE NOBLE, AGE 30

He or she selects competent people to manage his or her day-to-day affairs, and so is often free for adventure. This noble is of high rank, an earl or a duchess, and is able to handle almost any situation. He or she makes a fine ally or enemy for the adventurers.

STR 13	CON 13	SIZ 13	INT 15	POW 14
DEX 16	APP 17			HP 13

Damage Bonus: +1D4.

Weapons: Rapier 120%, damage 1D6+1+1D4
Dagger 110%, damage 1D4+2+1D4

Armor: 1D6+1 (helm on), Leather & Rings

Skills: Art (Declaim Poetry) 80%, Bargain 60%, Brawl 64%, Craft (Sleight-of-hand) 55%, Dodge 75%, Evaluate 60%, Insight 70%, Listen 50%, Natural World 35%, Oratory 70%, Ride 70%, Search 50%, Take a Dare 100%.

● NOMADIC RAIDER, AGE 21

Nomads have contempt for farmers and city-dwellers, for civilized folk have so many material goods and accomplish so little with them. Nomads have honor instead, and beside that any crime a nomad might commit means little. The nomad is skilled in the ways of nature and the wastes. He or she makes a dangerous opponent, sweeping across the land to raid, plunder, and enslave.

STR 13	CON 15	SIZ 12	INT 12	POW 10
DEX 13	APP 10			HP 14

Damage Bonus: +1D4.

Weapons: Scimitar 60%, damage 1D8+1+1D4
Desert Bow 60%, damage 1D8+1+1D2
Small Shield 50%, damage KB+1D3+1D4, 20 hit points

Armor: 1D8 (helm on), Barbarian Leather & Wood

Skills: Dodge 50%, Hide 45%, Listen 60%, Move Quietly 50%, Natural World 45%, Navigate 40%, Ride 70%, Track 60%, Trap 40%.

● BARBARIAN WARRIOR, AGE 21

He or she belongs to some outland tribe, perhaps in Oin or Yu. This kind of fighter might big, dumb, and untrained, but in numbers is a real threat to interlopers.

STR 14	CON 15	SIZ 14	INT 9	POW 9
DEX 10	APP 8			HP 15

Damage Bonus: +1D4.

Weapons: Battle Axe 55%, damage 1D8+2+1D4
Short Spear 50%, damage 1D6+1+1D4 (1D2 if thrown)
Full Shield 50%, damage KB+1D4+1D4, 22 hit points.

Armor: 1D6+1 (helm on), Leather & Rings (or could be Barbarian Leather & Wood)

Skills: Dodge 40%, Jump 45%, Natural World 50%, Track 40%, Trap 60%.

● PEASANT, AGE 35

The economic foundation of the Young Kingdoms, the bricks upon which the nobility builds empires, the peasant is everywhere despised. He or she is without money or prospects, and spends most of each day in the fields.

STR 10	CON 10	SIZ 11	INT 10	POW 10
DEX 11	APP 9			HP 11

Damage Bonus: none.

Weapons: Scythe 25%, damage 2D6+1+1D4
Grain Flail 30%, damage 1D6+1D4
Kindling Axe 35%, damage 1D6+1+1D4

Armor: none.

Skills: Hide 40%, Natural World 50%, Plead and Grovel 50%, Till and Plant 75%.

MERCHANT, AGE 40

A merchant buys and sells, but does not himself make anything. He or she could be the sole storekeeper in some free village, or specialize in some line of goods (wine, hides, etc.) in a town or city.

STR 11	CON 10	SIZ 13	INT 14	POW 13
DEX 10	APP 12			HP 12

Damage Bonus: none.

Weapon: Dagger 40%, damage 1D4+2

Armor: none.

Skills: Bargain 70%, Conceal Object 35%, Evaluate 60%, Fast Talk 35%, Insight 45%, Scribe 40%.

ASSASSIN, AGE 30

He or she is skilled at the craft, but the craft is death. Performing contracted murders without remorse and for the highest bidder, the assassin is a dangerous villain and a worthy opponent.

STR 12	CON 14	SIZ 11	INT 15	POW 16
DEX 16	APP 13			HP 13

Damage Bonus: none.

Weapons: Dagger 105%, damage 1D4+2+poison
Thrown Dagger 80%, damage 1D4+2+poison
Strangle Cord 70%, damage suffocation (see drowning in the spot rules for combat)
Shortsword 85%, damage 1D6+1

Armor: 1D6-1 (helm on), Soft Leather.

Spells: Bonds Unbreakable (3), Hell's Armor (1-4), Rat Vision (1), Speed of Vezhan (1-3), Summon Demon (1), Sureness of Cran Liret (1-4), Tread of Cran Liret (1-4).

Bound Demons and Elementals: probably has one equipped with Teleport or Wings.

Skills: Climb 90%, Disguise 55%, Hide 101%, Move Quietly 90%, Pick Lock 60%, Potions 40%, Search 75%, Throw 80%.

THIEF, AGE 25

He or she is a pure opportunist, without ambition. Just the type of character to annoy the adventurers by stealing something priceless. A good thief could also be a useful ally for adventurers.

STR 9	CON 10	SIZ 9	INT 15	POW 12
DEX 17	APP 12			HP 10

Damage Bonus: none.

Weapons: Dagger 45%, damage 1D4+2

Armor: none.

Skills: Climb 80%, Conceal Object 75%, Dodge 85%, Hide 80%, Move Quietly 50%, Pick Lock 85%, Search 65%.

CUSTOMS OFFICIAL, BUREAUCRAT, ETC. AGE 40

He or she inspects ships and wagons at the borders or other entry points of a kingdom, or does some other bureaucratic job involving value and money. Hired for reliability and trust as much as intelligence, but just intelligent enough to chafe under arbitrary and changeable command, or to be tempted or intimidated by bribes and threats. He or she has the knowledge and ability to forged useful documents.

STR 10	CON 11	SIZ 10	INT 13	POW 11
DEX 13	APP 10			HP 11

Damage Bonus: none.

Weapons: Dagger 60%, damage 1D4+2

Armor: none.

Skills: Bargain 55%, Dodge 45%, Evaluate 60%, Fast Talk 45%, Insight 70%, Other Language 25%, Scribe 55%, Search 45%, Young Kingdoms 45%.

SCHOLAR, AGE 55

A man or woman who thrives on intellectual question and debate. Removed from the practical world, no sense of urgency forces resolutions to the question at hand. Experienced in consulting ancient lore—Melnibonéan books and scrolls surviving the collapse of the Bright Empire continue to turn up.

STR 10	CON 11	SIZ 10	INT 17	POW 15
DEX 12	APP 11			HP 11

Damage Bonus: none.

Weapons: Torch 20%, damage 1D6 flame
Ink Pot at Throw %, damage 1D2

Armor: none

Skills: Courtly Manners (Art) 60%, Evaluate 50%, Insight 60%, High Speech 50%, Melnibonéan 70%, Natural World 40%, Oratory 35%, Scribe 80%, Search 50%, Young Kingdoms 70%.

AGENT OF CHAOS, AGE 25

An agent is an ally of Chaos who receives a stipend from Chaos-aligned people in return for services rendered. Alignment is the most important thing about his or her life, and this religious streak colors every action. An agent may or may not have enough Power to cast magic. An agent with enough allegiance points may become a Champion of Chaos with the approval of Chaos. An experienced agent probably possess some Chaotic feature—a tail or something else relatively easy to conceal.

STR 11	CON 13	SIZ 13	INT 11	POW 16
DEX 13	APP 10			HP 13

Damage Bonus: +1D4.

Weapons: Broadsword 60%, damage 1D8+1+1D4
Full Shield 55%, damage KB+1D4+1D4, 22 hit points

Armor: 1D8+1 (helm on), Half Plate

Spells: Brazier of Power (4), Chaos Warp (4), Curse of Chaos (4), Demon's Ear (1), Hell's Armor (1-4), Hell's Razor (1-4), Summon Demon (1), Summon Elemental (1), Visage of Arioch (1-3).

Bound Demons and Elementals: a dhzutine demon bound into a glove.

Skills: Bargain 60%, Disguise 45%, Dodge 60%, Hide 50%, Insight 40%, Natural World 40%, Oratory 50%, Potions 30%, Scribe 25%, Young Kingdoms 40%.

ELRIC!™ DARK FANTASY ROLEPLAYING

DEMON / ELEMENTAL SHEET

Alias _____ True Name _____

Breed _____ Description _____

Need _____

Attitude _____ Magic Points to Summon _____

SYMBOL / PORTRAIT

CHARACTERISTICS

STR _____

CON _____

SIZ _____

INT _____ x5= Idea _____%

POW _____ x5= Luck _____%

DEX _____ x5= Dexterity _____%

MOV _____ Armor _____

DAMAGE BONUS

SKILLS

☐	_____	___
☐	_____	___
☐	_____	___
☐	_____	___
☐	_____	___
☐	_____	___
☐	_____	___

MAGIC POINTS

Unconscious	0	1	2	3	4	
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68

HIT POINTS

			UNCONSCIOUS				
Dead	-2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68

ABILITIES

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

HAND-TO-HAND WEAPONS

	Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐	_____	____	_____	____	_____	____
☐	_____	____	_____	____	_____	____
☐	_____	____	_____	____	_____	____

MISSILE WEAPONS

	Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐	_____	____	_____	____	____	____
☐	_____	____	_____	____	____	____

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AGENT OF LAW, AGE 25

An agent is an ally of Law who receives a regular stipend from someone aligned with Law. Alignment is the crucial fact of his or her life, and this religious streak colors every action. An agent with enough allegiance points may become a Champion of Law if the Church of Law approves. An agent spends much time in training skills and characteristics, in volunteering for missions in order to improve his or her skills, and in atonement for the possession of chaotic spells.

STR 11 CON 13 SIZ 13 INT 11 POW 16
DEX 13 APP 10 HP 13

Damage Bonus: +1D4.

Weapons: Broadsword 60%, damage 1D8+1+1D4
Full Shield 55%, damage KB+1D4+1D4, 22 hit points

Armor: 1D8+1 (helm on), Half Plate

Spells: Chain of Being (4), Four-In-One (2-8), Heal (2), Membrane of Law (3), Summon Elemental (1).

Bound Demons and Elementals: perhaps an elemental bound into a ring.

Skills: Bargain 60%, Disguise 45%, Dodge 60%, Hide 50%, Insight 40%, Natural World 40%, Oratory 50%, Potions 30%, Scribe 25%, Young Kingdoms 40%.

SELECTED FROM THE SAGA

PERSONALITIES

DUKE AVAN, CYMORIL, DYVIM SLORM, DYVIM TVAR, ELRIC, PRINCE GAYNOR, JAGREEN LERN, DOCTOR JEST, SADRIC, SAXIF D'AAN, SMIORGAN, STORMBRINGER, THELEB K'AARNA, URISH, YISHANA, YYRRKOON, ZAROZINIA.

NEEDS

The demons herein logically have needs. Nonetheless, for a need to be worth mentioning in a scenario, the gamemaster should choose it according to the situation.

DUKE AVAN ASTRAN, adventurer, explorer, trader. *Duke Avan laughed. "I went alone to Elwher when my men deserted me in the Weeping Waste. It is not in my nature to know physical fear."* **— The Sailor on the Seas of Fate, III,1.**

▲ Avan is the ruler of Old Hrolmar, a city in Vilmir, and is possessed of considerable fame and a good reputation. He has traveled to the World's Edge and the Unknown East, and faced many dangers. Duke Avan makes Elric's acquaintance on a journey to the Unnamed Continent, and is there slain by Stormbringer.

Chaos 13, Balance 38, Law 62.

STR 15	CON 16	SIZ 14	INT 13	POW 13
DEX 14	APP 12			HP 15

Damage Bonus: +1D4.

Great Sword 120%, damage 2D8 +1D4
Broadsword 97%, damage 1D8+1+1D4
Spear 76%, damage 1D6+1+1D4
Full Shield 85%, KB+1D4+1D4, 22 hit points

Armor: 1D8-1 helm on, Half Plate.

Skills: Bargain 67%, Climb 35%, Common Tongue 80%, Dodge 66%, Evaluate 52%, Insight 39%, Jump 87%, Lesh 15%, Melnibonéan 40%, Mong 14%, Move Quietly 45%, Natural World 67%, Navigate 73%, Oratory 82%, Physik 62%, Ride 87%, Sailing 32%, Search 79%, Swim 49%, Throw 61%, Track 52%, Unknown Kingdoms 15%, Young Kingdoms 77%.

PRINCESS CYMORIL, Elric's Doomed Lover. *"She knows that he* [Elric] *is bored and she knows, too, that she is one of the few people of Melniboné whose conversation interests him."* **— Elric of Melniboné, I,1.**

▲ Cymoril is Elric's cousin, and sister to the villainous Prince Yyrkoon. Her love for Elric maddens her brother. Cymoril is strong-willed and sure of herself, with a questioning mind and keen intellect. She is not without sorcerous skills. Cymoril's love for Elric dooms her, and she meets death on Stormbringer's blade, upon which she is flung by her brother.

Chaos 41, Balance 35, Law 10

STR 12	CON 12	SIZ 10	INT 23	POW 24
DEX 17	APP 21			HP 11

Damage Bonus: none.

Dagger 60%, damage 1D4+2.

Armor: none.

Spells: Breath Of Life (1), Heal (2), Liken Shape (4), Pox (1), Summon Elemental (1), Visage Of Arioch (1-3), Tread Of Cran Liret (1-4), Wings Of Lassa (4).

Skills: Art (Conversation) 130%, Art (Song) 60%, Bargain 30%, Common Tongue 30%, Dodge 40%, Evaluate 70%, High Speech 15%, Insight 135%, Listen 60%, Melnibonéan 115%, Million Spheres 11%, Move Quietly 35%, Natural World 55%, Physik 40%,

Potions 15%, Ride 70%, Scent/Taste 35%, Swim 60%, Witch Sight 90%, Young Kingdoms 16%.

▲ **CYMORIL'S LESSER DEMON EARRING: Lyret, bound in a gold earring, who whispers and soothes when bid.**

INT 15 POW 16

Skills: Art (Conversation) 100%, (Courtly Manners) 100%, (Declaim Poetry) 100%, (Song) 100%, (Tell Story) 100%.

DYVIM SLORM, Doomed Companion. [Elric] *battled his way through the milling warriors of Chaos and none could withstand him, until he came at last to the fallen dragon. There was a broken body lying on the ground beside it, but of the runeblade there was no sign. It had vanished. It was the body of Dyvim Slorm, last of his kinsmen.* **— Stormbringer, IV,4.**

▲ After Dyvim Tvar dies, his son Dyvim Slorm becomes the leader of the Melnibonéan war band Dyvim Tvar had led. Elric's cousin, Slorm is a true Melnibonéan, tall and slender, with eldritch features and honey-colored hair. He aids Elric against a rampaging Eastern barbarian army, and again at the end of the world, where he dies in the battle against the host of Chaos, wielding Mournblade.

Chaos 132, Balance 75, Law 13

STR 17 CON 19 SIZ 15 INT 25 POW 23

DEX 15 APP 13 HP 17

Damage Bonus: +1D4.

Bone Bow 181%, damage 2D6+1+1D2
Great Sword 180%, damage 2D8+1D4
Battle Axe 140%, damage 1D8+2+1D4
Long Spear 110%, damage 1D10+1+1D4
Small Shield 101%, damage KB+1D3+1D4, 20 hit points

Armor: 1D10+6 (helm on) +1D10+1D6, Melnibonéan Plate demon armor.

Spells: Demon's Ear (1), Demon's Eye (1), Fury (1), Heal (2), Hell's Armor (1-4), Hell's Razor (1-4), Horns of Hionhurn (1-3), Summon Demon (1), Speed of Vezhan (1-3), Undo Magic (1-4).

Skills: Art (Courtly Manners) 80%, Bargain 80%, Climb 87%, Common Tongue 80%, Dodge 75%, Evaluate 47%, Fast Talk 73%, Hide 50%, High Speech 27%, Insight 75%, Jump 96%, Listen 43%, Melnibonéan 125%, Million Spheres 16%, Move Quietly 29%, Natural World 46%, Navigate 93%, Oratory 72%, Physik 45%, Ride 160%, Search 83%, Throw 53%, Track 53%, Young Kingdoms 37%. Wirewalk 79%, Witch Sight 140%.

▲ **DYVIM SLORM'S LESSER DEMON ARMOR: ornate Melnibonéan plate armor, gold fancy-work on black steel, demon within.**

INT 11 POW 15

Ability: *Demon Armor*, adds 1D10+1D6

▲ **DYVIM SLORM'S LESSER DEMON HORSE BARDING: ornate barding in the Melnibonéan style, gold on black to match Dyvim Slorm's body armor.**

INT 5 POW 14

Ability: *Demon Armor,* adds 1D10+1D6 to mount's 1D6+1+1D2-1.

DYVIM TVAR, Lord of the Dragon Caves. *But Dyvim Tvar shuddered then. "I'm not so given skilled in the esoteric arts as you, Elric," he said quietly. "But in my soul I see three wolves leading a pack to slaughter and one of those wolves must die. My doom is near me, I think."* **— The Bane of the Black Sword, I,4.**

▲ As Lord of the Dragon Caves, Dyvim Tvar commands the vast reptilian beasts which are Melniboné's strength and greatest allies. He is one of Elric's few and closest friends. After the Sack of Imrryr, He becomes leader of a wandering band of Melnibonéan mercenaries, and is killed when Elric urges them to attack Nikorn of Ilmar's palace.

Chaos 128, Balance 68, Law 23

STR 18 CON 17 SIZ 17

INT 24 POW 24

DEX 13 APP 16 HP 15

Damage Bonus: +1D6.

Bone Bow 160%, 2D6+1+1D3
Battle Axe 155%, 1D8+2+1D6
Great Sword 145%, 2D8+1D6
Shortsword 130%, 1D6+1+1D6

Armor: 1D10+6 (helm on) +2D10, Melnibonéan Plate demon armor.

Spells: Bonds Unbreakable (3), Demon's Eye (1), Flames of Kakatal (4), Hell's Armor (1-4), Hell's Razor (1-4), Midnight (1), Sinew of Chardros(1-3), Summon Demon (1), Summon Elemental (1) Ward (3), Wings of Lassa (4).

Skills: Art (Song) 50%, Bargain 47%, Climb 80%, Common Tongue 61%, Dodge 85%, Evaluate 69%, Fast Talk 82%, Hide 76%, High Speech 25%, Insight 32%, Jump 73%, Listen 46%, Melnibonéan 100%, Million Spheres 05%, Move Quietly 44%, Natural World 53%, Navigate 36%, Oratory 75%, Physik 47%, Ride 90%, Ride Dragon 98%, Search 54%, Sound the Dragonhorn 84%, Swim 72%, Throw 76%, Witch Sight 40%, Young Kingdoms 33%.

▲ **DYVIM TVAR'S LESSER DEMON ARMOR: black steel armor, chased with red dragons.**

INT 7 POW 11

Ability: *Demon Armor,* adds 2D10.

ELRIC, Doomed Albino Emperor of Melniboné. *"Know this. Elric cannot have what he desires most. What he desires does not exist. What he desires is dead. All Elric has is sorrow, guilt, malice, hatred. That is all he deserves and all he will ever desire."* **— Elric to Myshella, in The Vanishing Tower, I,8.**

▲ Elric is a tragic individual, prone to self-pity and despair due to the vagrancies of his fate. He gains the epithet "Woman-slayer" after accidentally killing Cymoril, his betrothed, during the sack he leads upon his own city of Imrryr, and is also known as the "White Wolf." After the fall of the Dreaming City, Elric roams the world for several years, bringing destruction wherever he goes, before settling in Karlaak By The Weeping Waste. He is made the subject of several inferior ballads, and Elric and his sentient hellsword,

Stormbringer become infamous throughout the Young Kingdoms. For more, see the entry for Stormbringer.

Elric wears the Ring of Kings. To it focus the ancient pacts between the Emperors of Melniboné and the Elemental Rulers, Beast-Lords, and Plant-Lords of the world. The ring confirms that the wearer is indeed the Emperor of the Melnibonéans; only he can causes the ring to aid him. Because of the ring, Elric sometimes needs only to call out simple verses to gain responses.

With the exception of Stormbringer, Elric avoids relying on Chaos. In times of need, he calls upon the Elemental Rulers and Beast-Lords. Elric's library in Imrryr is probably the greatest in the world, containing hundreds of grimoires, myriad summonings, and thousands of exotic spells. When he leaves Yyrkoon as regent and sets out on his travels, these books are lost to him. Apparently the entire library burns during the subsequent Sack of Imrryr.

Elric is naturally very weak, with STR 5 and CON 5. While Emperor, he has access to potions and drugs which seem to raise his energies toward those of an ordinary Melnibonéan. If it is important, his daily chance to locate and brew such aid equals POW x2 in the fertile areas of the world; the resultant potion varies in efficacy from place to place. It adds 1D10 each to his base STR and CON. Stormbringer's Transfer Strength ability raises Elric's energies higher yet, of course. (See illustration on page 2 facing title page, and page 29.)

Chaos 300, Balance 105, Law 24

STR 25*	CON 20*	SIZ 15	INT 28	POW 35
DEX 20	APP 11			HP 23/15/10

** 5 each without drugs or sword; 15 each with drugs, no sword; as shown with runesword only.*

Damage Bonus: +1D6.

Stormbringer 880%, damage 2D8+1D6+17D10+1D6*
Great Sword 105%, damage 2D8+1D6
Sea Axe 90%, damage 2D6+2+1D6
Bone Bow 80%,damage 2D6+1+1D3
Short Spear 80%, damage 1D6+1+1D6
Full Shield 85%, damage KB+1D4+1D6, 22 hit points
* also drains D100 target POW;
see separate Stormbriner entry.

Armor: 1D10+6 helm on, Melnibonéan Plate

Spells: Bounty of Straasha (4), Chain of Being (4), Flames of Kakatal (4), Gift of Grome (4), Heal (2), Hell's Armor (1-4), Refutation (1-4), Soul of Chardros (1-3), Summon Demon (1), Summon Elemental (1), Undo Magic (1-4), Ward (3), Wings of Lassa (4), Wisdom of Slortar (1-3), more as the gamemaster sees fit.

Skills: Art (Conversation) 35%, Bargain 89%, Climb 48%, Common Tongue 101%, Disguise 46%, Dodge 110%, Evaluate 100%, Fast Talk 47%, Hide 63%, High Speech 85%, Insight 64%, Jump 100%, Listen 82%, Mabden 17%, Melnibonéan 140%, Million Spheres 35%, Mong 29%, Move Quietly 96%, Natural World 93%, Navigate 65%, Opish 28%, Oratory 82%, Orgjenn 28%, Physik 67%, Potions 137%, Ride 94%, Sailing 46%, Scribe 56%, Search 100%, Sleight of Hand 55%, Swim 70%, Throw 72%, Track 65%, Trap 45%, Unknown Kingdoms 20%, Witch Sight 70%, Young Kingdoms 78%.

PRINCE GAYNOR the Damned. *Prince Gaynor, in a carved black chair at the head of his table, which was swathed with a dark scarlet cloth, turned an enigmatic helm towards Elric and said that he had always preserved certain standards, even when in battle or in command of semi-brutes, as one so frequently was, these days.* — **The Revenge of the Rose, II,2.**

▲ Prince Gaynor is an ex-prince of the Balance, and though he loves it still, is forced by his fate to fight against the Balance and its champions. Gaynor now serves Chaos. He is immortal, and accursed. It is possible that Gaynor the Damned is a particularly tortured aspect of the Eternal Champion.

NOTES: as a Prince of Chaos, Gaynor may bind a demon without paying a point of POW. Like Melnibonéans, Gaynor's INT-limit is that twice normal for humans. Gaynor is immune to Chaotic magic and demon attacks. Each time Gaynor decides to cast a spell, to summon a demon, or attack via a demon, he undergoes terrifying bouts of remorse and depression which last for hours or for days; in the end, he always stifles his scruples and chooses Chaos.

Chaos 1001, Balance 205, Law 17

STR 25	CON 25	SIZ 17	INT 17	POW 25
DEX 17	APP 1			HP 21

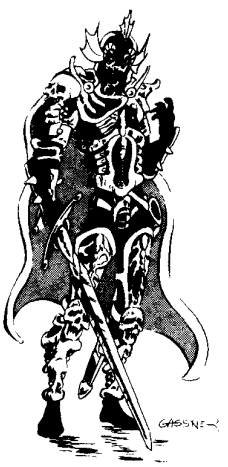
Damage Bonus: +2D6.

Broadsword 280%, damage 1D8+1+2D6
Chaotic Bow* 110%, damage 1D8+1D6
Full Shield 300%, damage KB+1D4+2D6, 111 hit points
** with odd-number damage result, target takes a hit of 2D8+1/2db.*

Armor: 4D8 (helm always on), Upper Planes Half Plate

Spells: every Chaotic spell is available to him.

Skills: Art (Conversation) 120%, Bargain 110%, Climb 80%, Dodge 55%, Evaluate 77%, Insight 89%, Jump 60%, Million Spheres 44%, Move Quietly 90%, Navigate 101%, Oratory 130%, Ride 200%, Sailing 75%, Search 48%, Throw 60%, Track 120%.



JAGREEN LERN, Servant of Chaos. *The Theocrat of Pan Tang, chief of the priest-aristocracy, was Jagreen Lern, who was reputed to have a pact with the powers of Chaos and a plan to rule the world.* — **Weird of the White Wolf, III,1.**

▲ He is the most evil individual in the saga, for without Jagreen Lern's aid and insane ambition, the Lords of Chaos could never conquer the earth. Lern receives great power as a reward for his assistance, much beyond that already his as ruler of Pan Tang. Eventually Lern falls before Elric's rage, as seemingly do all who cross the doomed albino's path.

Chaos 840, Balance -600, Law 0

STR 18	CON 21	SIZ 12	INT 26	POW 36
DEX 15	APP 17			HP 17

Damage Bonus: +1D4.

Demon Battle Axe 140%, damage 1D8+2+1D4+3D10+1D4
Demon Broadsword 160%, damage 1D8+1+1D4+2D10+1D4
Demon Large Shield 128%, damage KB+1D4+2D10+1D4, 26 HP

Armor: 2D8+1 (helm on), Demon Pan Tangian Plate.

Spells: Chain of Being (4), Curse of Chaos (4), Hell's Bulwark (1-4), Pox (1), Refutation (1-4), Soul of Chardros (1-3), Summon Demon (1), Summon Elemental (1), Undo Magic (1-4), Ward (3) Wisdom of Slortar (1-3), Witch Sight (3), and more: if able to consult his grimoires, Jagreen Lern has access to every spell the gamemaster wishes.

Skills: Art (Torture) 85%, Bargain 46%, Climb 43%, Common Tongue 110%, Conceal Object 83%, Dodge 91%, Evaluate 105%, Fast Talk 36%, Hide 21%, High Speech 22%, Insight 27%, Jump 42%, Listen 86%, Mabden 150%, Melnibonéan 95%, Million Spheres 35%, Move Quietly 125%, Natural World 46%, Navigate 100%, Oratory 56%, Potions 73%, Ride 79%, Scribe 64%, Search 129%, Swim 90%, Throw 54%, Trap 49%, Unknown Kingdoms 38%, Young Kingdoms 126%.

▲ **JAGREEN LERN'S GREATER DEMON ARMOR: glowing, red-hot Pan Tangian Plate, with smoldering arrows of Chaos on the breast.**

INT 16 POW 21

Ability: *Demon Armor*, adds 4D10.

▲ **JAGREEN LERN'S GREATER DEMON BATTLE AXE: black, red, and gold, but corroded and steaming as if fresh from hell.**

INT 5 POW 20

Ability: *Demon Weapon*, adds 3D10+1D4.

▲ **JAGREEN LERN'S GREATER DEMON BROADSWORD: a steel broadsword bearing the sign of Chaos in rubies set on the butt.**

INT 4 POW 23

Abilities: *Demon Weapon*, adds 3D10
Drain Soul, POW:POW.

▲ **JAGREEN LERN'S LESSER DEMON SHIELD: reflects and changes shape as if liquid; in the center, a whirling sign of Chaos.**

INT 12 POW 14

Ability: Demon Shield, adds 2D10.

▲ **JAGREEN LERN'S LESSER DEMON STEED: a vile, six-legged mount that drips mucous constantly.**

STR 26	CON 30	SIZ 30	INT 13	POW 19
DEX 10	MOV 14			HP 30

Abilities: *Gout Fire*, at 100%, range 10 yd.
Regenerate, 1 HP per round.
See, at 80%.

