

A STORMBRINGER ADVENTURE

SORCERERS OF PANTANG

**DANGEROUS
ADVENTURES
ON THE
DEMON ISLE**



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SORCERERS OF PAN TANG

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"...In the years before the coming of Elric, the foul Pan Tangians were to prove their perfidy against other Heroes. In these days the black island was set upon the road to the Doom of the world...."

-The Chronicle of the Black Sword

Playtesters: Marion Anderson, Phil Anderson, Lloyd Brady, Ben Conyers, Dave Conyers, Brad Ellis, Graham Hook, and twenty four doom-laden teams at Con-Quest 91.

Thanks to Charlie Krank and Keith Herber for starting it, Penelope Love for bearing with it, and Ian Harrison and Mark Honeyman for discussing it at one o'clock in the morning.

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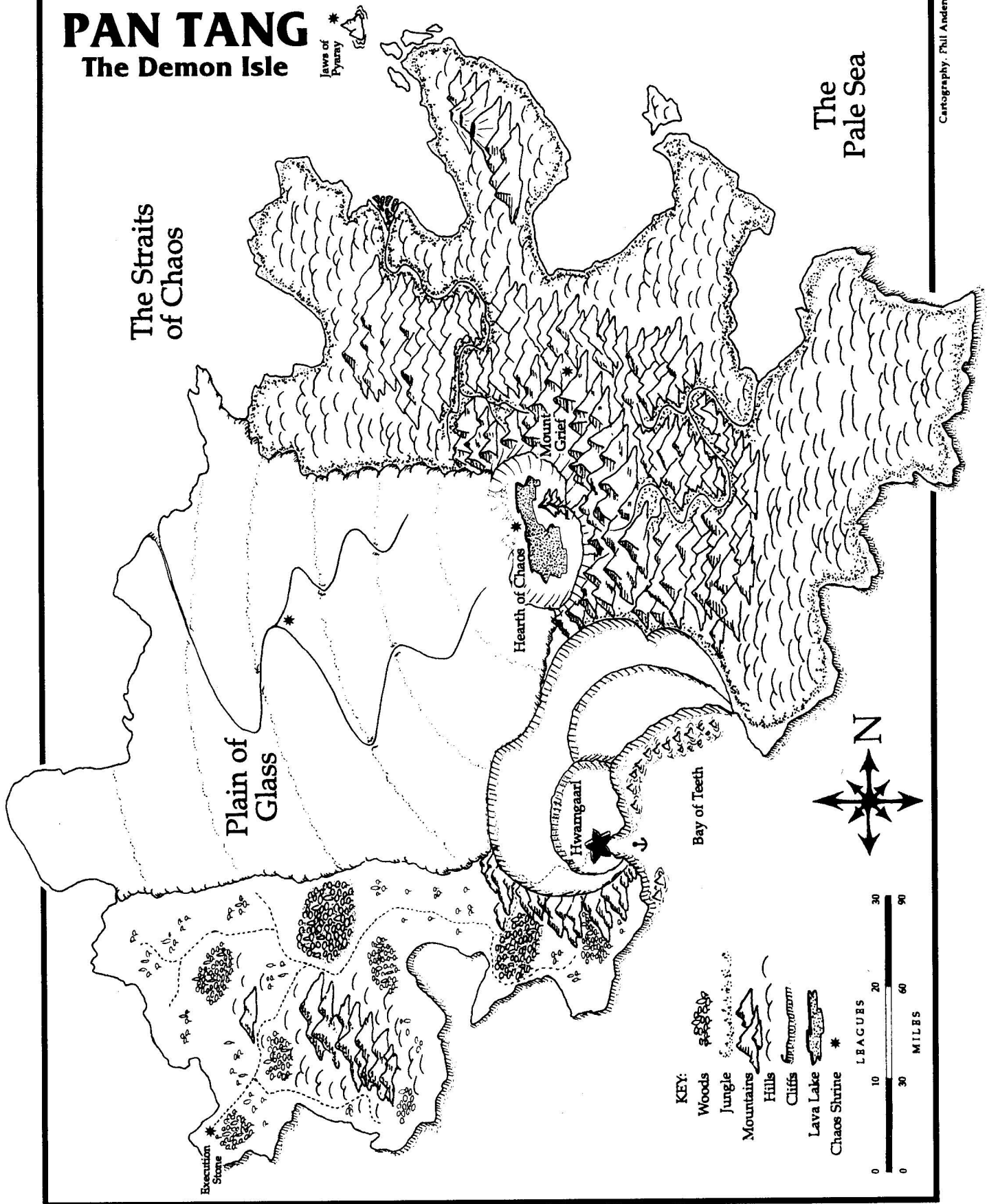
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PAN TANG

The Demon Isle



INTRODUCTION

PAN TANG IS a storm-lashed island of black obsidian, rumored throughout the Young Kingdoms to be a place of dark Chaos and sorcerous evil. Few have dared to set foot upon its shores, and fewer still have returned to report on what they have seen. When Pan Tang is mentioned in conversation, the wise blanch and fall silent.

This book presents an atmospheric depiction of the demon isle for the *Stormbringer* roleplaying game. It does not claim to be an exact documentation of life and culture on the island. Here you will find evocations of the dreadful sound of the screaming statues; hints of the diabolical practices of the Church of Chaos; and implications of the awesome power wielded by the Theocrat. You will not find information such as how many ships can dock in Hwamgaarl's harbor, or when the watches change on the black city walls, or an exhaustive list of the contents of every building. Michael Moorcock does not provide such detail, nor does he need to. Concentrate on the mood of Pan Tang, and create the minutiae as it suits your campaign.

Background

The background material is found in the first six chapters. *PAN TANG* acquaints you with the island's history, geography and fauna. *PAN TANGIANS* reveals the people, their culture and outlook. The chapter concludes with extensive notes on generating Pan Tangian characters. *THE CHURCH OF CHAOS* discusses the most powerful institution on the island, and the eight Lords of Chaos worshiped on Pan Tang are exposed. *PAN TANG MAGIC* presents complete rules governing the ritual of demon summoning as practiced on Pan Tang. Though similar to the rules given in the *STORMBRINGER* rulesbook, various corrections have been made, and the new Summoning Results Table makes such exercises less predictable. *ENCOUNTERS ON*

PAN TANG provides ideas for people and creatures for the adventurers to meet both in the city and the countryside. The *PAN TANG DIGEST*, provides statistics for all manner of Pan Tangians. These are for use with the scenarios and Encounter Tables, but also provide a useful ongoing source of opponents for other adventures. Included in this section are forty examples of demon breeds.

Demons are the cornerstone of Pan Tangian power, and are frequently encountered in this book. Most demons are presented with a breakdown of their powers and skills, and their Chaos Value is noted. Some of this information is not strictly necessary to run the demon, but provides a useful pool of examples for the gamemaster to develop his or her own breeds. It should be stressed that the ones presented here are an infinitesimal fraction of the full range of demons at large through the worlds of the multiverse; there are thousands more breeds known and present in Pan Tang alone. So go ahead and flex your creativity.

Adventures

Five scenarios are provided. *SEE HWAMGAARL AND DIE* is ideal as the adventurers' first experience of Pan Tang. They arrive as guards for a diplomatic envoy from Vilmir, only to find that Pan Tangian hospitality is a little unusual. *SLAVES OF THE DEMON ISLE* casts the adven-

When Is This Set?

The events of this scenario book are nominally placed prior to the fall of Imrryr. Elric may or may not yet be on the Ruby Throne, at the gamemaster's preference. For the time being, all *Stormbringer* releases will share this setting; many of the lands of the Young Kingdoms are much more interesting before Elric visits them, as death and destruction traditionally travel in his wake.

turers into the role of slaves; this is an ideal way of showing the players Pan Tang from the inside, but bear in mind their possible frustration at being imprisoned in a society over which they have no control. *CHAOS EXULTANT* introduces Pan Tangian treachery, religion and architecture; the adventurers travel via another plane to a remarkable tower atop the Palace-Temple. *ONE WHO LAUGHS* is the only scenario which does not automatically assume that the adventurers are enemies of Pan Tang; it is an exploration of the island's society and justice, and traces the story of a dead slavewoman. The final scenario, *UNDER THE VOLCANO*, provides a fitting climax to the adventurers' explorations of Pan Tang; they travel to every corner of

the island in a quest to disable eight shrines, ending with a confrontation with the very Lords of Chaos underneath Mount Grief.

As to whether the players are permitted to assume the roles of Pan Tangians is the final decision of the gamemaster. Pan Tangians are a foul people, of unbri-dled sadism and misogynism. We recommend them for use as adversaries for the adventurers. With the possible exception of the magic system, all of the information in this book is considered to be for the gamemaster's eyes only, to be imparted to the players in whispered rumors or horrifying first-hand experience. Welcome to Pan Tang.

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PAN TANG

IN THIS CHAPTER the physical characteristics of Pan Tang are revealed. The island's past is discussed under *The History of Pan Tang*, the capital city is described under *Hwamgaarl*, the island's geography is covered under *The Island*, and finally three indigenous monsters unique to Pan Tang are revealed in *Creatures of Pan Tang*.

History

Pan Tang's history is one of violence, cruelty, bloodshed and madness. Despite the relatively short time that the Mabden have spent upon the Young Kingdom's plane, they and their grim island kingdom have indelibly stamped the world with their own unique brand of evil.

Approximately 1000 years ago, the Melnibonéan and Dharzi empires battled for supremacy. The Dharzi lost, and disappeared from history. During the unleashed Chaos of the struggle, wild magic tore open a hole between this world and that of the Mabden. The rift centered on a large island in the Pale Sea, brought the Mabden to this plane, and cataclysmically reshaped the island in the process. The Mabden were deposited on a bleak and steaming place of slag and rock, lashed by cold northern storms.

It took less than 100 years for the ruthlessly determined Mabden to carve out a niche for themselves on the barren isle. Their earliest settlement was located in the northern district of Pan Tang, now heavily forested. At the time of the Mabden arrival this area was stripped bare. From here the Mabden moved their population southwards, to the many caves which riddled what remained of the lesser of the island's two volcanoes.

These caves, now used as catacombs for Pan Tang's dead, contain ancient carvings which depict, among

other things, the defeat and slaughter of the island's original inhabitants — a peaceful sea-faring people warped by the touch of Chaos into ocean-dwelling mer-people. This ruthless extermination of their enemies was to become a trademark of Pan Tang "civilization." During these early years cross-breeding experiments were carried out upon captured specimens of the mer-people. That hybrid bloodline can still be traced today among the most powerful of Pan Tang's nobility.

Such is the twisted nature of Pan Tangian pride that, having eliminated the mer-people, the image of the fish-man was adopted as a blazon, seen most often upon the flags and sails of the ships of Pan Tang. This can be traced to the days when a triumphant young warrior would carry the finned and gilled head of a mer-man on the tip of his spear as a sign of his martial prowess. The mer-people live on in Pan Tang folklore; so closely intertwined is Pan Tang's rise and the fall of the mer-people in the common mind that a well-known prophecy speaks of the island's doom should ever a living mer-person be sighted again.

Pan Tang was too desolate a place in those early years to afford much luxury to the Mabden. They determined to steal it, and became a nation of pirates. During these early centuries the scale of Pan Tang's nautical activities was relatively small, concentrating mostly upon raiding ships and villages upon the Dharijor-Jharkor-Shazaar coast. Because of this Pan Tang managed to remain safe from any Melnibonéan retaliation, for at this time the Bright Empire's golden galleys still regularly plowed the ocean's trade routes. Indeed, the Melnibonéans did not take the Pan Tangians seriously at any stage, otherwise things may have turned out differently.

Five-hundred years ago Pan Tang's power began a sudden ascendancy. For reasons known only to themselves the Lords of Chaos withdrew their blessings from Melniboné. Perhaps they had grown weary of the inhu-

Trade And Trading

Pan Tang is a parasitical nation. Most of its trade comes into the island through piracy. In this way Pan Tang "imports" such foodstuff as cannot be grown upon the island, as well as slaves, precious metals and other products. Some trade does come legitimately into Pan Tang's harbor, especially those things that are difficult to obtain by raiding; goods include building materials (such as marble), perfumes, coral, silks and opium. Most such ships come from Dharijor, and more rarely from Pikarayd. More often Pan Tangian galleys must put into foreign harbors and Priests of Chardros, disguised as merchants, must buy the desired goods themselves.

Lead, iron, obsidian and sulfur are the only regular trade goods exported from the Demon Isle. Another trade does exist out of Hwamgaarl: specialty items for those of unusual tastes.

Due to the constant traffic between Pan Tang and Other Worlds, a steady trickle of bound demons finds its way out of Hwamgaarl and into the Young Kingdoms. The Vilmirian Church of Law says that this is an organized plot on behalf of the Theocrat to increase the strength of Chaos in the world. Although the demons which are traded and sold in this way are generally inferior breeds, it cannot be denied that the number of demons issuing from Pan Tang is increasing.

Items and objects from Other Planes are also traded in Pan Tang. Sorcerers are always eager to obtain ingredients for their spells, and ships bearing representatives of wizards from all corners of the Young Kingdoms are common in the port. Sometimes the sorcerers travel to Hwamgaarl in person, from other nations and even other worlds.

The gamemaster may care to have Pan Tang as the source of rare and magical items of varying potency. Such items should be expensive, and the obtaining of them an adventure in itself. Two examples of such esoteric trade are given below.

Sorcerer's Dust (500 LB per dose)

Scraped up from the alcoves and crannies of the Bone Orchards of Chardros, this dust is compounded from the ancient bones of long-dead wizards. Tradition demands that the bones cannot be artificially ground up, but must be allowed to crumble to dust naturally over the centuries. When inhaled during sorcerous rituals, in conjunction with certain gestures and liturgies, use of the dust adds 1D8 points of temporary POW to sorcerer's own. This extra POW wears off at the rate of 1 point per hour. POW gained by use of this dust counts as normal POW of the same amount for the purposes of binding demons, etc.

Nightblade Dagger (1500 LB)

These finely carved daggers have slim blades resembling leaves or feathers of greenish-black glass. Their handles are bound in human hair. Made by blind Priests of Maluk, the daggers are of razor-sharp obsidian. During the carving process, the daggers are tempered in the carver's own blood. Most such crafts-priests only make one or two of these daggers in their lives. Beloved by assassins throughout the Young Kingdoms, these daggers inflict 1D10 points of damage despite their small size.

man inhabitants of the Dragon Isle, and sought to interfere in human destiny instead. Certainly at this time mankind threw off the fetters of Melnibonéan rule, lead by the human hero Earl Aubec, but whether urged by Chaos we cannot know. All that is certain is that the Lords of Chaos passed on their patronage to Pan Tang instead. The results were as rapid as they were catastrophic: collectively, the people of Pan Tang went mad.

Under the inspired guidance and sorcerous control of the first of many Theocrats, Pan Tang flourished. The cult of ancestor worship which the Mabden bought with them from their home plane was soon completely absorbed by the new and vital Church of Chaos. So too in less than 50 years were several other Chaotic religions found in other nations of the Young Kingdoms. By a combination of guile, murder and subtle infiltration, Pan Tangian priests rose to positions of influence and power within rival Chaos religions. From there it was a simple matter to merge them with the Church of Chaos in Pan Tang.

A similar chain of events followed Pan Tang's domination of Dharijor and Pikarayd. As the Theocrat already controlled the spiritual affairs of both nations, it was a simple matter to extend that control to the temporal rulers. In Pikarayd, a silent invasion in which key military and political figures were quietly replaced with Pan Tangian chosen representatives sufficed to bring the country under the Theocrat's control; most people are unaware that Pikarayd's masters are Pan Tangian. The campaign to control Dharijor took longer, but after 100 years both nations were firmly ensconced in Pan Tang's grip.

For the last 350 years Pan Tang has consolidated its power base, slowly exerting greater control throughout the Young Kingdoms, both by means of the Church of Chaos and by military strength. The Pan Tangians see the Melnibonéans as their natural rivals, but have also noted that the other nations of the Young Kingdoms seem set on the destruction of the last remnants of the Bright Empire.

The Pan Tangians wait for this war, but plan to take no part. The conflict must result in the total destruction of one of Pan Tang's enemies, and the substantial weakening of the other. When this has happened, Pan Tang will be ready to begin the march to world domination.

Hwamgaarl

The City of Screaming Statues is both Pan Tang's capital and its only city. It is a place of stark madness and horror, of disordered streets and crazed buildings and unending screams. It is doubly defended from attack or invasion, with but two entrances, one from the sea to the east, and one from the island proper to the west.

From The Sea

Mighty cliffs guard the seaward side of Hwamgaarl, the remaining lip of a once great volcanic crater. The bulk of the city is built on the landward slopes of the crater. The most visible aspect of Hwamgaarl from the bay is the towers and dome of the Palace-Temple of Chaos, built on the highest point of the cliffs. 200 feet below, wharves and jetties jut out like rotten teeth from the lower reaches of the cliffs, raised by slaves around the inner walls of the now-dead volcano's throat. The warehouses, wharves and various establishments clumped

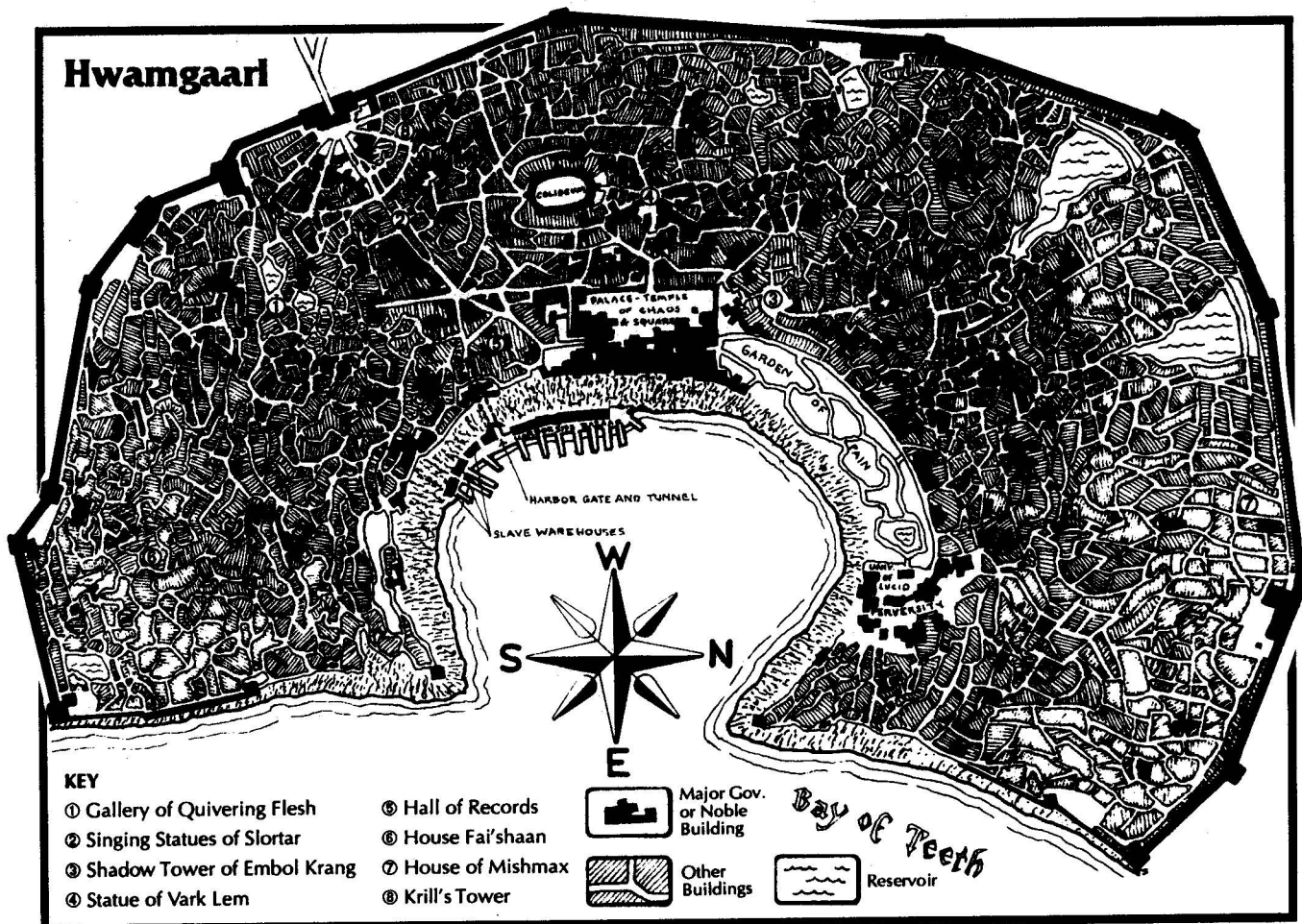
together on the docks mark the limit of foreign access to Pan Tang. The way into the city is a long tunnel cut upwards through the cliff, barred at this end by the Harbor Gate.

From The Land

The landward side of the city is ringed about by high walls of black stone, slanted outward at an angle to discourage climbers. They shield the city in a wide semi-circle, stretching to the edge of the sea cliffs both north and south. Human and stone sentries stand atop the walls; the latter are statues, and their screams precede the traveler's arrival in the city. The Island Gate is barred by a portcullis of iron more than 30 feet high. Whenever it is raised or lowered, the demons bound within shriek with rage and pain.

The Sounds

Hwamgaarl is never silent. Both gates roar and bellow at passers-by. The tangled network of roads within the walls are paved in iron, and the traffic thrums with a



metallic din. Chariot wheels spark and screech as they roll along, troops clatter as they march to and fro on missions for the Theocrat, and even the soft pads of the tigers resonate with ominous pounding. Even so, all of this is responsible for only a fragment of the total noise of Hwamgaarl. Most of it comes from the statues.