▲ **JAGREEN LERN'S RING OF POWER: a faceted oval ruby about an inch long, set in gold. The setting is large and heavy, and ornately cast with many symbols showing. Two average Bal'boosts are bound to the ring and are on another plane, and an average servant demon (but STR 13) equipped with Knowledge and Teleport is bound to it and is on another plane. Also bound to it are ten each of earth, air, fire, and water elementals. The ring is bulky and uncomfortable; ordinarily, he does not wear it.**

DOCTOR JEST, Artiste of Pain. *"My sweet emperor!" His voice was thin. It rushed from his thin throat as though bent on escape and one was inclined to wonder whether one had heard the words at all, so quickly had they come and gone.* — **Elric of Melniboné, I,4.**

▲ Doctor Jest is the eager Chief Inquisitor of Melniboné, and performs his art creatively and with pride. He is slender and sinuous, and, like all Melnibonéans, inhuman. His fate is unknown once Elric departs the Dragon Isle.
(See illustration on page 6.)

Chaos 389, Balance 19, Law 177

STR 15	CON 12	SIZ 16	INT 23	POW 23
DEX 20	APP 10			HP 14

Damage Bonus: +1D4.

Dagger 78%, damage 1D4+2+1D4
Slivers 210%, damage *excruciating pain*
Needles 272%, damage *1 CON pain and nerve damage with critical*
Scalpel 157%, damage 1D4

Armor: none.

Spells: Bonds Unbreakable (3), Heal (2), Hell's Razor (1-4), Make Fast (1), Suppleness of Xiombarg (1-3).

Skills: Art (Conversation) 75%, Art (Torture) 415%, Common Tongue 92%, Fast Talk 67%, High Speech 31%, Insight 130%, Listen 95%, Mabden 67%, Melnibonéan 112%, Natural World 84%, Oratory 65%, Physik 96%, Potions 65%, Scent/Taste 67%, Scribe 85%, Young Kingdoms 67%.

▲ **DOCTOR JEST'S GREATER DEMON GLOVE: a woven black leather glove that it squeaks constantly when moving. Bound within it are two identical dhzutine demons, who enhance Dr. Jest's already superbly gruesome technique by being able to excoriate individual nerves. Each has the following statistic:**

STR 8	CON 21	SIZ 1	INT 13	POW 19
DEX 20				HP 11

Abilities: *Drain Soul*, POW:POW
Manipulate, at 150%, used to excoriate nerves
Paralyze, CON:CON
Suture, heals 2 HP but scars the target
See, close up gives 10x magnfication

MAGUM COLIM, Melnibonéan Grand Admiral. [He] *was one of Elric's few close friends. He had known Elric all his life and had encouraged him to learn all he could concerning the running of fighting ships and fighting fleets. Privately Magum Colim might fear that Elric was too scholarly and introspective to rule Melniboné, but he accepted Elric's right to rule, and was made angry and impatient by the talk of the likes of Yyrkoon.* — **Elric of Melniboné, I,5.**

▲ Tall, old Magum Colim is left behind as regent when Elric sails against Yyrkoon, when that villain kidnaps Cymoril and flees to Dhoz-Kam. Admiral Colim personally commands the flagship of the Imrryrian fleet, *The Son Of Pyaray*, as well as the fleet of golden battle barges. He wears sea-green armor.

Chaos 120, Balance 61, Law 78

STR 13 CON 13 SIZ 15 INT 22 POW 27
DEX 13 APP 15 HP 14

Damage Bonus: +1D4.
Demon Short Spear 120%, damage 1D6+1+1D4+3D10+1D4
Bone Bow 85%, 2D6+1+1D2
Sea Axe 93%, 2D6+2+1D4

Armor: 1D10+6 (helm on) +4D10, Melnibonéan Plate demon armor

Spells: Bounty of Straasha (4), Demon's Eye (1), Hell's Razor (1-4), Midnight (1), Wings of Lassa (4).

Skills: Bargain 95%, Climb 45%, Common Tongue 90%, Evaluate 66%, High Speech 24%, Insight 43%, Melnibonean 110%, Natural World 75%, Naval Tactics 142%, Navigate 110%, Physik 73%, Sailing 98%, Search 49%, Swim 79%, Unknown Kingdoms 03%, Young Kingdoms 75%.

▲ MAGNUM COLIM'S GREATER DEMON SPEAR: in place of an ordinary point, its wicked head is shaped and painted like a flying fish. Thrown, it wings back after hitting the target, returning to Magnum Colim.

STR 8 CON 21 SIZ 3 INT 5 POW 17
DEX 12 MOV 15 HP 11

Abilities: *Demon Weapon,* adds 3D10+1D4
Wings, automatic.

MOONGLUM of Elwher, Doomed Companion. *"And this is Moonglum of Elwher; he has no conscience."* **— Elric to Zarozinia, in The Bane of the Black Sword, II,1.**

▲ Moonglum is a short, ugly, red-headed man with a wide, cheerful mouth. The tales of a slave send him in search of adventure, and leaving his home of Elwhere in the Unknown East, he journeys to the Young Kingdoms, where he becomes Elric's closest companion. Moonglum sacrifices himself for Elric, so that the albino might have the strength to blow the Horn of Fate, at the end of the world.

Moonglum fights with a scimitar in his right hand, and a shortsword in his left, with which he parries blows. He keeps a dagger in his belt, and another hidden on his person.

Chaos 95, Balance 120, Law 80

STR 16 CON 16 SIZ 9
INT 13 POW 17
DEX 20 APP 11 HP 13

Damage Bonus: +1D4.
Demon Scimitar (RH) 190%, damage 1D8+1+1D4+2D10
Demon Shortsword (LH) 175%, damage 1D6+1+1D4+3D10
Dagger 97%, damage 1D4+2+1D4
Thrown Dagger 86%, damage 1D4+1D2
Small Shield 67%, damage KB+1D3+1D4, 20 hit points

Armor: 1D6+1 (helm on) +2D10, Leather & Rings demon armor

Spells: Breath of Life (1), Cloak of Clan Liret (1-4), Hell's Armor (1-4), Hell's Razor (1-4), Muddle (1), Tread of Clan Liret (1-4).

Skills: Bargain 136%, Climb 91%, Common Tongue 60%, Conceal Object 86%, Disguise 34%, Dodge 138%, Evaluate 47%, Fast Talk 78%, Hide 73%, Jump 85%, Listen 23%, Million Spheres 02%, Mong 20%, Move Quietly 70%, Natural World 55%, Navigate 62%, Oratory 28%, 'pande 75%, Physik 50%, Pick Lock 65%, Ride 79%, Sailing 31%, Search 44%, Swim 76%, Throw 61%, Track 68%, Unknown Kingdoms 61%, Young Kingdoms 44%.

▲ MOONGLUM'S LESSER DEMON ARMOR: nondescript dusty armor with a face with bulging eyes embossed high on the back, to guard against surprise.

CON 15 INT 9 POW 7

Abilities: *Demon Armor,* adds 2D10
See, CON x5% chance

▲ MOONGLUM'S LESSER DEMON SCIMITAR: this battered weapon is wickedly sharp. Signs of Chaos inlay its hilt.

INT 3 POW 10

Ability: *Demon Weapon,* adds 2D10

▲ MOONGLUM'S GREATER DEMON SHORTSWORD: an ordinary shortsword except that the strong crossguards curve forward to catch, twist, and snap opponent blades. On the inside of one crossguard is engraved a tiny glaring face surrounded by the eight arrows of Chaos. Any critical parry with this weapon snaps an opponent's sword with a successful STR:HP roll on the Resistance Table (Moonglum plus demon STR against the opponent weapon's hit points).

STR 20 CON 30 SIZ 2 INT 8 POW 16

Abilities: *Demon Weapon,* adds 3D10
Manipulate, 110%.

MORDAGA, The Sad Giant. *Mordaga was as tall as two men, but his back was slightly stooped. He had long, curling black hair and was clad in a deep blue smock, belted at the waist. Upon his great feet were simple leather sandals. His black eyes were full of a sorrow such as Moonglum had only seen before in Elric's eyes.* **— Stormbringer III,6.**

▲ Elric comes to the Sad Giant's castle to win the Chaos Shield, which Sepiriz says can protect him against Jagreen Lern's terrible powers. Mordaga was once a god, one made mortal after rebelling against those greater than himself. 'For this he was banished to Earth and informed that he would one day die—slain by a mortal blade.' — (SB III,1). Elric and his friends assault the castle and kill its defenders. Mordaga then surrenders the shield, seeking to avert his destiny. But Moonglum re-enters the castle and stabs the giant in the back—probably several times. (As Moonglum is barely five feet tall and Mordaga is as tall as two men, this tiptoe treachery makes a diverting picture.)

Before a dismayed Elric, Moonglum declares that they are now the servants of fate, for 'to divert it in any small way is to hamper its

aims' (SB III,6). And the murder quenches his own vengeance for the death of Rackhir.

The giant axe is conjectural.

Chaos 412, Balance 233, Law 03

STR 31	CON 25	SIZ 27.	INT 19	POW 25
DEX 13	MOV 9-run			HP 26

Damage Bonus: +3D8.

Weapons: Giant Axe 201%, damage 3D8+4+3D8
Brawl 150%, damage 2D3+1D8
Chaos Shield 201%, ∞hit points *
** protects the holder from all magic, though minor physical effects of great blasts, etc., might seep in around it. It is a light silvery green in color and decorated with amber arrows of Chaos.*

Armor: none.

Spells: none.

Skills: Bargain 25%, Dodge 14%, Regret Destiny 101%.

MYSHELLA, Empress of the Dawn, Champion of Law. *"I love only heroes—and only heroes who work to ensure the presence of the Power of Law upon this plane of our earth"* — **Myshella to Elric, in The Vanishing Tower, III,2.**

▲ Called also the Dark Lady of Kaneloon, Myshella the principal Champion of Law on the plane of the Young Kingdoms. She has long fought against Chaos. She has many times been the lover of earthly Champions, whom she manipulates to further Law's aims. When Myshella is slain by Theleb K'aarna, the Lords of Chaos are freed to extend their influence upon the earth.

Chaos 77, Balance 36, Law 549

STR 14	CON 30	SIZ 11
INT 28	POW 25	
DEX 19	APP 22	HP 21

Damage Bonus: +1D4.

Dagger 266%, 1D6+1D4
Thrown Dagger 290%, 1D6+1D2

Armor: none.

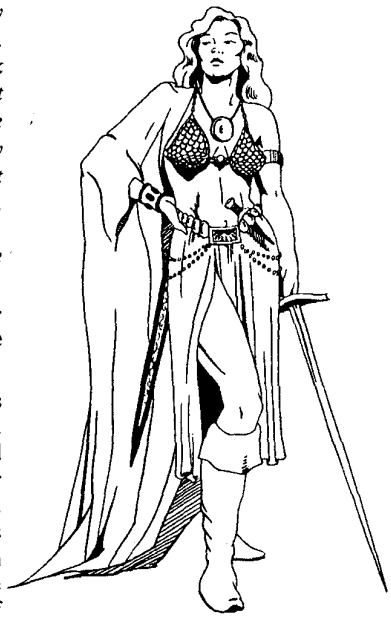
Spells: as the gamemaster sees fit, she knows or can learn any in this book.

Skills: Art (Conversation) 165%, Bargain 187%, Climb 130%, Common Tongue 101%, Dodge 170%, Evaluate 136%, Fast Talk 96%, High Speech 103%, Insight 145%, Jump 79%, Listen 86%, Mabden 50%, Melnibonéan 120%, Million Spheres 27%, Natural World 157%, Opish 25%, Oratory 95%, 'pande 30%, Physik 155%, Potions 257%, Ride 148%, Scribe 140%, Search 129%, Swim 190%, Throw 276%, Track 135%, Unknown Kingdoms 98%, Young Kingdoms 195%.

▲ MYSHELLA'S ENCHANTED BIRD OF METAL: it is made of precious metals and gems, a give of Donblas. The bird can carry passengers of up to a total of SIZ 30. It also speaks and hears, and can deliver or retrieve messages where bidden. It can fly at 100 miles per hour.

▲ MYSHELLA'S ENCHANTED STATUETTE: this is of alabaster, about eight inches high, representing the figure of Donblas. It is a gift of the Lords of Law. When Myshella asks it a question, it has a 101% chance of answering correctly, but it will not reply if asked about something that is Chaotic.

OONE, Dreamthief and Lover. *"And will the father ever know his offspring?" gently asked the Holy Girl. Oone tried to speak and discovered that she could not. She looked away quickly towards distant Quarzhasaat. Then, after a few moments, she was able to force herself to answer. "Never," she said.* — **The Fortress of the Pearl, III,5.**



▲ This woman is the daughter of a queen, and is trained in the arts of a warrior and a dreamthief. Oone becomes Elric's lover and companion in the quest for the Pearl at the Heart of the World, and falls pregnant by him in the dreamlands.

Dreamthieves are unknown in the West; we hope to incorporate rules for this sort of magic in a supplement to come.

Chaos 14, Balance 83, Law 31

STR 14	CON 16	SIZ 11	INT 14	POW 20
DEX 12	APP 17			HP 14

Damage Bonus: +1D4.

Broadsword 114%, 2D8+1D4
Dagger 84%, 1D4+2+1D4
Thrown Dagger 81%, 1D4+1D2
Brawl 113%, 1D3+1D4

Armor: 1D6-1 (helm on), Leather

Spells: Cloak of Cran Liret (1-4), Fury (1), Heal (2), Hell's Armor (1-4), Hell's Razor (1-4), Hell's Talons (1-4), Sinew of Mabelode (1-3), Suppleness of Xiombarg (1-3).

Skills: Climb 87%, Common Tongue 62%, Dodge 75%, Hide 91%, Jump 53%, Lesh 75%, Listen 79%, Melnibonéan 37%, Opish 15%, Oratory 46%, Physik 72%, Ride 112%, Track 41%.

RACKHIR the Red Archer, Doomed Companion. *There was irony in his eyes and something of a smile upon his thin lips, though the face showed that it had been through much experience, little of it pleasant.* — **Elric of Melniboné, III,1.**

▲ Once a Warrior Priest of Phum, in the unmapped East, and a servant of Vezhan of Chaos, gaunt Rackhir abandoned his creed for a quieter life of thieving and adventure. Chaos exiled him to another plane as punishment, where Rackhir encountered and befriended Elric. Although for a

time he becomes a resident of Tanelorn, Rackhir is eventually slain accidentally by Elric, during the quest for Mordaga's Chaos Shield.

Chaos 190, Balance 140, Law 91

STR 18 CON 19 SIZ 14 INT 15 POW 17
DEX 19 APP 18 HP 16

Damage Bonus: +1D6.

Desert Bow 215%, 1D8+2+1D3
Shortsword 114%, 1D6+1+1D6
Thrown Dagger 109%, 1D6+2+1D3
Small Shield 87%, damage KB+1D3+1D6, 20 hit points

Armor: 1D6+1 (helm on), Leather & Rings

Spells: Demon's Eye (1), Flames of Kakatal (4), Heal (2), Summon Demon (1), Summon Elemental (1), Wings of Lassa (4), Witch Sight (3).

Skills: Bargain 149%, Climb 109%, Common Tongue 79%, Conceal Object 97%, Dodge 119%, Evaluate 82%, Fast Talk 65%, Hide 57%, Insight 74%, Jump 120%, Listen 88%, Melnibonéan 20%, Million Spheres 11%, Mong 20%, Move Quietly 75%, Natural World 69%, Navigate 67%, Oratory 80%, 'pande 93%, Physik 44%, Ride 151%, Sailing 20%, Search 69%, Swim 75%, Throw 89%, Track 64%, Unknown Kingdoms 85%, Young Kingdoms 43%.

s **RACKHIR'S SIX LESSER DEMON ARROWS: fletched in red to match Rackhir's garb. Such an arrow can be reused if it can be retrieved. To anyone else it is a normal arrow. The six are identical. Rackhir would choose one above an ordinary arrow only in a dire emergency.**

INT 3 POW 11

Ability: *Demon Weapon,* each adds 2D10.

SADRIC LXXXVI, 427th Emperor of Melniboné. *Through most of his life Sadric had never known another woman than his wife, for the Empress had died bringing her sole thin-blooded issue into the world. But, with Melnibonéan emotions (oddly different than those of the human newcomers), Sadric had loved his wife and had been unable to find pleasure in any other company, even that of the son who had killed her and who was all that was left of her.* — **Elric of Melniboné, I,1.**

▲ Tall, melancholy Sadric is Elric's father. It is his habit to speak in a dry whisper. Sadric never shows love or kindness to Elric, but does his duty by him. After Sadric's death, the albino is crowned 428th Emperor of the Ruby Throne. While alive, Sadric wears the actorios.

Chaos 543, Balance 89, Law 160

STR 16 CON 13 SIZ 14 INT 29 POW 30
DEX 18 APP 15 HP 14

Damage Bonus: +1D4.

Weapons: Sceptre 110%, damage 1D6+2+1D4
Broadsword 167%, damage 1D8+1+1D4+6D10
Full Shield 160%, KB+1D4+1D4+ 2D10, 22 hit points

Armor: 1D10+6 (helm on) +6D10, Melnibonéan Plate demon armor

Spells, etc.: any in this book, plus any the gamemaster wishes to create.

Skills: Art (Courtly Manners) 150%, Bargain 105%, Common Tongue 90%, Dodge 65%, Evaluate 134%, Fast Talk 78%, High Speech 125%, Insight 190%, Listen 75%, Mabden 55%, Melnibonéan 145%, Million Spheres 30%, Natural World 122%, Oratory 220%, Physik 50%, Potions 150%, Ride 80%, Scent/Taste 120%, Unknown Kingdoms 70%, Young Kingdoms 189%.

▲ **SADRIC'S GREATER DEMON SCEPTRE: an ivory scepter inlaid with rubies, diamonds, and otredos. The sceptre is the**

focus for 88 armed bal'boosts. They wait on another plane for Sadric's call. Use the average bal'boost statistic from the magic chapter. In addition, the sceptre contains a bound greater demon.

STR 24 CON 20 INT 28 POW 22

Abilities: *Teleport,* carry = to its STR
Hear, CON x5%
Knowledge, INT x3%.

▲ **SADRIC'S GREATER DEMON BROADSWORD: of gold, and encrusted with gems and baroquely wrought fancywork. It is very heavy as a weapon, so Sadric causes his demon to do most of the lifting.**

STR 10 INT 8 POW 17

Abilities: *Demon Weapon,* adds 6D10
Lift, STR x3.

▲ **SADRIC'S GREATER DEMON SHIELD: on it is blazoned Sadric's ancestor-king, first setting foot on the Dragon Isle.**

Abilities: *Demon Shield,* adds 2D10
Dazzle, 100%.

▲ **SADRIC'S GREATER DEMON ARMOR: it is all in what seems to be glittering gold. Dragons and dragon heads are etched and sculpted in the metal, and they look out in every direction, the better to guard the embodiment of the Dragon Throne.**

Abilities: *Demon Armor,* adds 6D10
Leap, up to 50 yards hor., 30 yds vertically
Absorb Missile, 110%.

EARL SAXIF D'AAN, Melnibonéan Sorcerer. *He was something of a legend in Melniboné. His story is part of our literature. He was a great sorcerer—one of the greatest—and he fell in love. It's rare enough for Melnibonéans to fall in love, as others understand the emotion, but rarer for one to have such feelings for a girl who was not even of our own race.* — **Elric to Smiorgan Baldhead, in The Sailor on the Seas of Fate, II,3.**

▲ This sorcerer is met by Elric in another plane, where he proves to be a dangerous, although not unsympathetic

foe. Saxif D'Aan lives in fear of one Prince Carolak, who is trapped in Limbo in a rose-garden in Imrryr, and of the prince's white horse.

Chaos 391, Balance 44, Law 31

STR 16	CON 16	SIZ 14	INT 24	POW 35
DEX 14	APP 15			HP 15

Damage Bonus: +1D4.

Weapons: Broadsword 83%, damage 1D8+1+3D10
Enchanted Dagger 90%, damage 1D4+2+1D10
Small Shield 75%, damage KB+1D3+1D4+2D10, 20 HP

Armor: none.

Spells, etc.: all in this book, as as the gamemaster sees fit.

Skills: Art (Conversation) 120%, Art (Courtly Manners) 135%, Art (Torture) 105%, Bargain 122%, Common Tongue 55%, Conceal Object 88%, Dodge 74%, Evaluate 219%, Fast Talk 90%, High Speech 85%, Insight 148%, Mabden 13%, Melnibonéan 120%, Million Spheres 33%, Move Quietly 71%, Natural World 56%, Oratory 89%, Potions 176%, Ride 45%, Sailing 153%.

▲ **SAXIF D'AAN'S GREATER DEMON BROADSWORD: an ordinary-looking weapon bearing the seal of Chaos. This weapon acts as a focus for several bound demons on other planes, including an average bal'boost.**

INT 11 POW 21

Ability: *Demon Weapon,* adds 3D10

▲ **SAXIF D'AAN'S LESSER DEMON SHIELD: a pure white shield from which red droplets of blood ceaselessly condense and fall away.**

INT 10 POW 10

Ability, *Demon Shield,* adds 2D10.

COUNT SMIORGAN BALDHEAD, of the Purple Towns. *"We do not brood, we of the Purple Towns," said Count Smiorgan seriously. "And we are not fickle in our friendships. You know an anguish, Prince Elric, that I'll never feel—never understand—but I have already given you my trust. Why should I take it away again? That is not how we are taught to behave in the Purple Towns."* — **The Sailor on the Seas of Fate, III,7.**

▲ Count Smiorgan is a sea-lord in command of a large fleet, as well as a noble of the Isle of Purple Towns. After encountering Elric in another plane, Smiorgan accompanies the albino back to the Young Kingdoms, becoming his friend for a short time. It is partially through his influence that Elric is able to forge the alliance which sacks Imrryr. After the Dreaming City is destroyed, Smiorgan dies when dragons burn the reaver fleet, abandoned and betrayed by Elric so that the albino himself might live.

Chaos 34, Balance 86, Law 100

STR 16	CON 13	SIZ 11	INT 15	POW 14
DEX 15	APP 11			HP 15

Damage Bonus: +1D4.

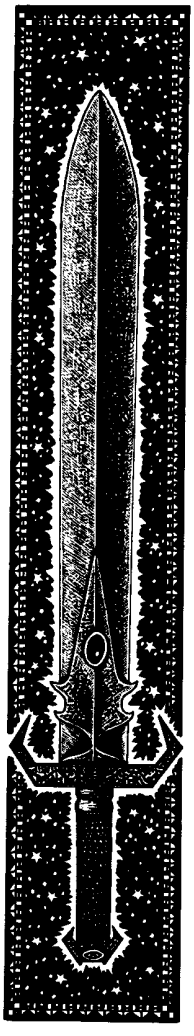
Weapons: Lormyrian Axe 110%, damage 3D6+1D4
Sea Axe 110%, damage 2D6+2+1D4
Dagger 74%, damage 1D4+2+1D4

Armor: 1D10+2 (helm on),
Young Kingdoms plate

Spells: none.

Skills: Bargain 97%, Climb 87%, Common Tongue 112%, Evaluate 100%, Insight 45%, Make Maps 59%, Melnibonéan 60%, Navigate 65%, 'pande 15%, Physik 93%, Sailing 76%, Search 54%, Swim 48%, Unknown Kingdoms 21%, Young Kingdoms 85%.

STORMBRINGER, Soul-Stealing Runesword. *Elric contemplated his sword with a mixture of loathing and something akin to sensuality. "Some would say that it possessed both a mind and a will. Others would claim it to be a demon in disguise. Some believe it composed of the vestigial souls of all damned mortals, trapped within."* — **Elric to Anigh, in The Fortress of the Pearl, I,1.**



▲ Servants of Law forged Stormbringer and its twin, Mournblade, long ago, before the coming of the Melnibonéans to this world, of Chaos to fight Chaos. The sword, carved with runes and emitting a strange, black radiance, is sentient and malevolent. It moans and howls, and is capable of independent action, often against Elric's own will. After slaying many whom the albino loves, Stormbringer turns on Elric, after the world has been destroyed by Chaos.

Chaos 666, Balance 0, Law 0

STR 10	CON 200	SIZ 3
INT 25	POW 70	
DEX 80	APP 20	HP 102

Damage Bonus: -1D4.

Skill: Great Sword 880%, 17D10+1D6

Need: consume souls prodigiously.

Abilities: *Demon Weapon,* adds 17D10+1D6
Lift, STR x3
Drain Power, POW:POW roll
Store Soul, automatic
Transfer Strength, automatic

DRAIN POWER: the runesword sucks away D100 POW from a target each time it takes one or more hit points from the target. If it does not exhaust the target's POW, it stays in the target until the next DEX-rank it could strike, and then drinks again, until the unfortunate soul has been drained dry. Then the sword releases, to find a new target.

STORE SOUL: drained of all POW, Each soul drained of all POW is stored within Stormbringer, there to comingle forever in blind, horrible agony with all the runesword's other victims.

TRANSFER STRENGTH: for every two points of POW the runesword drinks, it can feed Elric one point of STR or CON until his limits of 25 and 20, respectively, have been reached. When Elric is wounded in battle, first remove the extra hit points so-created. Wounds mostly do not affect him, since, the runesword makes up the loss, but he does lose one hit point of damage per major wound, so that he may finally weaken and be unable to continue. When Elric puts away the sword, only his drugs keep him strong.

Stormbringer is gluttonous for Power, apparently spending prodigious amounts in combat. Taking in some tens of thousands of points satiates it, so that it no longer wishes to kill. When that hap-

pens, only Elric's strength and skill guides it; it does not participate actively until growing hungry again.

Taking Power in excess of 21 from a single kill is more than the runesword can immediately transmute: the shock of this excess energy affects Elric as though hit by a knock-back attack.

THELEB K'AARNA, Pan Tangian Sorcerer. *He broke off, staring at the gibbering thing on the floor. It had been a man. It had been Theleb K'aarna. Now it was hunched and twisted—sitting in the middle of a broken pentacle and tittering to itself. Suddenly, intelligence came into its eyes. "Too late for vengeance, Lord Elric," it said. "I have won, you see—I have claimed your vengeance as my own."* — **The Bane of the Black Sword, I,5.**

▲ Elric's rivalry for the love of Queen Yishana of Jharkor spurs this wizard first to attack the albino, then to flee him, becoming Elric's mortal enemy. Theleb K'aarna comes up with several nefarious schemes to do away with the Melnibonéan, none of which succeed. Eventually he is slain by Elric after going mad, and Stormbringer feeds upon his thrice-damned soul.

Not a fighting man, Theleb K'aarna depends on his magic and his tongue to hold trouble at bay.

Chaos 289, Balance 12, Law 39

STR 12	CON 12	SIZ 16	INT 22	POW 22
DEX 19	APP 10			HP 14

Damage Bonus: none.

Weapons: Shortsword 44%, 1D6+1+1D4
Dagger 89%, 1D4+2+1D4

Armor: 1D8+1 (helm on), Half Plate

Spells: Bounty of Straasha (4), Chain of Being (4), Curse of Chaos (4), Flames of Kakatal (4), Gift of Grome (4), Hell's Armor (1-4), Refutation (1-4), Soul of Chardros (1-3), Summon Demon (1), Summon Elemental (1), Undo Magic (1-4), Wings of Lassa (4), Witch Sight (3), and as many more as the gamemaster wishes.

Skills: Bargain 101%, Common Tongue 115%, Covet 180%, Evaluate 165%, Fast Talk 86%, High Speech 59%, Insight 25%, Mabden 120%, Melnibonéan 67%, Million Spheres 24%, Natural World 78%, Potions 128%, Search 78%, Throw 53%, Unknown Kingdoms 23%, Young Kingdoms 92%.

▲ THELEB K'AARNA'S LESSER DEMON RING: a broad band of hammered silver and gold. On it are tiny Mabden letters which whirl and dodge whenever someone tries to read what they say. Plain to see, however, are the images of a needle, an upraised hand, and of walking feet. The ring is a focus for two average bal'boosts stationed on another plane, and it also contains a bound lesser demon.

STR 22 CON 20 INT 9 POW 21

Abilities: *Paralyze,* fixed ability

Suture, automatic, for wounds only

Teleport, can carry passengers up to STR in SIZ

▲ THELEB K'AARNA'S LESSER DEMON GRIMOIRE: a large, black-bound book equipped with a binding and locking clasp of STR 20. Ten spikey projections grace its binding, the demon's built-in defense.

CON 20 INT 15 POW 19

Abilities: *Hear,* 100% chance

Quills, 10, damage 1D8+1 each

See, 100% chance

Seer, 95% chance

▲ THELEB K'AARNA'S LESSER DEMON AMULET: a large silver amulet cast with three demonic faces sticking out of it, one vomiting, one breathing fire, one belching.

INT 6 POW 14

Abilities: *Dust,* 180 degrees, ten yards, automatic, 1D8 to targets

Gout Fire, 100%, 180 degrees, ten yards, 1D8/1D3

Vomit Acid, 100%, ten yards, 2D10

URISH the Seven-Fingered, Beggar King of Nadsokor. *For the best part of every day Urish would lounge upon his throne, presiding over a gloomy, festering hall throned with his Court: a rabble of rascals too foul in appearance and disposition to be tolerated anywhere but here.* — **The Vanishing Tower, II,1.**

▲ King Urish is a vile degenerate, ravaged in appearance, foul mannered and odiferous. He rules over the beggar horde of Nadsokor, wielding the cleaver Hackmeat as symbol of his power. He is devoured by Arioch after stealing Elric's Ring of Kings.

Chaos 212, Balance 15, Law 55

STR 16	CON 9	SIZ 11	INT 16	POW 16
DEX 21	APP 7			HP 10

Damage Bonus: +1D4.

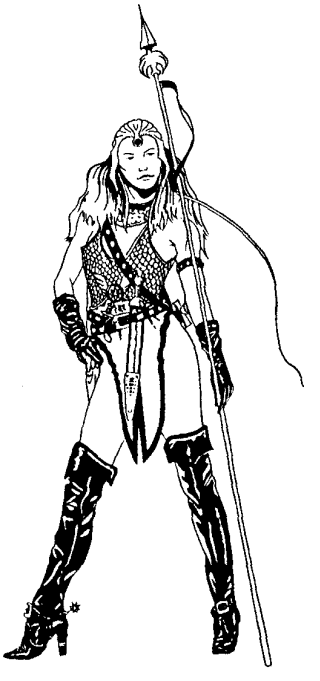
Weapons: Hackmeat the Cleaver 95%, damage 1D8+2+1D4
Dagger 78%, damage 1D4+2+1D4

Armor: none.

Spells: Cloak of Cran Liret (1-4), Rat Vision (1), Summon Elemental (1), Suppleness of Xiombarg (1-3), Tread of Clan Liret (1-4).

Skills: Climb 91%, Common Tongue 99%, Conceal Object 89%, Dodge 45%, Evaluate 133%, Hide 109%, Move Quietly 95%, Nadsokor Thieves' Slang 80%, Physik 32%, Pick Lock 91%, Pick Pocket 115%, Search 73%.

QUEEN YISHANA of Jharkor. *Yishana was not a young woman, neither was she pretty. Yet there was an hypnotic quality about her tall, full body, her lush black hair, and her wholly sensuous face. Few of the men she had singled out for her pleasure had been able to resist her. Neither was she sweet-natured, just, wise nor self-sacrificing. The historians would append no noble soubriquet to her name. Still, there was something so self-sufficient about her, something denying the usual standards by which a person was judged,*



that all who knew her admired her, and she was well-loved by those she ruled. — **The Weird of the White Wolf, III,2.**

▲ With the death of her brother Dharmit in the Sack of Imrryr, the ambitious and manipulative Yishana gains the throne of Jharkor. She proves an intuitive and clever ruler. Yishana becomes Elric's lover on two occasions, but is eventually slain in battle against the armies of Dharijor and Pan Tang. King Sarosto of Dharijor takes Yishana's head, never again to show its sensual and sardonic smile, as a trophy after she is dead.

Chaos 79, Balance 64, Law 88.

STR 10	CON 13	SIZ 10	INT 17	POW 16
DEX 18	APP 14			HP 12

Damage Bonus: none.

Dagger 67%, damage 1D4+2

Armor: none.

Spells: Demon's Ear (1), Demon's Eye (1), Rat Vision (1), Visage of Arioch (1-3).

Skills: Art (Conversation) 125%, Bargain 157%, Common Tongue 109%, Evaluate 93%, Fast Talk 108%, Insight 110%, Listen 72%, Melnibonéan 34%, Natural World 36%, Oratory 93%, Physik 36%, Ride 42%, Search 79%, Unknown Kingdoms 05%, Young Kingdoms 73%.

PRINCE YYRKOON of Melniboné, Black-Hearted Villain. *His dark features, at once handsome and saturnine, are framed by long black hair, waved and oiled, and his expression, as ever, is sardonic while his bearing is arrogant. The heavy brocade cloak swings this way and that, striking other dancers with some force. He wears it almost as if it is armor or, perhaps, a weapon. Amongst many of the courtiers there is more than a little respect for Prince Yyrkoon. Few resent his arrogance and those who do keep silent, for Yyrkoon is known to be a considerable sorcerer himself. Also his behavior is what the court expects and welcomes in a Melnibonéan noble; it is what they would welcome in their emperor.* — **Elric of Melniboné, I,1.**

▲ Prince Yyrkoon is Elric's cousin, and the bane of his early life. Yyrkoon hates and envies Elric, and casts his sister into a sorcerous sleep to prevent her reciprocating the albino's love on two occasions. A Dragon Prince of Melniboné, he is sadistic and quick-witted. After he twice usurps the Ruby Throne, Yyrkoon is killed by Elric, but not before he murders his sister, Cymoril, by throwing her onto Elric's runesword.

Yyrkoon has great sorcerous capacity, Though not quite as powerful as Elric, he is much more aggressive and impulsive. Matched against Elric's languor, those traits nearly carry the day.

Chaos 155, Balance 15, Law 1

STR 16	CON 15	SIZ 16	INT 15	POW 29
DEX 14	APP 15			HP 16

Damage Bonus: +1D4.

Demon Great Sword 140%, damage 2D8+1D4+2D10
Demon Shortsword 126%, D6+1+1D4+2D10
Sea Axe 85%, 2D6+2+1D4
Dagger 48%, 1D4+2+1D4
Full Shield 90%, 22 HP

Armor: 1D10+6 (helm on) +2D10 Melnibonéan Plate demon armor.

Spells: Curse of Chaos (4), Flames of Kakatal (1), Refutation (1-4), Soul of Chardros (1-3), Summon Demon (1), Summon Elemental (1), Undo Magic (1-4), Wings of Lassa (1-4), etc.. Aided by his grimoires, Yyrkoon has access to whatever spells the gamemaster desires or creates.

Skills: Art (Torture) 35%, Common Tongue 88%, Dodge 126%, Fast Talk 70%, Hide 61%, High Speech 80%, Listen 51%, Melnibonéan 150%, Million Spheres 28%, Natural World 99%, Oratory 135%, Potions 87%, Ride 51%, Search 32%, Unknown Kingdoms 21%, Witch Sight 89%, Young Kingdoms 17%.

▲ **YYRKOON'S LESSER DEMON GREAT SWORD: rich opals and peryx spiral up the hilt of this golden weapon.**

INT 3 POW 9

Ability: *Demon Weapon,* adds 2D10

▲ **YYRKOON'S LESSER DEMON SHORTSWORD: has an ornately carved ivory handle into which have been hammered knots of gold.**

INT 5 POW 12

Ability: *Demon Weapon,* adds 2D10

▲ **YYRKOON'S LESSER DEMON ARMOR: black, like Elric's, and dragon-helmed.**

INT 2 POW 14

Ability: *Demon Armor,* adds 2D10.

ZAROZINIA VOASHOON, Merchant's Daughter and Doomed Lover. *Without anger, she drew slowly away from him and with a slight smile that had something of irony in it, pointed to the bed, where Stormbringer lay. "I see your other mistress still shares your bed," she said.*" — **Zarozinia to Elric, in Stormbringer III,2.**

▲ The Lady Zarozinia is the daughter of the chief senator of Karlaak. After a journey to Pikarayd, she encounters Elric in the Forest of Troos, and the two fall in love. Their wedding is the strangest ever seen in Ilmiora, and thereafter Zarozinia resides, with her moody husband, in Karlaak by the Weeping Waste, helping him ease his pain. At the end of the world, after being warped by Chaos, Zarozinia throws herself on Stormbringer, so that her soul might be one with Elric's own.

Chaos 9, Balance 71, Law 27

STR 13	CON 11	SIZ 10	INT 13	POW 12
DEX 16	APP 21			HP 11

Damage Bonus: none.

Weapons: Dagger 43%, damage 1D4+2
Hunting Bow 21%, damage 1D6+1

Armor: none.

Skills: Art (Conversation) 73%, Art (Lute) 80%, Common Tongue 75%, Evaluate 30%, Insight 62%, Lesh 15%, Listen 51%, Melnibonéan 30%, Mong 15%, Natural World 27%, Orate 85%, Physik 68%, Ride 75%, Search 64%.

SELECTED FOES ENCOUNTERED BY

CREATURES

ELRIC OR HIS FRIENDS; SUMMARIES OF ANIMALS AND TRADITIONAL EARTHLY MONSTERS AT THIS CHAPTER'S END.

THOSE CREATURES presented here include most of the ones against which significant fighting occurs in the saga, or to whom (in the case of the dragons) Moorcock gives space and loving attention.

The generalities of demons and elementals occur in the magic chapter. That which is ordinarily summoned or invoked appears there—*here* the entries are for things more mundane or much rarer, including demons from the saga, but especially those things Chaotically-created from natural forms, such as the Chaos Butterfly or the Pigs.

All of us already know what a horse, a lion, a snake, etc., look like and act like, so we include only the most relevant game statistics for natural animals.

In play, gamemasters may want to create weaker entities than given here. Many of these apparations were almost too powerful for Elric, let alone for novice adventurers.

Baboons, Giant (p. 125)
Chaos Butterfly (p. 126)
Clakars (p.126)
Creatures of Malik (p.127)
Devil Riders of Pan Tang (p.127)
Dragons (p. 128)
Elenoin (p. 129)
Firebeetles (p. 129)
Ghouls (p. 130)
Golem (p. 130)
Grahluk (p. 131)
Guardian of Ashaneloon (p. 131)
Hunting Dogs of Dharzi (p. 131)
Khorghakh (p. 132)
The Kyrenee (p. 132)
Mist Giant (p. 132)
Olab (p. 133)
Oonai (p. 134)
Pigs, Snake, Thing (p. 134)
Quaolnargn (p. 135)
Servants of Agak & Gagak (p. 135)
Steeds of Nihrain (p. 136)
Urish's Bane (p. 136)
Winged Race of Myyrrhn (p. 136)

EXPLANATION OF ENTRIES

Each entry has the same general content. First comes the name of the entity, and sometimes an additional phrase. Then follows one or more descriptive quotes to portray the entity or species, and the source of the quote is given. Appended to the quote is the book title, and the internal book and chapter location of the quote.

Next occurs new commentary concerning the entry. Its general aim is to integrate the saga with the game system. Except in a few cases, we have not added new attacks, skills, etc. These entries are matched to Moorcock's intents. A small illustration of the entity occurs near its statistics.

There are two sorts of statistics. If for a species, the die rolls and averages allow the gamemaster to generate any number of different individuals. Or he or she can eyeball the averages and vamp away if needing a quick single stat. The percentages given for attacks and skills as well should be understood as being the average for adults who are likely to be found armed.

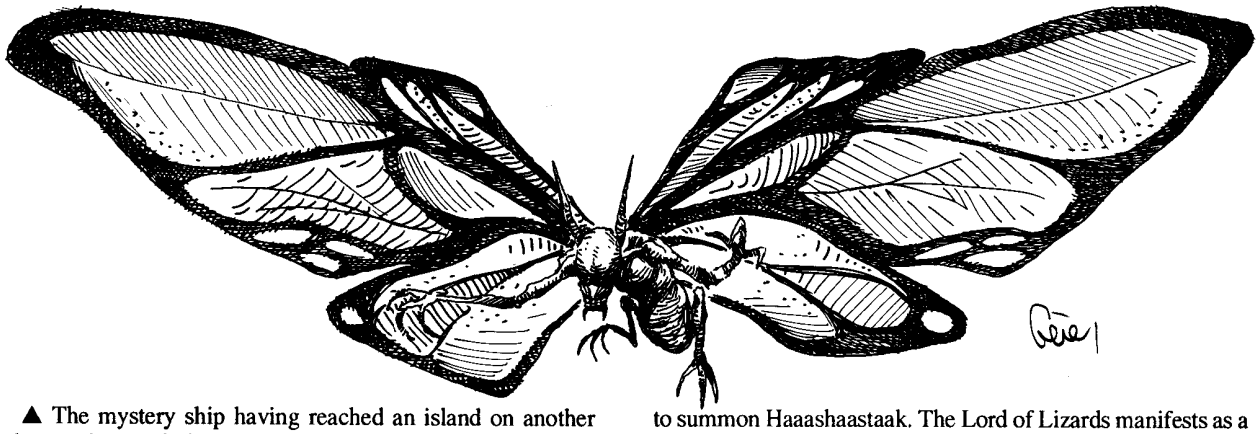
If for an individual, the statistical information given is specific to the individual—another representative might be very different.

➤ MOV amounts are given in units; a single word (run, swim, fly, etc.) defines the medium by which movement is achieved.

➤ Add the damage bonus only to attacks to which the notation *+db* is appended. Some attacks, notably those for biting, have been figured with some of the potential for the damage bonus already included.

➤ Many attacks include footnoted explanation of mechanics. Occasionally such information appears in the concluding portion of the commentary, for emphasis or clarity.

BABOONS, Giant Orange. *Elric saw large fierce eyes peering out of the gloom ahead. He heard a rattling noise, a rushing noise, and the eyes grew larger and larger. He saw a red mouth, yellow fangs, orange fur. . . . The creature was a baboon, but huge, and there were at least a dozen others following the first.* — **The Sailor on the Seas of Fate I,4.**



▲ The mystery ship having reached an island on another plane, Elric and three other incarnations of the Eternal Champion must fight a succession of foes before destroying Agak and Gagak, alien sorcerers. They meet the baboons just after vanquishing the Servants of Agak, which see also in this chapter. Moorcock records the largest of the baboons as being much taller than Elric, more than twice normal size.

The baboons attack in a dark, narrow corridor, and a particularly gritty fight ensues in which the Champions are handicapped by the close quarters and cannot back away to pull their swords free. These hominids have little chance in the open, but in the narrow hall they can launch all of their attacks.

A baboon may either Bite and Claw simultaneously, or Bite and Wrestle. If making a Claw attack, the target may pull free with a successful Luck roll; with a Wrestle attack, the target gets free with a successful STR:STR roll on the Resistance Table.

BABOONS, Orange and Huge

characteristics	*rolls*	*averages*
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	3D6+12	22-23
INT	1D6+1	4-5
POW	2D6	7
DEX	3D6+6	16-17
MOV run-10		**av. HP** 16-17

Av. Damage Bonus: +1D6.

Weapons: Bite 40%, damage 1D8+1
Claw 45%, damage 1D6+2
Wrestle 55%, damage special.

Armor: 1D2-1 fur.

Skills: Climb 60%, Dodge 35%, Hide 55%, Jump 65%, Move Quietly 50%, Scent/Taste 30%, Throw 40%.

CHAOS BUTTERFLY, Created by Theleb K'aarna. *A great shape was winging its way towards them. It had the appearance of a butterfly, but a butterfly with wings so huge they blotted out the sun. . . . 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. . . . the wings folded in to protect its neck and Stormbringer became entangled in the strange, sticky flesh. . . Elric realised that this was no true supernatural denizen of the nether worlds, but a once-human creature warped by Theleb K'aarna's sorcery.* — **Weird of the White Wolf III,5.**

▲ A human transmuted by high-level sorcery, the Chaos Butterfly proves a formidable foe until Elric remembers how to summon Haaashaastaak. The Lord of Lizards manifests as a huge iguana, curls its huge tongue around the Chaos butterfly, and gulps it down. Until then the huge butterfly has had the best of the fight, ripping Elric's arm to the bone and drawing him in with its Talon Grasp and Wrestle attacks, intending to ultimately impale the albino with its horns.

In the illustration nearby, the human has been further degenerated by Chaos.

CHAOS BUTTERFLY

STR 35	CON 35	SIZ 30	INT 5	POW 13
DEX 9	MOV fly-11			HP 33

Damage Bonus: +3D8.

Weapons: Talon Grasp 50%, damage Wrestle*
** STR:STR roll on Resistance Table to escape*
Talon Slice 40%, damage 1D8 +db
Gore 40%, damage 2D8 +db

Armor: Sticky Wings, 30% chance for an attack to embed**
*** embedded in a wing, a weapon is held within the wing with 4D8 STR; STR:STR on the Resistance Table to free it.*

Skills: Evaluate Food 45%, Search 50%.

CLAKARS, Winged Apes. *Massive ape-like creatures, borne on great leathery wings. . . . mouthing and gibbering, showing long fangs in* [their] *slavering snouts.* — **Weird of the White Wolf II,4.**

▲ Elric and Moonglum encounter these beasts in an underground world during Elric's search for the Dead Gods' Book. Judging by appearance, attitude, and the Chaos symbol above the entrance of the tunnel leading to their world, they are Chaotic in origin, though Sharilla, a wingless woman of Myyrrhn, also notes that "they are the primeval ancestors of my people, older in origin than recorded time."

The attacking clakars show little caution in their attacks, perhaps because they are able to ignore the shock of major wounds. Their world neutralizes Stormbringer's magic, and makes their encounter with Elric a genuine battle—were a clakar summoned to the surface world, it would not have that benefit.

In the saga, these things attack from the sky, hovering and then landing or dropping down directly on an unsuspecting targets. Their large wings are disadvantageous in broken or bushy terrain.

CLAKARS

characteristics	*rolls*	*averages*
STR	2D8+8	17
CON	2D8+8	17
SIZ	3D8+8	21-22
INT	1D8+3	7-8
POW	3D8	13-14
DEX	2D8+8	17
MOV fly-11, run-7		**av. HP** 19-20

Av. Damage Bonus: +2D8.

Weapons: Bite 40%, damage 1D8
Claw 45%, damage 1D8 +db

Armor: 1D2-1 fur; feels little pain.

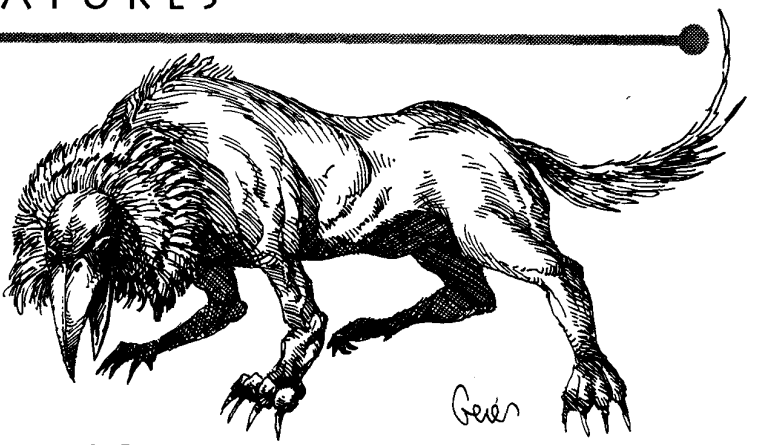
Skills: Climb 40%, Dodge 15%, Jump 35%, Move Quietly 15%, Scent/Taste 35%, Search 45%, Throw 15%, Track 15%.

CREATURES OF MATIK, Melnibonéan Creations. *From the fissures in the ground, monstrous shapes sprang up! Vulture-headed lions, fifteen feet high, prowled in hungry anticipation towards them, their feathered manes rustling as they approached. . . . But Elric was familiar with this ghoulish pack since his own ancestors had formed it for their own purposes a dozen centuries before. . . . Feathered tails lashed, claws worked in and out of pads, scraping great gashes in the rock.* **— Stormbringer II,4.**

▲ These things lurk "on the borders between Chaos and Earth," a resource for any sorcerer who finds them. Even so potent a sorcerer as Jagreen Lern did not know their origin nor their special relation to Melniboné. Elric is able not only to dispel them, but able to send them against the assembled Dukes of Hell in Hwamgaarl itself.

It has been proposed that these creatures were created by Matik of Melniboné to aid in the wars against the Dharzi, but the time of creation antedates the disappearance of the Dharzi by some 200 years. Perhaps the date for the Dharzi wars represents only the ultimate struggle in a longer conflict.

characteristics	*rolls*	*averages*
STR	5D8+16	33-34
CON	6D8+8	36
SIZ	5D8+24	41-42
INT	1D8	4-5
POW	3D8	13-14
DEX	2D8+8	17
MOV run-12		**av. HP** 38-39



Av. Damage Bonus: +4D8.

Weapons: Bite 45%, damage 2D8
Claw 50%, damage 2D8 +db

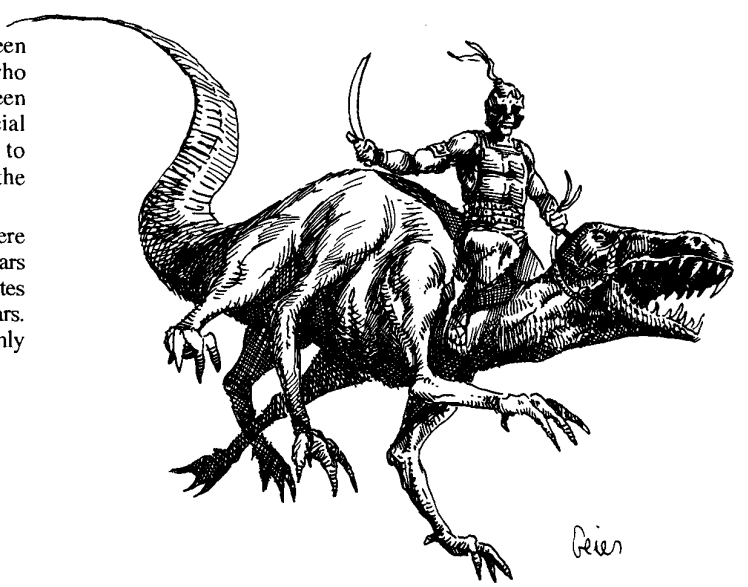
Armor: 1D8+4 Chaotic hide.

Skills: Dodge 35%, Guard 45%, Obey Melnibonéans 95%, Scent/Taste 80%, Track 50%.

DEVIL RIDERS of PAN TANG. *Behind them . . . came the Devil Riders of Pan Tang on their six-legged reptilian mounts, bred by sorcery it was said. Swarthy and with introspective expressions on their sharp faces, they carried long, curved sabres, naked at their belts. Prowling among them came over a hundred hunting tigers, trained like dogs, with tusk-like teeth and claws that could rend a man to the bone with a single sweep.* **— Stormbringer I,3.**

▲ When Queen Yishana of Jharkor and her allies resist Chaos, the Devil Riders are among those Pan Tangian units fighting alongside Dharijor.

In marching order, trained handlers keep separate the tigers from riders and mounts. Forming for battle, each Devil Rider leashes his own tiger and then waits in open formation with it. Battle joined, the unit sometimes launches the tigers as skirmishers, each man attempting to control his tiger by voice (once a command fails, the tiger ravages where it will until a handler can recall it). More frequently, the Devil Riders



accompany their tigers into the fray as a potent shock unit. The lizard mount usually attacks only when prompted by the Devil Rider.

There appear to be 500 to 600 Devil Riders in the regiment.

DEVIL RIDER, Average Cavalryman

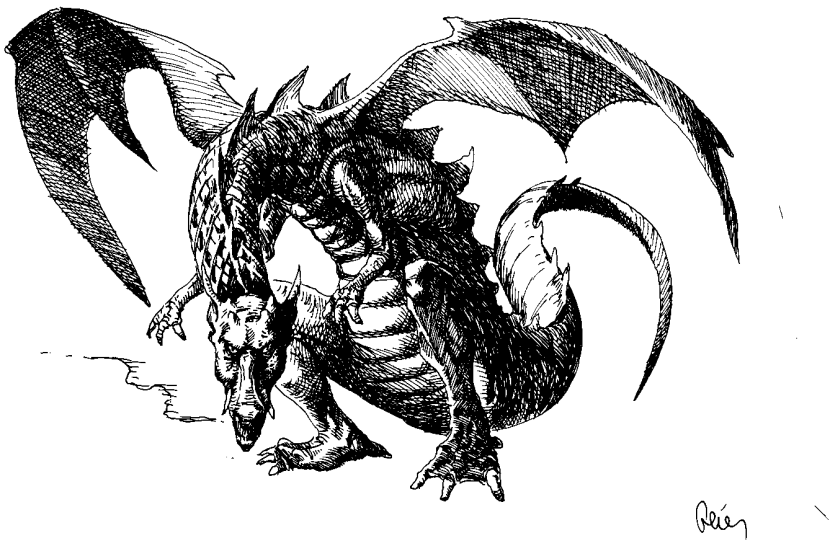
STR 15	CON 15	SIZ 13
INT 10	POW 11	MP 11
DEX 14	APP 9	HP 14

Damage Bonus: +1D4.

Weapons: Lance 1D8+1 +db of mount
Scimitar 75%, damage 1D8+1 +db
Dagger 40%, damage 1D4+2 +db
Small Shield 45%, KB+1D3+db, 20 HP

Armor: 1D8+1 (helm on), Half Plate.

Skills: Bad Attitude 75%, Command Tiger 35%, Discipline 70%, Dodge 35%, Jump 35%, Ride 65%, Search 40%.



DEVIL LIZARD, 6-LEGGED REPTILIAN MOUNT

characteristics	*rolls*	*averages*
STR	3D6+12	22-23
CON	1D6+12	15-16
SIZ	3D6+18	28-29
INT	4	4
POW	3D6	10-11
DEX	2D6+3	10
MOV run-9		av. HP 32

Av. Damage Bonus: +2D6.

Weapons:* Bite 40%, damage 1D10
Tail Spike** 40%, damage 1D8+1+db
** able to make both attacks in a single round, but not at same target.*
*** target must receive a successful D100 roll of STR x3 or less, or be knocked over. The tail spikes are bolted on.*

Armor: 1D4+1 scaly hide.

Skills: Dodge 10%, Scent/Taste 35%, Track 15%.

TIGER, LEASHED AND ATTACK-TRAINED

characteristics	*rolls*	*averages*
STR	3D6+12	22-23
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	5	5
POW	3D6	10-11
DEX	2D6+12	19
MOV run-10		av. HP 16-17

Av. Damage Bonus: +1D6.

Weapons: Bite 45%, damage 1D10
Claw 70%, damage 1D8 +db
Ripping* 80%, damage 2D8 +db
** Like lions, a tiger with a successful Claw attack can then hang on with its fore-claws and simultaneously bite and rip with its hind claws.*

Armor: 1D2 fur.

Skills: Dodge 60%, Move Quietly 75%, Hide 80%, Track 50%.

DRAGONS of MELNIBONÉ. *Slender snout, gleaming greens and reds: razor teeth; saliva hissing as it struck the ground; faint smoky breath streaming from its flaring nostrils, while a long, thick scaly tail lashed behind.* — **Revenge of the Rose I,1.**

The average wingspan of these near-extinct monsters was some thirty feet across. Their snake-like bodies, beginning in a narrow-snouted head and terminating in a dreadful whip of a tail, were forty feet long and although they did not breathe the legendary fire and smoke, Elric knew that their venom was combustible and could set fire to wood or fabric on contact. — **Weird of the White Wolf I,4.**

The great recumbent forms of the sleeping dragons lay, their folded leathery wings rising into the shadows, their green and black scales glowing faintly, their clawed feet folded and their slender snouts curled back, even in sleep, to display the long, ivory teeth that seemed like so many white stalactites. Their dilating red nostrils groaned in torpid slumber. The smell of their hides and their breath was unmistakable. — **Stormbringer IV,1.**

▲ Of all the entities in the Elric saga, Moorcock returns again and again only to one species, crimson on gold the symbols of the Melnibonéan throne, envenomed slumberers and aerial serpents, the dragons. Though their origin is a matter of dispute, dragons have slumbered within Melniboné's caverns since before the isle gained that name.

They represent "the first significant sorcery of our race and the purest, the dragon-sorcery" (RR I,2). In those days the numbers of dragons were great, and in controlling them the Melnibonéans ruled the world. Yet choosing to employ the might of dragons required wisdom and careful judgment, for a dragon must sleep a hundred years for each day of activity. In the last millennia, the dragons have dwindled, paralleling the decline of Melniboné from Bright Empire to Dreaming City. When Elric blows the Horn of Fate, only ninety-eight dragons waken and fly east with him to the final battle.

A Melnibonéan dragon does not breathe out fire. Instead it exudes an acid-like venom of POT equal to its POW. In flight, the dragon attacks by repeatedly spraying this venom over wide areas. Everything burnable that the spray touches then catches fire. A dragon can make many such attacks, but the number is finite—Elric's dragon-steed Flamefang seems to have exhausted himself in thirty to sixty minutes. Calculate the number of attacks as equal to the dragon's CON.

Caught in a steel helmet or similar container, a droplet of dragon venom cools and hardens into a pastel which (taken with water) can "bring courage to the weak and skill to the strong, [and let a man] fight for five days and five nights and feel no pain" (RR I,2), but only Melnibonéans know this lore. With substantial immersion in dragon venom, the damage done per round would be the dragon's POW in hit points.

Dragons live for many thousands of years, most of those years asleep, or what we imagine as sleep. It is also known that ordinarily one warrior rode each dragon using a heavy saddle custom-made for that dragon.Moorcock mentions softer scales half way up the neck where a sword might penetrate.

DRAGONS, Melnibonéan

characteristics	*rolls*	*averages*
STR	6D8+40	61
CON	12D8+16	60
SIZ	10D8+24	64
INT	3D8+8	18-19
POW	2D8+8	17
DEX	1D8+8	12-13
MOV fly-14		**av. HP** 62

Av. Damage Bonus: +7D8.