The screaming statues cluster on walls and rooftops across the city. Not so much carved as made, they are the bodies of men and women who displeased the Theocrat, and were turned to stone. They remain alive and conscious. Driven insane by this ordeal, their cries sob across the city in endless waves of sound. Most cultures place gargoyles to keep away evil spirits; in Hwamgaarl, the evil spirits dwell within.

The Buildings

The buildings of Hwamgaarl are primarily of either black granite or green obsidian from the Plain of Glass. Some are clad in metal. The overall theme is harshness and ugliness, sharp angles and spikes, buildings to inspire fear in those who behold them. The roof-tops are skewed and uneven, walls lean outwards and inwards rather than going straight up. The doorways are irregularly shaped, and many are carved like gaping and snarling mouths. Often bloated and bulging pillars obscure the doorways in deep shadow.

By the Theocrat's decree, no building may rise higher than the spires of the Palace-Temple. Instead of expressing their wealth by constructing towers then, the nobles extend their buildings sideways. Their new rooms and extensions block streets, and have created a maze of dead-ends and cul-de-sacs. These crooked lanes are pitch black at night — only the main avenues are illuminated — at each major intersection hang copper bowls, artfully carved with fanged mouths and interweaving serpentine forms, containing bound fire elementals.

Places of Importance

The following are just a few of the many disturbing and bizarre locations found in the city of Hwamgaarl. Gamemasters are free to expand upon this listing.

THE PALACE-TEMPLE OF CHAOS

The Palace of the Theocrat and the Temple of Chaos were once separate structures, but after years of extending and re-building, it is impossible to tell where one leaves off and the other starts. It is the highest building in Hwamgaarl, and the tallest, perched on the very edge of the great harbor cliff. It is a place of squat columns

and angular towers built of dark red stone, where any shadows seem the color of dried blood.

There is a wide plaza before the Palace-Temple. A bronze sepulcher hangs suspended by chains. It contains the bones of every Theocrat to have ruled Pan Tang. This shrine is one of the holiest places on the island, symbolically linking the worship of Chaos to ancestor worship, as well as reminding the populace of the eternal nature of the Theocracy.

Wide steps lead up to the golden doors of the Palace-Temple. As the sepulcher now houses their bones, so this building housed generations of the Archbishop of Chaos in life. It is a treasure-trove of demons, antiques and fabulous rarities from this and other planes. It boasts the largest library of grimoires and Chaos-related books in the Young Kingdoms. Its interior is a maze of winding passages and rooms built to no design or order. Countless priests live, swarm and die within its walls. The actual building of new rooms and passageways never stops; it continues to grow ever outwards. The most recent addition is The Night Spire, a remarkable tower built in homage to Chardros, which can only be entered from another plane.

Slave pens in the cellars below, hewn from the living rock, provide a ready source of sacrifices for the Lords of Chaos. The Holy of Holies, a vast domed room at the very edge of the cliff open to the elements, contains granite statues of the gods, ringed about an altar. Their impassive stone faces look down upon the slaughter, at the puddles of blood clotting upon the floor, and at the bodies of the dead tossed out the great door and into the sea hundreds of feet below. It is said that the cliffs beneath the Palace-Temple are stained red with the blood of its victims.

THE BONE ORCHARDS OF CHARDROS

Beneath the Palace-Temple are a network of caverns and tunnels. These were once the home of the Mabden, but are now the burial grounds of Pan Tang, the Bone Orchards. The corpses of those of great stature and importance to their descendants are stored in the homes of the living; the remainder, the unimportant and forgotten dead, are left here.

Many of the caves open out into the cliff face overlooking the harbor; the strong sea breezes which sweep through the ossuary keep it clean and fresh-smelling despite the ever-present decay. The caverns are lined with the bones of the dead. There are entire rooms roofed with skulls in a grinning, overhanging dome; pillars built of stacked vertebrae; walls of fingerbones and clutching hands.



THE TWISTED STREETS OF HWAMGAARL



JAGREEN LERN, CURRENT THROCRAT OF PAN TANG

Pan Tangians venture here only in large numbers for an internment. For the remainder of the year these halls stay quiet, full only of the whispering wind and the unspeaking voices of the dead. Only on Midwinter's Eve do lights and music resound here, when ceremonies are held to mark the Day of the Dead.

THE GARDENS OF PAIN

The Gardens of Pain stretch across the upper slopes of Hwamgaarl, close to the Palace-Temple. The Gardens contain plants not found anywhere else on Pan Tang. It is said the original seeds were bought through the Chaos-rift from the Mabden's plane, and the entire Gardens founded to celebrate the peoples' new home.

As well as such alien curiosities as the Ambulatory Spineweed (a semi-intelligent, carnivorous, cactus capable of slow movement) and the Shrieking Bladervine, the Gardens of Pain also boast a sizable collection of Young Kingdoms carnivorous plants. A small menagerie is maintained, containing such dangerous and fabulous beasts as great black apes, clakers, olabs, wolves and crocodiles. Live food for the various carnivores, animal and vegetable, is sold near the main gates.

The Gardens of Pain are also an open display of the finer arts of torture. Amidst the rolling lawns and patches of woodland can be found the famous bone sculptures of the slave-artist Halig, as well as a grove of Satilian Vyre's living torture machines. In a secluded grove is an instrument sacred to Priests of Balan the Grim, the hideous Rack of Ruin. More conventional torture equipment is also represented, the most famous of which is the Grinding Wheel of Sixty Deaths, a massive rotating device which inflicts its victim with one potentially fatal agony every minute; no one has ever lasted the hour.

Crowds stroll through the Gardens, enjoying the sights, and admiring the displays of suffering. Wandering slave-musicians create elegant dissonances with harps and flutes, and add to the delightful atmosphere.

THE COLISEUM

The arena is at the heart of Hwamgaarl, and seems not so much built as grown up out of the earth. It is capable of seating 50,000 people, with rooms beneath holding gladiators, guards, and wild animals. Its outer walls stand 50 feet high, pierced with archways and passages leading into the interior. Around the walls are eight vast statues of the Lords of Chaos; each statue stands 80 feet high, and gazes blankly down at the combatants battling for their lives within.

THE UNIVERSITY OF LUCID PERVERSITY

The University Of Lucid Perversity is the seat of learning in Hwamgaarl, aside from the teachings of the Church of Chaos. Classes are held in varied bizarre and outre subjects, anything from Dreaming Sorcery to The Hidden Thoughts Of Reptiles. The University library offers a large selection of books and maps, second only to the Place-Temple. Here too can be found the secret records of Maluk including the Records of Delectable Damnation, stone carvings which detail the site and name of every screaming statue; long handwritten books listing the traitors of Hwamgaarl, their names and punishments; illuminated scrolls showing the Eight Eternal Lies by which such traitors reveal themselves; and other dread lore.

The University is sacred to the Priests of Maluk, and the strange and sinister brethren gather and collate such information as only they could find intriguing: the name of the world's first murderer; the last secret of Nef the Ineffable; and even the whispered shriek of the Dead Gods, said to echo endlessly across the plane of the Dormant Verb. Their presence makes this perhaps the most feared place in all Hwamgaarl, such is its reputation as home to the secret police that many citizens of Pan Tang will not even speak the building's name least by misfortune they should attract the attentions of the Silent Watcher to their own secrets.

THE SHADOW-TOWER OF EMBOL KRANG

Although it no longer physically exists within Hwamgaarl, Embol's tower is still very much a part of the city. Destroyed some 200 years ago in a failed summoning of the demon swords Stormbringer and Mournblade, the spell managed instead to bring part of the Shadow Plane (where the swords reside) through to Pan Tang. The grounds where the tower stood are still barren and charred, years later. Nothing will ever grow there, and even tigers growl nervously when they stalk past.

The shadow of the tower still falls across the earth, despite the fact that nothing remains to cast it. On nights when the moon is dark, entry to the tower is possible by walking from the shadow's tip to where the base of the tower should stand. What is within none say, and those that return from the insubstantial tower do so with their own shadows strangely bloated and capable of independent movement.

THE GALLERY OF THE QUIVERING FLESH

Once the residence of the famous slave-artist Halig, these grand apartments have been transformed into an art gallery for the people of Hwamgaarl. Even the out-

side of the building is remarkable, an almost organic hall of purplish stone, like a spined and scaled carapace.

Inside the true wonder of the place strike the beholder — the whole building lives and breathes, the veined and fluted walls palpitating endlessly. Here can be seen fine examples of bone sculpture, skeletons fused together in alien and inspiring forms of rare delicacy; flesh sculpture, animals and slaves flayed raw and grafted to become one living work of art (unfortunately, such is the constitution of such pieces that despite the most potent sorceries they tend to expire after only a day); blood paintings of such grandeur and horror to take the breath away; musical human organs which squeeze liquid melodies from the very air itself; and abstract tapestries of skin and fur.

OTHER PLACES

Other buildings of public note include the Harborside Bazaar, where foreign merchants gather to display their wares; the oppressive and windowless barns where slaves are held; and the Hall of Records where slaves are registered and the Priests of Chardros keep inventory of all the Theocrat's assorted properties.

The Island

Pan Tang as we know it was only formed some 1000 years ago. It was once a great shield volcano some 300 or so miles in diameter, but this was blown in half by the arrival of the Mabden. The island now measures 280 miles from north to south, and 150 miles east to west.

THE CLIMATE

The island is located at a junction of ocean currents, and thus the climate differs radically from one place to another; icy currents from the north sweep down the eastern coast, while warmer currents from the Boiling Sea flow up along the western shore. Where they meet, off the north-western corner of Pan Tang, the seas are renowned for ferocious storms and heavy rains, thus earning the area the name of the Straits of Chaos.

The island as a whole has a high rainfall, but snow is almost unknown. The climate is cool for most of the year, although winters along the storm-lashed east coast can grow bitterly cold. Mists are common, shrouding the island in a thick and writhing curtain of gray fog. These dissipate by mid-morning in the warmer south. The south is the only part of the island to enjoy sunshine for more than half the year.

THE SHORELINE

Stark cliffs of greenish-black obsidian encircle Pan Tang from west to east. Only the south coast has beaches, and these are of shifting gray pebbles worn by the waves. Despite the easy-seeming approach to Pan Tang's southern shores, the waters offshore are studded by a treacherous array of reefs and islets, whose black and dripping fangs jut from the sea at low tide. Pan Tang has only one harbor, and only one city: the port of Hwamgaarl.

THE VOLCANO

Ancient Pan Tang had twin volcanoes, but now only one remains intact: Mount Grief. It lies in the center of the island, its jagged lip rearing some 1300 meters above sea level, and is still active. Its eruptions are generally confined to outbursts of smoke and steam. On rare occasions it has been known to erupt quite furiously, spewing lava out across its western slopes. At these times the pall of smoke it creates blots out the sunlight all over Pan Tang for days on end, and the view of the island from the sea is as if a huge shadow lay across the entire land.

THE JUNGLE

Pan Tang's northern expanses are untamed, and covered by a riotous growth of temperate rain forest, which flourishes due to the constant rain (as noted earlier, storms are common across this area). It is an environment of exceptional beauty, but also a place of great danger. Tigers roam freely, and a wide variety of other animals abound in the area, protected in part by the rugged terrain.

The jungle is made up of tree ferns, huge canopied softwoods, and an array of clinging vines and creepers. Pale orchids nod from dangling vines, slender white-trunked trees soar up into the mists, long dagger-shaped leaves rustle in the sea breeze. All of it is cool and dripping with moisture. The vegetation extends partway up the slope of Mt. Grief, but thins out well below the crater. Steep rocky spurs radiate out from the volcano's slopes to the sea, with rushing white-water streams gouging steep valleys between them.

THE PLAIN OF GLASS

At the southern edge of the jungle, extending over much of the middle section of the island, is the Plain of Glass. At the time of Pan Tang's tumultuous rebirth a vast outpouring of lava occurred, flowing west until it reached the western sea. It cooled into obsidian, and now forms a barrier between the lush jungle to the north and the rolling farmlands to the south. There is much thermal activity in the area; geysers, hot springs and

pools of boiling mud are common. There is a species of giant land crab found only here, living in and around the water and seemingly oblivious to the volcanic heat.

Here and there across the generally smooth features of the plain, needles and spires of jagged glass stab skyward in places where the flow of lava was interrupted. These outcroppings are often semi-transparent, distorting and rippling the light which shines through them. Light can indeed be a problem to those crossing the plain, as the smooth and polished surroundings reflect any light source. At night a light can be seen for miles, amplified a hundred-fold by the glass, while during the day travelers have been known to be permanently blinded by the glare.

THE FARMLANDS

Further south are the richly fertile farmlands of Pan Tang, where the dark volcanic soil is tended by teams of slaves. Compared to much of the island, the south is almost idyllic — warm sunshine complements the warm currents which flow offshore. Here the climate is pleasant enough so that grapes and fruits can be grown on the gentle slopes of soft hills, as well as waving fields of wheat and corn. Hwamgaarl's nobles come here to soak up the sun, relaxing among the sweating slaves who cater to them. As picturesque as these rolling hills and patchwork fields may be, they are still a hell of too-much-work and too-little-food for the slaves forced to labor here. Despite the fertility of the soil, the food grown here cannot feed the whole of the population of the island. Thus it is supplemented by raiding from neighboring lands.

The farms here are huge plantations, owned by nobles, priests, and others favored by the Theocrat. Some of them are little more than farm-houses. Others are stately country homes and a few sprawl across the landscape, each as large as a small village.

Each plantation specializes in growing a particular crop or raising a particular type of animal. These can be the familiar agricultural varieties, or may be more bizarre products. This latter category includes slave farms, pleasure farms, Devil Lizard pits, fish farms, gladiator farms, bone farms, and other oddities.

There is a farm tilled entirely by demons, and the ground is irrigated with human blood. Nearby, another farm consists of dozens of wide holes, as the noble wishes to produce vast quantities of pure nothing; food is dropped to slaves inside the deep wells, and when they die, more slaves are lowered in to continue the digging. There is a farm that is completely bare, save for a single apple tree (the owner has a fondness for apples)

and if a single one of the fruits is pecked by birds, a slave has his or her eyes pecked out as punishment.

Creatures of Pan Tang

There are more demons on Pan Tang than anywhere else in the Young Kingdoms, but the island also has some natural fauna. The waters around the island teem with sharks, especially the harbor of Hwamgaarl. Tigers are revered, and are found almost everywhere except for the Plain of Glass. In the jungles to the north are bears, birds, snakes, tapirs, monkeys and other primates; all are quick and wily, having adapted to such an unnaturally high population of feline predators. Sometimes the Pan Tangians introduce a new species into the jungle, to ensure fresh game for the tigers. This includes unlucky slaves. Many animals are herded in the farmlands to the south, principally sheep and cattle, but other domestic and exotic beasts are kept.

Three creatures in particular are unique to Pan Tang, and a threat to adventurers. They are Devil Lizards, which the Pan Tangians ride as cavalry mounts; Death's Head Crabs, great crustaceans which roam the Plain of Glass; and the Mer-people, the degenerate remnants of the island's original inhabitants.

DEVIL LIZARDS

NATURAL ANIMAL — Devil Lizards, also known as Hexapods, are great six-legged reptiles. They have dark green skin, which pales to a mottled yellow on their bellies. Pan Tangians ride them into battle in favor of horses; such cavalry are known as Devil Riders. The reptiles are trained to snap at the head of the enemy's mount, and also bite opposing footmen. Their great club-like tails lash out at enemies standing behind them.

Devil Lizards are not in fact sorcerous creatures. The Mabden brought them with them from their home plane. They are bred like alligators, in great pits on the southern rural plantations.

An illustration of a Devil Rider on a Devil Lizard can be found on page 113 or this book.

DEATH'S HEAD CRABS

CREATURE OF CHAOS — These giant eight-legged crabs are found only on the Plain of Glass, and gain their name from the pale, skull-shaped marking which adorns their blackish-purple armored backs. They are immune

DEVIL LIZARD

ATTRIBUTES AVERAGE

STR	3D6+12	22-23
CON	1D6+12	15-16
SIZ	3D6+18	28-29
INT	1D4	2-3
POW	3D6	10-11
DEX	2D6+3	10

Average Hit Points: 32

Armor: 5 points of scaly hide.

Weapon	Attack	Parry	Damage
Bite	40%	—	1D10
Tail*	40%	—	3D6**

* Target must also roll STR x 3 or be knocked over.

** If fitted for war, the Devil Lizard has a metal spike on a ring attached to its tail, in which case damage is 1D8+1+2D6.

NOTES: A Devil Lizard can bite and tail-lash in the same round, but not at the same opponent.

to the effects of heat and flame, and live in or near the boiling springs and pools which dot the area.

They average six feet across, and are deadly opponents despite their apparently cumbersome size. Although quite capable of movement on land, they must return to water every half-hour to replenish their oxygen supplies. They are virtually blind and deaf when out of water, but can feel vibrations from the ground through

DEATH'S HEAD CRAB

ATTRIBUTES AVERAGE

STR	3D6+4	17-18
CON	4D6	18
SIZ	5D6	22-23
INT	1D8	4-5
POW	1D6+1	6-7
DEX	3D8	13-14

Average Hit Points: 28-29

Armor: 6 point carapace

Weapon	Attack	Parry	Damage
Major Claw	50%	20%	1D8+2D6 + special
Minor Claw	40%	10%	3D6 + special
Trample*	80%	—	6D4

* The crab must first knock the opponent down, by overcoming their SIZ+DEX with its own STR+SIZ.

SKILLS: Scuttle (treat as Dodge) 45%, Sense Movement 65%.

NOTES: If both claws hit the same target, the crab grips and won't let go. In the following round the crab retreats to the nearest available source of boiling water. The victim can pull themselves free with a successful STR vs. STR roll. Once the crab is fully submerged the encased victim takes boiling damage (1D6 per round).

their legs, allowing them to track opponents, even invisible ones.

MER-PEOPLE

CREATURE OF CHAOS — The Mer-people who dwell in caves off the rocky northern coast of Pan Tang are all that remain of a once peaceful, sea-loving race who lived on the island in the years before the coming of the Mabden. Warped beyond understanding by the Chaos-storms which swept the land in the wake of the transdimensional rift which brought the Mabden to this world, the islanders took refuge in the only place left to them — the sea.

They were hunted to near extinction by young Pan Tangian warriors who would carry their heads as trophies of manhood (this was the origin of the Pan Tang merman blazon). Their hatred of the Pan Tangians has, over the years, become a hatred for humans in general. Today only a handful of the creatures remain, although none have been seen for over one hundred years.

Rumor has it that in the early days of Pan Tang's Mabden dominance some families interbred with the Mer-people. To most people this would be thought an abomination — not so the Pan Tangians. Those families whose ancestors committed such intermingling of bloodlines are today counted among the island's most powerful, reckoning their strength and power due to the diluted chaotic blood which flows in their veins.



ONE OF THE MER-PEOPLE

MER-PEOPLE

Attributes	Average
STR	2D8+8
CON	5D8
SIZ	2D8+6
INT	1D8
POW	2D8
DEX	4D8
CHA	1D8

Average Hit Points: 25-26

Armor: 2 points of fish-like scales.

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6+2
Claw	50%	25%	2D6
Spines	40%	—	1D4 + poison*

* The spines, if they penetrate armor, inject a Type 2 poison which causes instant and excruciating pain, together with 1D10 points of damage. The victim must also match their CON against the damage inflicted by the poison or be paralyzed. Those paralyzed while swimming will drown in seconds (1D8 hit points per round) unless their face is somehow held above the water.

Skills (underwater/in air): Dodge 65%, Listen 85%/25%, Scent 60%/30%, See 45%/15%, Swim 100%.

Notes: Each round the Mer-person can attack with either two claws, or the bite and spines.

Another legend which concerns the Mer-people is of more recent origin. So intertwined is their history and the Mabden-descended Pan Tangians, that it is said that when the Mer-people return, their appearance shall mark the beginning of both Pan Tang's glory and Pan Tang's doom. More immediately, it heralds evil tidings for the one who spied the creature.

The Mer-people are primitive and bestial, and look nothing like the slim and sinuous creatures of myth. They are spined and horrible, and propel themselves through the water with stokes of their eel-like tails and their strong webbed claws.

They nominally worship Straasha, but are without magic, being too unintelligent to summon even a water elemental.

PAN TANGIANS

IN THIS CHAPTER the people of Pan Tang are discussed. Their general outlook is covered under *Culture and Society*. What is known of them outside of the island is described under *What Foreigners Know*, and *Generating Pan Tangian Characters* provides guidelines for creating Pan Tangians in game terms.

Culture & Society

The people of Pan Tang are the descendants of Mabden who crossed through into the Young Kingdoms 1000 years ago. They are very much products of their environment. The island they found themselves on was harsh and deadly, quickly shaping them into a tough, hard race. They came with nothing, and quickly found it easier to steal than to produce. Getting others to do the work was the logical extension of this, and thus their tradition of slavery was established. This has developed to the point that now Pan Tangians refuse to do any work except for fighting.

Appearance and Fashion

Native Pan Tangians are swarthy and cruel-looking. They have angular faces with hooked noses and high cheekbones. The men are usually bearded, and wear their beards plaited or oiled and curled. Their hair is dark brown or black; many of them have mohawks, scalplocks, or shaved scalps with a single braid at the side or back. The women shave their heads completely. Both sexes have tattoos, of varying styles; some have simple designs, others elaborate depictions of religious significance. Chaos symbols and other glyphs are the most common. The sorcerer on the cover of this book models the current popular Pan Tangian fashion in haircuts and tattoos.

Pan Tangians have no dress sense. They prefer fine clothes, but wear them without regard for harmony of style or material. The climate is cold, so the fabrics are usually thick, or else in many layers. They favor furs, silks, leathers and velvets. Colors tend to be dark and somber. Long robes with high collars and sweeping sleeves are common, as are stiffly embroidered brocade robes. They add lots of metal to their clothing, in the form of studs, spikes and buckles on leather straps. Many people wear armor, usually scarlet plate mail. They adore jewelry and wear it to excess, their hands dripping with rings of gold and silver. Ear-rings and nose-rings are often seen, along with other forms of piercing. On their heads they wear decorated skullcaps, or peaked caps of wool and fur. For footwear they prefer pointed boots with sharp steel caps, perfect for kicking. The soldiers wear hobnailed boots, all the better for stomping and crashing on the iron streets of Hwamgaarl.

Psychology

In personality, Pan Tangians are brutal, unforgiving, and uncaring. They delight in power, and they express it in many ways, from owning slaves to torture and sacrifice. This lust for power eventually drives them to the domination of the world. Their arrogance blinds them to the point of stupidity; their megalomania eclipses their own shortcomings. Pan Tangians do not conceive of failure, and if thwarted, brood long on revenge.

The Pan Tangians have embraced Chaos as the means of their success — demons are after all another form of slave. They pay obeisance to the Gods of Chaos, but no sorcerer does not dream of overcoming even the Lords of the Higher Hells. Unlike the non-human Melnibonéans, the Pan Tangians are blinded by their own humanity and perceive only the ugliness and evil of Chaos, for these are what they take to be Chaos' strengths. Pan Tangians subscribe to strength through

fear. Their behavior, their architecture, their diplomacy, their art — all seek to dismay and cower their fellow humans. They have succeeded, and are universally feared.

Society

Pan Tangian society is the hierarchy of the pack. Pan Tangians despise getting old, for to do so is to become weak. A perverse dichotomy is that they seek to overthrow their elders as soon as possible in life, but revere them in death; only by killing one's father can one cease to fear him. Pan Tangians realize this, so it is common for the father to yield to the son the first time the son can knock him down. In this way the father may retire from posturing and achieve old age. Some prefer to kill their sons, but if they leave no strength in the family to carry on the line, they have denied themselves a lasting dynasty.

All forms of Pan Tangian succession and promotion are based on the principal of overcoming the superior. Sometimes this will be a life and death struggle; sometimes the superior will squash any moves against him so thoroughly that the lesser man will seek other spheres for advancement; sometimes the elder realizes he is outclassed, and steps aside.

Women have no influence in Pan Tangian society. In the Pan Tangian psyche, they are weaker than men, and are thus denied any form of power. This works to their favor, for by being excluded from the males' violent struggles for superiority they enjoy a life-expectancy double that of the average man. Some women have become skilled in methods of manipulating their husbands without their knowledge, and thus are able to raise their own station. If such a man perishes in these maneuvers, she can simply acquire another. Most women of Pan Tangian origin must shave their heads to show their lesser stature. Even the virtues and graces of femininity are despised by the males as weaknesses.

Pan Tangians are proud of their long and violent history, and the ancestor worship of their Mabden home plane is still common. The cadavers of important dead ancestors are preserved and are on display in the homes of the noble families. Those of the unimportant are placed in the Bone Orchards of Chardros. Many houses have personal demons to protect their belongings; often these are ancestors rewarded with demon status for some long-ago service to Chaos.

Pan Tangians worship their dead ancestors because they fear them — unless the dead are propitiated with worship and sacrifice, they may seek vengeance upon

the living. The eve of winter each year is always greeted with dread upon Pan Tang, for it marks the beginning of the Day Of The Dead, when the spirits of ancestors ride the shrieking winds through Hwamgaarl's iron streets. Only those households who have honored their ancestors with the correct reverence and respect throughout the year are spared the unnamable horrors of that night.

A class of nobility exists in Pan Tang, with roughly one in five enjoying privileged status. The ranks of the noble can be reached as a result of high standing in the Church of Chaos, by way of distinguished service in the army or navy, through a blood-relationship with the Theocrat, by being able to trace direct descent from the Mabden, or direct descent from ancient inter-breeding with the Mer-people. Pan Tangians can be promoted or demoted from the nobility at any time by order of the Theocrat.

Pan Tang society is broadly divided into warriors and priests, and a two year period in one of these spheres is compulsory. This choice is made by the Pan Tangian's father. Priests are taken in at the age of ten, warriors begin formal training at the age of seventeen. Sorcerers can be found in either sphere, but are more common among the priesthood.

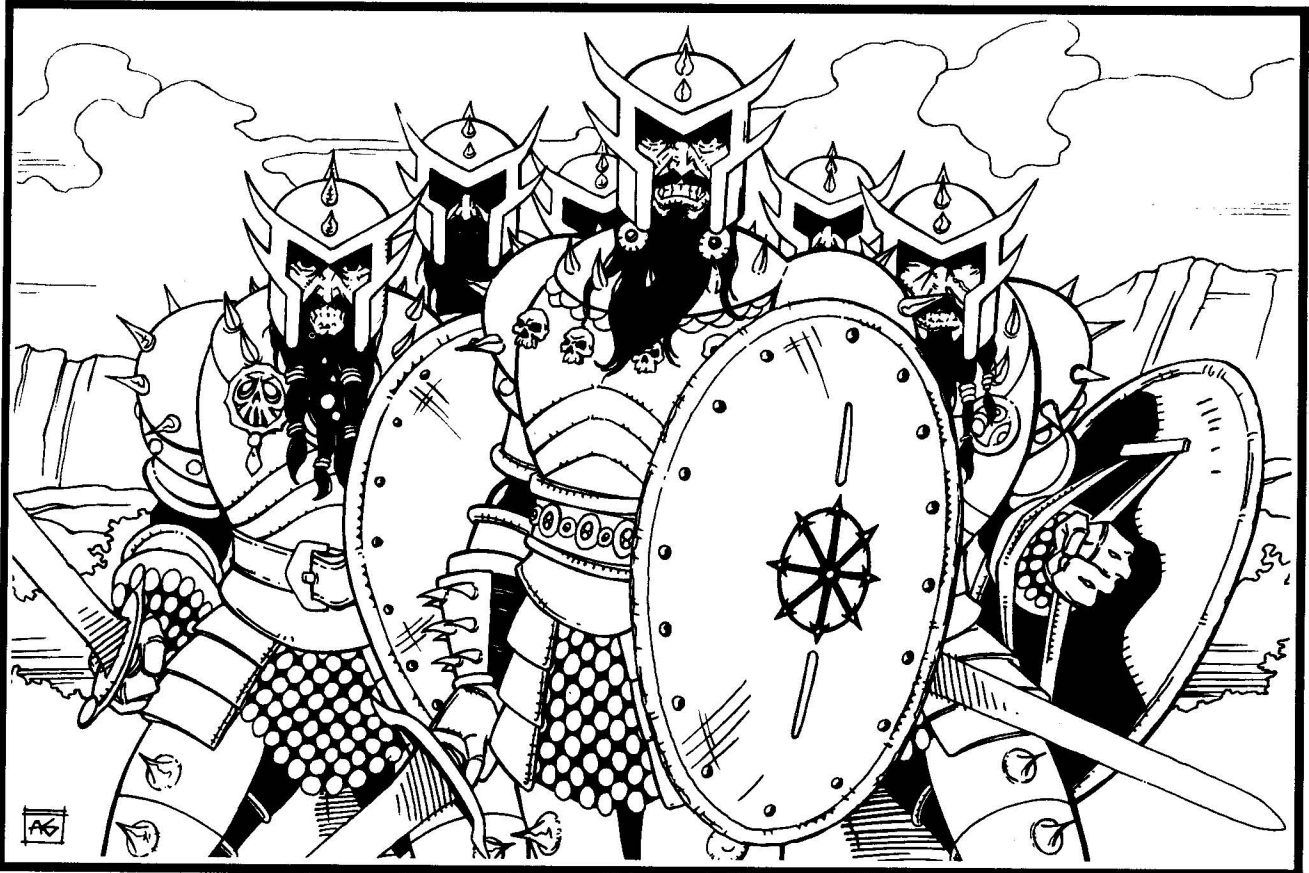
The compulsory military training gives Pan Tang a huge standing army. Nobles and Priests of Mabelrode serve as officers in the army, Priests of Pyaray serve as captains on the ships. The ships of Pan Tang are triremes rowed by slaves, and their fleet is one of the largest in the Young Kingdoms.

Education

Pan Tangian children receive a varied education. Some are taught by household slaves, some are taught by the Church of Chaos, others are sent to the University of Lucid Perversity. Few Pan Tangians undertake the task of educating their own offspring.

The Common tongue is the basic language taught and spoken on Pan Tang. Those trained in sorcery study both High and Low Melnibonéan. The Mabden tongue is almost a dead language; while the histories of the island and many older tomes are written in it, it is rarely spoken today except by nobles obsessively proud of their heritage. All boys are taught to read and speak Mabden as part of their everyday lessons.

Girls are considered unintelligent and not worthy of teaching. They do not learn Mabden, nor are they considered citizens. Indeed, girls are taught little other than what is needed to run an efficient household for one's husband or father. Denied knowledge to better



PAN TANGIAN WARRIORS

themselves, Pan Tang women are thus kept in a state of enforced ignorance, which ensures the men's superior position in society.

Laws

The only true law on Pan Tang is the law of the Theocrat, which is the law of force. Whatever the Theocrat decides is carried out, instantly and efficiently. Few nobles dare to speak out against the Theocrat or his judgments; having done so, it is not long before the noble disappears and a new statue screams from atop Hwamgaarl's black towers. Most transgressors choose to exile themselves before this happens.

Everything on Pan Tang is considered to be the property of the Theocrat, to be distributed as he sees fit. Once goods have been brought to Pan Tang, either by the rare and brave trader who seeks something from the grim island, or pirated by the black galleys, it is stored and catalogued by Priests of Chardros and then disbursed at the Theocrat's pleasure. This guarantees the loyalty of many of the nobles — currying the Theocrat's favor ensures wealth and land. Anyone who angers the

Theocrat is stripped of rank and possessions. Public humiliation is perhaps the worst thing that can happen to a Pan Tangian.

The struggle for superiority is unending among Pan Tangians, but it is inconvenient for the Theocrat to rule over subjects in a perpetual state of civil war. Thus outright murder is frowned upon. Secret murder, or publicly witnessed self-defense are both acceptable, as long as no-one can bring proof of the former. This only applies to the citizens of Pan Tang of course, *i.e.* the men. Should a Pan Tangian desire to kill some lesser person, a slave, a traveler, his daughter, then he is perfectly free to do so. For many Pan Tangians, murder and the arts of torture are the ultimate form of self-expression.

If a Pan Tangian has a grievance with another that he cannot settle himself, he may choose to have it brought before a court. Priests of Chardros are the court functionaries and judges. It is quite permissible for a judge not only to torture the defendant in any given case should further evidence be required, but to torture witnesses and the plaintiff as well.

Currency

Pan Tang does not mint its own coin. Instead, coinage captured in raids is systematically defaced at the Palace-Temple. The round edges are carved off to form an octagon, and on one side is stamped the image of a tiger, on the other the merman blazon. These mutilated coins are referred to as *tigers* — hence *bronze tigers*, *silver tigers*, *gold tigers*. They are the only legal tender in Pan Tang, although jewels or precious and expensive goods are also acceptable.

Travel

Demons and Devil Lizards are the standard riding mounts on Pan Tang. There are no horses, because the Devil Lizards are specially trained to kill them. Most people travel on foot. The most important priests and warriors ride in tiger-drawn chariots; nobles often travel in sedan-chairs. Another method of transport unique to

Pan Tang is the chain-hammock: a cushion-scattered sling suspended by hooks and chains between the shoulder blades of the slaves which carry it.

The most striking vehicle in Pan Tang is the Theocrat's Juggernaut, a miniature temple in the form of a step-pyramid on wheels. While the Theocrat reclines in sybaritic splendor atop it, and various lesser priests, musicians and attendants scurry about the lower levels, teams of slaves drag the juggernaut along. Slaves who slip, or fall from exhaustion, are crushed beneath the construction's heavy wheels as it rolls inexorably forward. At other times the Theocrat walks among his people, often in disguise, or rides his hideous demon mount.

Slaves

More than two-thirds of Pan Tang's population are slaves, natives of lands scattered across the Young King-

Future Events

The following are indications of Pan Tang's reactions to certain known future events are derived from Michael Moorcock's novels.

THE FALL OF MELNIBONÉ

Pan Tang as surveyed in this book is preparing itself for the destruction of Imrryr. Jagreen Lern has seen the Sack of the Dreaming City in his dreams; although the actual event will not occur for years, the Theocrat knows that eventually Melniboné will fall. Entropy claims everything in the end, as the Lords of Randomness have shown Jagreen Lern. Rather than turn their forces to Melniboné's destruction, as some within the Church of Chaos hierarchy have argued, Pan Tang will allow natural events to take their course.

With Melniboné destroyed, Pan Tang will become one of the most powerful nations in the Young Kingdoms. While other nations have greater navies, Pan Tang has the advantage in well-trained, well-equipped and fanatical troops, and demonic sorcery. The Theocrat knows that the Bright Empire's death throes will reap a high toll among its enemies. Such destruction of the Sea Lord's fleets can only be to Pan Tang's advantage.

OTHER NATIONS

Without the promise of Melniboné to distract them, it is possible that other nations of the Young Kingdoms might come to regard Pan Tang as a danger. Quite possibly, if aware of the true threat Pan Tang posed to the world, the nations might form an alliance to crush the Demon Isle once and for all. For this reason Jagreen Lern has banned almost all outsiders from Pan Tang. What news of the evil nation which does slip out is often regarded as exaggeration and rumor.

Generally speaking, the countries of the Young Kingdoms are too concerned with their own affairs and rivalries to pose a threat to Pan Tang. Only if united could the Sea Princes threaten Pan Tang. The Theocrat, with his spies, agents and armies, actively works to prevent such an occurrence.

POWER BASES

In a few years' time, growing increasingly paranoid of the plotting behind his back, Jagreen Lern executes all of the other seven Bishops of the Pan Tangian Church of Chaos in one blow. At the same time across the Young Kingdoms, operatives and followers of Jagreen Lern assassinate his rivals in the regional sects of the Church. News of the bloodshed in the Young Kingdoms only confirms the image of the Theocrat as an insane despot; but the action also fosters the belief that Chaos wars among itself, and will never pose a coherent threat. Quite the opposite is true; with this act, the Theocrat makes his position unassailable. The victims are dedicated to the Lords of Chaos, and in return they strengthen Jagreen Lern's power. Now his ultimate goal, the total domination of the Young Kingdoms by Chaos, can begin.

REVOLUTION IN PIKARAYD

As if by some joke of the Lords of Chaos, as Pan Tang gains more power and control in the Young Kingdoms, it correspondingly loses control of Pikarayd. Up until this time, the country is run by hand-picked religious and state leaders, who receive orders from Pan Tang. Few in Pikarayd, and even fewer in the outside world, knew who truly ruled. When the discovery is made, bloody revolution follows. The fight is long and bitter, but ultimately frees Pikarayd from Pan Tangian rule. As described in Michael Moorcock's *Stormbringer*, Pikarayd is among the nations of the Southern Alliance pitted against Pan Tang's navy and the Chaos Fleet.

THE END OF THE WORLD

Jagreen Lern is a man possessed of a glorious vision. In truth, it is nothing less than total insanity: the absolute domination, and thus destruction, of the world by Chaos. It is to this end that the power of Pan Tang is now directed, indeed, perhaps was always intended for. Its people are unaware of what pure Chaos entails, and by the time they realize its terrible potential, it is too late for them, and for the Young Kingdoms as a whole.

doms and thrown together into bondage. The average life-expectancy of a slave in Hwamgaarl is two years, that of the workers upon the island's farms and plantations a little less. A slave who lives more than five years after reaching Pan Tang is a rarity indeed.

Slaves are used on Pan Tang for everything that a demon cannot do, or cannot be trusted to do. House-slaves cook, wash floors, massage their masters, and entertain in a variety of ways. Teams of slaves on the farms tend the crops and herds upon which Pan Tang depends, while others serve in chain gangs, constructing buildings, bridges and roads. Some are sent to the arena, to die for the pleasure of the spectators. Particularly lustful and strong slaves are sent to the breeding pens beneath the Palace-Temple to ensure a steady supply of fresh blood to spill across the altar-stone.

Because most Pan Tangians consider themselves too grand for even the lowliest physical labor, slaves are called upon to do even the lightest of tasks other than those carried out by demons, and woe betide the slave who does not instantly carry out his or her master's orders — the priesthood is always on the lookout for extra sacrifices. While the slave-pits supply new generations, the altars of the Lords of Chaos are ever thirsty for new blood. Such is the sadism of the Pan Tangian people that even the best and most faithful slave may be tortured to death for amusement should their owner become bored.

The slave-galleys of Pan Tang are indiscriminate in their raiding — only the Demon Isle's allies are safe from attack. Because of the variety of nationalities which make up Pan Tang's slave population, a hybrid of languages and religions has grown up in the slave pens and houses of the island.

Foreigners

The Theocrat desires to keep Pan Tang as free from outside influence as possible, and also to conceal from them the full horror of what befalls the slaves of Pan Tang. No foreigners are permitted to set foot upon the island apart from the harbor area. Here merchants from the allied nations of Dharijor and Pikarayd conduct trade with representatives, safe from enslavement or execution due to various political agreements. Inhabitants of other countries risk almost certain death should they put in at the harbor, or anywhere else on the island for that matter. Priests and Agents of Chaos are the only foreigners allowed free access to Pan Tang.

What Foreigners Know

Although their empire is less than 1000 years old, the people of Pan Tang have nonetheless carved out a fair-sized realm within the Young Kingdoms, within which their control is without all bounds. But even within the borders of Pan Tang's allies, especially Dharijor, little is truly known about what horrors are perpetrated upon the island.

Much of what is known about Pan Tang comes from the Church of Chaos itself, and is thus considered suspect. In those countries where the Church is permitted, the priesthood does its best to convince worshipers of the free and wild beauty of chaos. While human sacrifice is not unknown in these countries, the victims are few and far between, and always chosen from the ranks of condemned prisoners. Rumors abound that the Church on Pan Tang sacrifices slaves with great regularity, but few dream of the sheer number of deaths which occur in the Palace-Temple every day.

Due to the Theocrat's isolationist policies, very few outsiders have ever seen what goes on upon Pan Tang except for those who have devoted their lives to Chaos. The only descriptions to be trusted come from the few brave or foolhardy sailors and merchants to have set foot upon Pan Tang. Generally speaking, the only ships which trade in Hwamgaarl come from either Pikarayd or Dharijor — because of these nations' pacts with Pan Tang, their crews are safe from capture or execution. It is from these people that the Young Kingdoms gain stories of demons roaming the streets at will, and savage tigers trained as house-pets.

Wild stories do circulate through the inns and taverns of the Young Kingdoms of course, although how much of these are fact and how much drunken sailors fanciful stories is unknown to both listeners or story-tellers. Tales abound of streets which run red with blood, of men and women who breed with demons, and of the dreadful screams of the living statues. There are even theories of Pan Tang's desire to rule the world. Most dismiss such talk as mere fancy, although the wise say that a grain of truth may exist in even the most outlandish tale.

Certainly part of Pan Tang's success in conquest, slow and subtle as it is, is due to these tales. Most people would dismiss such unlikely rumors, and because of this the true horrors of the island are given time to swell and

prosper. Before most of the Young Kingdoms are prepared to believe Pan Tang's evil it will be too late — by that time, hidden away on the island and coached in horror by the grim sermons of the Church of Chaos, the people of Pan Tang will be ready and prepared to sweep out in a ravaging wave of hell-driven horror and conquest.

Generating Pan Tangian Characters

Pan Tangians are an evil race, and are not recommended for use as player characters. This section is provided for the gamemaster to develop Pan Tangian non-player characters, or for those occasions when a player is permitted to play a Pan Tangian.

It is more likely that players will take the roles of outsiders from Pan Tang, seeking to raid its secrets or to escape its clutches. If a new character is needed during a scenario already underway, the easiest way to introduce one is to let the player roll up a slave, using the procedure detailed in the section concerning creating a Slave character.

Creating a Pan Tangian Character

Follow the five steps given below. Occasionally, references will be made to sections of the *Stormbringer* rulesbook.

- 1.** Roll attributes on 3d6. Native Pan Tangians receive an extra 1D8 to INT, 1D8 POW, and 1 point of SIZ. They have heavy body frames; determine the effect of this in accordance with section 2.1.3.2 in the *Stormbringer* rules.
- 2.** Total INT + POW; if the result is 32 or more, the character is a Sorcerer in addition to any other profession (see *Sorcerer*, below).
- 3.** Roll on the Class Background table below to determine profession. If the Gamemaster permits, choose the profession instead of determining it randomly. Apply the benefits of that profession.
- 4.** The character also gains 1D8 skills of their own choosing; starting ability in these skills is 1D100 divided by 2, plus the appropriate Category bonus.
- 5.** Any Pan Tangian character has a 20% chance of beginning play with a Demon Weapon (of the breed Ratchangett), and a 10% chance for Demon Armor (of the breed Hurtines). Pan

Tangian nobles have double this chance (40% and 20% respectively).

Class Background

D100	Profession
01-20	Noble
21-50	Priest
51-00	Warrior

Noble

Nobles in Pan Tang are those whose families can claim direct descent from the Mabden, or whose ancestors have performed some great service for Pan Tang in times past. They get the following skills: Credit at 40% plus Communication bonus; a weapon Attack and Parry at 40% plus bonuses; another weapon Attack and Parry at 20% plus bonuses; and Read/Write and Speak Mabden at 20% plus Knowledge bonus.

Pan Tangian nobles have a profession, in addition to their privileged status. Reroll on the table above. Nobles who are Priests have high standing in the Church of Chaos; nobles who are Warriors are officers in Pan Tang's armies. If Noble is rolled again, the character is a blood relation of the Theocrat, and need never work; such personages receive double the benefits listed in this section in both skills and wealth.

Nobles have property to the value of 10,000 x 1D100 LB, as well as 100 x 1D100 LB in ready currency. They own a house in Hwamgaarl, with 1D6 slaves (relatives of the Theocrat own a plantation on the southern side of the island, with 1D100 slaves and 1D10 overseers). Nobles may already be married, at the player's option; such a union will have produced 1D4-1 children.