Weapons: Bite 25%, damage 3D8
Combustible Venom 70%, damage 1D6+4 per round to each target within an area of CON yards.
Dragon Venom Droplet, damage touch, does 1D4-1 to human skin, leather, or bronze, but not steel.
Dragon Venom, POT = CON poison if ingested.
Tail Swipe 20%, damage 1D8+db

Armor: 2D8+8 gigantic scales (2D8+4 halfway up neck)

Skills: Contemplate Fate 80%, Ponder Dreams 90%, Remember 75%, Search 80%.

ELENOIN, 8th Plane Foes of the Grahluk. *They are not women. They are Elenoin. They come from the Eighth Plane—and neither are they human . . . . Red-haired women whose tresses fell almost to their knees and covered their otherwise naked bodies. And then he saw their teeth—long, pointed teeth which glinted like metal. . . . The singing grew louder until it made their ears fill with sharp pain and made their stomachs turn. The Elenoin raised their slender arms and began to whirl their long swords about their heads again, staring at them all the while through beastlike, insensate eyes—malicious, unblinking eyes.* **— The Vanishing Tower II,5.**

▲ The eyes of these dire creatures also are large and orange. The elenoin are cannibals, and pause in the heat of battle to eat tempting human victims after they have laughed to see them die.

The book portrays a sequence to their charge, first keening with the effect of a Muddle spell, then closing to wield their five-foot great swords, and then grappling with their animate hair to snare targets and finally bring their Bite attacks home.

Being so Chaotic, the elenoin are particularly hard to kill. Even Stormbringer requires two strokes to dispatch one glaring fiend. Elric is surprised to see that the men of Tanelorn in losing half their number have been able to slay several elenoin.

The elenoin have three Chaotic abilities—doubled hit points, an unnerving wail or keen that panics mortals, and long hair that can animate and grasp nearby targets.

Elric counters the elenoin by summoning their ancient foes, the Grahluk. Just as the elenoin seem to represent stereotypes of feminity, so the Grahluk can represent a parody of masculinity. The summoning of the mass of elenoin represents one of Theleb K'aarna's mightier feats.

ELENOIN, Chaos Foes of the Grahluk.

characteristics	*rolls*	*averages*
STR	4D8+8	26
CON	4D8+8	26
SIZ	2D8+8	17
INT	1D8	4-5
POW	3D8+8	21-22
DEX	2D8+8	17
MOV run-8		**av. HP** 43*

Av. Damage Bonus: +2D8.

Weapons: Great Sword 60%, damage 2D8 +db
Bite 40%, damage 1D8
Keen 90%, special**
*** hearers must receive successful D100 rolls of POW x6 or less, or need successful POW x5 rolls to attack.*
Animate Hair, 50%, damage Wrestle

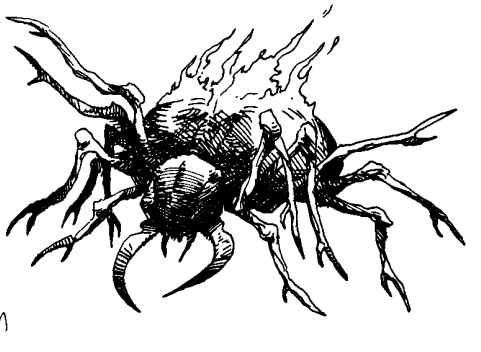
Armor: *elenoin have double natural hit points—calculate as per usual, but do not divide by two.

Skills: Climb 40%, Dodge 60%, Jump 45%, Scent/Taste 50%.

FIREBEETLES, of the Sighing Desert. *A massive, flesh-coloured body on a dozen legs, its mandibles clattering as it chased the rats which were clearly its natural prey. . . . By some trick of biology the gigantic beetles secreted oily pools in their heavy [pink and gray] carapaces. These pools, exposed to the sunlight and the flames already burning on other backs, would catch fire so that sometimes as many as twenty spots would be burning [and] only be extinguished when a beast dug its way deep underground during its breeding season.* **— Fortress of the Pearl I,3.**

▲ When the oil on their backs catches fire, the smoke can be seen from far away, and nearby the stink of the fires is nauseating. As you would expect of surfaces often in flame, their carapaces are exceptionally armored—with Stormbringer, Elric hacks at the back of one and does not much damage at all. Later he sees that they are vulnerable beneath.

Elric is accidentally caught up in and almost killed by a sweep of these things, who are single-mindedly intent on



corralling and eating a flock of rodents. Humans are not normal prey for firebeetles.

Thick, disgusting swarms of flies characteristically accompany firebeetles, feeding on scraps and beetle dung, and probably developing from larvae nourished in the oils on the beetles' backs.

FIREBEETLES

characteristics	rolls	averages
STR	6D6+20	41
CON	4D6+4	18
SIZ	7D6+20	44-45
INT	4	4
POW	3D6	10-11
DEX	2D6+4	11
MOV run-15, burrow-4		av. HP 31-32

Av. Damage Bonus: +4D6.

Weapons: Jaws 45%, damage 2D6+3 +db

Armor: top of carapace invulnerable to less than god-like damage, but 2D6+6 underneath.

Skills: Dig 45%, Eat 65%, Search 35%.

GHOULS, of Limbo and of Org. *But now he was held by clammy hands and when he saw his captors he shuddered. Shadowy creatures of limbo held him—ghouls summoned by sorcery. Their dead faces smiled but their dead eyes remained dead. Elric felt the heat and the strength leaving his body and it was as if the ghouls sucked it from his own body to theirs.* — **The Vanishing Tower II,3.**

Leprous-white ghouls. . . white-faced, bloodless ghouls. . . . These were the living dead ancestors of those who now revelled in the Great Hall. Perhaps these were actually the Doomed Folk. Was that their doom? Never to rest? Never to die? Just to degenerate into mindless ghouls? — **Bane of the Black Sword II,3.**

▲ Clearly ghouls must first be human, but the saga does not explain how ghouls come to be. The two sorts quoted above do not seem to be much different. The ghouls sap life force from the living, apparently to make cannibalizing them easier.

In attacking, a ghoul drains the CON of the target each round that they touch, but this loss is temporary and without much consequence unless all CON is drained.

Bellbane the Mist Giant is also referred to as a ghoul; see that entry for more.

GHOULS, Generic

characteristics	rolls	averages
STR	3D8+4	17-18
CON	2D8+8	17
SIZ	2D8+4	13
INT	1	1
POW	1	1
DEX	1D4+4	6-7
MOV walk-4		av. HP 15

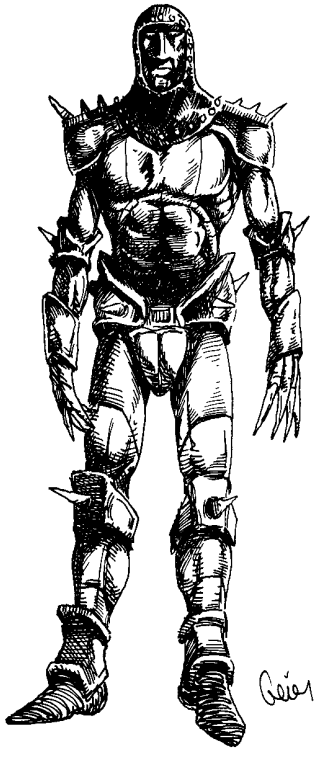
Av. Damage Bonus: +2D8.

Weapons: Bite 35%, damage 1D8
Wrestle 25%, damage special
CON Drain 1D3 per round, automatic with touch

Armor: none, but functions normally until all hit points are gone.

Skills: Eat 35%, Search 25%.

GOLEM, of Castle Kaneloon. *A huge, manlike thing with hands like grappling irons . . . . It was a foot or so taller than he, with oval, multifaceted eyes that, by their nature, seemed blank. Its face was angular and had a grey, metallic sheen. Most of its body was comprised of burnished metal, jointed in the manner of armour. Upon its head was a tight-fitting hood, studded with brass. It had about it an air of tremendous and insensate power, though it did not move. . . . The golem did not reply but its hands—which were in reality comprised of four spikes of metal apiece—began slowly to flex themselves; and still the golem grinned.* — **Weird of the White Wolf, PROLOGUE**



▲ The golem was entirely from within Aubec's mind, for all of the castle's defenses were but images taken from the intruder's imagination. Myshella observes, "It is a rare man who can face and defeat his own imagination." Aubec defeated the thing by imagining what it would fear, the answer being a mirror—to show it a foe as terrible as itself.

Aubec became a Champion of Law and was able to advance into the Chaos, directing it with his imagination. By implication, Aubec created some of the Southern Continent and perhaps some of the West. Aubec's golem was taller and quicker than himself, and impervious to his thrusts and cuts.

GOLEM, Reflected From Aubec's Fear

STR 30	CON 30	SIZ 20	INT 19	POW 22
DEX 19	MOV 9			HP 25

Damage Bonus: +2D6.

Weapon: Crush 70%, damage 2D6 per round.

Armor: 20-pt burnished steel.

Skill: Be Implacable 101%.

GRAHLUK, 8th Plane Foes of the Elenoin. *They were apelike creatures as bestial as the Elenoin. They carried nets and ropes and shields. Once, it was said, both Grahluk and Elenoin had intelligence—had been part of the same species which had devolved and divided. . . . 'They live only to destroy the Elenoin. Once that is done, they have nothing left for which to exist.'* — **The Vanishing Tower II,5.**

▲ Elric is able to summon the mass of grahluk because he uses "the energy [of the Burning God] to perform the invocation" and make the gateway for them. And he is able to perform the invocation only because he remembered how to do it from a grimoire of his father's.

The shambling grahluk and the shrill elenoin had been 'part of the same species which had devolved and divided.' Grahluk have one tactic, to close with and entangle the elenoin using shield and net, and then to bite and crudely devour their foes. Their mission accomplished, they fall on the swords of the dead elenoin and die. See also the Elenoin, above.

GRAHLUK, Degenerate Destroyers

characteristics	*rolls*	*averages*
STR	4D8+16	34
CON	4D8+16	34
SIZ	3D8+8	21-22
INT	1D8	4-5
POW	3D8+8	21-22
DEX	4D8	18
MOV run-8		av. HP 45*

Av. Damage Bonus: +2D8.

Weapons: Wrestle 60%, damage special
Bite 60%, damage 1D8+2
Net 60%, damage entangle
Full Shield 90%, kb+1D4+db, 20 HP

Armor: * grahluk have doubled hit points; calculate normally but do not divide by two; they are invulnerable to the scream of the Elenoin.

Skills: Listen for Elenoin 55%, Scent Elenoin 60%.

GUARDIAN DEMON of Ashaneloon. *Red-rimmed eyes full of insensate malice.* — **The Vanishing Tower I,6.**

▲ It has long teeth, scaly claws, a serrated tail, a horned head, and bovine nostrils. It bellows, but does not speak. Even armed with Stormbringer, Elric must fight with determination to kill it. Theleb K'aarna sets this thing at the gate of Castle Ashaneloon, to keep Myshella from it.

After slaying it, Elric notices "something gleaming amongst the black and yellow entrails [it was] the demon's heart—an irregularly-shaped stone of deep blue and purple and green. It still pulsed, though its owner was dead." The heart is wet, and almost hot enough to burn his hand.

GUARDIAN of the Ashaneloon Gate, greater demon, humanoid, breed unknown.

STR 24	CON 40	SIZ 22	INT 14	POW 25
DEX 20	MOV 10			HP 31

Damage Bonus: + 2D8.

Abilities: *Claw* (x2), 60% each, fixed damage 1D8+db each.
Carapace, 1D10+1D2 scales.
Regenerate, automatic, 1 HP per round, self only.

Need: solitude is consistent with its actions, but no need is noted.

Skills: Climb 70%, Dodge 60%, Jump 40%, Move Quietly 60%, Own Plane 15%, Summoner's Language INT x2%, Track 30%.

Magic Points to Summon: 71.

HUNTING DOGS OF THE DHARZI. [The pack was] *half-dog and half-bird, with the lean shaggy bodies and legs of dogs but possessing birdlike talons in place of paws and savagely curved beaks which snapped where muzzles should have been.* — **Weird of the White Wolf II,2.**

▲ The Dharzi are vanquished foes of Melniboné, dead a thousand years. The Lords of Chaos ("Entropy" in the tale) opposed Elric's quest for the Dead Gods' Book; among the obstacles they raised against him were two attacks by these all-too-tangible ghosts. Stormbringer is effective against them, but Elric disposes of the Dharzi and their dogs by getting the Earth Kings (Grome and his elementals) to swallow up these entities which in death had become their rightful property.

The hunting dogs have the heads and talons of raptor birds, and resemble the Creatures of Matik in their attacks, though being smaller and swifter. Their breath is foul.

HUNTING DOGS of the DHARZI

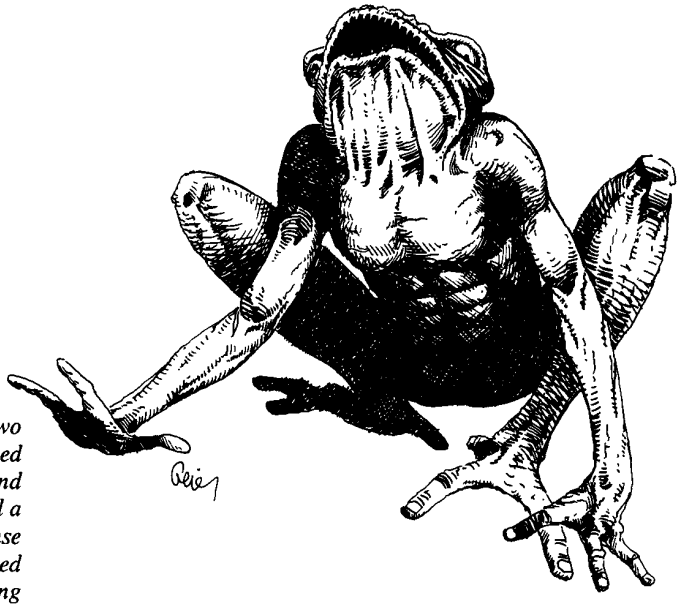
characteristics	*rolls*	*averages*
STR	2D8+8	17
CON	2D8+8	17
SIZ	1D8+8	12-13
INT	1D8	4-5
POW	3D8	13-14
DEX	2D8+8	17
MOV run-13		**av. HP** 14-15

Av. Damage Bonus: +1D8.

Weapons: Bite 50%, damage 1D4+4
Talon Rip 50%, damage 1D8 +db

Armor: 1D2-1 fur.

Skills: Climb 30%, Dodge 35%, Jump 40%, Move Quietly 25%, Scent/Taste 75%, Track 45%.



KHORGHAKH, The Demon Toad. *Two enormous green-lidded eyes set in a gnarled reptilian head whose nostrils flared and whose long scarlet mouth opened to reveal a pink, flickering tongue, while the extraordinarily dense weight of scaly flesh was supported on massive webbed feet, limbs as thick as elm trunks, the whole thing shuddering with the effort of its breathing.*
— The Revenge of the Rose II,3.

▲ Prince Gaynor brought this thing along when sailing across the Heavy Sea. It cleaned up after the battle with the Dramian Toad-Hunters.

KHORGHAKH, greater demon, reptilian, Gaynor's caged pet, breed unknown.

STR 60	CON 60	SIZ 60	INT 8	POW 14
DEX 6	MOV hop-7, swim-8			HP 60

Damage Bonus: +6D8.

Abilities: *Carapace,* 1D10+1D2 fat and hide.
Distend, at 7X for 7 rounds.
Tongue, at 150%.

Need: daily consume animals equal to 1/5th of its SIZ.

Skills: Consume Dramian Toad-Hunters 110%, Jump 70%, Own Plane 15%, Summoner's Language INT x2%.

Magic Points to Summon: 73.

KYRENEE, The. A Thing from Chaos. *Huge as a storm-cloud, black as its native Hell, the* Kyrenee *grew from the surrounding air and moved its shapeless bulk towards the Ships of Xerlerenes, sending out flowing tendrils of poison towards them. Boatmen groaned as the coils curled around . . . and crushed them.* **— The Bane of the Black Sword,** EPILOGUE.

▲ Lord Narjhan of Chaos raised an army in Nadsokor and ventured against Tanelorn, summoning the Kyrenee, a great demon, during its siege. Lamsar caused many fire elementals to come together as one against the Kyrenee, and elementals and monster were destroyed in a great explosion.

The thing is like a great cloud, by degrees vaporous and semi-solid where its tentacles form. Directly beneath, it rains a poisonous dew.

THE KYRENEE, a greater demon, breed unknown.

STR 120	CON 80	SIZ 112	INT 16	POW 30
DEX 8	MOV float-2			HP 216

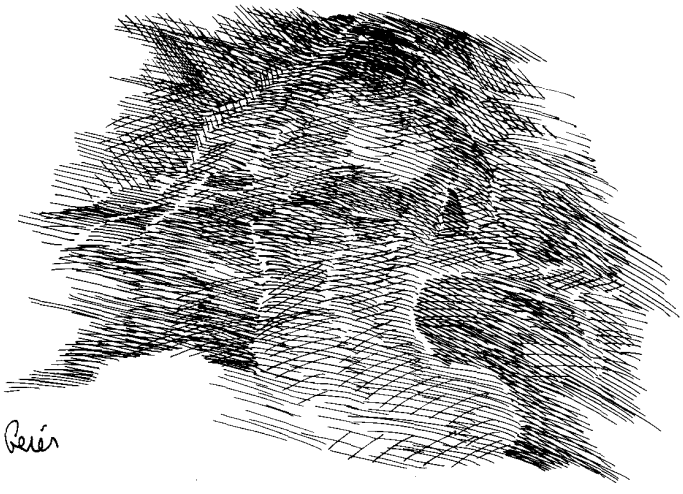
Damage Bonus: +2D8.

Weapons: Tentacle Crush* 80%, damage 2D8 +db +poison**
** makes 1D8 tentacle attacks per round with 100-yard range*
*** POT is 16, administered by touch.*
Poisonous Dew 99% below, damage POT 6 per round.
Incidental Lightning Discharges 05%, damage 5D8 ***
*** any target within 100 yards

Armor: randomly vaporous or insubstantial, decrease all attacks by one-half.

Skills: Wrestle 70%.

MIST GIANT, or Bellbane. *It was white, like the mist, yet somehow darker. It stretched high above Elric's head. It was nearly eight feet tall and almost as broad. But it was still only an outline, seeming to have no face or limbs—only movement: darting, malevolent movement! . . . Two eyes, the colour of*



thin, yellow wine, were set high in the thing's body, though it had no separate head. A mouthing, obscene slit, filled with fangs, lay just beneath the eyes. It had no nose or ears that Elric could see. Four appendages sprang from its upper parts and its lower body slithered along the ground, unsupported by any limbs. . . . incredibly disgusting to behold and its amorphous body gave off a stench of death and decay. . . . It was a Mist Giant—possibly the only Mist Giant, Bellbane. Even the wisest wizards were uncertain [whether there were] one or many. . . . a ghoul of the swamp-lands which fed off the souls and the blood of men and beasts. — **The Weird of the White Wolf II,2.**

▲ After killing it, Elric wakes to its remains, a pool of "unnamable colouring . . . evaporating, giving off a foul odour." So little is known about it that Elric does not know whether it is a single chaotic thing or a member of some rare, cruel species.

The mist giant is a vaporous creature against which even magical weapons do halved damage. It attacks by grasping a target and then slowly killing it with its bite, apparently consuming the target's soul (POW) as it munches.

It is not affected by the loss of hit points until all are gone (whereupon it dies). It does not break off an attack because of damage. If a target struggles free, the monster may choose to pursue or to dematerialize until its hit points have regenerated.

The mist giant apparently can create the mist from which it launches its attacks, but nonetheless is characteristically reported in swamps, marshes, and beside rivers. The meaning of the name "Bellbane" is unknown.

MIST GIANTS

characteristics	*rolls*	*averages*
STR	6D8+16	43
CON	5D8+24	46-47
SIZ	2D8+12	20-21
INT	1D8+2	6-7
POW	3D8+8	21-22
DEX	2D8+8	17
MOV ooze-7		av. HP = CON

Av. Damage Bonus: +3D8.

Weapons: Arm Grab 25% per arm*, damage Wrestle
** it has four. Two arms per round can try to Wrestle and thereby hold the target; two must hold the target for a complete combat round before it can attempt to bite, each hold is of STR 24; combat arms using the Resistance Table.*
Bite 60%, damage 1D8+4
Evoke Mist** 100%, limits target's vision to ten-yard range.
*** conjectured attack, since mist seems to accompany it.*

Armor: insubstantial; halves all weapon damage and as well magical attack other than to CON or POW; the mist giant does not feel pain.

Skills: Move Quietly 80%, Scent/Taste Blood 60%, Track Human 45%.

OLAB, Reptilian Jungle-Dwellers. *The things were essentially reptilian but with feathery crests and neck wattles, though their faces were almost human. Their forelegs were like the arms and hands of men, but their hindlegs were incredibly long and storklike. Balanced on these legs, their bodies towered over the water. They carried great clubs in which slits had been cut and doubtless these were what they used to hurl the crystalline disks. . . . Although from the legs upward they were only slightly larger than a tall, well-built man, they had more vitality than any human and the deepest cuts hardly seemed to affect them, even when administered by Stormbringer.* — **The Sailor on the Seas of Fate, III,3.**

▲ They also have scaly bodies, red mouths, and black, black blood, and in agony and rage they hiss their defiance. In their first attack they are intent upon pulling the ship apart as well as slaughtering the crew.

These fierce warriors are among the toughest foes that Elric faces in the entire saga. Elric invokes King Nnuuurrrr'c'c of the Insect Folk, who reluctantly promises aid this once: he sends a cloud of giant dragonflies who eat all the olab who cannot flee.

Undeterred by Stormbringer or by supernatural intervention, the olab return to the attack when Elric and a handful of companions penetrate overland to the lost city of R'lin K'ren A'a. In the end, only Elric and Smiorgan survive.

The olab club is an interesting dual-purpose weapon, for bashing as well as for hurling the foot-wide crystalline disks. Judging from the description of the olab, these clubs must be six to seven feet long, to grant adequate leverage for hurling. A club of that length would outrange any Young Kingdoms weapon except long spear and bow-and-arrow. The humans fought at great disadvantage: the razor-edged disks can be hurled with enough force to decapitate a man, though the shape of such missiles must make their accuracy suffer.

These disks can impale; each warrior carries 1D8 of them. All disks hurled, the olab then closes and engages with his club.

OLABS, Reptilian Waders of R'lin K'ren A'a

characteristics	*rolls*	*averages*
STR	2D8+6	15
CON	4D8+8	26
SIZ	2D8+6	15
INT	2D8+4	13
POW	2D8+6	15
DEX	2D8+7	16
MOV run-9		av. HP 20-21

Av. Damage Bonus: +1D8.

Weapons: Club 60%, damage 1D8-1 +db
Crystalline Disk (slit-club hurler) 50%, damage 3D8, base range 50 yards, 1 per round.
Crystalline Disk (freehand) 35%, damage 2D8, base range 30 yards, 1 per round.

Armor: none, but takes damage only when a Luck roll fails. Even Stormbringer could not make much headway against them—a foe must make many attacks rather than a few overpowering attacks.

Skills: Climb 50%, Dodge 60%, Hide 45%, Move Quietly 55%, Scent/Taste 25%, Search 45%, Throw 90%, Track 40%.

OONAI, Dread Creatures of Chaos. *For now, in mid-air, the shapes had changed. No longer did they have the appearance of dragons, but this time they seemed to be like multicoloured swans, whose gleaming feathers caught and diffracted the few remaining rays of light. . . . They can change shape at will. A sorcerer of great mental discipline, of superlative powers, who knows the apposite spells can master them and determine their appearance.* [One is badly wounded.] *It fell to its knees and the lustre faded from its feathers, died from its scales, disappeared from its skin. It kicked out once and then was still—a heavy, black, piglike creature whose lumpen body was the ugliest Elric and Moonglum had ever seen.* — **The Vanishing Tower, I,2.**

▲ Elric quickly recognizes the flight of oonai. These creatures are well-known to Melnibonéan sorcerers, as they are able to become bewildering successions of different entities. In attacking Elric and Moonglum, they turn into dragons, huge fanged swans, and a dozen more creatures before they even finish eating the horses. Only when dead do they take their own form, related in the end quote above.

OONAI, Shape-Shifters of Chaos

characteristics	*rolls*	*averages*
STR	8D8	34
CON	8D8	34
SIZ	4D8	18
INT	2D8	9
POW	4D8	18
DEX	3D8	13-14
MOV run-9*		**av. HP** 26

** in birth form.*

Av. Damage Bonus: +1D8.

Weapons: special — takes the average attacks, etc., of the species shifted to.

Armor: whatever armor the current shape naturally has.

Skills: Navigate 15%, Search 60%.

PIGS, SNAKE, & THING, Five Foes in Ameeron. *A face with tusks in it emerged from a patch of darkness formed by a fallen slab of masonry. The face grunted again. . . . 'Pig,' said the face with tusks in it. . . . Where his head would have been sprouted the bodies of about fifteen good-sized snakes. The head of each snake glared at Elric. The tongues flickered and they all opened their mouths at exactly the same moment to say again: 'Snake.'. . . . Snake was bad enough with its fifteen darting heads hissing and snapping with teeth which dripped venom, but Thing kept changing its form—first an arm would emerge, then a face would appear from the shapeless, heaving flesh which shuffled implacably closer.* — **Elric of Melniboné III,2.**

▲ Arioch sends Elric through the Shade Gate to a desert plane in pursuit of Yyrrkoon and the Two Swords. There Elric and his new friend Rackhir enter the bizarre and decadent exile city of Ameeron. Prompted by Yyrrkoon, Pigs, Snake, & Thing accost them there.

We show a picture only of Thing, but give statistics for all five. An earlier speech by Rackhir notes that "many of [these demons] were once human before electing to bargain with Chaos. Now they are mentally and physically warped into foul, demon shapes."

Since Rackhir shoots down two Pigs immediately, and Elric quickly punctures a lung of the third, we don't learn much about them—probably they were swordsmen used to working together. Each Pig gets one attack per round.

Fifteen snake heads and fifteen long snaky necks sprout from Snake's single human body. Each of Snake's

attacks is made by two heads, so up to seven attacks could be launched in a single round. An attack succeeds only with a hit and with a defending armor roll of zero, since the short fangs will not penetrate armor. Concentrating on a single target, Snake can move, dodge, etc., normally, but while against two or more targets Snake must stay in one general location, since the heads are sending contradictory instructions.

Thing keeps metamorphosing to new chaotic forms; each form lasts four combat rounds. We suggest attacks from the Natural Beasts and Generic Monsters page, supplementing the attacks with more Chaos-filled descriptions.

PIGS, Three Chaotic Tusked Swordsmen

	Pig 1	*Pig 2*	*Pig 3*
STR	11	13	15
CON	9	13	16
SIZ	14	11	12
INT	12	11	10
POW	15	10	12
DEX	13	15	17
MOV	8	8	8
Hit Points	12	12	14
Damage Bonus	+1D4	0	+1D4
Broadsword (1D8+1)	60%	70%	80%
Med. Shield (20 hp)	55%	90%	89%
Tusk Gore (1D6-1)	45%	45%	80%
Armor:	1D8+1	1D8+1	1D8+1

Skills: Bargain 25%, Brag 70%, Climb 40%, Dodge 45%, Jump 40%, Move Quietly 55%, Search 30%, Scent/Taste 35%, Take Orders 45%.

SNAKE, 15-Headed Venomous Monster

STR 22 CON 30 SIZ 18 INT 11 POW 10
DEX 23 MOV run-8 HP 24

Damage Bonus: +1D8.

Weapons: Bite x2 65%, damage POT 10 venom, range equal to long spear. See also notes above.

Armor: half Plate & Mail, 1D8 (no helmet)

THING, A Metamorphosing Chaos Creature

STR 16 CON 18 SIZ 16 INT 8 POW 9
DEX 16 MOV as per animal HP 17

Damage Bonus: +1D8

Weapons: as per animal attack.

Armor: none worn; as per animal if you wish, or 1D8-2 always if you want not to flip pages.

Skills: Dodge 25%, Insight 45%, Listen 75%, Search 60%.

QUAOLNARGN, The Blind Assassin. *A great green toad-thing which hopped along the trail obscenely, moaning to itself in its Earth-fostered pain. It towered over Elric so that the albino was in its shadow before it was ten feet away from him.* — **The Bane of the Black Sword I,3.**

▲ On the Young Kingdoms plane, Quaolnargn can sense only the soul-force of a victim and hunts down that signal. The target captured, it drains magic points, Power, then consumes the husk. Theleb K'aarna sent it against Elric.

QUAOLNARGN, a lesser demon, breed unknown.

STR 60 CON 100 SIZ 100 INT 4 POW 18
DEX 10 MOV 5 HP 100

Damage Bonus: +8D8.

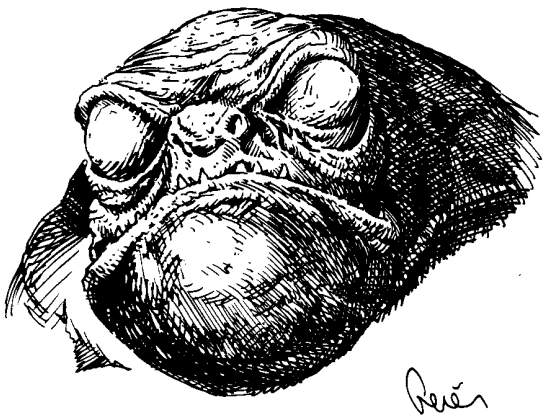
Abilities: *Leap,* at 60%.
Drain Soul, automatic, transmutes target Power into demon's hit points.
Soul Sight, at 60%, perceives POW 3 and up.

Special Chaotic Feature: invulnerable to wounds, but an aimed blow to the brain that does damage dispels it.

Need: extract soul-force from human victims.

Skills: Own Plane 15%, Summoner's Language 8%.

Magic Points to Summon: 87.



SERVANTS OF AGAK AND GAGAK. *The beasts were of a primitive sort, mostly gaping mouth and slithering body, but there were many of them oozing toward the twenty men . . . . The creatures made a dreadful slushing sound as they approached and the ridges of bone which served them as teeth clashed as they reared up to snap.* — **The Sailor on the Seas of Fate I,4.**

▲ These stinking things are like antibodies inside the gigantic body of Gagak, one of two alien sorcerers Elric and his companions wish to destroy. The Servants are easy to kill, but Elric discerns the subtle trap. If the heroes stand and fight, hundreds of corpse Servants will accumulate, their stench will rob the passageway of air, and the men will collapse unconscious and be eaten. The proper course is to keep moving and cut down the servants as they come. When the party reaches a wider, fresher corridor, the attacks stop.

SERVANT THINGS of Agak and Gagak.

characteristics	rolls	averages
STR	1D8	4-5
CON	1D8	4-5
SIZ	1D8	4-5
INT	1D8	4-5
POW	1D8	4-5
DEX	1D8	4-5
MOV ooze-4		av. HP 4-5

Av. Damage Bonus: none.

Weapons: Bite 40%, damage 1D8

Stench, 1% chance per death that the air is made not breathable; gamemaster may allow D100 roll of CON x3 or less to awaken an adventurer.

Armor: 1-pt sodden ooze

Skills: Keep On Coming 100%.

STEEDS OF NIHRAIN. *Elric and Moonglum* [rode] *astride sturdy Nihrain steeds that seemed to need no rest and contained no fear. The Nihrain horses were a special gift, for they had certain additional powers to their unnatural strength and endurance. Sepiriz had told them how, in fact, the steeds did not have full existence on the earthly plane and that their hooves did not touch the ground in the strict sense, but touched the stuff of their other plane. This gave them the ability to appear to gallop on air—or water.* — **Stormbringer II,4.**

▲ The steeds of Nihrain gallop equally well over land and water and, just before the walls of Hwamgaarl, Elric commands them to rise into the air, which they do immediately.

The Nihrain are a race older than the Melnibonéans; of them only the Ten are left. Sepiriz is their leader, and he provides these marvelous steeds to Elric several times during the last days of the Young Kingdoms.

They were probably equipped for fighting, should an encounter arise. In keeping with the portrayal of their extraordinary endurance, we have added magical defense. These horses are large, resembling warhorses.

STEEDS OF NIHRAIN

characteristics	rolls	averages
STR	∞D6	∞
CON	∞D6	à
SIZ	4D6+14	32
INT	1D4+3	5-6
POW	3D6	10-11
DEX	2D6+8	15
MOV run-12 any surface		av. HP = SIZ

Av. Damage Bonus: +2D6.

Weapons: Rear & Plunge 101%, damage 2D8 +db
Kick 101%, damage 1D8 +db

Armor: 1D2 skin, plus 1D6+6 metal armor, plus ignore first 10 points of damage to penetrate armor.

Skills: Climb Sky 101%, Jump 101%, Listen 101%, Move Quietly 101%, Scent/Taste 101%.

URISH'S BANE, The Mocker. *A fat, scaly thing of yellow and green and black. Brown bile dripped from its grinning mouth and it raised on of its many paws in a mockery of a salute.*— **The Vanishing Tower II, 4 and 6.**

▲ An illustration of Urish and the demon is in this book. Having eaten Urish, the demon proves to be Arioch in disguise, who had taken over the demon's form a little while before.

URISH'S BANE, greater demon, humanoid, breed unknown.

STR 22	CON 30	SIZ 23	INT 22	POW 25
DEX 14	MOV 7			HP 27

Damage Bonus: +2D8.

Abilities: Absorb Missile, at 80%.
Carapace, 4D10 scales
Distend, at 5X for 5 rounds.
Regenerate, automatic, 1 HP per round, self only.
Wardpact, against swords: breaks sword and reflects attack damage.

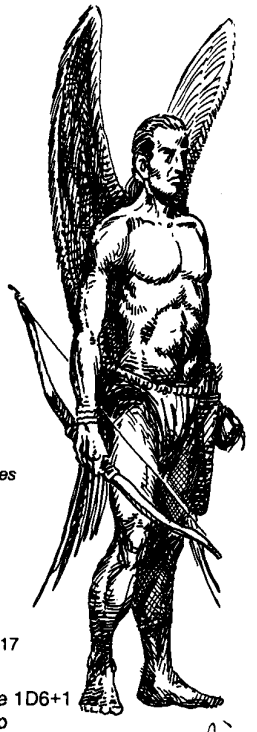
Need: riddles and puns are consistent with its character, but no need is noted.

Skills: Bargain 70%, Insight 50%, Listen 40%, Own Plane 15%, Summoner's Language INT x2%.

Magic Points to Summon: 79.

WINGED RACE From Myyrrhn. *The half-naked winged men from Myyrrhn had arrived, with their brooding eyes, hawk-like faces, their great wings folded on their backs, quiet, dignified, seldom speaking.* — **Stormbringer I,3.**

▲ This race is mentioned often in the saga, and Shaarilla (who prompts the quest for the Dead Gods' Book) is a wingless woman of Myyrrhn, but we never visit the homeland of the Myyrrhn. The wingèd race form Queen Yishana's reserve during the battle with Jagreen Lern for the Western Continent. Lern counters them by producing a force of giant owls, "age-old enemies . . . thought extinct even in Myyrrhn the land of their origin." These owls are not otherwise described.



WINGÈD RACE FROM MYYRRHN

characteristics	rolls	averages
STR	2D8+8	17
CON	2D8+8	17
SIZ	2D8+8	17
INT	2D8+8	17
POW	2D8+8	17
DEX	2D8+8	17
MOV fly-11, run-7		av. HP 17

Av. Damage Bonus: +1D4.

Weapons: Hunting Bow 55%, damage 1D6+1
Long Spear 50%, damage 1D10+1+db

Armor: 2-pt feathers, sometimes plus Soft Leather.

Skills: Dive 45%, Dodge 45%, Listen 55%, Navigate 35%, Perch 45%, Search 50%.

NATURAL BEASTS & GENERIC MONSTERS TABLE

Everyone knows about these. Here we summarize game information only. Give natural animals INTs of 3 or 4. +db means + damage bonus. Hit points = CON+SIZ divided by 2. Examine the footnotes for further information.

name	*STR*	*CON*	*SIZ*	*POW*	*DEX*	*MOV*	av.HP/ *db*	*attack, attack %, damage done*	*skills for average adults*
Ape, Great Black	4D6+12	3D6+6	2D6+12	3D6	3D6+6	run-12	18	Bite 45%, 2D6	Climb 70%, Hide 40%, Move
armor 1D2 skin	26 av	16-17	19	7	16-17	swim-2	+2D6	Wrestle 45%, 3D6+db	Quietly 60%, Listen 35%,
—	—	—	—	—	—	—		—	Scent/Taste 40%, Search 30%.
Bear, Black/Brown	3D6+10	2D6+6	3D6+10	3D6	3D6	run-12	17	Bite 25%, 1D10	Climb 35%, Move Quietly 35%,
armor 1D4 fur	20-21 av	13	20-21	10-11	10-11	swim-2	+2D6	Claw 25%,1D6+db	Scent/Taste 35%, Search 35%.
Condor, Eagle, etc.	3D6+12	3D6	3D6+6	2D6+6	2D6+12	2-run	14	Bite 45%, 1D8	Scent/Taste 25%, Search 90%.
armor 1D2-1 feathers	22-23 av	10-11	16-17	13	19	14-fly	+1D6	Claw 45%, 1D6+db	—
Crocodile	4D6+12	3D6+8	4D6+12	3D6	2D6	run-7	22	Bite 50%, 1D10+db	Hide 50%, Scent/Taste 30%
armor 1D4+1 hide	25 av	18-19	25	10-11	7	swim-6	+2D6	—	Search 35%, Track 15%.
Elephant	6D6+34	3D6+16	6D6+42	2D6+6	3D6	run-10	45	Trunk 50%, db constrict	Listen 65%, Move Quietly,
armor 1D6+2 skin	55 av	26-27	63	13	10-11	swim-2	+6D6	Plunge 25%, 8D6+db	15%, Scent/Taste 55%,
—	—	—	—	—	—	—		Trample 50%, 4D6+db	Search 35%.
—	—	—	—	—	—	—		Gore 25%, 6D6+db	—
Ghost[1]	—	—	—	varies	varies	drifts,	na	POW:POW, target	Clatter 90%.
armor can't be touched		—	—	10-11 av	10-11	dissolves	na	loses 1D3 POW	—
Horse, Riding	3D6+18	2D6+6	4D6+12	2D6	3D6	run-12	20	Bite 10%, 1D10	Dodge 45%, Hide 25%,
armor 1D2-1 muscle	28-29 av	13	26	10-11	10-11	swim-2	+3D6	Kick 20%, 2D8+db	Move Quietly 25%, Scent/
—	—	—	—	—	—	—		Plunge 10%, 2D6+db	Taste 80%.
Lion[2]	2D6+12	3D6	3D6+6	2D6+6	2D6+12	run-10	14	Bite 40%, 1D10	Dodge 20%, Hide 20%,
armor 1D2 skin	19 av	10-11	16-17	13	19	swim-2	+1D6	Claw 60%, 1D6+db	Listen 30%, Scent/Taste 40%,
—	—	—	—	—	—	—		Rip 80%, 2D6+db	Track 15%.
Mastodon	6D6+40	4D6+16	6D6+50	2D6+6	3D6	run-10	51	Trunk 50%, db constrict	Listen 65%, Move Quietly
armor 1D6+4 skin	61 av	30	71	13	10-11	swim-2	+7D6	Plunge 25%, 8D6+db	15%, Search 35%,
—	—	—	—	—	—	—		Trample 50%, 4D6+db	Search 35%.
—	—	—	—	—	—	—		Gore 55%, 6D6+db	—
Octopus, Giant[3]	6D6	2D6+6	6D6	3D6	3D6+12	swim-8	17	Constrict 60%, 2D3+db	Dodge 60%, Hide 80%,
armor 1D2 skin	21 av	13	21	10-11	22-23	run-1	+2D6	Bite 40%, 2D6	Scent/Taste 35%, Track 15%.
Rat Pack[4]	na	na	na	na	na	run-10	na	chance is # of packs x5%,	Scurry and Chitter 90%,
armor numbers	—	—	—	—	—	swim-2	na	each does 1D3 damage	Eyes Gleam 65%.
Rhinoceros	6D6+20	4D6+6	6D6+20	3D6	2D6	run-15	31	Charge 50%, 1D10+db	Charge Loud Noise 65%,
armor 2D4+2 hide	41 av	20	41	10-11	7	swim-2	+4D6	Trample 75%, 3D10+db	Listen 55%, Move Quietly 30%, Scent/Taste 45%.
Shark, Medium	3D6+12	2D6+9	3D6+12	3D6	2D6+3	swim-8	39	Bite 40%, 2D6+db	Feeding Frenzy 15%, Search
armor 1D4 skin	22-23 av	16	22-23	10-11	10	—	+2D6		25%, Track 20%.
Skeleton, Animated[5]	3D6	none	3D6	1	3D6	run-6	5-6	a hand-to-hand weapon	Notice Intruder 60%.
armor see footnote	10-11 av	na	10-11	10-11	10-11	—	0	for DEX x3%	—
Snake, Poisonous[6]	1D6	2D6	1D6	2D6	3D6	wriggle-6	5-6	Bite 60%, POT:CON on	Dodge 45%, Hide 55%, Move
armor none	3-4 av	7	3-4	7	10-11	swim-3	-1D6	the Resistance Table	Quietly 55%, Search 25%.
Snake, Python	3D6+12	2D6+6	5D6	3D6	2D6+6	wriggle-3	15-16	Swallow 99%, suffocate	Climb 70%, Hide 50%,
armor 1D2 skin	22-23 av	13	17-18	10-11	13	swim-2	+1D6	Constrict 40%, 1D6+db	Move Quietly 70%.
Wolf[7]	2D6+6	3D6	2D6+1	3D6	2D6+6	run-12	9	Bite 30%, 1D8+db	Dodge 35%, Jump 35%,
armor 1D2-1 fur	13 av	10-11	8	10-11	13	—	0		Listen5%, Scent/Taste 65%, Track 60%.

1 *A ghost is linked to a specific place or object, and may not move very far from it, held by its connection with some terrible event.*

2 *Also see the creatures chapter for tigers, under Devil Riders. Both the lion and tiger make one claw attack and one bite attack each round. If both attacks succeed, the carnivore hangs on, continues to bite, and begins to rip with its hind claws.*

3 *The octopus will not attack unless cornered or somehow magically controlled. It attacks only one target at a time, and can do both constriction and bite damage in the same round once a constriction attack succeeds. Optionally, the bite also may be venomous, of POT equal to CON.*

4 *Choose a total number of rat packs: each does 1D3 damage per round. Adventurers always get to attack first: a successful attack always kills 1 rat, and then the rest of that pack flee. Unharmed packs continue to attack. The rats' chance to hit equals the current number of rat packs x5. Since the rats mostly run away, eliminating even one pack is difficult.*

5 *Does normal attack damage. Destroyed completely by weapon damage roll result x4 or less, as rolled on D100: thus damage roll result of 4 needs a D100 result of 01-16, or there is no effect. Include any damage bonus.*

6 *Most venomous snakes are not deadly to humans: for these a convenient attack is POT = CON, and match against target CON on the resistance table; the target fully recovers in 18-CON days. Deadly snakes have CON x2 POT venom. If the adventurer loses the match, subtract the CON x2 amount from his or her hit points. See also poisons, in the spot rules.*

7 *For werewolves, +6 to each characteristic; 60% Bite; invulnerable to physical weapons except for attacks using weapons made of silver, which do normal damage. Vulnerable to magic weapons or to the damage added by spells cast on weapons, but not to direct attacks with spells.*

AT THE CROSSROADS OF THE YOUNG KINGDOMS

SCENARIOS

ONE SCENARIO TO ORIENT THE ADVENTURERS AND A SECOND TO SET THEM AT LARGE IN THE DANGEROUS WORLD.

I. THE WEIGHT OF DOOM

THIS SHORT SCENARIO puts all the adventurers in one place at one time, provides a reason for them to become friends and allies, and introduces and personifies the notions of Chaos, Balance, and Law.

The Isle of the Purple Towns is in the right center of the map of the Young Kingdoms. An oligarchy, the Isle is a bustling center of commerce in the Eastern Ocean south of Vilmir. Menii is the most lively of the Purple Towns, and the hub for human trade in the West. Chaosium's publication *Sea Kings of the Purple Towns* details the island, although that book is not necessary to play this adventure. The Isle is an excellent base for new adventurers. Both scenarios take place there.

A map of the Isle opens the second scenario.

This scenario introduces Farginn Brass, a Champion of the Balance. He is posing as a traveling entertainer, Farginn Morb. Brass has been to fabled Tanelorn, and seeks to help others along that sublime path.

It is fair time in Menii. The Menii Fair is an annual event, a spectacle enjoyed by thousands. Merchants from many lands gather in the huge open-air marketplace, exchanging goods, discussing trade routes, seizing monopolies, and discounting bills of exchange. Friendships and rivalries are made fast, while troupes of actors and acrobats alternately entertain and marvel at the pageant passing before their stages.

Many stalls vie for attention; anything the gamemaster can think of or anything sold in the price lists in the adventurer chapter is available at the fair, except for Melniboneán armor. Gamemasters are free to introduce any sort of game or confidence-game that comes to mind. From all sides come saucy catcalls, earnest sales-pitches, growls of beasts, snores, belches, laughter, songs, wheezing tunes played on cheap instruments, chatter, dust, and everything else associated with large (and growing larger) human crowds.

THE FUN OF THE FAIR

SO FAR, NO PLAYER-CHARACTER (or adventurer) knows any other. Each has come to Menii for the fair. Ships arrive in the Purple Towns from every port. Ask each player why his or her adventurer has come.

When all have explained their adventurers and sketched out the character of their adventurers, tell them that they are strolling separately through the fair, each alone. Perhaps some want to buy things. Others may be looking for food or drink. Someone else may have attracted a pickpocket. The stalls offer each adventurer an opportunity to use his or her Evaluate skill to check the goods. Use the Bargain skill to get a good price. A Search roll might save a purse from a pickpocket. To make some money, an adventurer might try an Art or Craft, such as Singing or Tumbling, to impress the crowd. Try to find one thing for each adventurer to do. If possible, all transactions should go very well, to encourage the players.

When all the adventurers have accomplished something, ask for Charisma rolls for each adventurer. Those with successes have entered into friendly conversations with merchants or passersby, and each hears one or more separate rumors.

- Everyone is talking about Eastern trade routes. Count Smiorgan Baldhead may sponsor an expedition to rediscover the Unknown East. *[This foreshadows the events in Moorcock's 'Sailing to the Present.']*
- A humble potter from Utkel (a small town near Menii) was hacked to pieces on his way to the fair. His horse, wagon, bowls, and mugs were not taken. Was it vengeance, mistaken identity, or some weird Chaos sacrifice? *[The trader was killed by Sterrin of Chaos, who mistook him for Farginn Brass.]*
- Another cut-purse was caught. That makes nineteen pickpockets taken so far. Their severed right hands are on display near the fair's Platform for Lawful Proclamations, where the Church of Law also sponsors debates and philosophical inquiries. *[Thieves are not suffered on the Isle—let the adventurers beware.]*
- The sea-wolves of Dorel are gathering strength. People say that this time they sail against the demon kingdom of Melniboné itself. *[This attack does take place, in the novel 'Elric of Melniboné.']*
- Yespin the Yellow was robbed last night, after a very profitable day. Thieves are everywhere. *[This is what Yespin said, but he lied to his boss; Yespin stole the money to pay a gambling*

debt. He hopes some stranger who matches his description will be picked up and convicted of the offense. Perhaps one of the adventurers looks like the person Yespin described. Of course this has nothing to do with the plot, but the adventurer being grilled by the watch won't know that.]

➤ Someone cut out the tongue of Clavin the Clever. Clavin knows everything about this town, but now he can't tell anyone. Looks like he sold somebody's secrets once too often. *[Keelara of Law questioned Clavin concerning the whereabouts of Farginn Brass, and then punished him for selling lies and slander.]*

THE GOLDEN SCALES

ONE SIDESHOW CATCHES the attention of every adventurer. It is a brightly-painted cart with the sides folded down to reveal a huge pair of golden scales, large enough to weigh a person. Its attendant is Farginn Morb, a short muscular man with thick mustaches and long black hair. "Balance your troubles on the golden scales," he calls. "Truths told! Accurate weights and measures provided! Free gifts for the children! Come one, come all to the amazing scales of Farginn Morb!"

➤ Morb can accurately weigh any object or person. Merchants use his service to arbitrate disputes.

➤ A person who is true of heart (100 or more Balance points, zero in Law and Chaos) can get in and, without weight on the other side, the scales draw level, as though balanced. (Morb is the first to admit that such people are rare in the Young Kingdoms these days.)

➤ Morb puts a person in the scales, and then places counterweights on the opposite pan until the scales are even. Then he challenges the person to tell the truth. With a lie, regardless of the counterweights, the pan with the scales crashes to the ground.

Morb's routine is to first collect his fee, a single bronze. He then invites the person to climb into one side, or else to place there the object that needs to be weighed. Then he gives his reading, or challenges the person to say something true. The crowd laughs when a drunk climbs in and shouts "The Temple of Law takes fair taxes," only to be rudely ejected onto his backside. Several Templars among the watchers are not amused.

Morb works the crowd expertly. As the day passes, each adventurer wanders past the scales. Use the Resistance Table to match Morb's INT 21 versus the INT of the adventurer. Those who lose are interested in spite of themselves, and climb into the scales to give them a try.

THE EFFECT ON THE ADVENTURERS

At first the scales seem to balance miraculously against nothing at all, then they plunge wildly up and down each time. The new adventurer must receive a successful Dexterity roll or be thrown off the perch as though from a bucking horse, losing 1D3 hit points when he or she lands.

Each time, Morb helps up the adventurer, and refunds his or her coin with a public apology. Then he draws near and whispers, "I would like to talk to you privately about what the scales have told me. Come to my camp this evening, in the meadow near Potter's Hill." A successful Insight roll shows his invitation to be in earnest and without evil intent.

THE PROMISE OF THE BALANCE

AS THE SUN SETS OVER the Oldest Ocean, the merchants close and lock their stalls or pack up their merchandise and take it home for the night. Soon the only sounds come from the stages nearby, where the actors and entertainers have come into their own. Revelry and merriment continue long into the night.

Any inhabitant of Menii knows that Potters Field is on the east road, a mile from town. As each adventurer separately makes his or her way, a sea-mist rises, and soon thickens into fog. Then a friendly-looking fire becomes apparent. It illuminates Morb's brightly-painted wagon parked beyond.

Morb sits on a camphor-wood chest, a rug over his shoulders against the evening chill. A large pot simmers over his fire. Morb's thick mustache and long black hair are mysteriously gone, replaced by a smooth face and close-cut brown hair. His pleasant expression is unmistakable, but in fact he is now Farginn Brass, a Champion of the Balance pursued by many, including Sterrin of Chaos, though the players need no explanation of this.

The sides of his wagon have been folded up, concealing his scales. A successful Search roll toward the wagon notes chips and cuts in the wood, as though someone had attacked it, perhaps more than once.

As each adventurer approaches, Brass offers spring water or good ale, a generous pull of bread, and a bowl of vegetable stew. The stew is especially good, and those who eat it feel it infuse them with warmth and nourishment.

Brass is a skilled herbalist; his stew imparts vitality. Eaters gain an extra 1D6 hit points for the next 1D6 hours, then the effect disappears. This is not healing, but extra energy and stamina. Players add these hit points to their adventurers' totals *above* the circled hit point total, and erase them first in accounting for damage: they allow adventurers to endure more damage before a major wound takes effect.

Brass has the adventurers introduce themselves, asking them where they have been and where they are going. He wants them to get to know each other, he explains, "Because you, my friends, are destined to be companions for a time. That is what the scales have told me, and the truth of the scales is always for all to see." He pauses, then adds, "And there is more."

Brass then asks if any have heard of mystic Tanelorn. "It is a real place, a city of eternal peace where those who honor life can rest from strife and war. I ask if you know of it because the scales indicated that you few, of all those measured today, may one day reach Tanelorn. The scales accepted each of you, for each of you sat suspended in the scales for a moment without a counterweight. But none of you are ready for Tanelorn, for then the scales swung wildly up and down. The meaning is clear: all of you are tempted by the extremes of Chaos and Law. Fanatics and zealots foolishly seek salvation from those forces. Only the Balance offers true enlightenment."

Perhaps in answer to adventurer questions, Brass explains that he has been to Tanelorn, and that he travels the Young Kingdoms to bring this message.

"I do not lead the scales. They lead me where they will. I serve the Balance. Where kindness, mercy, and trust exist, there you will find one like me. All of us bear the same message: the road to Tanelorn is long and uncertain. Before their cups are full, young people have no reason to look for it. In the end, though, the way

is lonely, peace and self-acceptance are the only things worth seeking."

Brass has delivered his message. He will elaborate on it and answer what questions the adventurers have. He accepts no followers or disciples, if any offer, for one heart should not command another. Besides, it is dangerous—he is persecuted by Chaos and by Law alike, and his life is sharp and clean, like the decision of the scales. His energies are devoted to messages to many, not the training of one or two.

He says that the war between Chaos and Law is illusory, since each is only the reverse of the other, like mirror images. The Cosmic Balance is between the two mirrors, and is the only reality. That reality is nurtured in the human heart.

Soon he says that he must sleep, and bids the adventurers good night, warning them to stay to the road. "If you lose your way, you may wander a long time on a night such as this."

When they leave, the mist quickly closes in and hides fire and wagon alike. If they try to find Brass (or Morb) again, he and all connected with him have vanished.

THE THREAT OF CHAOS

PRESUMABLY THE adventurers follow the advice and stick to the road, deciding to return to town in a group. As they walk, suddenly the silence is broken by a low, powerful, and strangely sullen and grieved voice. "Your pardon, adventurers. I would have a word with you." Out of the night emerges a tall man in black armor. A faint phosphorescence outlines him in the mist. "You have seen Farginn Brass?"

If the adventurers say that they have seen Farginn Morb, he responds "I seek him, however he is named. Direct me to him." Whether they do or not, he frowns, pauses, and turns back to them. Ominously, he slowly draws his sword.

"Brass has contaminated one among you. I cannot tell which one, yet I, Sterrin of Chaos, am your doom."

He approaches the adventurers slowly enough that they have a full combat round to make preparations. Sterrin will choose a random victim, or choose among any who cast spells, or attack whoever takes the first swing, or whoever has the highest Power.

"Though this Isle be a cesspool of Law, a proper tariff exists even here for listening to the wiles of the Balance. Who among you will pay my price? "

One or more adventurers volunteer, or Sterrin makes his choice, or all the adventurers flee. If so, Sterrin casts Speed of Vezhan on himself and chases down his selection of victim as though in broad daylight. If more than a couple of adventurers stand and fight, then bring in a few of the soldiers from the Young Kingdoms (YK) Digest in the gamemaster chapter to pair them off. These new people can be companions of Sterrin unseen in the fog until now.

Sterrin attacks until the adventurer has taken a major wound or its equivalent, then ceases attacking and stands back. If the adventurer is under 100% with his weapon, consider pulling some blows. Enough damage done, the agent of Chaos compliments his foe, saying that he or she did not lack courage. Sterrin says that the honor of his Lord Arioch is satisfied with this much blood, and offers to staunch the worst wound: if the victim agrees, he casts Suture on it. Suture erases the wound's effect but leaves some evident mark of Chaos on the adventurer; let the gamemaster choose something disgusting, but not so evident, crippling, or horrible that it affects the adventurer at every turn thereafter.

THE REMAINING QUESTION

How did the other adventurers react to Sterrin's challenge?

- If they all attempted to aid their companion in some way?
- Did some stand aside, and fail to fight against Chaos?
- It may be that an adventurer who is firmly fixed on Chaos attempts to aid Sterrin in his fight, but Sterrin warns off such aid, saying that Chaos needs no help from children and weaklings, and that he gains no honor from it. If the adventurer persists, Sterrin stabs him or her in the back, and to the death.

THE CERTAINTY OF LAW

AT THIS POINT, everyone hears the rattle and ring of marching armed and armored troops. A trumpet rings out, and those with successful Idea rolls recall that they have heard the Templars of Law sound such a call.

Sterrin of Chaos retreats into the mist, and is seen no more.

From the direction of Menii, Keelara of Law appears. As she uncloaks her lantern, they see that she is a woman in white armor, as tall as Sterrin and of as stern a face. "I am Keelara, agent of righteous Donblas and held in good stead by the puissant rulers of this Isle. By god and by our sovereigns, I seek Sterrin of Chaos. Where he passes, blood flows, and here I see the grass is dewy red."

She then opens a small pouch, and exhibits that which is within, a freshly severed human tongue. "Thus are punished those who slander, perjure, and blaspheme," she observes. "How say you?"

As she speaks, her troops ring the adventurers. No chance of escape exists.

She then asks the adventurers what happened. The gamemaster must be guided by how they answer. Some possible answers and consequences follow.