Warrior

Pan Tang is a warlike nation, and most of its male citizens are warriors. They get the following skills: one weapon Attack and Parry at 50% plus bonuses; another weapon Attack and Parry at 40% plus bonuses; and a third weapon Attack and Parry at 30% plus bonuses (a shield can be substituted for any of these weapon skills).

Warriors begin play with their three weapons, scarlet plate armor (with or without helm), and a number of LB equal to the character's INT x 1D100.

In addition, they gain extra skills in accordance with their area of service as determined on the Warrior Duty Table.

WARRIOR DUTY TABLE EXPLANATIONS

Theocrat's Guard: These are the private guard of the Theocrat. They automatically have both Demon Weapon and Demon Armor. They begin play with double the regular starting LB, add an extra 15% to their Listen, Search, and

Warrior Duty Table

D100	Type	D100	Type
01-05	Theocrat's Guard	46-85	Marine
06-30	City Guard (Infantry)	86-90	Tiger Handler
31-45	Devil Rider (cavalry)	91-00	Overseer

See skills, and gain a beginning skill of 20% at Poison Lore, with which they garnish their weapons to inflict additional pain and damage.

City Guard: These are the rank and file soldiers of Pan Tang. They gain an extra 10% on their Listen, Search and See skills.

Devil Rider: These are the feared cavalry of Pan Tang. They gain Ride at 65% plus Agility bonus. Each Rider has a Devil Lizard; roll one up using the statistics provided. Devil Riders wear Half Plate armor in preference to Full Plate.

Marine: These are the men who sail aboard the black galleys. They gain Balance at 50% plus Perception bonus. Marine Nobles gain Navigate at 80% plus Knowledge bonus. Pan Tangian sailors never swim; their armor drags them down first.

Tiger Handler: These are the men who lead the tigers into battle, and also harness and drive them in chariots. They gain the skill of Tiger Handling at 65% plus Communication bonus; because they are sacred animals, tigers can be coerced, but never forced. Tiger handlers also gain Dodge at 30% plus Agility bonus. There is a 25% chance that at some time in their past they received a Major Wound from a testy feline. Tiger handlers have a tiger with them most of the time; roll one up using the statistics provided.

Overseer: These are the brutish men who drive the unhappy slaves of Pan Tang. They should take a Whip as their primary weapon, and have a 10% bonus with all forms of natural attacks (Fist, Grapple, etc.). They gain the skill of Oratory at 40% plus Communication bonus. Overseers may also add 1 point each to STR and SI2. They wear Leather Armor rather than Full Plate.

Priest

Priests are the spiritual leaders of Pan Tang. They get the following skills: Read/Write Common at 80% plus Knowledge bonus; Read/Write Mabden at 60% plus Knowledge bonus; Read/Write High Melnibonéan at 40% plus Knowledge bonus; a weapon Attack and Parry at 30% plus bonuses; Plant Lore at 40% plus Knowledge bonus; First Aid at 40% plus Knowledge bonus; Persuade at 25% plus Communication bonus; and Credit at 25% plus Communication bonus.

They may add 1 point of INT to their rating for each year spent in the priesthood over the age of 25; to gain this increase they must roll higher than their current INT on 3D8. They begin play with 2D8 points of Elan.

They receive armor, a weapon, and robes in accordance with the fashion of their cult. They receive 8D100 LB per month from the temple.

Priests are by preference sorcerers, and their rank as a magician determines their status within their church. These are: Initiate (non-sorcerer); Novice (1st Rank Sorcerer); Disciple (2nd Rank); Acolyte (3rd Rank); Prelate (4th Rank); and Bishop (5th Rank). For more

details on their duties and worship, refer to the *Church of Chaos* chapter.

Finally, they gain additional skills, according to which of the Lords of Chaos they serve. Roll one eight-sided die and consult the Priest's Deity Table.

Priest's Deity Table

D8	Cult of Worship	D8	Cult of Worship
1	Chardros	5	Balan
2	Pyaray	6	Balo
3	Mabelrode	7	Hionhum
4	Slortar	8	Maluk

PRIEST'S DEITY TABLE EXPLANATIONS

Chardros: Priests of Chardros speak the Law of Pan Tang, and gain an Oratory skill of 60% plus Communication bonus. Their weapon of preference is the scythe.

Pyaray: Priests of Pyaray gain Navigate at 80% plus Knowledge bonus. They also gain all the skills of a Warrior/Marine (see above). Their weapons of preference are the whip and the trident.

Slortar: Priests of Slortar gain Evaluate Treasure at 50% plus Knowledge bonus.

Mabelrode: Priests of Mabelrode gain all the skills of a Warrior/City Guard (see above). Their weapon of preference is the sword.

Balan: Priests of Balan gain the skill of Torture at 60% plus Manipulation bonus.

Balo: Priests of Balo may add 30% to their Persuade skill.

Hionhum: Priests of Hionhum gain a 20% bonus with any form of ax; it is their weapon of preference.

Maluk: Priests of Maluk gain a 10% bonus on all Perception skills except Balance. They also gain 10% on all Read/Write skills.

Sorcerer

Characters whose INT + POW total 32 or more are sorcerers, in addition to any other profession. They gain a Summoning Skill equal to their INT + POW. Refer to the *Church of Chaos* chapter to determine their rank and the Pan Tang Magic chapter to discover how to use their skills. This determines how many elementals and demons the character knows how to summon. Sorcerers learn both Read/Write and Speak High Melnibonéan at a chance equal to 40% plus Knowledge bonus.

Women

Women have no effective political power in Pan Tang society. Players who are dismayed by this degree of sexism are advised to play characters from the more

enlightened nations of the Young Kingdoms. Pan Tangian women are not admitted to any of the male professions, although there is still the usual 20% chance they will be a member of the Nobility; this confers all of the benefits of that status (see Noble, above), except for Read/Write and Speak Mabden. If a female character's INT + POW is equal to 32 or more, she may be a Sorcerer, but must practice in secret; as is common in all things, the Theocrat forbids women any access to the arcane arts (see Sorcerer, above).

Allow the player to decide if the character is married, and then determine the profession and status of her husband using the tables given above. If she is married, she probably has 1D4-1 children. If unmarried, the character is under the control of her father (who should also be defined).

In addition to any benefits derived from Noble or Sorcerer status (if any), female Pan Tangian characters gain the following skills: Dagger Attack and Parry at 40% plus bonuses; Persuasion at 50% plus Communication bonus; Evaluate Treasure at 40% plus Knowledge bonus; First Aid at 30% plus Knowledge bonus; and Read/Write Common at 40% plus Knowledge bonus.

Any possessions or money are as meted out by her father or husband, and should be determined by the Gamemaster. The character will at the least have a private stash of INT x 1D20 LB, and a dagger.

Slaves

Slaves from Pan Tang originally came from other lands located among the Young Kingdoms. If you are interested in playing adventures upon Pan Tang, we advise that the players create characters who are slaves of the vile Pan Tangians, striving to escape the oppressive bonds of their mad captors.

To create slave characters, follow the following steps. You will need your *Stormbringer* rulesbook:

1. Determine nationality, attributes, skills and background, as per the normal *Stormbringer* procedure. Once you have determined the character's (former) profession, then:

- Warriors are automatically Gladiators;
- Characters with CHA 13+ automatically become Household Slaves;
- The old or infirm are automatically sent for sacrifice.

2. Characters of other professions roll percentile dice and consult the Slave Duty table below.

3. No slave has armor, weapons, possessions or money, unless provided by their owner for some particular purpose.

4. Slaves can be released into other service at any time; there is a 10% chance of this happening at the end of any week (roll on the table below; the same status means no change). Any slave who attempts escape or who otherwise displeases their overseer or owner is sent for sacrifice.

5. Slavery is an eventual death sentence on Pan Tang. After each week of service, they must roll 2D6 against each attribute. A result of 7 means one point is subtracted from that attribute; a result of 2 means that a point is added. If any attribute reaches 0, the slave dies (they are usually sacrificed long before this happens).

7. Roll 1D8 to determine how many weeks the slave has been on Pan Tang. Use this figure to determine attribute loss and skill increases.

Slave Duty Table

1D100	Slave Duties	1D100	Slave Duties
01-10	Unallocated	61-80	Farm Laborer
11-35	Household Slave	81-90	Gladiator
36-60	Galley Slave	91-00	Sacrifice

SLAVE DUTY TABLE EXPLANATIONS

Unallocated: Unallocated slaves are between tasks. They are kept in the great dark warehouses. Reroll on the Slave Table after a week to see where they are sent.

Household Slave: Household Slaves are kept in the homes of their owners in Hwangaarl. They gain no special skills, but, apart from general mistreatment by their masters, have an easier life than most.

Galley Slave: Galley slaves are often at sea, rowing the black triremes. When in port they are imprisoned in the warehouses, or left chained to their oars. Galley slaves may add 1D3% to their skills in Navigate and Balance for each week of service.

Farm Laborer: Farm Laborers are kept on the plantations on the south side of the island. They may add 1D3% to Plant Lore for each week of service.

Gladiator: Gladiators are kept in the pens below the arena. They may add 1D10% to one weapon Attack and to one weapon Parry for each week of service; choose randomly from those the character is already skilled with. They have a 10% chance of sustaining a Major Wound for each week spent fighting; those who are disabled by this are sent for sacrifice.

Sacrifice: Slaves pending sacrifice are kept in the pits beneath the Chaos Temple. At the gamemaster's pleasure, they may be fated to be offered to the Lords of Chaos, to be used as sacrifice for a demon summoning, to be turned into a Screaming Statue, to be fed to the tigers, or to be sent to the Garden of Pain. They are scheduled for sacrifice in 1D8 days; however, they may be reprieved and released into other service if the priests have something in mind. To be sacrificed before the adventure begins may be discouraging to your players, but then, Pan Tangians do need their sacrifices.

THE CHURCH OF CHAOS

THE CHURCH OF CHAOS is the most powerful organization on Pan Tang, and quite possibly in the Young Kingdoms as a whole.

Although some of the Mabden worshipped Chaos before their arrival on this plane, a regimented Church did not develop for 500 years. It took some time for the Mabden's primary religion, ancestor worship, to be supplanted by the worship of Chaos. In present day Pan Tang ancestor worship is still carried out to an extent, but only as far as worshipping long dead ancestors "now one with Chaos."

The Church of Chaos in Pan Tang, while revering the multitude of the gods of Chaos, has raised eight Lords to major status: Chardros the Reaper is at the head, with seven others arrayed below him. It is these eight who receive the majority of worship from the mass of Pan Tang citizens, although individuals may serve individual gods as servants or agents. These Chaos Lords are outlined below, together with brief notes about their cults and priesthood.

It should be noted that despite their worship of Chaos, the people of Pan Tang, being human, have instilled something of lawfulness in the Church, humans being intrinsically bureaucratic. It has an established hierarchy, and set rules and rituals which have become inflexible over time.

Advancement through the Church comes in many ways, with the noble families often pushing their own candidates for positions. Because of the interweaving structure of the Theocracy, nobility and church are one and the same thing. Even the lowest noble is automatically a initiate of the Church, and priests, even foreign priests, granted lands and titles in Pan Tang. The feuding, back-stabbing and intrigue which occur around the time

of elections for a post in the upper echelons of the priesthood regularly feature high mortality rates.

The Hierarchy

There are several tiers of service within the Church. Six of these are in the priesthood, and at the top is the Theocrat. Additionally, there are the unpredictable Agents of Chaos, frequently considered outsiders to the church. Sorcerous ability determines one's position in the hierarchy. The more skill a priest exhibits in mastering the black arts, the further he is initiated into the religion's dark secrets.

The Laity

Every citizen of Pan Tang is a lay member of one church or other. There is no alternative. Life and the church are one and inseparable. Every citizen pays tithes to the church and is obligated to give a time of service to the church every year. In return, the church provides a center for the community, a code by which proper conduct is judged, and a promise of existence without pain after death.

Initiate (no sorcerous training)

Most Pan Tangian citizens, like peasants everywhere, must be content with their lot in life. They are lucky if they have food and shelter; blessed if they also find happiness.



PRIESTS OF SLORTAR, MABELRODE, PYARAY, AND CHARDROS

The nobility enjoys many advantages over the common man. All male nobles of Pan Tang are automatically initiated into the Church of Chaos, gaining increased access to the wisdom of the church. This religious instruction is mandatory. Others will be admitted into the church on a roll of CHA X 3.

For roughly a two year period, or until they qualify to advance further, initiates provide the bulk of the physical labor required of the church. The favored among them serve as pages and priestly assistants. At the same time initiates receive instruction in the Church's theology.

Those initiates lacking sorcerous potential advance no further in the priesthood, though they may choose to remain within it. They can find fulfillment in mundane duty.

Those who leave the Church return to lay membership, attending services only as part of the congregation.

Novice (1st rank sorcerer)

Those initiates in whom sorcerous potential is detected go on to become Novices, spending the next five years

of their lives cloistered within the Temple walls. Many well-to-do or well-connected foreign Novices are sent to Pan Tang for this part of their training, as the wisdom imparted at the Palace-Temple in Hwamgaarl is considered superior to that available at the temples of other nations.

At the beginning of this period the novice is stripped of his name and identity in a ritual which includes submersion in a bath of blood (a symbolic return to the womb). Over these five years he learns the language of magic and the lesser arts of summoning, as well as meditation and the mind's mastery of the body (encouraged by self-mortification and spartan living). At the end of the five years, the Novice regains his name.

REQUIREMENTS: the applicant must have an INT and POW that totals 32 points or more, must have been a member of the church for at least five years,

Random Elemental Types

Roll 1d4. Refer to the table for type.

- | | |
|---------------------|---------------------|
| 1 = Air Elemental | 2 = Water Elemental |
| 3 = Earth Elemental | 4 = Fire Elemental |



PRIESTS OF HIONHURN, MALUK, BALO, AND BALAN

and must convince a priest that he is worthy and capable. This is accomplished through tests of his knowledge of religious dogma, of his desire to advance within the church, and of his devotion.

The test of doctrine is abstracted as a d100 roll equal to or less than his Memorize skill value. His devotion is tested by his acceptance of the ritual scars or tattoos without crying out (CON x3 roll). His desire is tested through a year of hazing by and service to the other more senior novices (provided the first two tests are passed).

Success in all three tests indicates acceptance by the official community of novices, acolytes, and priests in the church, and all benefits detailed below.

Failure in any of the tests, but success in at least one, at the least indicates potential. The applicant must spend a year in deprivation and servitude before testing again in those areas failed. He must obey any given command immediately and without argument. It is a miserable year.

A fumble at any stage results in deprivation of property, wealth, honor, and health. The applicant is maimed, suffering loss of half his hit points plus receiving a major wound. All property held personally by the failed candidate is immediately forfeit. In their generosity, the priests of the church allow the outcast 8 hours to flee the Isle of Pan Tang.

By law, one who slays an outcast has not committed murder.

BENEFITS: a novice is allocated 50 LB. per month for personal use. 2 days in 10 are for his personal use - the remainder are spent in service. He receives a new set of clothes per year, shoes, winter clothes, meat or fish at least 2 times weekly, and beer or wine daily.

Having been instructed in the nature of the world and in the rudiments of the summoning procedure, the new sorcerer gains a Summoning skill equal in value to his INT+POW as a percentage. From this time forward, this skill will increase in value only through the skills experience system.

The player of the character immediately rolls 1d4. The new sorcerer learns to summon the elemental type indicated. Each season thereafter (every 3 months), he may apply for training in summoning another elemental type, being accepted that season with a successful CHA x3 roll.

Acolyte (2nd rank)

If they have proved their devotion to the Church, and their skill at summoning elementals, priests advance to the status of Acolytes. For three years they spend most of their time studying and transcribing the many grimoires and tomes the Church possesses, and improving sorcerous skills. All acolytes are expected to serve a mandatory period as body slave to their sect's Bishop during this period to teach them of humanity's servitude to the Chaos Lords.

REQUIREMENTS: the candidate's INT+POW must total 36 or better. He must have two knowledge skills at a value of 75% or more and one weapons skill at a value of 50% or more.

Using the temple's sacred Book of Breeds and his High Melnibonéan skill, he must sacrifice one each of the four elemental types to one of the temple's pact-breeds, and successfully summon and bind an individual demon of that breed.

BENEFITS: The new acolyte is assigned a position of responsibility as determined by his priest. He is allocated 150 LB. per month for personal use.

In return he will be taught and must memorize the spell to summon that first pact-demon. Each season thereafter (every 3 months), he may be granted the benefit of learning another summoning spell, being accepted that season with a successful CHA x3 roll. His priest will cryptically advise that he reserve a few points of Free Int for future use.

Disciple (3rd rank)

At this level of the Church hierarchy the priests of Chaos embark upon traditional religious work. Baptisms, funeral services, the conducting of prayers and sacrifices and other day-to-day business is the province of Disciples, together with those duties prescribed by each Chaos Lord's own sect. Before a Disciple can graduate to the next level of the priesthood he must carry out a pilgrimage to a site chosen by his Bishop. This can vary from the Unholy Fortress for a Priest of Chardros, to finding the smile of a fatherless man for one of Balo's grinning maniacs.

REQUIREMENTS: the applicant's INT+POW must total 40 or better. He or she must bear a skill with any one weapon of at least 75%, and know how to write High Melnibonéan at 50%.

The Theocrat presides over the ceremony initiating all new disciples. All applicants must sacrifice one point of POW to the Theocrat's Amulet of Chaos in a renewal of the applicant's vow of loyalty to Pan Tang in general, and to the Theocrat in particular. At the moment of sacrifice, the applicant must resist to force of the Theocrat's personal POW with his own POW value (prior to sacrifice).

BENEFITS: allocated 500 LB. per month for personal use. Access to restricted tomes of the temple — the sorcerer learns to summon two weaker breeds of demons and one powerful breed.

Prelate (4th rank)

A Prelate is responsible for educating and instructing the citizens of Pan Tang, or citizens of whichever country the priest is in, in consultation with their Bishop. Additionally Prelates carry out those sacred tasks considered too important to be trusted to the hands of a Disciple, such as the blessing of a new ship or shrine, or the sacrifice of an important prisoner. There are a small number of 5th rank sorcerers among the Prelates, who spend most of their time conspiring to supplant the Bishop of their order. However, there are no 5th rank sorcerers to be found among the Prelates of Chardros, for the Theocrat accepts no rivals to his power.

REQUIREMENTS: INT+POW equal to or greater than 44. Sorcerer must convince his bishop that he is worthy to advance and there must be a position available. **TO PROVE HIS WORTH:** the sorcerer must present to his bishop a new demon breed, and the name of the lord of that breed. He must summon and bind a specimen in the presence of the bishop. **TO FIND A POSITION:** succeed in a roll of CHA x2. This roll can be attempted once per month following the presentation to the bishop.

BENEFITS: allocated 2000 LB. per month for personal use. The sorcerer learns the Awaken Chaos spell, beginning at a skill percentage equal to the sum of his POW+INT. With this spell he is able to enhance the presence of chaos in creatures already predisposed towards chaos. The sorcerer is limited in the amount of change he can invoke to his INT value. See the Awaken Chaos spell for additional information.

Bishop (5th rank)

At the head of each sect is a Bishop, rivaled in power only by the Theocrat and the Lords of Chaos themselves.

Church of Chaos Elan Gains

These gains are in addition to those listed in section 6.8.5 of the *Stormbringer* rules. The number is the amount of Elan gained for the indicated act.

ALL CHAOS GODS

- 2—For meeting any Bishop of Chaos.
- 4—For meeting the Bishop of your sect.

SLORTAR ONLY

- 1—For each 100 LB spent on works of beauty.
- 1—For each victim defaced and left to live.
- 2—For each point of CHA sacrificed by "uglifying."

HIONHURN ONLY

- 2—For each person formally executed by decapitation.
- 1—For each person slain with your ax in battle.

BALAN ONLY

- 1—For each person cruelly tortured.
- 10—For bolting an iron mask to your face.

MALUK ONLY

- 1—For each book or scroll written.
- 5—For plucking out own eye.
- 10—For sewing shut own mouth.

MABELRODE ONLY

- 1—For each person trained in the art of the sword.
- 1—For each person slain with your sword in battle.
- 1—For breaking an enemy's weapon with your sword in battle.

Each Bishop has ultimate control over all the members of his priesthood, lay members included, and is responsible for the theological and spiritual well-being of his order. He presides over important state ceremonies, such as the coronation of allied kings.

REQUIREMENTS: INT+POW equal to or greater than 48; must summon a Demon Lord and defeat it in a battle of wits and magical prowess.

BENEFITS: allocated 10,000 per month for personal use. May learn and sacrifice permanent POW for the use of a cast magical spell, taught by the Demon Lord. A cast magic system is beyond the abilities of any adventurer to acquire — only the Theocrat enjoys this power. A Cast Magic system will appear in an upcoming *Stormbringer* supplement.

THE THEOCRAT

The Theocrat is the Bishop of Chardros, but he is also Archbishop of the Church of Chaos. He rules over all the Bishops of the separate sects, both in Pan Tang and in all other countries where the Church is found. In the eyes of many of the populace of Pan Tang the Theocrat is almost divine; in the eyes of foreigners, he is surely closer to a devil. The current Theocrat is Jagreen Lern.

Agents of the Church of Chaos

Feared and respected by all levels of Pan Tang society, those individuals who have dedicated themselves to Chaos are a law unto themselves. Their rank is equal to

that of a Prelate, although they are not part of the official hierarchy of the Church. They are loners and outsiders, viewed with mingled dread, revulsion and fascination. Forbidden by their Lords to settle permanently in any

one place, they roam the Young Kingdoms, spreading strife and chaos in their wake, the forces of randomness and disorder made flesh.

The Major Sects

There are eight gods of chaos who receive the bulk of worship on the island of Pan Tang. Dozens of others also receive worship, but are not detailed here — notes on regional variations are also given. Finally, the secret women's heresy cult of Eequor is described.

Chardros the Reaper

Patron of the Isle of Pan Tang, Chardros the Reaper is the most widely worshipped Lord of Chaos. It is his Bishop who serves as Theocrat. Lesser priests serve in such functions as judges, bureaucrats and slave-masters. They dress in multi-layered robes of tattered black cloth, their faces hidden behind human skulls worn as masks. They wield scythes against the enemies of their Lord. To them is given care of the city's Bone Orchards, the catacombs in which are entombed the bodies of the lesser dead. Priests of Chardros are also responsible to seeing to the well-being of the population on the Day of the Dead, a time of feasting and sacrifice to honor one's ancestors.

Mabelrode the Faceless, King of the Swords

Mabelrode is faceless, and so too are his priesthood; by tradition, all wear veils of black silk, or black-visored helms in battle. They are a martial order, and they train the young noblemen of the island to be officers. The Bishop of Mabelrode also functions as General of Pan Tang's armies.

Slortar the Old

Reputedly the oldest of the gods, slim and beautiful Slortar is served on Pan Tang by the "bleeding priests," a cult so intense in their worship that they believe that none should dare approach the beauty of their Lord. To ensure this, they deliberately make themselves ugly, opening wounds on themselves and keeping them that way. For example, for a priest of Slortar, having an open festering sore where their nose should be is a point of honor. Although personal attractiveness is not acceptable, the priests appreciate and collect objects of beauty.

Pyaray, the Tentacled Whisperer of Impossible Secrets

The Chaos Lord who sails the Chaos Fleets, Pyaray is worshipped by the seafarers among the Pan Tangians. His Bishop is also Grand Admiral of the Pan Tangian fleet, while the lower orders of the priesthood

serve as captains and navigators. The priests style themselves after their Lord, growing their hair into a tangle of dreadlocks to resemble their master's tentacles. They favor the trident and whip as their personal weapons.

Hionhurn the Executioner

One of the most revered gods upon Pan Tang, Hionhurn represents the power of terror and brute force. His priests dress primarily in robes of mottled red, dyed in human blood, and like their bull-headed god, wear horned headdresses. They rarely speak, but instead maintain a ceaseless litany to Hionhurn. They are the official executioners of the Church of Chaos, and wield great double-headed axes. A little-known sub-sect exists of fanatical religious assassins, the Vultures in Crimson, who secretly advance Hionhurn's worship through silent murder and fear.

Balan the Grim

Whereas Mabelrode has no face, grim Balan's is simply never seen, hidden behind a mask of iron. Masks of a similar design are worn by his priests, often riveted to their skulls. These masks are a badge of rank; the more ornate the mask, the more powerful the priest who wears it. Priests of Balan are the torturers of Pan Tang, their entire sect dedicated to the creation and philosophy of pain.

Maluk the Silent Watcher

Although possessed of the same slender, androgynous beauty as his fellow Chaos Lords, Maluk's face is disfigured (to sane eyes at least) by the absence of a mouth, and dominated by a single staring eye. His priests fulfill the role of Pan Tang's secret police; it is said that they can smell out treachery from a thousand yards. They are also scribes, librarians and compulsive hoarders of knowledge. The symbol of an eye is repeated about their person, emblazoned on shields, helmets and cloaks. Some of Maluk's priests also collect eyes, preserving and stringing together the stolen eyes of their enemies as necklaces. Many of the priests pluck out one of their own eyes as an offering to their Lord, or sew

their mouths shut to preserve their silence (such priests take food through straws).

Balo the Jester

Of all the priests of Chaos, those who worship Balo are perhaps the most mad. Randomness and unpredictability are their by-words; if something should strike a priest of the Chaos Jester as a good idea, or even better, funny, he is sure to carry it out, no matter what the cost. Known as both "the laughing priests" and "the grinning priests," Balo's most devoted followers slice their cheeks open to gain a grin which stretches from ear to ear. Even in the midst of battle they laugh, mad cackling hysterical laughter, quite horrible to hear.

Regional Variation

The strictures and regulations of the Church of Chaos vary from nation to nation, despite the control of the Theocrat. Because of this regional variation, it is quite possible for adventurers to worship other Chaos Lords than those outlined above, depending of course upon their country of origin. Astute readers may well have noticed the singular absence of Arioch of the Seven Darks from among the Chaos hierarchy. Due to his position of Patron of Melniboné, Arioch is not especially favored upon Pan Tang, although his worship is not outlawed (after the fall of Imrryr, Arioch is worshipped more frequently, culminating in his arrival on Pan Tang in the novel *Stormbringer*).

The Heresy Of Eequor

Because of their station as second-class citizens, it is unheard of for any female to become a priestess in the Church of Chaos of Pan Tang. However, some women of Pan Tang have secretly learnt sorcery. In such cases, their patron deity is almost always Eequor. Worship must be conducted in private, as her cult is outlawed upon the island; not so in Dharijor, where Eequor has been elevated to a position of one of the great Eight, supplanting the worship of Balo, whose sect has little importance beyond the shores of Pan Tang.

PAN TANG MAGIC

These rules describe *Stormbringer* magic as it is practiced upon the isle of Pan Tang. These dark, vile people suppose themselves the heirs to the power once held by the ancient Melnibonéans. Unlike the fantastic sorcerers of Melniboné though, Pan Tangians act through self interest and self aggrandizement.

Pan Tangians are not great masters of the elements. They believe the elementals a petty and unambitious lot — useful only until one knows how to summon more useful creatures. Instead, they use demons as the primary focus of their magical studies. The variety and potential power of these creatures from other planes fascinates the average Pan Tangian sorcerer. Demons wield deadly skills, know forbidden knowledge, are effective and ruthless, and only appear when called.

We suggest that the magic system presented here be used when playing *Stormbringer* roleplaying sessions — in particular there are various corrections made to the demonic powers explanations, and these supercede those given in the rulesbook. In future supplements we will be exploring types of magic used in other lands, including further explorations into elemental magic, powers of the beasts, and the spells and rituals employed by the Dragon Masters and Elric of Melniboné.

The Nature of Pan Tang Magic

Pan Tangians are a people obsessed with personal power and gratification. Exceptional skill in magic is viewed as one path to the power and respect so desperately craved by the citizens of this depraved isle. Since mankind is not fundamentally magical in nature, those delving into the sorcerous arts must resort to searching the planes of the multiverse in an etherial hunt to capture other innately magical creatures who they then employ to cause magical effects.

Howevermuch they study and summon, Pan Tangians will never equal the skill of the least Melnibonéan

sorcerer. Melnibonéans are not human, and in many ways are better able to withstand the corrupting influence of the chaos to which sorcerers are exposed. Pan Tangians are human however, and though their skill at summoning demons is the greatest in the Young Kingdoms, there is a great cost.

Magical Attributes

There are a couple of concepts and skills which are important to sorcerers of Pan Tang. The first of these is Intelligence, and the related concept termed Free INT. The second is Power, that quantity which measures an individual's capacity to work magical acts and control the summoned beasts. In addition, the Summoning ability of the sorcerer determines the ease with which he works.

INTELLIGENCE

The Intelligence attribute reflects the sorcerer's strength of intellect, mental flexibility, and capacity for remembering the complex thoughts and actions required to effectively use magic. A sorcerer's INT may increase through divine aid, by reading certain arcane scrolls, or by consuming certain potent and dangerous herbs.

FREE INT

All sorcerers (and only sorcerers) have a characteristic known as Free INT. The value of this characteristic starts out equal to the sorcerer's INT and decreases as the sorcerer becomes more powerful. Free INT measures the capacity of the sorcerer's mind to absorb and memorize the weird mental contortions necessary to the summoning of various types of otherworld creatures.

The spell used to summon each type or breed of magical entity requires one point of Free INT. Each type of Elemental costs one point, each lesser demon summoning costs one point. The spell required for a greater



THE ENVISIONED BREED APPEARS

demon requires 2 points of Free INT; summonings of Demon, Elemental, or Beast Lords require 3 points; and the spell to summon any deity or deity-like being requires 4 points of Free INT to learn.

Every time a sorcerer memorizes a new summoning spell, the cost in Free INT is subtracted from the sorcerer's Free INT rating. The sorcerer then makes a note of the name of the new breed of elemental or demon he can summon on his character sheet.

Once a sorcerer has memorized the spell to summon a demon, he cannot forget the process naturally. Through ritual and repetition, the young sorcerer fuses the pathways of his mind into complex patterns, which he then uses in later, more complex summonings.

A sorcerer may augment his Free INT through the use of special books called Grimoires. Wise sorcerers anticipate their needs, and place the information for summoning all new breeds of elementals or demons into a grimoire before their own Free INT reaches zero.

POWER

The Power attribute defines a character's magical ability, and the degree to which that character relates to the magical physics of the multiverse. Power is one of the fundamental forces driving the myriad planes. Powerful characters may learn to tap naturally-occurring weaknesses, tears, or portals that create openings between planes. Through these openings the sorcerer drags magical creatures to do his bidding. These creatures tend to be chaotic in nature, and are referred to collectively as *demons*.

POW is only used permanently by sorcerers, never temporarily. The loss of permanent POW points is usually voluntary, though the loss will sometimes come involuntarily.

Sorcerers may be able to increase their POW characteristic through successful summonings and bindings.

Becoming a Sorcerer

Unless an adventurer qualifies for and has been trained as a sorcerer during Character Generation, he will not begin the game as a magician. He or she may be given the chance to become a sorcerer in the course of game play, but this is up to your gamemaster. Your character may earn a chance through doing of heroic deeds for his priest; through finding an ancient, and rare, grimoire; by bargaining with particular magical creatures; or by receiving divine aid or some other windfall of chance.

Adventurers with INT and POW values adding to 32 or more, with a minimum INT of 16, have the potential to be sorcerers or wizards (these terms are interchangeable). They possess the basic intelligence, mental dexterity, and strength of self-identity to attempt learning this sometimes-perilous knowledge.

Through the course of his career the sorcerer will gain and lose points of Power fairly regularly. He will gain or lose points of Intelligence rarely.

The sum of INT and POW initially determines the suitability of a particular character for training in the magical arts. Thereafter, the sorcerer will advance within the religious hierarchy only if he becomes more capable; his INT and POW must increase along with certain skills values. There are also practical advantages of having high POW. These will become quickly evident to the practicing sorcerer.

Once a sorcerer manages to advance to a particular rank, he retains his knowledge and all creatures summoned and bound by him no matter what his INT and POW totals become. If it falls below the requirement levels for that rank, he simply becomes less effective, and probably shorter-lived.

Grimoires

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

A sorcerer usually manufactures his own grimoire. This entails choosing some sturdy, well-made material upon which the sorcerer inscribes the details for summoning a breed of demon, a particular magical individual, or a type of elemental. Despite the implications of its name, a grimoire needn't be merely a book — any thing or item that can be inscribed can be a grimoire. Rings and small items are generally not practical for use as a grimoire, for the inscription usually runs many words. However, a stone tablet, magical rod, or the intricate stitching upon a cloak can all serve as grimoires.

Alternatively, a sorcerer may manage to find, or steal grimoires from other sorcerers. This potentially gives the sorcerer access to new breeds of demons, and may aid in the sorcerer's summoning by providing essential information to improve the sorcerer's chance of summoning the individual he desires.

CREATING A MAGICAL INSCRIPTION

A grimoire can be used to store the guidelines for summoning specific breeds of magical entities, acting in this way as extra points of free INT.

To create a grimoire, the summoner must first declare what material he will inscribe. Usually this is parchment or tanned leather that will later be bound into a book of convenient size. Assume that two pages are needed to contain the information that would occupy one point of Free Int. Use the grimoire sheet in the back of this book to keep track of the information contained in a sorcerer's grimoire.

Then the sorcerer must expend one point of permanent POW for each point of Free INT that would normally be used to remember the summoning spell. This POW is lost whether or not the inscribing is successful.

He must also receive of his player a successful Read/Write High Melnibonéan skill roll on d100. If the roll is **SUCCESSFUL**, then the sorcerer managed to inscribe the proper ceremony. If the roll is a **CRITICAL SUCCESS**, then the sorcerer managed to remember the process in exceptional detail — when using this spell from this grimoire he modifies his summoning skill by +10%, in addition to increases due to knowledge of the demons true name and breed. If the roll is a **FAILURE**, then the sorcerer loses the POW spent, and the summoning will automatically fail if used. Finally, if the inscribing roll is a **FUMBLE** then the sorcerer suffers an immediate roll on the summoning results table (+80%). He (or any other summoner) will suffer a similar result if that inscription is ever used.

SUMMONING FROM A GRIMOIRE

A sorcerer using a spell from a grimoire must double the time spent in summoning the magical entity. Otherwise, the magical summoning process is performed identically to that described in the *Summoning* section below.

ACQUIRING GRIMOIRES MADE BY OTHERS

Grimoires are rarely sold, and blank grimoires can never be bought. The act of inscribing this magical knowledge results in the creation of a grimoire.

Summoning

Summoning is a process used by magicians to locate a magical creature on one of the planes of the multiverse, force that creature to the Young Kingdoms, and then convincing (or forcing) it to do his bidding.

As a student the sorcerer learns the summoning process at a percentile value equal to the sum of his INT + POW. Thereafter, this value will increase as with normal skills — through use and successful skill gain rolls.

He uses the same skill value for all summonings, regardless of the type of creature he seeks.

The sorcerer will also learn to create binding objects for the creatures that he will bring forth. A binding object serves as a focus for the control of these creatures (see *Binding Creatures* for more information).

A sorcerer can increase the chances of his summoning the desired creature by using intimate, magical knowledge about an elemental type, a demon breed or particular demon individual. This knowledge can be obtained through the accumulated knowledge of the sorcerer's religion, or from particular demons when questioned.

For elementals, sorcerers can only hope to understand details of the elemental type. Elementals are so primal and basic that there is no personality to them and they have no concept of self awareness.

For demons, however, there are two primary types of this magical knowledge: knowing and understanding details of the breed of demons; and knowing the secret, magical name of a particular individual of that breed. This knowledge confers benefits to the sorcerer that take the form of lowering the result of a summoning skill die roll — and these benefits are cumulative.

On the Summoning Modifiers Table are listed the numerical modifiers for knowing the elemental type, or the breed or name of a demon. Remember, these modify the summoning skill die roll result, resulting in an increased chance of a critical success. They do not modify the roll on the Summoning Results Table.

Summoning Procedure

Summonings generally require hours of time and much preparation. A wizard needing immediate magical aid is better off summoning and binding elementals and/or demons before they become needed.

There is a general procedure for the summoning of any demon, though there may be variants to these for different Pan Tang cults. All follow the same basic procedures.

First, the sorcerer must draw an eight-sided star. In each of the eight points of the star the wizard must inscribe the runes for the creature's name. If the name is not known but just any individual is acceptable, then the sorcerer inscribes eight runes of power that describe

Summoning Modifiers

Add the following modifiers to the summoning skill value of the sorcerer. Knowing the Name and the Breed of a demon provide a cumulative effect. Roll D100 . . .

Know Breed	+20
Know Name	+30
Know Elemental Type	+50

Roll D100. Consult the results given below. These affects modify the sorcerer's die roll on the Summoning Effects table.

Critical Success	Summoning proceeds as planned. No roll on Summoning Effects.
Success	Roll on Summoning Effects, no modifiers.
Failure	Roll on Summoning Effects, add points by which Summoning roll failed to Effects roll.
Fumble	Roll on Summoning Effects table as per FAILURE, then add another 80 points.

the desired breed. In the center of the star, a fire must be built and in it hellebore (or some other creature-summoning, mind-expanding substance) must be burned. The sorcerer will breathe these fumes in order to achieve the proper altered state of consciousness to enable his will to pass beyond the plane of the Young Kingdoms. Finally, the wizard must offer an acceptable sacrifice to the creature and throw it into the flame.

The cost for the items needed for typical summonings are as follows:

Lesser Demon	100 LB
Greater Demon	300 LB
Grotesque Demon	500 LB

The sorcerer searches the Million Spheres to find the breed he needs. This is represented by subtracting the

Summoning Results

Roll 1d100. Add or subtract summoning modifiers as described to the left, and find the result below.

01	Lord of envisioned breed appears, POW gain.
02-10	Envisioned breed appears; POW gain.
11-60	Envisioned breed appears, bound.
61-67	Random elemental appears.
68-79	Random demon appears.
80-89	Extraplanar ambush!
90-94	Astral Explosion!
95-97	Grotesque demon appears, sigils fail.
98-99	Lord of envisioned breed appears, sigils fail.
100	Avatar of random Chaos Lord appears.
101-130	No creature or being appears.
131-134	Random lesser demon appears, sigils fail.
135-144	Envisioned breed appears; sigils fail.
145-149	Random greater demon appears, sigils fail.
150-152	Sorcerer Lost in the Void.
153-157	Grotesque demon appears, sigils fail.
158-161	Astral Explosion!
162-179	Extraplanar ambush, sigils fail!
180+	The Kyreene appears!

sorcerer's INT value from 30. The result is the number of hours it takes to complete the summoning procedure.

If the summoning is successful, the desired demon materializes out of the brazier, which is then extinguished. The summoned demon is held prisoner within the octagon, and generally promises to perform one service in exchange for being freed.

Note that except where the rules in this chapter say otherwise, demons must follow the normal rules of the *Stormbringer* game. They have Hit Points, attack on their

Explanations of Summoning Results

POW GAIN — some entries include this entry. This means that the sorcerer tested his Power in a meaningful manner, and that it may increase, as described in the section concerning Power, earlier.

ENVISIONED BREED APPEARS; BOUND — a representative demon of the desired breed arises from the sorcerer's burning brazier and immediately accedes to the sorcerer's binding command (if a binding object is prepared), or will immediately accept the sorcerer's first command for action.

ENVISIONED BREED APPEARS — a representative demon of the desired breed

arises from the sorcerer's burning brazier and is temporarily contained within the boundaries of the Octagon of Chaos. The sorcerer can then attempt to command the demon to perform some action or can attempt to bind it.

SIGILS FAIL — the octagon of chaos has failed. The summoned demon will attack the sorcerer. If sorcerer has constructed a Triangle of Law, then the demon must first pass its barrier. The strength of the Triangle is equal to the POW value of the sorcerer. If the demon overcomes this value with his own POW, then he may pass through to attack the sorcerer physically. If it can not pass the barrier, then it attacks someone else

in room. If there are no other targets, the demon flees sorcerer's presence to wreck havoc in the Young Kingdoms.

While the demon is either attempting to pass the barrier, or while entertained by other targets in the vicinity, the sorcerer may continue to attempt to command or bind the demon. He must receive a successful Memorize skill roll to attempt a sorcerous action in a given stressful melee round. He may attempt this as long as he only parries or dodges in a round.

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Explanations of Summoning Results

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RANDOM ELEMENTAL APPEARS — roll 1d4 for the type of elemental that appears. Elemental may be bound. 1 = Air Elemental, 2 = Water Elemental, 3 = Earth Elemental, 4 = Fire Elemental

RANDOM LESSER DEMON APPEARS — lesser demons are those whose chaos value totals about 50-75 points. Consult the lesser demons described at the end of this chapter for samples.

RANDOM GREATER DEMON APPEARS — greater demons are those totaling roughly 100-150 chaos value. Samples are given at the end of this chapter.

EXTRAPLANAR AMBUSH — One greater demon and 1d6+3 lesser demons materialize to attack the sorcerer and any others with him. They will dematerialize and return to their plane when they have captured one person (taking that person with them), or if more than half of the demons have been slain.

ASTRAL EXPLOSION — The rending of the planes has released enormous, poisonous energies which wash over the sorcerer and anyone within 40 meters. Roll 5d10 for Potency of the energy wash, and an additional 1d6 to see which characteristic is affected: 1=STR, 2=CON, 3=INT, 4=POW, 5=DEX, 6=CHA. Each target is affected similarly, and can attempt a Resistance Roll to mitigate this effect, using the value of their tested characteristic. **SUCCESS** means that there is no adverse effect for the adventurer. **CRITICAL SUCCESS** indicates that the character receives a chance of increasing the characteristic. **FAILURE** indicates that the adventurer temporarily loses characteristic points equal in value to the strength of the backwash (0 or negative points indicating unconsciousness for a number of weeks equal to the negative value). The afflicted character must receive a successful Poison Lore use each week to recover a single point from the affected characteristic. A **FUMBLE** result means that the loss to attribute points is permanent. If the attribute is reduced to 0 or less, then the character dies.

GROTESQUE DEMON APPEARS — these are truly demons to be feared. They are singularly terrible, and proved nearly a match for Elric. QuaoInargh, that foul toad-thing, is an example of such a beast. An array of grotesque demons are listed at the end of this chapter. Good luck.

DEMON LORD APPEARS — Instead of the summoned demon, a powerful Demon

Lord bursts in, haughtily brushing aside the sorcerer's octagon of Chaos. This may be the Demon Lord of the breed that the sorcerer was attempting to summon. The sorcerer must Bargain with the Demon Lord.

CRITICAL SUCCESS in Bargaining provides the sorcerer with a chance to increase POW; the Demon Lord will provide the secret name of two of its subjects to more-easily summon them. **SUCCESS** and the lord provides the secret name of one of his subjects. The sorcerer will be able to more easily summon this particular demon in the future. **FAILURE** means that the demon lord deems the sorcerer unworthy of that breed's services — "Do not summon us again!" **FUMBLE** causes the Demon Lord to attempt to snatch the sorcerer from the Young Kingdoms plane, to devour him at leisure.

SORCERER LOST IN THE VOID — The sorcerer disappears. Generally this means that the sorcerer is never heard from again. If the gamemaster wishes, he or she can concoct an adventure involving the character. Probably the sorcerer became the subject of a binding on another plane. Alternatively, the gamemaster can have the victim reappear in 1D100 days, suffering a Teleportation Mishap and bearing only fuzzy memories of pain and nightmare visions.