- If they report that all the adventurers fought against Sterrin in some way, then Keelara of Law merely chastises them for being imperfect enough to let him escape. She and her warriors continue the pursuit, and the evening concludes.
- If they add that one adventurer was healed by Sterrin, she demands to see the closed wound, and winces at the evidence of Chaos. That adventurer must report forthwith to the Temple of Law, for meditation and scourging. The rest of the night is very painful for him or her.
- If they report that some held back, and did not fight Chaos, she chooses among them the one with the most skills or the highest Dexterity, accusing him or her of Dire Omission or Anti-Lawful Conduct, charges which require a trial of skills. The honor of Donblas demands his or her blood, and a fight ensues of the same sort and to the same degree as the one pressed by Sterrin. Again, a major wound halts the proceedings, but Keelara offers no Physik, saying that would interfere with the lesson the offender must learn. She will not stop another adventurer from lending aid, though he or she had better not cast a spell in her presence.
- If an adventurer joined with Sterrin, but did not die, she has him or her arrested, to be tried and hung in the morning. "A quick dance is the final joy of traitors," she sneers.
- If they killed or captured Sterrin, then Keelara congratulates them, and hints of a small reward available at the Temple of Law (a free meal).

THE REWARD

THE REMAINING ADVENTURERS return to Menii that night, since Menii is comfortable and safe, or they spend a cold and restless night in the fog.

Award each surviving adventurer one allegiance point, as appropriate. Ordinarily the point will clearly go to one of the three forces, but some adventurers may have sided with two forces in this short period; for those cases, give two points.

In the morning, if they attend the fair again, Morb and his scales are an ordinary sideshow. An Insight or other skill roll discovers nothing special about him. Even his hair and moustache seem firmly attached to his head—pulling on them proves to be an excellent way to make him very angry—but later the person who dared that finds a coin in his or her gear, a bronze minted with a set of scales on either side. (This is a possible hook for some later scenario of the gamemaster's devising.)

Late that day, a messenger locates each adventurer and delivers the same message,

"O lucky one, a great man thinks you worthy of notice. If you wish a patron, be at the home of my master the Merchant Dobbas, he whose wealth scrapes the sky, tomorrow morning." This message anticipates the scenario below, 'The Thought That Counts.'

If the gamemaster wishes, he or she can interpose some other adventure. Since 'The Weight of Doom' was short and may not have given every adventurer equal opportunities, do not call for experience or characteristic rolls yet; wait another scenario or two first. One to two game weeks is about right to start.

FARGINN BRASS (ALIAS FARGINN MORB)

After long meditation, Brass has undertaken a long journey across the Young Kingdoms to bring the way of the Balance to ears that may understand it. In this he is aided by his pair of fine bronze scales. Though their origin is lost in the mists of time, Brass believes that the scales are host to the spirit of the Balance. A person less inclined to mysticism might see in the scales an interesting but not too consequential enchantment. Brass is still exploring their powers; there may be more to them than he presently knows. Though Brass is devoted to the Balance, there is more than a little trickster in him, as shown by his interest in stage craft and magic, and by the quantity of his Chaos points. This is true to him, but unnecessary to an agent or Champion of the Balance—another might incline more to Law, for instance.

FARGINN BRASS, CHAMPION OF THE BALANCE

Chaos 75, Balance 129, Law 29.

STR 16	CON 19	SIZ 15	INT 19	POW 19
DEX 19	APP 12			HP 34

Damage Bonus: +1D4.

Weapons: Quarterstaff 209%, damage 1D8+1D4
Broadsword 110%, damage 1D8+1+1D4
Dagger 101%, damage 1D4+1D4
Full Shield 115%, damage KB+1D3+1D4, 22 hit points

Armor: 1D8+1 (helm on), Half Plate.

Spells: Bounty of Straasha (4), Buzzard Eyes (1), Flames of Kakatal (4), Midnight (1), Summon Elemental (1), Undo Magic (1-4). Ward (3).

Demons & Elementals: none.

Skills: Bargain 145%, Craft (Palmistry and Card-Reading) 65%, Craft (Sleight-of-Hand) 80%, Disguise 140%, Dodge 162%, Evaluate 90%, Fast Talk 80%, Hide 70%, Insight 120%, Move Quietly 97%, Oratory 70%, Physik 68%, Ride 115%, Search 111%, Unknown Kingdoms 22%, Young Kingdoms 85%.

STERRIN OF CHAOS

His moody swings between anger and mockery frame the perfect Chaotic attitude. He carries a demon broadsword and a demon dagger, and fights with one weapon in each hand, despising a shield. He has demon armor as well, and his excellent Disguise skill allows him to go abroad in it during twilight and the night without fear of notice. During the day, he stays in his room or goes unarmored. The Isle has a price on his head; imprisonment and death would be his sentence here.

STERRIN, AGENT OF CHAOS

Chaos 89, Balance 44, Law 33.

STR 18	CON 17	SIZ 16	INT 17	POW 20
DEX 16	APP 10			HP 17

Damage Bonus: +1D6.

Weapons: Demon Broadsword 121%, 1D8+1+1D6+2D10
Demon Dagger 119%, damage 1D4+2+1D6+2D10

Armor: 2D8+1 (helm on), Pan Tangian plate armor.

Spells: Chaos Warp (4), Cloak of Cran Liret (1-4), Heal (2), Horns of Hionhurn (1-3), Liken Shape (4), Midnight (1), Rat Vision (1), Refutation (1-4), Speed of Vezhan (1-3), Summon Demon (1), Undo Magic (1-4), Witch Sight (3).

Demons & Elementals: three demons object-bound in his broadsword, dagger, and armor, respectively.

Skills: Conceal Object 55%, Disguise 90%, Dodge 93%, Fast Talk 88%, Hide 67%, High Speech 04%, Mabden 13%, Potions 61%, Ride 56%, Search 54%.

STERRIN'S LESSER DEMON ARMOR: though usually hidden beneath a cloak, it is as glittering black as a pool of stars.

INT 11 POW 13

Ability: *Demon Armor,* adds 2D10.

STERRIN'S LESSER DEMON SWORD: the metal has a greenish cast, like corroded copper, but the weapon is of undistinguished design except for the signs of Chaos engraved along the blood groove.

INT 7 POW 6

Ability: *Demon Weapon,* adds 2D10.

STERRIN'S LESSER DEMON DAGGER: made of the same glittering black metal as his armor. The surface of the sheath is of tiny ruby beads. To suture a wound, Sterrin draws the blade along the wound, as if cutting it afresh, but instead the dagger seals up the wound, leaving a disgusting puckering scar.

INT 9 POW 16 DEX 7

Abilities: *Demon Weapon,* adds 1D10+1D8.
Suture, 12 magic points.

KEELARA OF LAW

Secure on a wealthy island where the force of Law, if not the law of the land, is certainly dominant, Keelara has no doubts and no hesitations. She sees her duty and does it swiftly and completely. This afternoon, Templars reported that a partisan of the Balance was at work in the fair. She was more interested when she realized that the description fit Farginn Brass, for she knew that Brass had long been shadowed by an agent of Chaos. She determined to catch both birds, but has been a little late. If she meets Sterrin, she challenges him to single combat within the Field of Law, from which only one of them will emerge.

KEELARA, AGENT OF LAW

Chaos 18, Balance 40, Law 92.

STR 18	CON 17	SIZ 16	INT 17	POW 18
DEX 19	APP 12			HP 17

Damage Bonus: +1D6.

Weapons: Broadsword 189%, damage 1D8+1+1D6
Shortsword 189%, damage 1D6+1+1D6
Throwing Dagger* 110%, damage 1D4+1D3
Small Shield 135%, damage KB+1D3+1D6, 20 hit points

** she carries five in a quintuple sheath-pouch.*

Armor: 1D10+2 (helm on), Young Kingdoms plate armor.

Spells: Field of Law (4), Four-in-One (2-8), Moonrise (1), Ward (3).

Demons & Elementals: none.

Skills: Bargain 89%, Craft (Armorer) 51%, Dodge 175%, Insight 65%, Jump 89%, Move Quietly 77%, Oratory 64%, Physik 57%, Ride 91%, Search 64%, Throw 75%, Track 70%, Young Kingdoms 66%.

II. THE THOUGHT THAT COUNTS

THIS ADVENTURE takes place as well entirely on the Isle of the Purple Towns. It is suitable for any reasonable number of beginning adventurers; characters of greater accomplishment could also participate since the challenge is as much mental as martial. The character mix can be any that the players and gamemaster prefer, although having someone knowledgeable about demons or otherwise magically adept could be beneficial.

SUMMARY OF THE SCENARIO

Merchant Dobbas of the city of Menii hires the adventurers to travel to the northern town of Kariss. There they are to retrieve his property, an ancient Melnibonéan figure of a golden warrior. Fiorgan of Kariss had offered the statuette as collateral to secure a debt. Fiorgan, an underhanded merchant from Kariss, forfeited his debt, but then stole back the figure, or so it seems.

Armed with the proper legal papers, the adventurers travel to Kariss to repossess the statuette. Merchant Fiorgan agrees without argument to hand it. Soon the adventurers discover that the statuette has a demon bound in it, one that flees back to Fiorgan when the adventurers fail to satisfy its need. The adventurers must learn the secret of the disappearing statuette and discover a way to hold on to it. In pursuing that goal, they meet a second demon, this one of murderous disposition.

BEGINNING THE ADVENTURE

THE GAMEMASTER SHOULD mold the details of the adventurers' employment to suit his or her needs. For instance, if wishing the adventurers to be independent, then this is a one-time job suited to their mercenary talents. Wishing them to remain in the merchant's employ, this is the first in a series of missions in his interest.

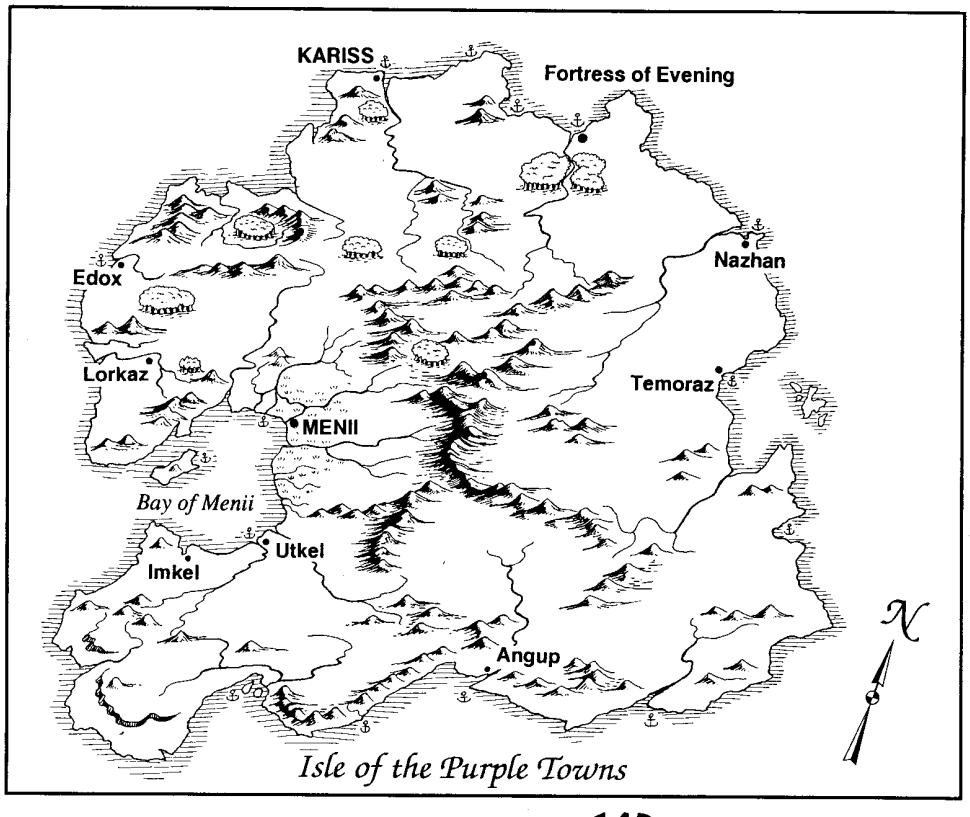
The story begins as the adventurers meet with Dobbas to learn of their mission. Dobbas lives in Menii, the capital of the Purple Towns. Following directions, they arrive at an impressive inner-city villa.

A servant ushers them into a sitting room to await the merchant. If the adventurers have not met before, this is their opportunity to become acquainted before the action starts. They can nominate a leader who will speak for them with Dobbas. They can also speculate about how to spend the money they'll earn.

Before long Dobbas enters, easing his great bulk into a large and comfortably quilted divan. Dobbas is as wealthy as he is obese, and he has no intentions either of losing money or of losing weight. As he speaks, Dobbas balances a tray of candied fruits on his protruding belly, popping the sugary morsels into his mouth like punctuation. He does not offer any to the adventurers.

The gamemaster can read aloud his words, or summarize his comments. "Well, here it is," Dobbas begins. "I want you to go to Kariss and retrieve for me my rightful property, something of ancient Melnibonéan origin, a golden statuette of a warrior. The figure was collateral against a debt. The merchant Fiorgan gave up the statuette and then snuck it back again, the swine." *(munch munch)* "I know for certain that he has it at his home in Kariss. As the law provides, you are my hired representatives to collect my property." *(munch)*

"I warn you that Fiorgan cannot be trusted. This pouch," he says, waving it for an adventurer to take, "contains the contract and bill of sale to support my



claim on the Melnibonéan figure. As my contract with that swindler provides, these papers instruct that he must hand over the figure when I request—either to me or to my agents, who are you. Go there, demand it of him, and bring the statuette to me." *(munch munch munch)*

"Now, last time I sent some dim-witted fellows on this task. They let the gold warrior be stolen as they traveled back. This time I am providing this iron-bound chest to secure it. Even a dolt can't misplace a chest like this , or fail to hear if it falls. I have the only key. Once you close the lock, nobody can open it until it is back here. Bring back my statue, and I'll pay you fellows two thousand bronzes." *(munch)*

Dobbas has the adventurers sign for or make their marks on an invoice for the chest and for a mediocre packhorse to carry the chest. He advances 100 bronzes for food.

Two witnesses also sign. If animal or chest is lost, Dobbas intends to recover their cost from the adventurers, though he does not say this now.

KARISS

TRAVELING NORTH to Kariss is simple. The distance overland is about 130 miles, a trip of about five days of easy riding, or about three days of urgent horseback travel. The adventurers could take passage by boat each way, at the cost of thirty bronzes per passenger, and another forty for food. The sea-borne journey takes three days, but its cost makes it an unlikely adventurer choice. This scenario assumes that the adventurers ride horses overland.

On the road, no significant encounters occur. Roads between the major settlements of the Isle are well-traveled and usually free of danger. If the adventurers keep to themselves and set a proper watch at night, they should have no problems.

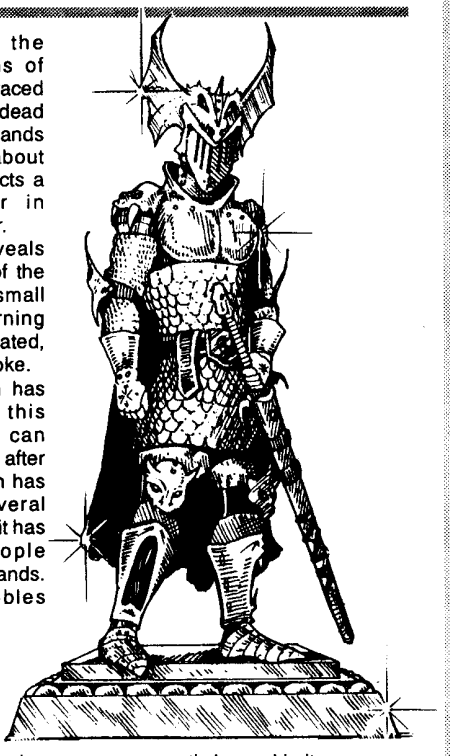
If the gamemaster owns *Sea Kings of the Purple Towns,* he or she can roll an encounter for the northern counties from the Isle Encounters Table. Otherwise summarize the movement, then begin the action again as the adventurers arrive at Kariss.

ARRIVING AT KARISS

The adventurers ride through green hills. To the north, the blue sea glitters and dances. When they draw near the city, have all of the players make Search skill rolls. With a success, they notice the slim white porcelain Tower of Lassa on a pinnacle at the southern edge of the city. The tower is often a traveler's first sight of Kariss.

Soon the adventurers ride past the tower and into the city proper. Kariss is a city of wide streets and quiet traffic. It is the preferred city of the nobility, without the bustle of merchant traffic so obvious in Menii. In the center of the city are the walls of the old town, surrounded by newer buildings built as the city grew beyond the walls' confines.

THE GOLDEN WARRIOR



UNEARTHED in the Melnibonéan ruins of Utkel, the figure once graced the home of some long-dead Melnibonéan noble. It stands one foot tall, weighs about twenty pounds, and depicts a Melnibonéan warrior in magnificent dragon armor.

Closer inspection reveals that the hinged helmet of the statuette opens to a small cavity suitable for burning incense. The helmet is grated, to emit the scent and smoke.

The merchant Fiorgan has bound a demon into this statuette. The demon can teleport back to Fiorgan after the figure is sold. Fiorgan has sold this statuette several times, although until now it has always been to people embarking for faraway lands. Recent financial troubles forced him to use it as collateral here in the Purple Towns.

A successful Search roll locates three clues.

- Ash remnants show that incense was recently burned in it..
- It smells of perfume as well as of incense.
- It bears the eight arrows of Chaos lightly scratched into the metal on its underside.

THE DEMON IN THE WARRIOR

Bound into the statue, the demon of the golden warrior is unable to move. By command, it speaks only with Fiorgan. A demon bound into an object normally cannot be seen, but the symbol of Chaos on the base suggests that a demon might be present. The spell Witch Sight reveals that the statuette contains a Chaotic entity of Power above human average—almost certainly a bound demon.

If its need goes unsatisfied for several days in a row, the figure teleports back to its master, Fiorgan of Kariss, who can satisfy it.

BRASHGO, A BOUND DEMON, BREED UNKNOWN.

STR 14*	CON 3**	SIZ 1	INT 6	POW 16
DEX n/a	MOV 0			HP 6

** 14 is the maximum size it can teleport.*

*** thus three more teleports can be made before Brashgo dismisses itself and returns to its own plane. Fiorgan will then summon another demon to continue his felonious trade.*

Damage Bonus: none.

Ability: *Teleport,* itself plus any object or passenger not more than SIZ 14. *

Armor: none.

Need: daily perfume wash and incense burning. The demon is vain, though not discriminating; any sweet perfume and incense suffice.

Skills: Common Tongue 12%, Own Plane 15%.

Magic Points to Summon: 20.

Fiorgan lives modestly in the northeast portion of the city near Liberty Plaza, a green field outside the wall of the old city. Fiorgan greets the adventurers when they arrive. He is a greasy fellow, with oily black hair slicked back over his head. He wears floor-length robes of imported southern silk that flow and shimmer even when he stands still. His hands are moist and clammy as he greets the adventurers and shows them into his parlor.

"So how can I help you?" he smiles, showing two rows of crooked brown teeth. Wary of accusations of theft, Fiorgan is reluctant to admit that he has the statue, and will not mention it until he knows that the adventurers want it. If the adventurers request the figure and succeed in a Fast Talk, Bargain, or Oratory roll, Fiorgan decides to hand it over without resistance. "That fulfills my contracted obligation," he points out.

Adventurers may think to try their Insight skill when talking to Fiorgan. It does not lay bare the plans of such an accomplished swindler, although its successful use does reveal that he is a practiced liar.

Fiorgan is quick to counter any accusations of theft, explaining that he is merely safeguarding the statuette for Dobbas. "I was about to bring it to him myself. You have saved me the trouble. I hope he's paying you well. Dobbas is a very stingy fellow," he says.

Fiorgan produces the statuette of the gold warrior from a cabinet. It is a breathtakingly beautiful sculpture of a Melnibonéan warrior in full armor and wielding a gleaming gold sword. Though its surface is hammered gold, the figure is much too light to be solid metal.

By a successful Evaluate roll, the value of its metal is minor compared to its value as an artistic treasure. It could be worth thousands of bronzes to an interested collector.

BACK TO MENII

THE STATUETTE FITS SNUGLY in the chest, and blankets pad it for safety. Closed and locked, the chest stays locked until Dobbas opens it.

Again, the quickest way back is three days of sailing or hard riding, or six days of normal travel. The trip back is quiet, except for one special event. On the final night of the trip, find out who unloads the animals at camp. Have that person's player make an Idea roll as the adventurer takes the ironbound chest off the pack horse. Success suggests that the chest feels lighter than it was before. If other characters heft the chest, successful Idea rolls reveal the same information.

Without opening the chest, it is impossible to confirm their suspicions that the figure is gone. The Pick Lock skill can open the chest. Brute force could batter the chest open if someone can deliver 20 points of damage in a single blow, but that risks damaging or destroying the statuette if it is still within. While the statuette has indeed teleported back to Kariss, the adventurers may have to wait until Dobbas opens the chest to be sure.

Discovering the golden warrior gone, the adventurers may decide to turn around and ride back to Kariss, or they may continue on to speak with Dobbas. If they go back to Kariss, continue to the section "To Kariss Again." Otherwise, continue with the next section "Meeting with Dobbas."

MEETING WITH DOBBAS

Not too long after entering the coastal marshes the adventurers ride into the city of Menii. Dobbas is home when the adventurers arrive with his chest. A servant shows them into the same sitting room.

IF THE ADVENTURERS STEAL IT

Bandits and thieves are common in the Young Kingdoms, and the adventurers may number among them. Remind the players that the Isle of the Purple Towns is a very Lawful place whose authorities strongly discourage theft. Hanging is the penalty for stealing something as valuable as this, but not until after branding the offender and cutting off both hands.

That is, of course, if they are caught with the statuette. That's unlikely, since they do not yet know how to satisfy the demon and prevent it from teleporting to Fiorgan. Following the teleport, thievish adventurers either can give it up for lost and head into a new adventure, or pressure Fiorgan for the secret of the disappearing statuary.

In either case Dobbas is not out of the picture. He will send his own people to track down the adventurers and the valuable figure should the adventurers fail to return with the statuette or an explanation.

SELLING THE STATUETTE

Lady Rydychei, whom the adventurers will meet in Kariss, or somebody like her might be willing to buy the statuette, but not while it is demon-ridden. They must stop the statuette from teleporting before she or anyone with Witch Sight takes an interest in it.

Dobbas knows most of the potential buyers on the Isle. He certainly knows Rydychei. If the purchaser knows that the statuette was stolen from a powerful merchant, he or she no longer will be interested. Dobbas may seem fat and indolent, but he is not a good man to cross.

If the potential purchaser learns that the statuette is stolen, the purchase price plummets to 5000 bronzes, even if the golden warrior is freed of its demon. If the adventurers are determined to be dishonest, someone probably will oblige them, but their profit will not be great.

If the chest is open or broken when Dobbas comes in, he looks at them suspiciously, but listens to their explanations. If the chest is still closed, he excitedly takes out a key and fumbles in the lock until he gets it open. A look of great disappointment crosses his face when he discovers the chest is empty. "Where is it?" he yells. "What happened to it? Did you put it in here?" Since this is not the first time the statuette has disappeared, he entertains the idea that it vanished from inside the locked chest.

If the adventurers don't suggest the possibility of magic, he brings it up himself. "This stinks of magic," he says, "Or maybe demons." He asks them if they got a good look at the statuette, and to describe it in the finest detail. If someone took an earlier opportunity to examine it closely and can tell him about the mark of Chaos, he gasps and says, "That swine Fiorgan, that swindler, that greasy pig! He's using demons! Wait until the Church of Goldar hears about this. They'll put that swindler to the torch." *(munch)* [That is the church of a Lawful god.]

Even if they can't tell him about the chaos mark, Dobbas gives the adventurers the same instructions, "Get back the statuette from

that pig. He has to give it to you. That's still the law. But don't leave Kariss, because it will just disappear again. Look for the mark of an eight-pointed star on it. If you find one, go straight to Lady Rydychei in the Street of Jewelers. She's a collector, and has some knowledge of magic. Show it to her, and ask her advice."

The adventurers may think to bargain for more money for their services, since this has turned from simple repossession to a longer task involving magic and perhaps demons. If the adventurer doing the talking can succeed at a Bargain roll, Dobbas agrees to double their fee to 4000 bronzes when they bring in the statuette.

TO KARISS AGAIN

THE TRIP TO KARISS is uneventful. There are several places where the adventurers may go once they arrive in Kariss. If they do as Dobbas has requested, they'll start with a visit to Fiorgan to get the statuette, and then take it to the Lady Rydychei to see what she can tell them. After hearing what she has to say, they may confront Fiorgan about the demon in the statue, or go to the Church of Goldar with their suspicions. Each of these encounters is detailed below.

FIORGAN

He greets the adventurers more warily this time. "Oh, do please come in," he says, wringing his hands nervously. "I've been expecting you. It seems I am the victim of some peculiar Melnibonéan magic present in the golden warrior. I can't get rid of it. I am so sorry for the inconvenience this has caused you." He takes the statue out of the same cabinet where it was last time, and hands it to the adventurers.

Fiorgan brings out his copy of the contract and indicates relevant clauses as he explains that his obligation is to hand over the statuette to Dobbas or his agent, which he has done promptly three times now. He is not responsible for magical effects lingering in a Melnibonéan artifact. A successful Bargain roll shows that Fiorgan may be correct.

If they attack him, or threaten to go to the Church of Goldar with accusations of demonology, Fiorgan calls Hezch'kengle, his guardian demon, from another plane and flees while the demon covers his escape. If Fiorgan can touch the statuette, he and it teleport a few miles outside of town, planning to sneak back in at night and recover valuables. With patience, luck, and a lot of magic points, the spell Witch Sight can lead the adventurers to him. If they lack Witch Sight, the Lady Rydychei has the spell.

If the adventurers approach Fiorgan civilly, he gives them the statuette and they can leave. Worried that his sorcery may be exposed, Fiorgan then prepares to escape. Having gathered grimoire, money, and jewels, he enters his sanctum and calls Gzurglechenk, a bound demon-stalker which he has stashed in another plane. Gzurglechenk will hunt down and punish the adventurers. He plans to send the demon after them, then sell house and goods, and escape by ship at his leisure.

MERCHANT FIORGAN

Guised as a not too-successful trader, Fiorgan has been using demons in various swindles. His focus for all of his demons is a plain-looking silver bracelet on his left wrist. Once he is found out, he tries to flee to the mainland. When attacked, he does these things in this order: calls his demon Hezch'kengle, casts Speed of Vezhan 3 and Hell's Armor 4 on himself, casts Hell's Razor 4 on his shortsword, and flees.

FIORGAN, Swindler, Con-Man, Demon-Cozener

STR 9	CON 8	SIZ 11	INT 16	POW 35
DEX 10				HP 10

Damage Bonus: none.

Weapons: Shortsword 65%, damage 1D4+2
Fist 50%, damage 1D3

Armor: none.

Spells: Brazier of Power, Chain of Being, Hell's Armor, Hell's Razor, Refutation, Speed of Vezhan, Summon Demon, Undo Magic, Witch Sight.

Demons: Brashgo, Gzurglechenk, Hezch'Kengle.

Skills: Bargain 50%, Common Tongue 90%, Craft (Sleight of Hand) 65%, Dodge 45%, Fast Talk 75%, Hide 45%, High Speech 03%, Listen 60%, Melnibonéan 20%, Potions 20%, Scribe 30%, Search 55%.

GZURGLECHENK

It is a cloud of thick, black sludge, through which feet and hands and eyes and mouths occasionally can be seen, their number and location never clear. Like any stalker demon, Gzurglechenk hunts its victim at night and stings it to death, then gulps down the victim in a few large bites.

GZURGLECHENK, lesser demon, breed is stalking demon

STR 10	CON 14	SIZ 13	INT 8	POW 5
DEX 9	MOV 3			HP 14

Damage Bonus: +1D4.

Abilities: *Demon Armor*, oily black sludge, 1D10 points.

70% *Stinger*, damage CON:CON. The victim takes damage equal to the demon's CON if he fails to resists, or 1/2 CON if he succeeds.

Skills: Common Tongue 16%, Hide 80%, Move Quietly 20%, Own Plane 15%.

Need: eat one human daily; any size will do.

Magic Points Sacrificed: 35.

HEZCH'KENGLE

A rippling, blubbery mound of fat and claws topped by a smooth head whose red, piggy eyes are not fixed, but slip around on its cranium as though floating on a pile of slippery lard. Its pink, corpulent body heaves about, wheezing and gasping as it moves or fights on stubby legs, but ominously quick and deadly.

Hezch'Kengle is a bound demon sent by Fiorgan to another plane. When Fiorgan calls for him to appear, he arrives in one combat round, seemingly enlarging out of Fiorgan's cloak-pin

HEZCH'KENGLE, lesser demon, humanoid, breed unknown

STR 22	CON 20	SIZ 18	INT 6	POW 7
DEX 15	MOV 6			HP 19

Damage Bonus: +1D6.

Abilities: *Regenerate* 1 hit point per round, self only.
Demon Claws x2, each at 70%, damage 1D8+1D6
Demon Armor, 1D6 protection

Skills: Common Tongue 12%, Dodge 50%, Own Plane 15%.

Need: to be greased with lard daily so that the soft, blubbery skin does not chap.

Magic Points to Summon: 42.