AVATAR OF RANDOM CHAOS LORD APPEARS — roll 1d6: 1-5= an incarnation of the chaos lord appears; 6= the lord himself appears. An avatar of a chaos lord can actually be one of several things. Usually, the chaos lord chooses one of his or her subjects and manifests some aspect of itself within the subject's body. This action limits some of the chaos lord's abilities and powers, but requires little effort or attention of the lord. At other times, this is an appearance by the chaos lord itself — a powerful and dangerous occurrence.

An avatar appearing as the result of a summoning provides the gamemaster with an opportunity to affect the destiny of the adventurers.

Choose the adventurer with the greatest commitment to a particular Chaos Lord. If in your judgement there is more than one, or none in particular, then choose the character with the highest POW value (then INT, if needed). He or she will be the target of the avatar's attentions.

Choose any chaos lord (generally one other than the worshiped chaos lord), or Arioch if none other. Arioch always searches for converts. The avatar is aloof and disdainful of the adventurers, but will

ask if any wish to serve Lord (Arioch). It will accept applications to agenthood, but will impose a stern test for acceptance, with horrible chaotic mutation as the alternative. If any accept servitude or apply for agenthood, then the avatar will automatically help the adventurers. Otherwise, roll any die: ODD is hinder (see below) and EVEN is help.

If the avatar decides to **help** the adventurers, then it will give generally cryptic advice about the future of the undertaking, or the adventurer in particular, or about where help may be found. It may endow the adventurer(s) with magic or knowledge.

If the avatar decides to **hinder** the adventurers, it may immediately transport them to another (dangerous) location, cause enemies to appear, disfigure or befuddle the adventurer(s), or some other effect that will foil their ambitions but will not kill them outright. The adventurers should have a means to recover from the infliction

THE KYREENE — The Kyreene is the most dangerous of those creatures referred to as Grotesque demons. It appears as a boiling, festering cloud of tentacles that pours from the poor sorcerer's brazier. All characters in the vicinity must succeed in a POW x3 roll or be frozen in fear. The Kyreene generously has one attack for each character, even if some tentacle-things are severed. Each fear-less adventurer can attempt to dodge an anticipated attack or to sever a tentacle snaking near him by doing 20 points of damage. Mortal weapons corrode and shatter completely upon contact, after doing their damage. Demon weapons must receive POW x3 roll result to avoid corrosion (critical imparts immunity to this manifestation of the Kyreene). Roll 1d10+5: this determines the minimum number of severed tentacles needed to drive the Kyreene away.

Then the Kyreene attacks: 100% skill; 6D8 corrosion damage inflicted each round to each target; critical imparts chaos mutation on victim. Demon weapons and armor receiving a POW x3 roll resist that round (critical imparts immunity to corrosion from this incarnation), or are otherwise similarly damaged.

The Kyreene is vulnerable to flame. It burns reluctantly but vigorously once ignited. Waves of fire elementals are effective, but extinguished forever. Poisonous burning fragments will drift about (DEX x3 to avoid, 4d6 damage to CON if CON x3 is missed) as the mass then slowly dissolves.

DEX rating during combat, and their weapons (unless magically enhanced) have normal weapon stats.

There are two types of sigils that a sorcerer will employ to better control summoned demons: the Octagon of Chaos and the Triangle of Law.

THE OCTAGON OF CHAOS

Demons are creatures of Chaos. As such they owe allegiance to the signs and symbols of the lords of Chaos. The sign of Chaos consists of eight arrows radiating from a common central circle, symbolizing that Chaos includes all possibilities, and that it may move in any direction. Connecting the points of the arrows produces an octagon. Connecting the points of an eight-sided star would do the same. In the Young Kingdoms, an octagon is needed to enclose Chaotic demons.

THE TRIANGLE OF LAW

The first regular polygon that can be produced is the triangle. It represents the perfect manifestation of Law, because it abides by laws familiar to every student of geometry. A triangle determines a plane, and a plane is an ordered level of existence in Elric's universe. Thus the triangle, the symbol of stability, opposes the octagon. Together they are the two most potent magical symbols in all the Young Kingdoms.

When summoning a demon, a sorcerer generally stands within a triangle whose three sides are inscribed with the runes for any three Lords of Law. This erects an intangible barrier that no demon can pass.

Summoning Results

The summoning process is extremely uncertain. Success at summoning is measured differently from success in mundane skills use. Only a critical result guarantees the sorcerer of the creature which he sought. All other results indicate trends towards the desired result or not. Thus, a successful summoning result means that the sorcerer will tend towards getting the creature he wanted. It is not guaranteed. Indeed, even with a successful skill use, disaster may occur. Various powerful entities lurk on other planes awaiting the opportunity afforded by unknowing sorcerers to leap to the Young Kingdoms plane in search of victims or power.

CRITICAL SUCCESS: guarantees that the sorcerer receives the desired creature. There is no need to roll on the Summoning Results Table. The POW sacrificed in creating the binding object is expended, the object is correctly created, and the sorcerer earns a chance to

gain POW. His player rolls 1d4-1 and adds the result to his adventurers POW value.

SUCCESS: means that the sorcerer used his Summoning skill safely, and probably summoned the desired creature. Nothing about summoning otherworld creatures is a certainty, however. The binding object is correctly created. His player then rolls 1d100 and consults the Summoning Results Table to determine exactly what appeared. The summoned creature is temporarily contained within the magical sigils employed by the summoner — unless the Summoning Results Table reveals that they have failed.

FAILURE: something appears, probably a thing malicious and grim, and the sorcerer has little chance of controlling just what it is. Fortunately, the binding object is correctly created, despite the sorcerer's coming troubles. Determine the points by which the sorcerer failed the summoning roll. Add those points to a roll of 1d100. Find the result on the Summoning Results Table.

FUMBLE: the spell goes wild! POW used in creating the binding object is lost and the item itself is ruined. Wood items might burst into flame, stone items crumble, gems and jewels might explode or turn to slag. The sorcerer's player rolls 1d100, adds 80 points to the result, and consults the Summoning Results Table for the grim result.

Binding Creatures

Summoned creatures function most reliably for the sorcerer when bound to a mundane object. Magically enchanted, these objects focus the sorcerer's control over the creature. Whoever controls a binding object can attempt to control the creature bound to it. Therefore, binding objects are either things carried with a sorcerer, or are immobile and can not be moved.

Binding Objects

As part of the summoning ceremony, the sorcerer visualizes the type of elemental or breed of demon that he wishes to summon, and then creates a binding object for that breed. If, during the ceremony, he receives another breed of demons or elemental type, then he can not use that binding object and has no time to make another. He can, however, attempt to give the demons or elemental a single command. The command could be that the demon must provide the sorcerer with its

secret, true name. In the future, the sorcerer will then be able to summon that demon with a greater chance of success.

Care must be taken when choosing a binding object. A binding object is any simple physical item not possessing moving parts, and can not be a part of a complex machine. Machines are embodiments of aspects of law and by nature must be regular and dependable. They are not suitable for the binding of demons.

Take care also with the material of the object. Binding a salamander (fire elemental) to your shirt will produce a flaming shirt, and when the shirt is gone the binding object is destroyed. The gamemaster always has final say concerning the appropriateness of a particular object.

As part of the summoning ceremony, the sorcerer enchants the binding object, magically working appropriate inscriptions, signs, and symbols in complex patterns onto the surface of the item. Elemental runes are used on the binding objects for those creatures. For demons, the binding object needs to be some material thing with the eight arrows of chaos somewhere on the surface of the object.

Then one point of permanent POW is sacrificed to make the binding matrix effective. The creation of the binding object is presumed to be part of the summoning process. The object is successfully enchanted as long as the summoning die roll result is better than a Fumble.

If the process results in failure, then the summoner probably received a creature other than the desired one. The binding enchantment is not wasted — the enchanted object can be used in a later binding attempt. Only when the summoning die roll results in a Fumble is the object ruined and the sacrificed POW wasted.

With success, the creature is forced to obey the given commands of the binder. However, the binder is not necessarily the master of the demon. Whoever controls the binding object may attempt to force the creature to his will. The new master of the object must make a successful POW vs. POW roll against the being or it is freed. If this roll is failed, then the demon or

elemental has won the power struggle and the containment ability of the binding enchantment is negated. It may either attack the possessor of the item, the original summoner, or flee back to its own dimension.

In rare instances the demon will not attempt to overcome the POW of the new owner, or may allow itself to be overcome. Demons will only do this if they feel they have something to gain by being bound by the new owner of the item.

Binding Process

A Pan Tang sorcerer can attempt to bind only otherworld creatures, specifically elementals and demons, that he personally has summoned to an octagon of chaos that he created. Even if the creature escapes the octagon a moment after being summoned, the sorcerer can attempt to bind it so long as he can see it.

He states his intent to do so and to what object the creature will be bound. Either the summoning sorcerer or the intended recipient of the binding object can make the actual binding command die roll— though only the summoner can expend the one point of POW to make the binding effective.

If the sorcerer summoned an elemental, then the player rolls d100 equal to or less than the character's POW x3 to bind it.

If a demon is summoned, then the player compares his sorcerer's POW rating to the demon's POW. If the two POW ratings are equal, the sorcerer has a 50% chance of binding the demon. For each point of POW the sorcerer has higher than the demon's his chance to win the POW struggle increases by 5%. For each point of POW the demon has higher than the sorcerer's, the sorcerer's chance to win the POW struggle is reduced by 5%.

If successful, he captures the creature within the binding object. If the binding roll is a critical success, then the sorcerer binds the creature and also earns a probable increase in his POW. His player rolls 1d4-1 and adds the result to his POW value.

If the binding fails, the creature is released from the sorcerer's temporary control — the sorcerer can attempt to bind it again, but the creature can also act. If the result is a fumble the sorcerer permanently loses 1d3 points of POW, the binding object is rendered useless, he can not attempt to bind the creature again, and it is released from any controls.

Sample Binding Objects

Sample List of Acceptable Objects

amulet, armor, belt, bow, door, goblet, kettle, ring, robe, rock, rope, saddle, sail, sandals, shield, ship's hull, staff, sword,

Sample List of Unacceptable Objects

lock, black-powder weapon, winch, watch, items forbidden by gamemaster

Advantages of Bindings

There are two main benefits of binding an otherworld creature: increased control of that creature, and the potential for Power gain.

CONTROL OF BOUND CREATURES

When first summoned a sorcerer may try to give a demon or elemental a command. If successful, the creature will carry out that command, and will then be free to return to its natural plane.

However, if this first command is a Binding, then there will be subsequent benefits. A bound creature does not require resummoning, but can be commanded again and again to perform its function. Some abilities can be used while the demon remains within its binding object — these generally include projected powers and certain static benefits (such as Armor). For other physical actions, the creature must leave the object. It requires a

full melee round to leave its binding object and materialize, before it can act. During melee the command to act is given at the beginning of the combat round, and the demon will materialize at the end of the round. During the following round, a demon will be able to act in DEX order, or at the end of the round for elementals and demons with DEX values of zero.

A bound creature may be called upon safely no more than three times in one hour. The fourth time that it is called upon, the creature will complete the command, but will then be free to return to its home plane.

POWER GAIN FROM BINDING CREATURES

The stresses of using magic sometimes entitle a sorcerer to a chance to increase his POW value. When this occurs, the sorcerer's player should roll 1d4-1 and add the result to the sorcerer's POW rating.

Elemental Powers

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

Air Elementals

Sylphs are normally as invisible as the air from which they are made. A single sylph has very limited power, it can accomplish as much as a puff of wind. They have the following abilities:

1. They can fly.
2. They can produce 1D6 miles per hour worth of breeze for 1D6 minutes.
3. They may move light objects, one pound (½ kg) or less for 1D6 minutes
4. They may blow arrows off course. Critical successes with missile weapons will ignore the effects of air elementals, however.
5. They may carry messages at 1D6 miles per hour for 1D6 minutes.
6. A sylph may bring words spoken by another within a mile of the being's master back to that master, and take their master's words the same distance.
7. They may produce enough air to last one person 1D6 minutes underwater or underground, but doing so will slay the sylph.
8. A sylph may destroy a salamander at the cost of its own existence.

9. Players may invent powers or attributes for their bound sylphs so long as the invented use seems reasonable to the GM.

10. Multiple Air Elementals working together may multiply the powers of one by the number in the group. For example, two sylphs could produce a breeze at 2D6 miles per hour for 2D6 minutes.

Water Elementals

Undines are normally invisible within a body of water. If summoned forth on land, they usually take the form of a beautiful blue-green woman about a foot (30 cm) tall, whose skin is damp to the touch. They have the following abilities:

1. They can move at will through water at a speed of 2D6 miles per hour.
2. They can transport a single person of SIZ 9 or less over or through water for 1D6 hours and protect the person from drowning.
3. They can materialize up to one gallon of water at any time or place.
4. An undine may destroy one Earth Elemental (gnome) at the cost of its own existence.
5. It may cause metal weapons to rust almost instantaneously, halving the

damage that weapon does, at the cost of its existence.

6. It may enter the respiratory system of a target immersed in water (e.g. swimming) and do drowning damage to the target for 1D6 melee rounds (see [4.5.2] Swimming).

7. Players may invent powers or abilities for their bound undines as long as the invented usage seems reasonable to the GM.

8. Multiple undines working together may multiply the powers of one by the number in the group.

Earth Elementals

Gnomes are rocky, stony beings who can merge with the earth. When on top of the ground they take the form of a crudely hewn man, eyeless, mouthless, and with moss and grass in place of hair. They are almost mindless, they are only capable of simple tasks. They have the following abilities:

1. They may merge with and pass through all natural barriers and wall made of stone or earth. They cannot pass through such things as wood or worked metal.
2. They are tremendously strong. A single gnome may lift as much as 2000 pounds (1000 kg).

A sorcerer qualifies for an increase in POW for binding elementals only if his binding roll is a *critical success* ($\frac{1}{40}$ of the sorcerer's POW $\times 3$ binding roll).

A sorcerer earns a chance to increase POW whenever he succeeds in binding a demon who has POW greater than his own, or any time he makes a critical success on his binding roll.

Elementals

Elementals are animated portions of the basic matter comprising the Young Kingdoms. Elementals are not complete, living creatures as such — they have no characteristics — though they sometimes take on a human-like form. The four elements are Air, Water,

Earth, and Fire. Each element is inhabited by billions of its own elemental type, respectively, sylphs, undines, gnomes, and salamanders. Elementals are the least-dangerous magical entity to summon.

The wizard must first have the proper element at hand. You cannot summon a Fire Elemental from water, nor an Earth Elemental from air.

Limits To Binding Elementals

For every elemental a sorcerer binds, there is a chance he will irritate the lord of that element. Binding one elemental is no hazard. Any character binding more than one elemental of any one kind must roll more than the number of that type of elemental he has bound, on 2D6. If a higher number is rolled, there is no problem. If not, he will have drawn the attention of the lord of those elementals. Gamemasters may wish to exact an

3. Gnomes are immune to normal weapons. Any non-magical weapon striking their rock-like bodies has a 50% chance of breaking. (A fine weapon made by a Craftsman with a critical roll has only a 25% chance.) Magical weapons and effects must do 30 points of damage to the gnome before it is destroyed.

4. In combat, a gnome strikes last on any given combat round with a 25% chance of hitting. It will attack with both hands, each of which can do 3D6 damage. A gnome cannot be bound into a normal weapon.

5. Gnomes have an affinity for precious metals and can tell if gold, silver, or any other desired metal is within 100 yards (100 meters) of their current location. They can also lead people to mineral deposits or metallic objects.

6. An Earth Elemental may neutralize (destroy) a Water Elemental at the cost of its own existence.

7. Players may invent powers or abilities for their bound gnomes so long as the invented use seems reasonable to the GM.

8. Many gnomes in proximity remain a collection of individuals. They cannot merge their powers as all the other elementals can.

Fire Elementals

Salamanders are shape shifters. They may appear as simple flames, or take the shape of a human, beast, or demon, though always limned in fire. They are the hardest elemental to contain and must be bound to a stony or metallic object or they cause the

binding object to be consumed in flame. They have the following abilities.

1. They may ignite any flammable object on contact.

2. They may produce a burst of flame doing 2D10 damage to anything it hits. The target must be within 10 yards (10 meters) of the salamander and the salamander has a chance equal to 100%, minus 10% times the number of yards away the target is, of hitting. The salamander may only do this three times in one hour. The third time destroys the salamander.

3. They may inhabit any metallic weapon or object and cause it to flame for 1D6 melee rounds. Flaming weapons do an additional 1D6 damage to objects struck and have a 25% chance of igniting flammable objects such as clothing or wooden shields. The wielder of a flaming weapon must wear some sort of flame-resistant gauntlet to avoid being burned by his own weapon.

4. A salamander may neutralize (destroy) one Air Elemental upon contact at the cost of its own existence.

5. A salamander may confuse and immobilize an Earth Elemental for 1D6 minutes by hitting it with a burst of flame.

6. Salamanders can produce light in darkness without actually burning anything.

7. Salamanders may melt soft metals such as gold, raw iron, copper, or lead. They merely heat up such things as bronze, steel, tempered iron, etc.

8. The flame damage of a salamander does not need to overcome the demon's POW to do its full damage.

9. Salamanders may inhabit and control any free burning flames, such as controlling how fast the fuel is consumed and what direction it moves in when there is little or no wind. A flame is defined as one discrete mass of burning substance not to exceed a diameter of 2 yards (2 meters) from side to side.

10. A Fire Elemental can detect hidden living objects by their heat and give its master a rough idea of the direction and distance. This will not work through more than one foot of stone or similarly dense material.

11. Players may invent powers or abilities for their bound salamanders so long as the invented usage seems reasonable to the GM.

12. Fire Elementals may merge together to produce a gigantic Fire Elemental whose power equals the product of all the individual elementals. For example, three elementals acting as one in a flaming weapon would deliver 3D6 extra damage and have a 75% chance of igniting any flammable object they contact. However, if shooting flame, elementals may be combined either to increase the amount of damage with the same chance of hitting, or to increase the chance of hitting by shooting each salamander separately. Of course, one could take four elementals and shoot two of them together twice, getting the normal chance of hitting twice for 4D10 damage each time.

immediate retribution, or simply make a note for future reference.

Of course, if the character is a powerful enough sorcerer, or is an agent or priest of the particular element, he may be able to deal directly with the lord ahead of time and make a deal for free access to the elementals.

Summoning elementals to do immediate tasks, without binding them, does not irritate the elemental lords.

A character may gain control of an elemental originally summoned and bound by another — if the original binder is dead or gives permission. He need only possess the binding object and make a POWx3 roll. If the roll fails, the elemental is free.

Elemental Effects

A single elemental may only accomplish minor effects. For example: one sylph could produce a small breeze with a speed of 1D6 miles per hour—it couldn't produce a hurricane. One undine could materialize about a bucket of water—it couldn't cause a stream to spring up in the middle of a desert. To get major elemental effects, such as a storm or a deluge or an avalanche or a volcanic eruption, requires the summoning of an Elemental Ruler.

One elemental also has the power to neutralize one other elemental of the opposite sort. Fire neutralizes (destroys) Air, Earth neutralizes Water, and vice versa.

Any elemental can be harmed by a demon. All elementals have 30 hit points. Undines can be harmed by normal weapons. Salamanders and Sylphs are invulnerable to normal weapons, and Gnomes (as well as being invulnerable) can break normal weapons 50% of the time.

Elemental Lords

Pan Tang sorcerers are not on good terms with the elemental lords, and it is unwise for them to summon such powerful individuals. Pan Tangians have none of the ancient pacts held by some Melnibonéan sorcerers, and their attitudes will offend the elemental rulers. Should a Pan Tangian sorcerer ever be brought to the attention of an Elemental Lord, then that Lord will be angry indeed. The Pan Tangian will not be able to bargain with the Lord, and in exchange for survival, the Pan Tangian will be forced to perform some feat of incredible difficulty and danger.

Demons

The term *demon* refers collectively to the magical creatures summoned by sorcerers from planes of the multiverse where Chaos holds sway. Thus demons are inherently chaotic creatures. There are other types of creatures living among the planes of the multiverse, many abiding by the dictates of Law. However, Pan Tang sorcerers use demons as the focus of their magic.

Controlling Demons

Ripping a demon out of its home dimension and magically transporting it to the Young Kingdoms plane makes it very unhappy. It will vent its anger upon the summoner if given the chance.

There are two means which a sorcerer can use to control a demon — Binding it and Bargaining with it. Sorcerers will generally bind demons; the procedure and benefits are described earlier in this chapter. Bargaining with a demon is used when a sorcerer is not prepared to bind it, and is described below.

LIMITS ON BINDING DEMONS

No one, sorcerer or not, can maintain control over more bound demons than a number equal to one-half his or her CHA. Demons are a notoriously jealous lot, and squabble continually. Thus Vadin-gor with a CHA of 12 can bind and control six demons. If more demons than allowed by this rule are summoned and the binding attempted, then the demon with the largest POW value will attempt to test his binding in a POW vs. POW contest with the magician. If successful, the demon gains 1d3 POW from the sorcerer. If unsuccessful, then the sorcerer avoids this penalty, but loses the demon.

If he gives over a bound demon to someone else, such as a trusted retainer, that demon no longer counts against his limit and he may bind another. A sorcerer can give one bound demon (such as demon armor) to another bound demon (such as a demon warrior), but both demons still count against his limit since demons can not control each other and so both are ultimately controlled by that sorcerer.

BARGAINING WITH DEMONS

Adventurers whose lives or souls are being threatened by a demon may attempt to bargain their way out of the situation. In such cases the gamemaster should roleplay the demon and choose one of the character's attributes

MATERIALIZING OUTSIDE THE BINDING OBJECT

A demon requires one full melee round to materialize, once commanded to do so by its master. If the command is given at the beginning of a melee round, then by the end of the round the demon has appeared. On each subsequent round the demon will be able to act on its DEX rank. If the demon has a DEX of zero, then it will act at the end of the round (along with all elementals)

after all other adventurers and creatures have had their turn to act.

Materialized demons are vulnerable to physical damage. Unless they have the Regenerate power, they are not able to heal while on the Young Kingdoms plane. A sorcerer will have to release his demon, allowing it to return to its native plane, to have it recover lost hit or CON points. The sorcerer can then resummon the demon to again gain its services.

Demonic Powers

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

Physical Characteristics

The following powers become available to a bound demons only when that creature materializes outside of its binding object. Remember, a demon requires one complete melee round to materialize.

Acid Blood

C.V.: 1 point per maximum damage done.
Base Chance: Automatic.

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

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

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

Attributes

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

Demons may need to have abilities such as INT, CON, SIZ, DEX, STR, or CHA. The sorcerer

must assign attributes to any demon which is not bound into an inanimate object. A demon which has been bound into an animate object such as a boar, insect or duck must have attributes purchased for its shape in order to make it into a complete creature. POW may not be enhanced.

Bat Wings

C.V.: 20 for every 300 yards per round of speed.
Base Chance: 10D10% Fly skill.

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

Big Ears

C.V.: 20 points.
Base Chance: 10D10% Listen skill

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

Bird Wings

C.V.: 30 per 500 yards per round of speed.
Base Chance: 10D10% Fly skill.

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

Boat

C.V.: 5 per 10 yards per round of speed.
Base Chance: 10D10% Swim skill.

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

Bug Eye

C.V.: 10 points per eye.
Base Chance: Automatic, 1D10% See and Search skill per eye.

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

Bug Wings

C.V.: 30 per 600 yards per round of speed.
Base Chance: 10D10% Fly skill.

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

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

Burrowing

C.V.: 1 point per yard per round of speed.
Base Chance: Automatic.

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

tunnel can accommodate travellers with SIZ up to the SIZ of the demon.

The burrower cannot penetrate hard substances such as wood, concrete, or steel using this ability. The demon cannot travel through living matter using this power either. The maximum speed of the demon is equal to its DEX in yards per round.

Caterpillar Feet

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

Base Chance: Automatic.

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

Claw

C.V.: 10 points per claw.

Base Chance: 3D10% Claw Attack.

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

Eyeball

C.V.: 5 points per eye.

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

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

Eye Stalk

C.V.: 15 points per stalk.

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

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

Hand

C.V.: 15 points per hand.

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

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

HEALING

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

Base Chance: Automatic.

This allows the demon to heal a damaged organic being. The healing process takes one hour, and any one being can only be healed by the same demon once in a 24 hour period. The demon can only heal at one time as many points of damage as it has points of CON.

Hopping

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

Base Chance: 10D10% Jump skill.

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

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

Horde

C.V.: 50

Base Chance: Automatic.

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

Legs

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

Base Chance: Automatic.

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

Lens

C.V.: 5 points per eye covered.

Base Chance: Automatic.

The demon has a transparent membrane over its eye, giving it a resistance to attacks such as Dazzle or Dust Cloud. Any attack which affects vision by harming the eye in some way, has its potency halved against a demon with Lens. This power must be used with another type of vision power such as Bug Eye or Eye Stalk.

MEMBRANE SHAPE

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

Base Chance: Automatic.

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

A membrane can be set up to protect a single person or object, or to cover an entire area. Membrane protection acts like hit points, not armor. When hit, the membrane's hit points are reduced according to the amount of damage taken. If a membrane spends an entire melee round without taking damage from any source, it recovers one of its hit points. If a membrane is ever reduced to 0 hit points, it shrivels up, and must be set up again by the user.

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

Mouth

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

Base Chance: 3D10% Bite skill per mouth.

The demon has a hideous, drooling, fang-toothed mouth. It can use this fanged mouth to attempt a Bite attack which does damage equal to 1D10 plus the demon's damage bonus. If the demon has multiple mouths, each attacks separately, doing damage to the target individually.

Regenerate

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

Base Chance: Automatic.

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

Shape Change

C.V.: 40

Base Chance: Automatic.

The demon has the ability to alter its form. It may take on the form of any creature, built using these powers. The new shape must have a C.V. equal to or less than the original, and all new shapes must include 60 C.V. for the Shape Change ability. The demon permanently loses 1 POW for each use of this ability. Thus, changing in an eagle and then back to its original form costs the demon 2 permanent points of POW.

Skills

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

Base Chance: Automatic.

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

tunnel can accommodate travellers with SIZ up to the SIZ of the demon.

The burrower cannot penetrate hard substances such as wood, concrete, or steel using this ability. The demon cannot travel through living matter using this power either. The maximum speed of the demon is equal to its DEX in yards per round.

Caterpillar Feet

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

Base Chance: Automatic.

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

Claw

C.V.: 10 points per claw.

Base Chance: 3D10% Claw Attack.

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

Eyeball

C.V.: 5 points per eye.

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

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

Eye Stalk

C.V.: 15 points per stalk.

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

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

Hand

C.V.: 15 points per hand.

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

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

HEALING

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

Base Chance: Automatic.

This allows the demon to heal a damaged or organic being. The healing process takes one hour, and any one being can only be healed by the same demon once in a 24 hour period. The demon can only heal at one time as many points of damage as it has points of CON.

Hopping

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

Base Chance: 10D10% Jump skill.

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

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

Horde

C.V.: 50

Base Chance: Automatic.

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

Legs

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

Base Chance: Automatic.

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

Lens

C.V.: 5 points per eye covered.

Base Chance: Automatic.

The demon has a transparent membrane over its eye, giving it a resistance to attacks such as Dazzle or Dust Cloud. Any attack which affects vision by harming the eye in some way, has its potency halved against a demon with Lens. This power must be used with another type of vision power such as Bug Eye or Eye Stalk.

MEMBRANE SHAPE

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

Base Chance: Automatic.

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

A membrane can be set up to protect a single person or object, or to cover an entire area. Membrane protection acts like hit points, not armor. When hit, the membrane's hit points are reduced according to the amount of damage taken. If a membrane spends an entire melee round without taking damage from any source, it recovers one of its hit points. If a membrane is ever reduced to 0 hit points, it shrivels up, and must be set up again by the user.

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

Mouth

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

Base Chance: 3D10% Bite skill per mouth.

The demon has a hideous, drooling, fang-toothed mouth. It can use this fanged mouth to attempt a Bite attack which does damage equal to 1D10 plus the demon's damage bonus. If the demon has multiple mouths, each attacks separately, doing damage to the target individually.

Regenerate

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

Base Chance: Automatic.

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

Shape Change

C.V.: 40

Base Chance: Automatic.

The demon has the ability to alter its form. It may take on the form of any creature, built using these powers. The new shape must have a C.V. equal to or less than the original, and all new shapes must include 60 C.V. for the Shape Change ability. The demon permanently loses 1 POW for each use of this ability. Thus, changing in an eagle and then back to its original form costs the demon 2 permanent points of POW.

Skills

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

Base Chance: Automatic.

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

ence. Common uses include giving demons better chances to hit with their offensive powers, to speak High Melnibonéan, or to make a set of magical lockpicks. Roll for the percentile level of each skill when summoning the demon. Attack and Parry with one type of weapon counts as one skill.

Slug Foot

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

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

Snout

C.V.: 15 points.

Base Chance: Automatic, 5D10% Smell skill.

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

Sonar

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

Base Chance: Automatic.

The demon is able to "see" in the dark by use of a bat-like sonar ability. The demon projects a high pitched squeal and the echoes give the demon a "picture" of its surroundings. This ability does not give incredibly detailed images—the demon probably could not judge the differences between a tiger and a black bear on all fours—but it does allow the demon to "see" in the dark. The demon with this power must also have the power Big Ears.

Spider Legs

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

Base Chance: Automatic.

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

Spitting

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

Base Chance: 3D10% Glob Attack skill.

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

Stinger

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

Base Chance: 3D10% Stinger Attack skill.

The demon can produce a powerful venom which is delivered through a stinger. The stinger is attached to a long tail, which can whip out to attack anything up to 2 yards away. The stinger

does no actual damage, instead, it does "penetration damage". This damage is calculated solely for the purpose of getting through armor to allow the poison to work. The victim of this poison must try to resist the potency of the poison with his own CON on the resistance table. If the victim fails to resist the Venom, he takes damage equal to the Venom's potency. If he does resist, he takes damage equal to half the Venom's potency, and is immune to further Stinger attacks from the same breed of demon which caused the damage.

Taste

C.V.: 20 points.

Base Chance: Automatic, see below.

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

Tentacle

C.V.: 10 points per tentacle.

Base Chance: 3D10% Tentacle Attack skill.

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

Wall of Flesh

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

Base Chance: Automatic.

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

Wardpact

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

Base Chance: Automatic.

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

The list below gives some examples of sources which may be wardpacted against. This list is by no means complete, and players should feel free to augment it as they wish. Note that a

wardpact against Men or Women would only protect from a natural attack (fist, kick, etc.).

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

Abilities

These powers are available to a demon at any time, whether or not the demon currently resides within it binding object.

Armor

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

Base Chance: Automatic.

This power gives the demon some sort of armor, it could be scales, a thick hide, or even a coating of slime. The player should decide, but in all cases the source of the armor must be visible. The demon may not have more points of Armor than it has points of CON.

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

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

Baffle Attack

C.V.: 10 per 1d6 potency, plus 5 for each 5 yards of range.

Base Chance: 3d10% Baffle skill.

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

BLOAT ATTACK

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

Base Chance: 3D10% Bloat skill.

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

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

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

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

Burn Attack

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

Base Chance: 3D10% Burn Attack skill.

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

Clairvoyance

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

Base Chance: Automatic.

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

Darts

C.V.: 5 for a mass of darts which do 1d3 damage to everything in a 1 yard radius up to 10 yards away. Each additional 3 points adds either 1d3 damage, 10 yards to the range, or 1 yard to the radius of effect.

Base Chance: 3d10% Dart Attack skill.

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

Dazzle Attack

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

Base Chance: Automatic, see below.

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

Dimension Shift

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

Base Chance: Automatic.

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

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

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

Dust Cloud

C.V.: 10 per 1d6 of potency, plus 5 per 5 yards of range, plus 5 per 1 yard of area of effect.

Base Chance: 3d10% Dust Cloud Attack skill.

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

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

Emotion Control

C.V.: for each type of emotion affected, 5 per 1D6 potency, plus 5 per 5 yards of range.

Base Chance: Automatic.

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

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

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

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

Rage: attack nearest animate being in a berserk rage.

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

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

Insane Lust: pursue nearest animate object wherever it flees.

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

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

Empathy

C.V.: 15 points.

Base Chance: Automatic.

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

Explosive Decomposition

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

Base Chance: 3D10% Explosive Decomposition skill.

When this attack hits, its potency is matched on the resistance table vs. the POW of the target,

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

Flame Spout

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

Base Chance: 3D10% Flame Spout Attack skill.

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

Freezing Attack

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

Base Chance: 3D10% Freezing Attack skill.

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

Insect Wall

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

Base Chance: Automatic.

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

Knowledge

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

Base Chance: INT x5%.

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

Loathsome Stain Attack

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

Base Chance: 3D10% Loathsome Stain Attack skill.

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

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

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

Mist

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

Base Chance: Automatic.

This creates a cloud of an opaque gaseous material. This cloud obscures vision to everyone within its radius. The mist is generated around the demon, and lasts for a number of rounds equal to the demon's POW. Within the mist, everyone without special senses must fight at their normal abilities minus 50% (they always have a 5% chance of success, however).

Move Stuff

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

Base Chance: Automatic.

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

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

Paralyze Attack

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

Base Chance: 3D10% Paralyzation Attack skill.

If the target is hit, match the rolled potency against the victim's CON on the resistance table. If the roll succeeds, the target is paralyzed and cannot move or act until he throws off the paralysis by succeeding at a CON x1 roll, trying once each round. Paralyzation will freeze up a character's musculature, usually causing him to fall to the ground. A victim's ability to think is unimpaired, but movement or action is impossible. A target who does resist the Paralyzation takes no effect from the attack.

PHANTOM

C.V.: 30 points.

Base Chance: Automatic.

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

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

Plague Attack

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

Base Chance: Automatic.

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

Retrocognition

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

Base Chance: Automatic, see above.

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

Shadow Void

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

Base Chance: Automatic.

This causes a void of blackness which almost no light can penetrate. Within this void everyone

who does not have special senses must subtract 75% from all vision related skills.

Silence

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

Base Chance: Automatic.

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

Sleep Attack

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

Base Chance: Automatic.

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

Telepathy

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

Base Chance: Automatic.

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

Teleport

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

Base Chance: Automatic.

The demon has the ability to instantly appear anywhere it wishes within the Young Kingdoms, or whichever dimension it is in — not between dimensions. A teleporter is limited in what it can move, it must have 1 point of STR for every point of SIZ it wishes to carry. Additionally each time a teleport demon transports someone, there is a fairly good chance the demon will incorrectly assemble the passengers atoms upon reassembly. When a teleporter transports a demon, roll its DEX x3% or less on 1D100 or the passenger is reassembled incorrectly, roll on table [5.7.1.1] Teleportation Mishaps to discover what has happened to the passenger.

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

Transmute

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

Base Chance: 5D10% Transmute Attack skill.

The demon is able to manipulate the molecules of a substance. For every 40 points spent on this power the demon can turn one substance into another. Examples include: Stone to Water, Flesh to Iron, Fire to Earth, etc. If the demon attempts to use this power against a living target, it must overcome the target's POW with its own. The demon which uses this power loses 1 point of CON for every SIZ point it transmutes.

Vampire

C.V.: 20 per 1D6 drained.

Base Chance: Automatic.

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

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

Vapor Attack

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

Base Chance: Automatic.

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

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

Vomit

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

Base Chance: 3D10% Vomit Attack skill.

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

Wasps

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

Base Chance: Automatic.

The demon is able to generate a cloud of whirling, buzzing, biting insects around his body. Normal armor affords no protection, the bugs just crawl in through the chinks and slits in the armor.

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

Weapon

C.V.: 10 points per 1D6 of extra damage. If the demon is bound into a missile such as an arrow, each additional 5 points will add 50 yards (50 yards) to the weapons range.

Base Chance: 3D10% (Weapon) Attack skill.

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

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

If the demon is bound into the weapon, the weapon will have a chance equal to the rolled damage as a percentage to shatter any normal weapon or shield which tries to block the demon. Demon weapons may roll CON or less on 1d100 to avoid breaking on a critical hit or parry

Webbing

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

Base Chance: 3D10% Web Attack skill.

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

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

Zap

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

Base Chance: 3D10% Zap Attack skill.

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

ENCOUNTERS ON PAN TANG

YOU NEVER KNOW who you might meet in the streets of Hwamgaarl or the fields of the island; the Demon Isle is never short of surprises. The following are encounter tables for use while a party of adventurers is visiting the island of Pan Tang.

Island Encounters Table

Encounter	Farmlands	Plain of Glass	Jungle	Slopes of Volcano
Theocrat Alone	01	01	01	01
heocrat & Retinue	02	02	02	02
Bishop & Retinue	03	03	03	03
Priests	04-10	04-05	04-05	04-05
Agents	11-13	06-08	06-08	06-08
Noble & Retinue	14-20	09	09	09
Sorcerer	21-22	10	10	10
Corpse	23-25	11-13	11-13	11-12
Galley	26-28	14-16	14-16	—
City Guards	29-38	17-19	17-21	13-15
Devil Riders	39-48	20-29	22-24	16-25
Overseers	49-53	—	—	—
Slave Coffin	54-58	—	—	—
Slave	59-60	—	—	—
Escaped Slave	61-65	31-33	25-27	26-28
Woman & Retinue	66-67	34	28	29
Wild Demon	68-72	35-44	29-38	30-43
Tiger	73	—	49-58	44
Death's Head Crab	—	45-55	—	45
Farm Animals	74-94	—	—	—
Jungle Animals	—	—	59-80	—
Foreigners	95	56	81	46
Special Encounter	96-99	57-60	82-85	47-50
No Encounter	00	61-00	86-00	51-00

These tables provide scenes and color when the gamemaster wants to introduce a random element. Such elements also serve to surprise and amuse gamemasters.

Sometimes people encountered will walk right by the adventurers, having no other effect on the course of the story. Sometimes the people or creatures encountered may challenge the characters, or cajole them, or proposition them. Frequently these happenstance characters can be used to prod the adventurers back onto the track of a prepared storyline, or to provide valuable clues, aid, healing, or advice when a particular passage in the adventure has the players stumped.

Use these tables and events as guidelines and springboards, but don't feel constrained by them. You are the gamemaster. Prepared statistics for most of the encounters can be found in the *Pan Tang Digest*, located at the end of this book. Feel free to reuse the information in the *Digest* as you see fit; improve or weaken the

City Encounters Table

1D100	Encounter	1D100	Encounter
01	Theocrat Alone	66-67	Overseers
02	Theocrat & Retinue	68-70	Slave Coffin
03	Bishop & Retinue	71-79	Slave
04-13	Priests	80-81	Escaped Slave
14-15	Agent	82-86	Woman
16-20	Noble & Retinue	87	Foreigner
21-29	Sorcerer	88	Wild Demon
30-32	Corpse	89-92	Domestic Demon
33-34	Ship Captain	93-95	Laborer Demon
35-38	Devil Riders	96	Tiger
39-50	Marines	97-99	Special Encounter
51-65	City Guards	00	No Encounter

capabilities of those non-player characters as befits your game. Those events labeled *Special Encounters* require some preparation on the part of the gamemaster. Use

them to introduce your own stories, particularly nasty villains, and the like. Additional details are given in the following descriptions.

Encounters on the Island

Theocrat Alone - Jagreen Lern riding across his lands, probably mounted on his demonic hairless horse-thing. He may have a specific destination, or he may be abroad on a whim.

Theocrat & Retinue - The Theocrat accompanied by fifty of his guards and a hundred slaves. He is probably visiting the rural areas in force, or journeying to one of the shrines, or up the volcano to survey the island, or to the jungle to do some hunting. The slaves tend to him, and provide a ready pool of sacrifices.

Bishop & Retinue - The Bishop of one of the Lords of Chaos (roll on the *Priest's Deity Table* on p.24, and ignore a result of Chardros), accompanied by 2D8 lesser Priests, and 6D6 slaves. He is probably en route to the island shrine of his Lord, to enact a special ritual, or he may be visiting a friend on a plantation, or traveling to his own rural residence, or taking a holiday and slave hunt in the northern jungles.

Priests - A group of 1D8 Priests (roll on the *Priest's Deity Table* on p.24 to determine cult). They are most probably on a pilgrimage to the shrine sacred to their chosen Lord. Perhaps their journey is as some kind of penance, or maybe they are visiting the faithful on the plantations.

Agent - A lone Agent, who may or may not be Pan Tangian, traveling the island on some personal quest. Perhaps he's not a random encounter at all, but has been following the adventurers. Maybe it's not a male, but a female Agent of Chaos, who has made her holy pilgrimage to Hwamgaarl only to find that her station is negligible - she may now seek revenge on the nation.

Noble & Retinue - A Noble accompanied by 1D4 guards and 1D8 slaves. He is either touring the plantations, or visiting a friend, or moving to his own country estate.

Sorcerer - He is accompanied by 1D6 slaves. He could be on his way to conduct some experiment in a desolate location, or to gather materials in the jungles, or to summon a fire elemental from the volcano. Maybe he is visiting someone in the farm belt, or even moving to or from his own plantation.

Corpse - A new or old corpse. The predator may still be in the vicinity. Perhaps it is the withered husk of a sorcerer, and may still have some magical items about him. It could be the scattered bodies of soldiers from another nation, who sought to spy on Pan Tang.

Galley - The trireme will not be encountered, but will be glimpsed off the coast. It may be putting out, or returning laden with booty and fresh slaves.

City Guards - A group of 1D4+4 warriors, patrolling the island. They may have a specific mission.

Devil Riders - A group of 1D4+4 Devil Riders on Devil Lizards. They might be scouting the island, delivering a message, hunting for someone, or simply out riding.

Overseers - A group of 1D4 overseers traveling between plantations. Perhaps they are searching for an escaped slave.

Slave Coffle - A group of 3D6 slaves and 1D4 overseers. They are either healthy and fresh and being marched to the plantations, or old and broken and being marched back to Hwamgaarl for sacrifice.

Slave - This slave is doubtless running an errand to a neighboring farm, to deliver a message, extend an invitation, or to borrow a cup of sugar. The slave will be distressed if anything happens to keep him from the task.

Escaped Slave - This slave has escaped from either Hwamgaarl or the plantations. He or she is probably finding survival on the island just as hard as survival in captivity. They will be desperate for food or aid. There might be a group of slaves banded together, possibly armed.

Woman & Retinue - A woman and 1D4 slaves traveling. She may be on her way to some secret ceremony, or perhaps there is an item or plant she is seeking. She might be moving to her husband's rural residence. Perhaps she is running away from her new husband, or maybe her husband has recently died and she is traveling to his brother's estate.

Wild Demon - A demon loose and masterless. It might lust for blood, or offer a bargain. Perhaps this one is a demon that the adventurers fought on a previous adventure, and has returned from the Million Spheres to take its revenge.

Tiger - In the wilds, the tiger might be hunting, sleeping, or watching. There is no-one out here to prevent the adventurers from defending themselves against it.

Death's Head Crab - One of the great crustaceans who scuttle among the blasted landscape of the Plain of Glass. It might choose the adventurers as prey, or ignore them. At the gamemaster's option, there might be up to 1D4 of the creatures.

Farm Animals - A herd of domesticated beasts, with some slaves herding them. They may be a recognized food animal, or some whim of a noble. Commonly they are sheep or cattle, but maybe they are pigs, dogs, ocelots, gazelle, cats, slaves compelled to walk on all fours, iguanas, demons - anything is possible. A Tiger Handler may follow the herd, to lead the sacred felines away from the animals.