YOMAST THE DOORMAN

He is a confident, friendly fellow in his early twenties. He wears a dark green cloak over brown leather armor reinforced with metal studs, and carries a broadsword by his side. From his post at the door he keeps watch on the adventurers while they are in the gallery. He admires the Lady Rydychei and defends her and her shop without hesitation.

YOMAST, Doorman and Guard

STR 15	CON 13	SIZ 14	INT 10	POW 9
DEX 11				HP 14

Damage Bonus: +1D4.

Weapons: Broadsword 110%, damage 1D8+1+1D4
Dagger 90%, damage 1D4+2+1D4

Brawl 70%, 1D3+1D4

Armor: Leather 1D6-1.

Magic: none.

Skills: Dodge 45%, Fast Talk 65%, Listen 60%, Ride 70%, Search 55%.

LADY RYDYCHEI

The lady is in her mid-forties, and very slender. She dresses in subdued blues and browns. She speaks softly. Rydychei is a lay member in the Church of Lassa and, while she dislikes demons, she does not react as strongly to them as would a member of the Church of Goldar.

LADY RYDYCHEI Gallery Owner, Artist

STR 9	CON 15	SIZ 9	INT 16	POW 17
DEX 11				HP 12

Damage Bonus: none.

Weapon: Dagger 45%, 1D4+2

Spells: Make Whole, Muddle, Witch Sight.

Skills: Bargain 75%, Art (Sculpture) 85%, Evaluate 90%, Insight 35%, Search 70%, Young Kingdoms 45%.

TALKING TO LADY RYDYCHEI

THIS ENCOUNTER FURNISHES information that the adventurers have not deduced. Fewer merchants and guild craftspeople live in Kariss than in Menii or Utkel, so everyone knows of the successful ones. The adventurers can find Lady Rydychei by going to the Street of Jewelers in Kariss and asking for her.

The adventurers arrive at a fashionable gallery selling statues, statuettes, busts, and bas-reliefs. The gallery's doorman doubles as the guard. He ushers in the adventurers. The lady is with them shortly.

Connoisseurs among the adventurers may browse the collection as they wait. A successful Evaluate roll reveals statuary in many styles and periods, and in materials from all over the Young Kingdoms. Few have quality to rival the Melnibonéan figure.

Before too long Rydychei enters the gallery from the back. Her reaction varies with the appearance of the adventurers. If they dress as rough mercenaries, she knows they are not here to look at art, and asks them directly what their purpose is. Well-dressed people she treats as potential customers and shows them around the gallery.

When they uncover the Melnibonéan statuette, her eyes widen. "Ah," she says, "a few of these have been found on the island. This is one of the best. The detail is exquisite. Are you looking to sell it?" She studies the golden warrior for a while. If they want, they could sell her the statue and pocket the money, although that would be illegal since they don't own it. She will pay up to 25,000 bronzes, but only after hard bargaining. See the box two pages earlier if the adventurers decide to betray their employer's interests.

Assuming they ask her about the presence of magic or demons in the statue, she offers to look at it. "I'd say that some Melnibonéan nobleman lost this statue several centuries ago. You can see it was used to burn incense, and somebody has recently wiped it down with perfume. Oh, look!" she says, spying the Chaos symbol on the base, "A binding mark!" She casts the spell Witch Sight, and puts the statue down as though it had suddenly grown hot. "There's a demon in here, all right. It's a lesser one, but definitely there. That means that its summoner must still be alive, because when a summoner dies, all his demons become unbound and they dismiss themselves."

If the adventurers tell her about the disappearance of the statue, she explains to them that teleportation is a demonic ability. In addition, she explains, "All demons also have special needs. I would guess that when this demon's need is not fulfilled, it then teleports to its master. You can be certain that who it goes to is also its summoner."

If the adventurers have not deduced it, she will take a guess at this demon's needs. Luckily, she is right. "I'd guess that this demon needs to have incense burned in it, or to be wiped down with perfume. It wouldn't hurt to do both, just to be sure. You may need to do it as frequently as once a day. If you are diligent, you may keep it from teleporting away."

She gives them some final advice. "It would be wise to find its master and convince him to dismiss the demon. Better, just kill him—he is a sorcerer, after all, and that is punishable by death here. One way or the other, the demon will be gone."

CONFRONTING FIORGAN

IF THE ADVENTURERS DELAY

Perhaps the adventurers go to the Church of Goldar or some other destination before they return to Fiorgan. That gives him time to strip his townhouse of everything portable and valuable, and flee to the harbor. He figures he does not yet need to teleport to escape, for a reason soon clear.

The house is unlocked. In one room, apparently reserved for magical rituals, they find an inlaid octagon of the type used by sorcerers. The floor inside it is sticky with blood and exotic herbs. The still-warm corpse of a child has been drained and mutilated, and the remains are in the center of the symbol.

A summoning has taken place here, though if none of the adventurers know much magic, they can only guess at what's happened. As we shall see, Fiorgan has summoned a demon stalker to take vengeance.

If the gamemaster wishes, the adventurers can surprise Fiorgan at the harbor, but we suggest that he has already set sail on a merchant ship, headed for lands where his secrets are still secret. If Fiorgan dies, Gzurglechenk is dismissed. While Fiorgan lives, Gzurglechenk attacks.

IF THE ADVENTURERS HURRY BACK

If the adventurers hurried back, Fiorgan is still at home. No one answers their knocks. Those who receive successful Listen rolls hear obscene wailing coming from within, sounds that seem to combine guttural, phlegmy coughs and high-pitched screams.

The front door is easily breached. The screams lead them to the magical sanctum with the inlaid octagon that was mentioned above. This time a glowing brazier lights the windowless room. Fiorgan kneels beside the octagon, holding a squirming, screaming infant. Within the octagon, a thick black liquid flows like greasy smoke around a central figure, obscuring it from view. Gzurglechenk coughs in a guttural demon voice, "Give me the child-thing and I will do your bidding. My hunger pains me so!"

Startled by the adventurers' entrance, Fiorgan mis-speaks his words. The demon roars gleefully and reaches out of the octagon toward its master—Fiorgan has accidentally freed the demon. The sorcerer throws the child at the thing's feet to distract it, and runs for the far door, knocking over the brazier as he goes.

If not attacked by the adventurers, the demon picks up the child and gulps it down in two bites, then chooses the largest adventurer as a second course. If all the adventurers retreat, the demon also takes the far door out, heading into the street for a bit of slaughter before returning to its own plane.

Fiorgan has little stamina. If chased immediately, he can be caught inside his dwelling, although that leaves fewer people to fight Gzurglechenk and rescue the child. Captured or forced to fight, Fiorgan waits until the adventurers are off their guard, calls Hezch'Kengle from his cloak-pin to attack them, then tries to flee again. Should they ultimately capture him, he offers to release the demon from the statuette if they let him go. Killing him has the same effect, and is more satisfying.

THE TOWN GUARD

The tumult, shouts, screams, and the demon walking about raises the hue and cry. The town guard comes running. Six arrive a few minutes after the fight ends. The adventurers are in no trouble if they show that Fiorgan was a sorcerer and demon-summoner. For unmasking an ally of Chaos in Kariss, they receive a reward of 200 bronzes to share among themselves, and a token each for a free meal at the Church of Goldar settlement house.

TELL IT TO GOLDAR

If the adventurers stopped at the Church of Goldar, the priests of Goldar are quick to act on charges of Flagrant Demonism and Anti-Lawful Activity. When they arrive to arrest Fiorgan, he is already gone, of course. They find clear evidence of demon-summoning, including the octagon and slain child as described before. They offer 5000 bronzes for Fiorgan's head, attached or not. This may tempt the adventurers to search for him, and may provide the impetus for an adventure of the gamemaster's devising.

If the demon is still inside it, showing these priests the golden warrior is not a good idea. A priest asks to take a closer look, and holds out his hands for it. If the adventurers foolishly hand it over, the priest casts the spell Witch Sight, begging Goldar's pardon as he does. Confirming the Chaos taint, he smashes the statuette to the ground with a shout of "Accursed!" The adventurers can forget about their pay when they get to Menii, because Dobbas isn't going to buy a broken statuette.

A JUST REWARD IN MENII

IF THEY HAVE THE statuette, either the demon has been released from it, or the adventurers know how to satisfy its needs and keep it with them. They can travel to Menii again, without significant encounters.

Except one. If they were slow in confronting Fiorgan and he summoned Gzurglechenk before escaping, ask for Luck rolls. Those who succeed have each night an uneasy feeling, as though someone or something was uncomfortably close by as they lay sleeping.

Nothing comes of this on the trip back; the demon waits until they are with Dobbas before it strikes. Should the adventurers search around their camp, a successful Search roll reveals unusual, three-clawed footprints along its periphery every morning. Guards at night only glimpse a black, liquid shape that quickly melts into the dark.

PAYMENT

Assuming they have the statuette, Dobbas is glad to see the adventurers return. He evens offers them a tray of colored rock candy, though he first takes the biggest piece. He reacts with shock and surprise when they describe their fight with Hezch'Kengle. "Oh my," he says, his face flushing pink, "I hope I never see a demon up close." He hands them their bags of money, and the adventure ends, unless the stalker demon remains. Gzurglechenk hasn't forgotten them.

IF GZURGLECHENK REMAINS

As though waiting for his cue, the demon Gzurglechenk crashes through a window and hops toward the succulent-looking Dobbas, who screams and faints to the floor, scattering rock candy everywhere.

The fight is grand, but probably short because Gzurglechenk is a weak demon. Revived, Dobbas is very grateful. For saving his life he offers the adventurers any reasonable gift they want, to as much as another 6,000 bronzes. They can go on their way much the wealthier for their adventure.

CONVERSIONS

THIS SECTION provides instructions for transferring *Stormbringer* adventurers to *Elric*. You may prefer to roll up new *Elric* adventurers and use them for a few sessions while you get the feel of the rules. Once you know how the game flows, bring across your old adventurers.

Consult your gamemaster during the conversion process, and show him or her copies of the old and new adventurer sheets when you are done. Your gamemaster is the best arbiter.

Start with a blank *Elric* adventurer sheet. All personal details—name, homeland, religion, money, etc., remain unchanged. More room for such detail exists on the new sheet, however, and more information exists in the adventurer chapter. You may find yourself making new entries.

TOPICS

1 Characteristics
2 Damage Bonus
3 Hit Points, Magic Points
4 Skills
5 Weapons and Armor
6 Chaos, Balance, Law
7 Magic
8 Magic Items
9 Demons
10 Elementals
11 Virtues
12 Scenarios

1 CHARACTERISTICS

In *Stormbringer*, human characteristics were rolled as 3D6; *Elric* uses 2D6+6. That changes the minimum rollable characteristic from 3-4 to 8.

CHARACTERISTIC CONVERSION TABLE

old score	*new score*	*old score*	*new score*
3-4	**8**	13	**15**
5-6	**9**	14	**16**
7	**10**	15-16	**17**
8	**11**	17-18	**18**
9	**12**	19	**19**
10-11	**13**	20	**20**
12	**14**	21	**21**

Twenty-one is the normal maximum for characteristics in Elric, but Power and Intelligence can increase indefinitely. Certain magics can temporarily increase characteristics.

2 DAMAGE BONUS (STR+SIZ)

Refigure the damage bonus:

02-16 = **-1D6**	13-16 = **-1D4**	17-24 = **zero**
25-32 = **+1D4**	33-40 = **+1D6**	41-56 = **+2D6.**

3 HIT POINTS, MAGIC POINTS

For hit points, add CON + SIZ and divide the total by two; round up any fraction to the next whole number. Your adventurer may have fewer hit points than he or she did before.

For magic points, circle the number equal to POW.

4 SKILLS

Ability bonuses are not used, but you're free to copy them across. They have been replaced by starting chances for most skills and other adjustments.

Fill in your skill values. Any skill which is less than the printed value (Climb, for instance, is 40%) automatically increases to that amount.

The *Elric* skills Disguise, Insight, Sailing, Scribe, Throw, Unknown Kingdoms, and Young Kingdoms have little parallel in *Stormbringer*. To get started, allot 100 points among them as you will.

Stormbringer	*Elric*
Ambush	**none***
Balance	**Craft (Wire-Walk)**
Conceal	**Conceal Object**
Credit	**Bargain**
Cut Purse	**Craft (Sleight-of-hand)**
Evaluate Treasure	**Evaluate**
First Aid	**Physik**
Fist attack	**Brawl****
Grapple	**Wrestle**
Juggle	**Craft (Juggle)**
Kick attack	**Brawl****
Make Map	**Scribe, Navigate**
Memorize	**none***
Music Lore	**Art (Lute, Sing, etc.) and Young Kngdms.****
Orate	**Oratory**
Persuade	**Fast Talk or Bargain**
Plant Lore	**Natural World and Potions*****
Poison Lore	**Potions**
R/W Common	**Own Language**
R/W Other	**Other Language**
Scent	**Scent/Taste****
Search	**Search****
See	**Search****
Set Trap	**Trap**
Sing	**Art (Sing)**
Sleight of Hand	**Craft (Sleight-of-hand)**
Summoning	**none***
Taste	**Scent/Taste****
Tie Knot	**none***
Tumble	**Craft (Tumbling)**

** This skill no longer exists, and your points in are lost, unless your gamemaster allows you to retain it as a personal specialty (if*

so, write it in one of the blank spaces on your sheet). Ambush is gone, subsumed by Hide, Listen, Move Quietly, and Search. Memorize is gone, the function subsumed by the Idea roll. The Summoning skill per se no longer exists, but notes on converting appear further below. Knot-Tying is gone, though a Dexterity Roll or Craft (Macrame and Knot-Tying) grant the equivalent function.

*** Two old skills have become a single new skill. Take the higher value of the former two and, with the permission of your gamemaster, add half the percentiles of the lower value.*

**** One old skill has become two new skills. Allot your percentiles between the two as you will or ignore one skill, if you wish, and give all the points to the other.*

5 WEAPONS AND ARMOR

Weapon skills no longer divide between attack and parry: your adventurer's initial parry with a weapon equals his or her attack skill with it. Attack or parry, convert by choosing the higher value for each weapon, and enter that amount. *With your gamemaster's permission,* add half of the lower value to the new skill. For example, your adventurer had 80% attack and 72% parry in broadsword: that's 80 plus 36 (half of 72), a total of 116%.

Look at the weapon class column in the Weapon Tables for *Elric*. Uniformly increase all weapons in the same class to the percentage of the highest one. In the example above, if your adventurer also had scimitar at 45% attack and 51% parry, it now increases to 116% percent, because scimitar and broadsword are in the same weapon class.

Details for specific weapons are occasionally different. More sorts of information occur in the weapon tables; consult them and enter the new values. Shields are now important in combat. Armor essentially works the same way; again consult the weapon tables and note the wider scope of information.

6 CHAOS, BALANCE, LAW

The allegiance system is new. The player and gamemaster must discuss the adventurer and agree on starting values for the three paths. No normal adventurer should have more than 20 points in any one allegiance. The exceptions are the priest or shaman, who should have a minimum of 25 in his or her allied path, and the agent of Chaos or Law, who should have a minimum of 50 in his or her allied path.

An adventurer who was previously an Agent is not automatically a Champion. That is the gamemaster's decision, based on the adventurer's previous service to his or her cosmic force.

Elan has no role in *Elric*. If your gamemaster wishes, your adventurer could keep any remaining Elan until it is used up.

7 MAGIC

Sorcerers automatically receive the spells Summon Demon and Summon Elemental, if previously able to summon those entities, and receive as well any corresponding pathway spells for the elements. For example, if your adventurer could summon Earth and Fire elementals, he or she now also gets Gift of Grome and Flames of Kakatal. Additionally, one quarter of the points in the old Summoning skill become percentiles in the new Million Spheres skill.

With your gamemaster's permission, you also know one additional spell for every ten percentiles or fraction thereof in your adventurer's old Summoning skill.

You retain knowledge of demon breeds, invocations, and other summonings, though procedures for them have changed; see the magic chapter for details.

For all of this, add one point to the Chaos allegiance box per spell.

8 MAGIC ITEMS

If it suits the gamemaster, magic items continue to perform the same functions in *Elric!* as they did in *Stormbringer*. Common sense should prevail. An enchanted scrying glass which previously granted +50% to See would obviously now impart a +50% bonus to Search.

Items containing bound demons and elementals must be considered more carefully, as discussed below.

9 DEMONS

The rules for demons have changed profoundly. Many demon powers in *Stormbringer* correspond to demon abilities in *Elric*. Some powers have been dropped. Individual demons might retain obsolete powers as weird and unique Chaotic manifestations.

Copy out your demon's statistics. To reset the levels of its abilities, treat three points of Chaos Value as equal to one magic point. Round down. For example, your demon weapon caused 5D6 damage (50 c.v.). Now it causes 3D10+1D2 damage (the equivalent of 16 magic points on the Roll Table in *Elric*). If the power is a fixed ability in *Elric*, there is no need to convert it. For example, your demon's old power of Paralyze Attack 27%, potency 3D6, 20 meters range (50 c.v.) simply becomes Paralyze, potency equals CON, range touch (7 magic points).

Consult with your gamemaster about converting your demon's statistics. Most gamemasters will prefer to do it for you.

10 ELEMENTALS

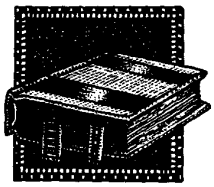
Convert all bound elementals to average lesser elementals, as given on pp. 97-99 of the magic chapter. You may roll their statistics, or take the average scores provided.

11 VIRTUES

Virtuous items never actually appeared in the saga, and have thus disappeared from *Elric*. Your gamemaster may allow your adventurer to keep his or her existing Virtues. Future supplements may introduce more Lawful magic, but the Champion of Law depends more upon excellence of skill than power of magic, since the use of magic contradicts what Law purports to mean. Beyond philosophy, the problem is also one of game balance at the expense of the saga's integrity; direct suggestions to Chaosium Inc.

12 SCENARIOS

For converting scenarios, a few notes can be found in the gamemaster chapter.



6 BEGINNING ADVENTURERS

SKILLS NOT LISTED are at base chance. Note Common Tongue is not Carkan's native language. Each has tack and a riding horse, and personal gear. The stories for each have no significance, nor do the names—change them as you wish.

CARKAN

HE WAS PICKED up by a ship along the shores of the Weeping Waste. He fled the murderers of his family. When he is ready, he will return to the Waste and take vengeance. His clan and tribal tattoos identify him to anyone who can read the signs. He is tall, thin, quiet, a little sullen at times; his cheekbones are prominent, and his eyes dark and sunken.

CARKAN THE YOUNGER, male, age 24
Chaos 0, Balance 0, Law 3

STR 15	CON 12	SIZ 14	INT 17
POW 16	DEX 12	APP 11	HP 13

Damage Bonus: 1D4.

Weapons: Broadsword 106%, damage 1D8+1+1D4
Full Shield 65%, 22 HP, damage kb+1D4+1D4

Armor: 1D8+2 (helm on), Half Plate & Mail

Spells: none.

Skills: Craft (Sleight-of-hand) 45%, Disguise 35%, Dodge 24%, Evaluate 35%, Listen 50%, Natural World 45%, Navigate 30%, Other Language (Common Tongue) 10%, Own Language (Mong) 85%, Physik 50%, Pick Lock 15%, Repair/Devise 48%, Ride 75%, Sailing 35%, Scribe 20%, Track 74%, Trap 25%.

Bronzes on Person: 80.

TABITA OF NESS

SHE IS SECOND in line to the Thane of Ness, a small property-holder in Vilmir. Outstripping her relatively low station, she is arrogant and pushy, insistent on the ways of Law. Her enemies call her 'Eyebrows,' because of their thickness and the way they try to meet.

TABITA, female, age 22
Chaos 0, Balance 0, Law 3

STR 13	CON 16	SIZ 13	INT 15
POW 14	DEX 18	APP 11	HP 15

Damage Bonus: +1D4.

Weapons: Broadsword 125%, damage 1D8+1+1D4
Full Shield 74%, 22 HP, damage kb+1D4+1D4

Armor: 1D8+2 (helm on), Half Plate & Mail

Spells: none.

Skills: Art (Torture) 35%, Climb 60%, Dodge 86%, Insight 55%, Jump 45%, Listen 45%, Move Quietly 50%, Navigate 30%, Own Language (Common Tongue) 75%, Repair/Devise 72%, Ride 101%, Sailing 35%, Scent/Taste 35%, Swim 45%, Throw 45%.

Bronzes on Person: 570.

BORT OF PIKARAYD

BORT IS TALL, thin, intense, ambitious, and aggressive. He enjoys battles of wits; he sees less to be gained by physical fights, though he has plenty of courage. Since he feels himself very clever, Bort is confident that he can pluck the fruits of Chaos without becoming entangled. Though few know much about him, some say that his father was a powerful sorcerer who abandoned his family in Pikarayd at the bidding of Chaos.

BORT, male, age 21
Chaos 3, Balance 0, Law 0

STR 13	CON 14	SIZ 15	INT 14
POW 17	DEX 13	APP 13	HP 15

Damage Bonus: +1D4.

Weapons: Shortsword 75%, 1D6+1

Armor: 1D8+1 (helm on), Half Plate & Mail

Spells: Make Whole (3), Suppleness of Xiombarg (1-3), Wisdom of Slortar (1-3).

Skills: Bargain 65%, Conceal Object 45%, Craft (Sleight-of-Hand) 75%, Disguise 95%, Dodge 56%, Evaluate 35%, Fast Talk 95%, Hide 40%, Insight 35%, Natural World 45%, Oratory 35%, Own Language (Common Tongue) 90%, Pick Lock 25%, Repair/Devise 52%, Search 40%.

Bronzes on Person: 220.

RATHEK

HE'S A SOLEMN young man of kindly heart. His left arm is slightly shorter than his right, and so his body seems to lean to the right. Rathek is the eldest son of Shazarian traders. He is wandering the world for a while after attending the university at Cadsandria, in Argimiliar. His nickname comes from a hobby while a student, of investigating tunnels, caves, and barrows near Cadsandria.

RATHEK (The Rabbit), male, age 25
Chaos 0, Balance 3, Law 0

STR 15	CON 15	SIZ 13	INT 16
POW 13	DEX 15	APP 13	HP 14

Damage Bonus: +1D4.

Weapon: Rapier 95%, damage 1D8+1+1D4

Armor: 1D8+2 (helm on), Half Plate & Mail

Spells: none.

Skills: Art (Courtly Manners) 25%, Bargain 95%, Disguise 35%, Dodge 30%, Evaluate 95%, Fast Talk 35%, Natural World 85%, Oratory 25%, Other Language (Melnibonéan) 20%, Own Language (Common Tongue) 90%, Repair/Devise 60%, Ride 55%, Search 40%, Young Kingdoms 25%.

Bronzes on Person: 2100.

VREEN

SHE IS THE youngest daughter of an old and wealthy family in the Isle of Purple Towns. Well-known believers in the Balance, they are tolerated, though suspected of Free Thought and other such crimes as a Lawful regime may dictate. She has vowed to avoid killing whenever possible.

VREEN THE HEALER, female, age 19
Chaos 0, Balance 3, Law 0

STR 13	CON 14	SIZ 15	INT 15
POW 13	DEX 15	APP 13	HP 15

Damage Bonus: +1D4.

Weapons: Bow 30%, damage 1D6+1+1D2

Armor: 1D10+2 (helm on), Young Kingdoms Plate

Spells: none.

Skills: Bargain 15%, Conceal Object 45%, Disguise 35%, Dodge 30%, Evaluate 35%, Fast Talk 65%, Hide 40%, Insight 95%, Natural World 45%, Oratory 25%, Own Language (Common Tongue) 75%, Physik 101%, Pick Lock 25%, Potions 69%, Repair/Devise 60%, Scribe 20%, Search 40%.

Bronzes on Person: 660.

KEVI

TOO BEAUTIFUL not to stand out, Kevi usually wears a veil. She is the daughter of a Southern Continent pirate and a captive. Kevi wanders the lands like her pirate parent, taking what she will. When she allows her face to be seen, all who witness her are struck by her vitality and jaunty ways.

KEVI THE THIEF, female, age 20
Chaos 3, Balance 0, Law 0

STR 16	CON 12	SIZ 14	INT 13
POW 16	DEX 15	APP 17	HP 13

Damage Bonus: +1D4..

Weapons: Dagger 85%, damage 1D4+2+1D4

Armor: 1D6 (helm on), Sea Leather armor

Spells: Rat Vision (1), Tread of Cran Liret (1-4), Ward (3).

Skills: Are (Conversation) 25%, Bargain 35%, Climb 89%, Disguise 95%, Dodge 30%, Evaluate 35%, Fast Talk 35%, Hide 60%, Insight 35%, Oratory 25%, Other Language (Melnibonéan) 20%, Own Language (Common Tongue) 85%, Repair/Devise 60%, Ride 55%, Search 101%.

Bronzes on Person: 160.

TERMS

ABILITY: a demon brought to this plane is able to exert only certain magic. These are its abilities. It can also use skills, just as someone native to this plane does.

ADVENTURER: the general name for a player's character.

AGENT: an ally of Law or Chaos who works full-time for the force, and who gets economic support in return. An agent does not need to know magic.

ALLEGIANCE: the adventurer's tendency toward Chaos, Balance, or Law. When an adventurer's highest allegiance score exceeds the others by 20 points or more, the adventurer is said to be an ally of, to be aligned with, or have allegiance with that force. If the adventurer wishes, benefits can come from an allegiance.

The BALANCE: the supreme force of the multiverse, from which springs all existence on all planes. Also referred to as the Cosmic Balance.

BASE CHANCE: the percentage chance that all humans have to succeed at a particular skill.

BASE RANGE: the distance within which a missile weapon can hit at base chance.

BEAST-LORD, PLANT-LORD: the Lords of the Archetypes. Each is the progenitor of a different kind of thing: cats, birds, brambles, grasses, and so on. An adventurer can summon these great powers, but they come only if they are willing.

BIND: after summoning a demon or elemental, it can be magically bound to the sorcerer's will and made obedient to his or her commands.

BREED: many species of demons exist. A selection of breeds greatly shortens a sorcerer's search for the appropriate demon.

BRONZE: a standard coin among the Young Kingdoms. A mug of ale or a loaf of bread cost about a bronze each.

CHARACTERISTIC: seven characteristics are rolled for each adventurer: Strength, Constitution, Size, Intelligence, Power, Dexterity, and Appearance. Characteristics decide a character's fundamental capacities. Some can increase, and some of them increase indefinitely. Characteristics do not much influence how well an adventurer learns from experience; that chance is never less than INT x1%.

CHAMPION: the committed servant of Chaos, Balance, or Law. An adventurer who reaches 100 in an allegiance may choose to become a Champion. Considerable benefits accrue.

CHAOS: the force of creative and random arrangement, the generator of mutability. Chaos is the implacable enemy of Law.

CRITICAL: a skill roll result that is 20% or less of the character's current percentiles of the skill.

COMBAT ROUND: the elastic unit of game time comparing movement, weapon use, and skill use. Within a round, resolve actions in DEX-rank order, highest to lowest.

D100: percentile dice. They give an equal chance to roll any number between one (01) and one hundred (00).

DAMAGE: in the game, attacks, injuries, illnesses, etc., are said to do damage. Damage usually subtracts hit points from the damaged character.

DAMAGE BONUS (db): a modifier for hand-to-hand fighting that simulates the full influence of strength and size; in using missile weapons, the damage bonus is halved.

DEMON: one of a bewildering variety of entities from other planes, especially the Demon Worlds. Brought here magically, and usually enslaved. See also Ability, Breed, and Need.

DISMISS: to remove from memory. Dismissing a spell or elemental can be done immediately; dismissing a demon takes 1D8 minutes.

DRAGON EMPEROR: the Emperor of the Melnibonéans. Elric is the 428th.

DEX RANK: each combat round divides into several DEX ranks, which the gamemaster calls out highest to lowest. A DEX rank exists for each point of Dexterity characteristic. Hypothetically, DEX ranks have no maximum number; practically, the highest is usually in the twenties.

ELEMENTAL: the animated principle of one of the four elements—earth, air, fire, or water. Each element was once entirely composed of elementals. With the decline of magic, the elements have become more inert, but millions of elementals still thrive.

ELEMENTAL RULER: four Lords of the Elements exist, Straasha (water), Grome (earth). Kakatal (fire), and Lassa (air). In many ways they are still the masters of the plane, but their powers have diminished as the vitality of magic has fled.

ELRIC: the last Emperor of Melniboné. Elric's love for Cymoril results in the intrusion of Chaos into this plane. That in turn leads to the doom of everything and the birth of our own world.

ENCHANTMENT: a thing or location magical in itself, and inhabited by no demon or elemental. The gamemaster introduces enchantments into the game.

ETERNAL CHAMPION: in Moorcock's scheme an avatar of the Eternal Champion arises in every universe to respond to some supreme peril. Elric proves to be the avatar for the plane of the Young Kingdoms.

EXPERIENCE CHECK: when an adventurer succeeds with a skill in a dangerous or stressful situation, the gamemaster may grant the player an experience check on the adventurer sheet. The check serves as a reminder that an opportunity to increase the percentiles of that skill now exists.

FATAL WOUND: one that costs the adventurer more hit points than he or she currently possesses. Without successful intervention, death comes at the end of the subsequent combat round.

FUMBLE: a skill use that fails disastrously. For skills of 100% or less, a D100 result of 99 or 00 is always a fumble. For skills of 101% or more, only 00 is a fumble.

GAMEMASTER: the person who knows the secrets of the plot, who describes the situations and characters encountered by the adventurers, and who decides what skills and rolls are permitted. Players frequently take turns being gamemaster.

GAME TIME: the time said to elapse as a scenario or campaign unfolds. Not necessarily related to the time that the gamemaster and players experience.

GRIMOIRE: any of many scrolls and books of sorcery and spells. Each grimoire is different. The game assumes that every adventurer who knows magic owns a grimoire in which that magic is automatically recorded.

HAND-TO-HAND: fighting at the range of touch with swords, fists, etc., and as opposed to ranged missile weapons and magic.

HEAL: a spell helping to heal a wound or injury by restoring 1D3 hit points, up to the adventurer's maximum hit points.

HIT POINTS (HP): the average of a character's CON and SIZ. They measure the character's ability to survive attacks, injuries, etc. A character's hit points are checked off to show mounting injury, wounds, etc. No play effect occurs until unconsciousness arrives, when two or few hit points are left. At zero or negative hit points, a character begins to die. See also Regenerate.

IMPALE: a result of 01 with an edged or thrusting weapon. It is the best hit possible, doing double normal damage and ignoring the stopping power of any intervening armor, including demon armor.

INT-LIMIT TO MEMORY: a sorcerer can have in memory only that quantity of magic equal to or less than points of INT. 'Magic' includes spells, summonings, and invocations. He or she must have at least INT 16 to use magic.

INT RANK: spells, summonings, etc., are cast highest INT to lowest INT during the magic phase.

INVOKE, INVOCATION: an appeal to a Lord of Chaos, a Lord of Law, or an Elemental Ruler. The chance for a reply is slight. Calls can be made also to minor entities such as ghosts or long-dead ancestors, again with little initial chance for success.

KNOCK-BACK (kb): a vigorous shove with a shield; a way to attack with a shield. See combat chapter.

LAW: the force of system, order, and permanence. The implacable enemy of Chaos.

LORD OF CHAOS or LAW: the supreme powers of these forces. They are eternal enemies. Little is known of them, but see the Gods and Cults section in the Young Kingdoms chapter.

MAGIC POINTS (MP): these are variable points equal at maximum to POW. Use them to cast or resist spells, sacrifice for demons, and other occult purposes. They are spendable, and entirely return in 24 hours. Reaching zero magic points, a character falls unconscious. See also Regenerate.

MAJOR WOUND: one that occurs in one combat round and that costs an adventurer more than half his or her total hit points. The adventurer is then able to fight on only for combat rounds equal in number to the remaining hit points.

MELNIBONÉANS: those of the Bright Empire, the fey rulers of the world for ten millennia, now confined to their island bastion and its magnificent capital, the Dreaming City of Imrryr.

MINOR WOUND: one that costs an adventurer half or less of his or her total hit points.

MISSILE WEAPON: any physical weapon that must leave the user's grasp or be launched to do damage, such as a rock or an arrow.

MOVE, MOV: the unit of movement in the game; all humans have eight MOV per combat round.

NEED: by individual demon, the peculiar requirement necessary to its well-being and long-term health.

OBJECT-BIND: a way to bind a demon into an object (such as a ring) or a place (such as a particular wall or doorway).

OCCUPATION: shows what an adventurer did most recently. Has bearing on the skills an adventurer knows, but not upon how he or she acts.

PARRY: in hand-to-hand combat, blows can be blocked by interposing shields or other weapons. This is called parrying.

PERCENTAGE: most rolls in this game are D100 (percentage) rolls. All skills are expressed as percentages. Adventurer skill percentages can rise without limit.

PERCENTILE: in the game, each point of a percentage is a percentile. There are 60 percentiles in 60 percent. Adding and subtracting percentiles and percentages differ. For instance, subtracting *ten percentiles* from 60 percent yields 50 percent, while subtracting *ten percent* from 60 percent yields 54 percent.

PHYSIK: medical treatment in the Young Kingdoms. A successful skill use restores 1D3 hit points per wound per week, in addition to natural healing.

PLANE: a way of referring to a universe. The multiverse is the sum of the myriad planes.

READY: moving magic from his grimoire into the adventurer's memory, so that it is available to be cast. The process takes that number of combat rounds equal to the maximum number of magic points possible to the spell.

RECEIVE: an adventurer is said to *receive* results and decisions from the player. This way the adventurer does not halt the action to roll dice, nor does the player ever die.

REGENERATE: without conscious effort, hit points naturally return at the rate of 1D3 per game week. Magic points return naturally, too: if at zero, the first regenerates at the end of the first hour. After that one-fourth of those still missing return at the end of each six-hour segment, until all return after 24 hours.

RESISTANCE TABLE: a table that establishes target numbers for D100 rolls, allowing percentile rolls to resolve situations in which one characteristic is opposed by another, such as POW:POW.

ROLL TABLE: a table that correlates the number of magic points sacrificed for a demon ability with the damage done by the ability.

SKILL: a definable body of knowledge or physical ability. Many non-player characters list skills unknown to adventurers—such skills are not game elements but characterizing aids for gamemasters who play the characters.

SKILL ROLL: a D100 roll. A success is equal to or less than the recorded skill percentage. A failure is higher than the skill percentage, or 99 and/or 00 depending on the percentage. See also critical, impale, and fumble.

SPELL: a spell is a special pattern of knowledge and gesture that impresses the will of the caster in a specific way upon a target. Most spells link to Chaos, but some are Lawful.

SPOT RULES: rules for special circumstances, such as what happens when moving on a slippery surface.

SUMMON: the process of fetching and negotiating with or enslaving a denizen of another universe.

TANELORN: the mythic place of perfect peace. There is one in every universe. Tanelorn is always difficult to find, and always worth finding.

UNCONSCIOUSNESS: unable to fight, speak, or think. Caused by a major wound, having two or fewer hit points, or having no magic points. It lasts for one hour, or as the gamemaster sees fit.

UNKNOWN KINGDOMS: those lands and kingdoms far in the East, as known in rumor and legend.

YOUNG KINGDOMS: the lands and kingdoms of the West, nearer to Melniboné, which recently have thrown off her iron rule.

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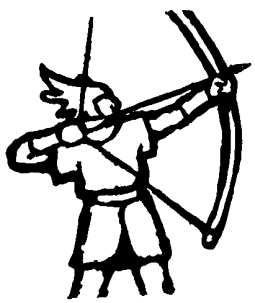

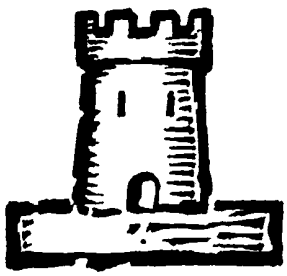

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ELRIC!™ ADVENTURER SHEET

DARK FANTASY ROLEPLAYING™

Player's Name _____

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ALLEGIANCE

☐ CHAOS ☐ BALANCE ☐ LAW

SYMBOL / PORTRAIT

CHARACTERISTICS

☐ STR ____
☐ CON ____
SIZ ____
☐ INT ____ x5= Idea ____%
☐ POW ____ x5= Luck ____%
☐ DEX ____ x5= Dexterity ____%
APP ____ x5= Charisma ____%

DAMAGE BONUS _____

Name _____
Birthplace _____ Sex ___ Age ___
Family _____
Title/Nickname _____
Looks, Attitude _____

SKILLS

Art (05%):
☐ _____ ____
☐ _____ ____
☐ Bargain (15%) ____
☐ Climb (40%) ____
☐ Conceal Object (25%) ____
Craft (05%):
☐ _____ ____
☐ _____ ____
☐ _____ ____
☐ Disguise (15%) ____
☐ Dodge (DEX x2%) ____
☐ Evaluate (15%) ____
☐ Fast Talk (15%) ____
☐ Hide (20%) ____
☐ Insight (15%) ____

☐ Jump (25%) ____
☐ Listen (25%) ____
☐ Million Spheres (00) ____
☐ Move Quietly (20%) ____
☐ Natural World (25%) ____
☐ Navigate (10%) ____
☐ Oratory (05%) ____
Other Language (00)
☐ _____ ____
☐ _____ ____
☐ _____ ____
☐ Own Lang. (INT x5%) ____
☐ Physik (30%) ____
☐ Pick Lock (05%) ____
☐ Potions (00) ____
☐ Repair/Devise (DEX x4%) ____

☐ Ride (35%) ____
☐ _____ ____
☐ _____ ____
☐ Sailing (15%) ____
☐ Scent/Taste (15%) ____
☐ Scribe (00) ____
☐ Search (20%) ____
☐ Swim (25%) ____
☐ Throw (25%) ____
☐ Track (10%) ____
☐ Trap (05%) ____
☐ Unknown Kingdoms (00) ____
☐ Young Kingdoms (15%) ____
☐ _____ ____
☐ _____ ____
☐ _____ ____

HIT POINTS

UNCONSCIOUS

Dead	-2	-1	0	+1	+2	3	4	
5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49

MAGIC POINTS

Unconscious	0	1	2	3	4			
5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58
59	60	61	62	63	64	65	66	67
68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85

MAGIC IN MEMORY

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

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐ Brawl (50%)					
☐ Wrestle (25%)					
☐					
☐					
☐					
☐					
☐					
☐					
☐					
☐					

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
	/	/		

☐ SHIELD ____% Attack Damage _____
H S F L Base Chance ____% HP____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐					
☐					
☐					

BACKGROUND

- Full Name, Titles, Aliases _____
- Residence _____
- Family & Friends _____
- Enemies _____

TRAVEL GEAR

- Equipment _____

- Saddle Horse _____ Breed/Type _____

CON ____ STR ____ SIZ ____ INT ____ POW ____ DEX ____ MOV ____

Armor _____ Dam. Bonus _____ HP ____

Skills _____

GRIMOIRE, NOTES

WEALTH

- Bronzes on Person _____
- Income _____
- Property _____
- Land _____
- Treasure _____

BOUND DEMONS & ELEMENTALS

Name _____

Breed / Type _____

STR ____ CON ____ SIZ ____ INT ____ x5= POW ____ x5= DEX ____ x5= MOV ____

DAMAGE BONUS _____

Idea ____% Luck ____% Dexterity ____%

Armor _____

Need _____

Abilities _____

Weapons _____

Skills _____

Magic Points to Summon: ____

Name _____

Breed / Type _____

STR ____ CON ____ SIZ ____ INT ____ x5= POW ____ x5= DEX ____ x5= MOV ____

DAMAGE BONUS _____

Idea ____% Luck ____% Dexterity ____%

Armor _____

Need _____

Abilities _____

Weapons _____

Skills _____

Magic Points to Summon: ____

Name _____

Breed / Type _____

STR ____ CON ____ SIZ ____ INT ____ x5= POW ____ x5= DEX ____ x5= MOV ____

DAMAGE BONUS _____

Idea ____% Luck ____% Dexterity ____%

Armor _____

Need _____

Abilities _____

Weapons _____

Skills _____

Magic Points to Summon: ____

SKILL GROUPS

Particular injury, disease, poison, or a potion may influence adventurer skills in the same general way. Some logical clusters follow.

AGILITY: Brawl, Climb, Dodge, Move Quietly, Jump, Swim, Throw, Wrestle, all weapons.

COMMUNICATION: Art, Bargain, Disguise, Fast Talk, Oratory, Other Language, Own Language.

KNOWLEDGE: Evaluate, Insight, Million Spheres, Natural World, Navigate, Potions, Unknown Kingdoms, Young Kingdoms.

MANIPULATION: Conceal Object, Craft, Hide, Pick Lock, Physik, Ride, Repair/Devise, Sailing, Scribe, Trap.

PERCEPTION: Listen, Search, Scent/Taste, Track.

DAMAGE BONUS TABLE

STR +SIZ	*modifier to damage roll*	*STR +SIZ*	*modifier to damage roll*
2 to 12	-1D6	73 to 88	+4D6
13 to 16	-1D4	89 to 104	+5D6
17 to 24	zero	105 to 120	+6D6
25 to 32	+1D4	121 to 136	+7D6
33 to 40	+1D6	137 to 152	+8D6
41 to 56	+2D6	153 to 168	+9D6
57 to 72	+3D6	167 to 184	+10D6

For each additional 16 or fraction thereof, add 1D6 more.

SIGNIFICANT INTERVALS TABLE

age of Bright Empire — approx. 10,000 years
age of the world — 40,000+ years.
attempt Craft — 5 game minutes to 10 game days.
attempt Fast Talk — 1-5 game minutes.
attempt Oratory — 20 game minutes to several game hours.
break out of an octagon — 1D8 game minutes.
call a bound demon from another plane — 1 combat round.
cast an ordinary spell — 1 combat round.
combat round — approx. 12 seconds.
dismiss a demon — 1D8 game minutes
dismiss an elemental — instantaneous.
dismiss a spell — instantaneous.
do research about Million Spheres, Scribe, or Kingdoms — at least 8 game hours, no more than 1 roll daily.
draw, sheath, or pick up a weapon — 5 DEX-ranks: weapon is ready to use on the sixth DEX-rank.
duration of spell — equal to its caster's POW in combat rounds.
experience rolls — 1 game week or several.
invoke — a few game minutes to 1D8 game hours.
move 2 MOV — 5 DEX-ranks
move 4 MOV — 10 DEX-ranks
ready a spell — that number of combat rounds equal to the maximum magic points needed to cast the spell.
regenerate all magic points — 24 game hours.
regenerate one magic point after reach zero — 1 game hour.
regenerate 1D3 hit points — 1 game week.
ride 35 miles — 1 game day.
summon Beast-Lord or Plant-Lord — 1D6 game hours.
summon demon — 1D8 game hours for unbound entities.
summon elemental — 1D6 combat rounds.
training experience roll, weapons — approx. 3 game weeks.
training experience roll, non-weapons — approx. 12 game weeks.
walk 20 miles — 1 game day.

MAJOR WOUND TABLE

THE ADVENTURER MUST have sustained a major wound. Roll to learn where. Then make a Luck roll: if it succeeds, then the adventurer loses the hit points, but not the characteristic points. If the Luck roll fails, then the adventurer loses both the hit points and the characteristic points.

Multiple descriptions of injuries occur. Create what is appropriate to your situation. Make up points lost from most characteristics through special response or training of the characteristic, but the scars remain. The loss is permanent if nothing is done.

Re-calculate hit points, damage bonus, the number of spells, summonings, etc., held in memory, and so forth.

01-10 severed leg tendons causing limping, or fused ankle bones causing limping, or back muscles or spinal nerve damage bending the torso to the left or right, or a shattered knee that cannot bend, or make up your own. Lose 1D3 DEX. The maximum MOV is now that 1D3 less. Still able to fight.

11-20 much of your nose has been sliced away, or multiple scars deface both hands, or an ear has been cut off, or a livid three-inch scar lends an evil cast to your face, or make up your own. Lose 1D3 APP. Your visible and unappealing deformity cannot be disguised. Still able to fight.

21-30 wrist or hand damage, or a slab of arm or shoulder muscle has been cut away, or a chunk was hewn from thigh or calf muscles, or you have spinal nerve damage, or several fingers or toes were severed, or make up your own. Lose 1D3 STR; this loss may change what weapons you can swing. Still able to fight with a weapon, but not a shield.

31-40 a punctured lung leads to a weakened respiratory system, or deep stomach wounds chronically reinfect, or belly wounds weaken your digestion and general health, or you damaged kidneys and liver, or make up your own. Lose 1D3 CON; maximum MOV is now that 1D3 less, and hit points may be lower. Still able to fight.

41-50 concussion damages hearing and limits Listen and Insight to maximums of 65 percent; or cuts to the head thereafter requiring Luck rolls each time to use the skills Million Spheres, Potions, Unknown Kingdoms, and Young Kingdoms; or blows or cuts which affect depth perception and leave missile-weapon skills at maximums of 65 percent; or multiple cuts to the face and neck limit the skills of Bargain, Fast Talk, Oratory, and spoken languages to 65 percent maximum, or make up your own. Lose 1D3 INT; this loss affects the adventurer's ability to cast magic. Still able to fight.

51-60 see 01-10 for what happened, which now expands to the loss of one or both arms or legs. Lose 1D6 DEX and reduce maximum MOV by that same amount. Unable to fight.

61-70 see 11-20 for what happened, which now includes worse mutilations. Lose 1D6 APP; it creates one or more visible deformities that cannot be disguised. Still able to fight.

71-80 see 21-30 for examples of mutilating cuts and losses. Lose 1D6 STR; change hit points and damage bonus. Still able to fight.

81-90 see 31-40 for various wounds to the vitals. Lose 1D6 CON; may affect damage bonus and reduces MOV by that number of units equal to the 1D6 result rolled. Unable to fight.

91-92 bad facial and vocal-cord injuries. Lose 1D6 APP; lower the Charisma roll respectively. Still able to fight.

93-94 broken bones and severed ganglia. Lose 1D6 DEX; from now on the adventurer can only use shields and 1H hand-to-hand weapons. Still able to fight.

95-96 nerve damage to left or right arm. Lose 1D6 DEX; hereafter only the other arm can wield weapons or shields. Still able to fight.

97-98 nerve damage to both arms. Lose 1D6 DEX; though the legs are fine, neither arm nor hand can wield anything. Unable to fight.

99 adventurer is mutilated by vicious wounds. Lose 1D3 points each from APP, DEX, and CON, and describe the results. Unable to fight.

00 adventurer was deliberately mutilated after collapsing. Remove 1D4 points each from any of four characteristics, and describe the results. Unable to fight.

DODGE SKILL AGAINST ATTACKS

EVADE, DISENGAGE, OR CLOSE

dodger	*attacker*	*result*
critical	impale	blow strikes for full effect.
critical	critical, success, failure, fumble	dodging character is able to disengage, evade, or close; if against a fumble, the foe falls down, or must receive a roll on the fumble table.
success	impale, critical	blow strikes for full effect.
success	success, failure	dodging character evades, disengages, closes.
success	fumble	dodging character evades, disengages, or closes; attacker falls down, or must receive a roll on the fumble table.
failure	impale, critical, success	blow strikes for full effect.
failure	failure	foes maintain relative distance.
failure	fumble	the foes maintain relative distance; the attacker must receive a fumble table roll.
fumble	impale, critical, success	blow strikes for full effect; dodging character also slips and falls down.
fumble	failure	dodging character falls downs.
fumble	fumble	no effect: sneer, and try again.

TYPICAL OCCUPATIONS

See page 40. Choose an occupation from those below, or choose one of the columns and roll D100 for a random result.

THE 'RELATIVE' COLUMN gives the relative incidence of occupations as Moorcock portrays the violent lands of the Young Kingdoms. The 'straight-line' column gives the adventurer an equal chance for each occupation. Though the 'relative' column is more realistic, only the straight-line column gives a good chance to have a background other than that of peasant.

relative % D100	*straight-line % D100*	*occupation*
01-02	01-05	Beggar
03-06	06-10	Craftsperson, Shopkeeper
07-10	11-15	Hunter
11	16-20	Lost, Forgotten
12	21-25	Mercenary, Bodyguard
13	26-30	Merchant
14	31-35	Minor Noble
15	36-40	Nomad
16	41-45	Paid Assassin, Thug
17-76	46-50	Peasant, Farmer
77	51-55	Physician, Apothecary
78-80	56-60	Sailor
81	61-65	Scribe, Engineer
82	66-70	Shaman, Priest, Cultist
83-88	71-75	Slave (freed or escaped)
89-91	76-80	Small Trader
92-97	81-85	Soldier, Guard, Watchman
98	86-90	Tax or Rent Collector
99	91-95	Thief
00	96-00	Troubadour, Entertainer

EVASION AND DETECTION MATRIX

THE SKILL being attempted is Conceal Object, Disguise, Hide, Move Quietly, or Trap. A casual observer has neither reason to look, nor reason not to look. An active observer has a good reason for looking about, often or constantly in the case of a watchman.

	casual observer	*active observer*
critical	Notices nothing.	Notices only with a *critical* Evaluate, Insight,Listen, Search, Scent/ Taste, or Track, as appropriate.
success	Notices nothing.	Notices with a *critical* or a *success*, using Evaluate, Insight, Listen, Search, Scent/Taste, or Track, as appropriate.
failure	Might Evaluate, Insight, Listen, Search, Scent/ Taste, Search, Track to notice.	Notices.
fumblé	Notices.	Notices.

A CABINET OF POISONS

poison	*POT*	*speed of effect, symptoms*
adder venom*	10	15-60 minutes. Swelling, sweating, violent spasms.
arsenic	16	1-24 hours. Searing pain, vomiting, violent diarrhea.
belladonna	16	2-48 hours. Rapid heart beat, impaired vision, hallucinations, convulsions.
cyanide	20	1-15 minutes. Dizziness, convulsions, fainting.
dragon venom*	20**	1-5 minutes. Speedy, maddening pain, extraordinary hallucinations,.
mushrooms	15	6-24 hours. Violent stomach cramps, vomiting, hallucinations, jaundice.
noidel berries	15	1-2 hours. Lassitude, sweating, crescendo of pain shortly before death.
scorpion sting*	9	1-2 days. Intense pain, weakness, hemorrhaging.
spider bite*	8	1-6 hours. Chills, sweating, nausea.
strychnine	20	10-20 minutes. Violent muscle contractions, asphyxiation.
viper venom*	16	15-60 minutes. Convulsions, respiratory failure.
wine of Bakshaan	no POT x5 roll.	1-2 hours. Hallucinations, plus madness if failed POW

** POT values for living things are averages, and can vary widely by health, age, or sex within the same species.*

SPELLS CATEGORIZED

SPELLS OF WAR

Hell's Armor(1-4)
Hell's Bulwark (1-4)
Hell's Hammer (1-4)
Hell's Razor (1-4)
Hell's Sharp Flame (1-4)
Hell's Talons (1-4)

SPELLS OF DOING

Bonds Unbreakable (3)
Breath of Life (1)
Buzzard Eyes (1)
Demon's Ear (1)
Demon's Eye (1)
Heal (2)
Liken Shape (4)
Make Fast (1)
Make Whole (4)
Midnight (1)
Moonrise (1)
Rat Vision (1)

SPELLS OF BEING

Fury (1)
Muddle (1)

SPELLS OF THE UNSEEN WORLD

Brazier of Power (4)
Chain of Being (4)
Chaos Warp (4)
Curse of Chaos (4)
Field of Law (4)
Four-In-One (2-8)
Membrane of Law (3)
Pox (1)
Refutation (1-4)
Summon BL/PL (5)
Summon Demon (1)
Summon Elemental (1)
Undo Magic (1-4)
Ward (3)
Witch Sight (3)

SPELLS OF THE CHARACTERISTICS

Horns of Hionhurn (1-3)
Plasticity of Balo (1-3)
Sinew of Mabelode (1-3)
Soul of Chardros (1-3)
Speed of Vezhan (1-3)
Suppleness of Xiombarg (1-3)
Visage of Arioch (1-3)
Wisdom of Slortar (1-3)

SPELLS OF THE ELEMENTS

Bounty of Straasha (4)
Flames of Kakatal (4)
Gift of Grome (4)
Wings of Lassa (4)

SPELLS OF AUGMENTATION

Cloak of Cran Liret (1-4)
Span of Cran Liret (1-4)
Sureness of Cran Liret (1-4)
Tread of Cran Liret (1-4)

SPELL SUMMARY

EACH EFFECT LASTS FOR THE DURATION OF THE SPELL.

Spell (magic points)	*Effect*
Bonds Unbreakable (3)	immobilizes victim, MP:MP.
Bounty of Straasha (4)	creates small flood.
Brazier of Power (4)	creates reservoir of magic points.
Breath of Life (1)	grants breathable air.
Buzzard Eyes (1)	control carrion bird & see through its eyes.
Chain of Being (4)	pools peoples' MPs to summon a demon or elemental.
Cloak of C.L. (1-4)	Hide skill +20 percentiles per MP.
Chaos Warp (4)	permanently endows target with a demonic ability.
Curse of Chaos (4)	endows target with Chaotic quality and possibly Chaotic appearance.
Demon's Ear (1)	whisper to another who can be seen without aid.
Demon's Eye (1)	each MP doubles the closeness of what can be seen.
Field of Law (4)	Lawful caster creates touch-range field where other spells and demon abilities do not work.
Flames of Kakatal (4)	creates hovering flame.
Four-In-One (2-8)	those with pure motives combine to form a single silvery champion.
Fury (1)	enrages target, who attacks twice per round with +5 DEX.
Gift of Grome (4)	creates small avalanche of earth.
Heal (2)	adds 1D3 hit points per wound.
Hell's Armor (1-4)	1 point of armor per 1 MP.
Hell's Bulwark (1-4)	1 point armor to shield per 1 MP.
Hell's Hammer (1-4)	1 point damage for blunt weapon per 1 MP.
Hell's Razor (1-4)	1 point dam. with edged weapon per 1 MP.
Hell's Sharp Flame (1-4)	1 point damage with impaling weapons per 1 MP.
Hell's Talons (1-4)	1 point dam. with natural weapon per 1 MP.
Horns of Hionhurn (1-3)	+3 CON per 1 MP.
Liken Shape (4)	target assumes aspect of another person or animal, does not change SIZ.
Make Fast (1)	glues together two smallish inanimate things.
Make Whole (3)	repairs an inanimate thing of moderate size.
Membrane of Law (3)	creates impenetrable membrane.
Midnight (1)	creates an area of darkness.
Moonrise (1)	creates a floating globe of light.
Muddle (1)	disorients target, MP:MP.
Plasticity of Balo (1-3)	adds or subtracts 3 SIZ per 1 MP.
Pox (1)	lowers target 1D6 MP, MP vs. MP.
Rat Vision (1)	control rodent and see through its eyes.
Refutation (1-4)	defends MP:MP against Undo Magic.
Sinew of Mabelode (1-3)	adds 3 STR per 1 MP.
Soul of Chardros (1-3)	adds 3 POW per 1 MP.
Span of C.L. (1-4)	Jump skill +20 percentiles per 1 MP.
Speed of Vezhan (1-3)	adds 1 MOV per 1 MP.
Summon Beast-Lord or Plant-Lord (5)	must be cast in order summon a Beast-Lord or Plant-Lord.
Summon Demon (1)	must be cast in order to summon a demon.
Summon Elemental (1)	must be cast in order to summon an elemental.
Sup. of Xiombarg (1-3)	adds 3 DEX per 1 MP.
Sureness of C.L. (1-4)	Climb skill +20 percentiles per 1 MP.
Tread of C.L. (1-4)	Move Quietly skill +20 percentiles per 1 MP.
Undo Magic (1-4)	cancels per MP Bonds Unbreakable, Bounty o Straasha, Flames of Kakatal, Fury, Gift of Grome, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of Lassa, Witch Sight.
Visage of Arioch (1-3)	adds 3 APP per 1 MP.
Ward (3)	creates magical alarm.
Wings of Lassa (4)	creates air, a blast of wind.
Wisdom of Slortar (1-3)	adds 3 INT per 1 MP.
Witch Sight (3)	evaluates magical entities and situations.

COMBAT SUMMARY

attack	*parry*	*result*
hits	intercepts	Attacker's blow is deflected.
hits	misses	Defender is hit and may lose hit points.
misses	—	Defender maintains his guard; defender's player need not roll.
fumbles	—	As per attacker's miss above, plus attacker rolls on fumble table.

ATTACK AND PARRY MATRIX

ATTACK	*PARRY*	*CONSEQUENCE*
impale	critical	Defender blocks damage, no result.*
impale	success	The attack slips by enough to do ordinary damage and ignores armor.
impale	failure, fumble	The attack ignores armor, does double damage; if defender fumbles, also roll on fumble table.
critical	critical	Defender blocks damage, no result.*
critical	success	Attack hits hard enough to do ordinary damage, armor defends normally; if parrying with weapon and not a shield, lower weapon hit points by 4.
critical	failure, fumble	Attack does double damage, armor defends normally; if defender fumbles, also roll on fumble table.
success	critical	Parry succeeds; lower attacker's weapon hit points by 2 if not a shield.
success	success	Defender blocks damage, no result.*
success	failure, fumble	Attacking blow does normal damage, armor protects normally; if defender fumbles, also roll on fumble table.
failure	—	No damage, no effect; play continues.
fumble	—	Attacker rolls on fumble table.

THE RESISTANCE TABLE

ACTIVE CHARACTERISTIC

PASSIVE CHARACTERISTIC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	*Range of*						—	—
3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	*Automatic Success*						—	—
4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
26	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
27	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
28	—	—			*Range of*				—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
29	—	—			*Automatic Failure*				—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

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