Jungle Animals - Ordinary species, such as snakes, bears, tapirs, or monkeys. With such a high population of tigers, these animals are both quick and wary. The Pan Tangians occasionally introduce a new species, to provide food for the tigers.

Foreigners - These might be people shipwrecked on the island, or an optimistic but daft group of explorers or merchants. They are more likely a group of warriors, well-armed and wary, sent in to report on the state of Pan Tang's defenses. If the adventurers see them, they attack to preserve their secrecy, or, if the adventurers profess to be enemies of Pan Tang also, they may join sides with them. The Theocrat may already be aware of the presence of the spies, and there may be demons or Devil Riders in pursuit.

Special Encounter - An extraordinary sight or event. This may be drawn from one of the scenarios, or may herald a gamemaster adventure, or is perhaps merely one of the peculiar manifestations of Pan Tang. Gamemasters are invited to stretch their powers of imaginative and bizarre description. Some suggestions: a great gout of purple fire from the volcano; a giant yellow tiger with eyes like a man's; a Screaming Statue in the wilderness which moves whenever the adventurers don't look at it directly; a great demon mouth set into the ground which endeavors to swallow the party; a sudden hailstorm of gravel.

Encounters in Hwamgaarl

Theocrat Alone - Jagreen Lern walking alone among his subjects. He is often disguised. He may be spying on his populace, paying a surprise visit to a loyal or disloyal subject, or merely out enjoying the dark empire he controls.

Theocrat & Retinue - The Theocrat is rolling through the streets atop his great juggernaut, drawn by slaves. His Elite Guard follows. Crowds gather in his path, as everyone wishes to be seen paying due respect to their spiritual leader. After he has passed, treachery and discontent might be whispered.

Bishop & Retinue - One of other seven Bishops of Chaos. To find out which one, roll on the *Priest's Deity Table* on page 24, ignoring Chardros. The Bishop is accompanied by lesser Priests and slaves. He may be on his way to the Temple, visiting a friend, on some spiritual pilgrimage, enacting a ritual, or just surveying the city.

Priests - A group of 1D8 Priests of Chaos. Roll on the *Priest's Deity Table* on page 24 to determine their particular faith. They may be undertaking some task for their faith, searching for new worshippers, chanting in procession, or on their way to the Temple or University.

Agent - A lone Agent of Chaos. He may or may not be Pan Tangian. He may be an urbane sophisticate from a civilized nation, or a wild and hairy blood-crazed barbarian. He is likely to be an arrogant and intrusive character, eager to interrupt others with a challenge or a demand. His mood will be appropriate to his Lord. Agents of Balor are always the most bizarre; agents of Balan the most withdrawn.

Noble & Retinue - A Noble, accompanied by slaves, who carry him through the streets. He may be on his way to some cultural engagement, to attend a banquet in honor of a friend, to select some new slaves, or to pay his obeisances at the Temple.

Sorcerer - He may be accompanied by other sorcerers, or slaves. He may be seeking out some ingredient or sacrifice, on his way to an appointment with a member of the Theocracy, or road-testing a newly summoned demon. He may be in need of warriors to guard him on some expedition, or fetch something for him.

Corpse - A dead body, or part of a body. It may be freshly killed, and the murderer or demon who did the deed may be nearby and still hungry. It may be old and dried, displayed to dismay or deter onlookers. It may be someone's ancestor, or a sacrifice

victim. There may be some important item or clue on the body.

Ship Captain - Fresh from one of the triremes, he is also probably a Priest of Pyaray. He may be on his way to make a report, or to seek some replacement galley slaves, or hoping to recruit some new marines, or on his way to worship at the Temple, or enjoying shore leave in Hwamgaarl. He may have news of the sea, of the actions of other nations.

Devil Riders - A squad of 1D8 Devil Riders on Devil Lizards, thundering past on some journey. A stray tail from one of the creatures might lash out at an adventurer as it jogs past.

Marines - A group of 1D8 Marines, returned home from the sea. They may be enjoying the sights of Hwamgaarl, or on their way to their homes, or looking for some land-locked warrior to be belligerent to. They are probably in search of drugs, alcohol, and slaves.

City Guards - A group of 1D8 soldiers, on or off duty. They may be guarding a special person or building, or looking for an escaped slave or demon, or on their way to strip the property from someone who has displeased the Theocrat. If they are not currently on some mission, they may be roaming at will, eager to show their efficiency by questioning passers-by, stoutly resisting the taunts of the Marines, or looking for some slaves to beat up.

Overseers - One or more of the slave overseers. He may be on his way to see to the moving of a slave coffle, or to receive orders from the Temple, or on the trail of an escaped slave. He may be drunk, staggering down the street and whipping slaves at random.

Slave Coffle - A group of 2D6 slaves being driven by several overseers. They may be bound for sacrifice, the arena, the galleys, the slave warehouses by the docks, the Garden of Pain, or to the plantations. One of them may recognize one of the adventurers, and turn to them with pleading eyes.

Slave - A lone slave abroad on the streets, on an errand for the house of their master. They may be fetching food or drugs, or delivering an important message, or taking the family children out, or on their way to witness some political or religious event that the master could not be bothered attending. Slaves are always eager to be about their business, but know well to be polite and to answer any questions asked of them.

Escaped Slave - Someone who saw escape to be preferable to slow death. They might be hiding under a wagon or in an alley, waiting for dark to come so that they may

forage for food. They may have only just escaped, with their pursuers hard on their heels. They may not be an escapee at all - there is a Priest of Maluk hiding in the shadows, interested in those who would aid escaped slaves rather than help recapture them.

Woman - The wife or daughter of a Pan Tangian. She may be accompanied by slaves and children. She might be out sightseeing, or to acquire goods for the household. Her errand may be of a more clandestine nature, involving her own schemes of power and control. Perhaps she is on her way to visit a sorcerer, from whom she is receiving tuition in the dark arts. She may have need of a group of adventurers, to obtain something denied to her by her lesser station.

Foreigner - A visitor to Pan Tang. They could be a diplomat from a friendly nation, such as Dharijor or Pikarayd, being taken on a tour of the streets by the Priests of Chardros, or they could be from an enemy nation such as Vilmir or Jharkor, being hounded through the streets by the sneering populace. They could be skulking through the city on some secret mission, and may try to contact the adventurers for aid.

Wild Demon - A sorcerer summoned this creature and failed to bind it. It is loose. The sorcerer may be dead, or on its trail. The demon may be on a killing rampage, or it may be enjoying the prospect of life in the Young Kingdoms, or it may be fleeing before some even greater demon. It may have something to offer the adventurers, in return for a service it needs performed.

Domestic Demon - This creature belongs to one of the houses of Hwamgaarl. It is on an errand of some kind, or is spying for its master. No-one pays it any attention as it gibbers along the street.

Laborer Demon - At work in the streets of Hwamgaarl, in the process of building a house or tearing one down. It is usually surrounded by 2D6 slaves and several overseers working on the same project. Perhaps the demon may get out of control, and pose a threat to the overseers or the passers-by. Maybe the adventurers see one of the slaves push an overseer underneath a stone slab the demon is about to drop.

Tiger - The sacred beast of Pan Tang, this animal goes where it pleases. If it wishes to lie in the road, the traffic diverts. If it wishes to kill and eat someone, no-one prevents it. A Tiger Handler follows it at a respectful distance, and will intervene if the beast seems likely to attack a Priest or Noble.

Special Encounter - An extraordinary sight or event. This may be drawn from one of the scenarios, or may herald a gamemaster adventure.

PAN TANG DIGEST

THE FOLLOWING STATISTICS present parties of Pan Tangians. Many of these are keyed into the Encounter Tables. This section should become an ongoing reference for both the scenarios in this book, and for spur-of-the-moment encounters with Pan Tangians in other adventures.

Demons

Demonic power is the linchpin of Pan Tang's success. Through their pacts with the Lords of Chaos, and through their celestial explorations through the Million Spheres, Pan Tangian sorcerers have identified and summoned tens of thousands of different breeds. Following is a tiny representation of some of the more common breeds employed in the streets and homes of Hwamgaarl.

LABORING DEMONS

These demons work in the streets of Pan Tang with gangs of slaves and overseers, building the dark and forbidding architecture of Hwamgaarl. Each has a particular task it is well suited to.

GRUNUSH CV: 108

This demon looks like a gorilla, with long arms and a hunched form, except that it has green, warty skin. It is used for lifting rocks and timber.

STR 6D8 CON 6D8 SIZ 6D8 INT 1D8 POW 3D8 DEX 2D8

POWERS: Hands x2 (1D3 + damage bonus), Legs (10m per round), Eyes x2.

SKILLS: 3D10% Fist Attack (x2), 3D10% any Manipulation Skill (x2), 2D10% Search, 2D10% See.

CHIV'AIL CV: 190

This demon is a glowing, bubbling mire, without independent motion. It is usually kept in a furnace or a forge, and is used for smelting and welding.

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

POWERS: Burn Attack (6D6 damage, 10m range), Flame Spout (6D6 damage, 10m range, 1m radius), Wardpact against Fire.

SKILLS: 3D10% Burn Attack, 3D10% Flame Spout.

RISHOOS CV: 110

This demon looks like a bloated brown slug. As it moves it oozes fluids. It can spit a sticky wad of powerfully adhesive mucus, and this is used for holding a block of stone firm while slaves work to mortar it in place.

STR 2D8 CON 4D8 SIZ 2D8 INT 1D8 POW 3D8 DEX 1D8

POWERS: Eyestalk x1, Glue Attack (similar to Web, 10D6 STR), Slug Foot (5m per round).

SKILLS: 5D10% Glue Attack, 1D10% Search, 1D10% See.

SPACKLE CV: 194

This demon is sway-backed; it has a broad, flat octagonal body, and eight legs. From the knee of each leg, a hooded eye peers. It is covered with short black wiry hair. It is used for carrying building materials.

STR 10D8 CON 5D8 SIZ 10D8 INT 1D8 POW 3D8 DEX 2D8

POWERS: Eyes x8, Lens x8, Spider Legs (20m per round).

SKILLS: 8D10% Search, 8D10% See.

ANTECHNAK CV: 181

This demon has a snake body, a blunt head, and four long arms terminating in huge claws. It drags itself along with these, and it is a powerful digger. It is used for excavation work.

STR 4D8 CON 4D8 SIZ 4D8 INT 1D8 POW 3D8 DEX 4D8

POWERS: Burrowing (10m per round), Claws x4 (1D6 + damage bonus), Dust Cloud (3D6 POT, 5m range, 5m area), Eyes x2, Lens x2.

SKILLS: 3D10% Claw Attack (x4), 2D10% Search, 2D10% See.

GLEEPELEK CV: 213

This demon has a plump wrinkled brown body on two thin legs. It has one eye on the top of its head. It has powerful telekinetic powers, and is used to move heavy building materials into place.

STR 1D8 CON 1D8 SIZ 1D8 INT 3D8 POW 3D8 DEX 5D8

POWERS: Bug Eye x1, Legs (40m per round), Move Stuff (STR 50).

SKILLS: Search 1D10%, See 1D10%.

EWANAMMON CV: 151

This demon is long and low, like a caterpillar, except that its body is composed of shifting pebbles and gravel. It is able to petrify wood, thus strengthening the houses of Pan Tang. This draining process soon kills it, so the sorcerers usually summon them as a horde and give the group the instruction to petrify all the wood in one structure. This lemming-like mass suicide is a popular spectacle in Hwamgaarl. A dead Ewanammon looks like a steaming pile of sand.

STR 2D8 CON 10D8 SIZ 3D8 INT 1D8 POW 3D8 DEX 1D8

POWERS: Armor (5 points of rock), Caterpillar Feet (10m per round), Horde (1D100/2 appear), Transmute Wood to Stone (each 1 SIZ transmuted costs 1 CON).

SKILLS: 1D10% Search, 1D10% See, 5D10% Transmute.

XAFFLENOG

CV: 125

This demon looks like a immense slimy black worm. It vomits powerful black acid, and is used to help break apart long blocks of stone, or to demolish mistakes.

STR 1D8 CON 4D8 SIZ 2D8 INT 1D8 POW 3D8 DEX 2D8

POWERS: Acid Blood (1D20 damage), Regenerate (1 hit point per round), Slug Foot (10m per round), Vomit Attack (3D6 damage, 10m range).

SKILLS: 2D10% Search, 2D10% See, 3D10% Vomit Attack.

DOMESTIC DEMONS

These demons are employed in Pan Tangian households. They represent a variety of types, suited to a variety of tasks.

ZHAKORZ

CV: 163

This demon is a source of infernal information. It looks like a brain on a plate of noodles, except that the noodles are actually its legs. To communicate, it sticks two of these appendages into the ears of the sorcerer. The easiest way to commune with the demon is to wear it on your head, like a bonnet.

STR 1D8 CON 1D8 SIZ 1D8 INT 5D8 POW 3D8 DEX 3D8

POWERS: Knowledge (four spheres of expertise), Spider Legs (20m per round), Tentacles x2 (1D4 damage).

SKILLS: 3D10% Tentacle Attack (x2).

HELPLE

CV: 58

This four-legged demon is small and ugly, with rheumy eyes, a long dripping snuffling nose, a naked scabrous body, and a long brush-like tail. It is released into the house to wander around and bump into things, dusting the floor in the process.

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

POWERS: Eyes x2, Legs (30m per round), Snout.

SKILLS: 1D10% Search, 1D10% See, 5D10% Smell.

VENGU

CV: 199

This demon is used to fetch and carry. It has six red legs radiating from a white barrel-like body, and six red arms, each of which terminates in a splayed hand with an eye in the middle of the palm. The demon is telepathic; its master need only think of it, and it will shuffle forwards to await instruction.

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

POWERS: Eyes x6, Hands x 6 (1D3 + damage bonus), Legs (20m per round), Telepathy (30m range).

SKILLS: 3D10% Fist (x6), 3D10% any Manipulation skill (x6), 6D10% Search, 6D10% Search.

FEDERAX

CV: 182

This demon is used as a messenger. It looks like a shrunken head with bat wings; the mouth constantly oozes a dusty fluid. It can fly messages within the city, or into its home dimension.

STR 1D8 CON 6D8 SIZ 1D8 INT 3D8 POW 3D8 DEX 3D8

POWERS: Bat Wings (300m per round), Dimension Shift, Eyes x2, Mouth (1D10 damage).

SKILLS: 3D10% Bite, 10D10% Fly, 2D10% Search, 2D10% See.

SLOBBERGROKKE

CV: 126

This is an eating demon, and is usually summoned in a horde. It is used to clean up after meals. It appears as a hopping stomach, with mouth and eyes, and squeaks with greed and delight as it leaps onto the table and starts chewing.

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

POWERS: Eyes x2, Hopping (10m per round), Horde (1D100/2 appear), Mouth (2D10 damage).

SKILLS: 3D10% Bite, 10D10% Jump, 2D10% Search, 2D10% See.

OLLOKOT

CV: 162

This demon is used as guardian, spy, and watchdog. It has a doughy blob-like body, similar to a fungus-ridden potato. In this misshapen lump is one eye and a mouth. The eye wanders around the demon's body on independent spider legs. Usually the owner keeps the body, and leaves the eye hidden in some area. The demon body then tells the sorcerer what the eye can see.

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

POWERS: Clairvoyance (5m radius, 150m range), Eye x1, Lens x1, Mouth (1D10 damage), Spider Legs (eyeball only; 10m per round).

SKILLS: 3D10% Bite, 1D10% Search, 5D10% See.

PANADEx

CV: 78

This is a healing demon. It looks like a disgusting puddle of gelid smelly yellow goop, shot through with pulsing red veins. It is cold and clammy to the touch. It cannot move, and is usually kept in a bucket. If tipped on a wound, and left there for an hour, it has a restorative effect; however, wounds so healed always leave a pale yellow scar.

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

POWERS: Healing (3D6 points, takes one hour, can only heal the same person once per day).

SKILLS: None.

G'FF'EETLE

CV: 182

This spindly demon is used as a recording device, and is a popular breed for both household and official use. It has a superb memory, and can repeat anything it is instructed to remember in a bubbling liquid monotone. It is purple, and looks emaciated. It has a swollen head which lolls on its shoulders like a bruised fruit.

STR 2D8 CON 2D8 SIZ 2D8 INT 6D8 POW 3D8 DEX 2D8

POWERS: Eyes x 2, Knowledge (sphere: total recall), Legs (20m per round), Mouth (1D10 + damage bonus), Skills (see below).

SKILLS: 3D10% Bite, 10D10% Memorize, 5D10% Search, 5D10% See.

ENTERTAINMENT DEMONS

These demons are favored by Pan Tangians for relaxation and leisure. Some of them perform tasks suited to the degenerate urges of the sorcerers; others have more aesthetic functions.

LALORE

CV: 155

This demon can appear as either human gender, and is always handsome and beautiful. It is summoned to sate the unnatural lusts of the sorcerer. Physical descriptions vary according to the taste and desires of the summoner.

STR 3D8 CON 2D8 SIZ 3D8 INT 2D8 POW 3D8 DEX 5D8 CHA 5D8

POWERS: Emotion Control (Lust, POT 5D6, range 5m), Eyes x2, Hands x2 (1D3+damage bonus), Legs (30m per round), Mouth (1D10 + damage bonus).

SKILLS: 3D10% Bite, 3D10% Fist (x2), 3D10% any Manipulation Skill (x2), 2D10% Search, 2D10% See.

HECANEE

CV: 183

This demon is similar to the Lalore breed, except that it is repulsive and loathsome. It appeals to those who find ugliness aesthetic. Again, it can appear as either human gender, and specific details vary.

STR 3D8 CON 2D8 SIZ 3D8 INT 2D8 POW 3D8 DEX 5D8 CHA 1D8

POWERS: Emotion Control (Lust, POT 5D6, range 5m), Eyes x2, Hands x2 (1D3 + damage bonus), Legs (30m per round), Mouth (1D10 + damage bonus).

SKILLS: 3D10% Bite, 3D10% Fist (x2), 3D10% any Manipulation Skill (x2), 2D10% Search, 2D10% See.

SUSUTTHAN

CV: 184

This demon looks like a large spider made from crystal. It glimmers and sparkles, and is lit from within with many glowing points of light. It sings in a wavering voice, sounding like a flute played in an echoing hall. The words are not in any human tongue, yet inspire feelings of cosmic magnitude and absolute power in the listener. In addition to this, each segment of its crystal hide produces a different note when struck; the demon can play itself with its legs, or more often the listeners join in, bashing the creature with enthusiastic disharmony.

STR 3D8 CON 3D8 SIZ 3D8 INT 3D8 POW 3D8 DEX 3D8 CHA 3D8

POWERS: Armor (10 points), Big Ears, Empathy, Mouth (1D10 + damage bonus), Spider Legs (10m per round).

SKILLS: 3D10% Bite, 10D10% Listen, 10D10% Sing.

KORANNALLINZTA

CV: 176

This demon is a small deformed humanoid, and is usually summoned as a horde. It loves to dance, and immediately begins to leap and bound to any kind of musical accompaniment. It is an acrobat of spectacular accomplishment. Often a particularly wild feat ends in its own destruction, as a frenzied leap carries it out a window or into a firepit.

STR 2D8 CON 2D8 SIZ 1D8 INT 1D8 POW 3D8 DEX 5D8 CHA 1D8

POWERS: Eyes x2, Hands x2 (1D3 damage), Horde (1D100/2 appear), Legs (20m per round), Skills (see below).

SKILLS: 10D10% Dance, 3D10% Fist (x2), 3D10% any Manipulation Skill (x2), 2D10% Search, 2D10% See.

KITCHPLOK

CV: 117

This demon is small, furry, stupid, and appealing. Sorcerers with a taste for the cute and fuzzy keep them as pampered pets, feeding them the choicest pieces of roasted slave; sorcerers who abhor such insipid creatures delight in maiming and killing them in cruel ways.

STR 1D8 CON 1D8 SIZ 1D8 INT 1D8 POW 3D8 DEX 3D8 CHA 4D8

POWERS: Big Ears, Empathy, Eyes x2, Legs (50m per round), Mouth.

SKILLS: 10D10% Listen, 2D10% Search, 2D10% See.

SYMBIOLTIN

CV: 236

This demon is humanoid and featureless in its natural state. It has soft, malleable flesh, and can duplicate the features of any human it sees. Thus the sorcerers are able to exercise ersatz power over those they are unable to command in actuality. This is most frequently expressed with violent or sexual acts, and sometimes both. In time the demon will knit itself back together. It is interesting to speculate how often a Symbioltin is called upon to resemble Jagreen Lern.

STR 2D8 CON 6D8 SIZ 3D8 INT 1D8 POW 3D8 DEX 2D8 CHA 3D8

POWERS: Emotion Control (Hate or Lust, both 5m range, both POT 5D6), Eyes x2, Hands x2 (1D3 + damage bonus), Legs (10m per round), Mouth (1D10 + damage bonus), Shape Change, Regeneration (2 points).

SKILLS: 3D10% Bite, 3D10% Fist (x2), 3D10% any Manipulation Skill (x2), 2D10% Search, 2D10% See.

GAROLLOFF

CV: 125

This demon walks on four hands; it consists of two human heads and torsos, joined at the waist. It is expert in the art of massage and muscle manipulation, for relaxation, pleasure, or pain. Usually the sorcerer lies down and lets the demon walk all over him.

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

POWERS: Hands x4 (1D3 + damage bonus), Mouth x2 (1D10 + damage bonus), Skills (see below).

SKILLS: 3D10% Bite (x2), 3D10% Fist (x4), 3D10% any Manipulation Skill (x4), 12D10% Massage.

THEGMERTZ

CV: 325

This repulsive creature specializes in pain; it is a torture demon. It is a jet-black millipede, with diverse limbs, and a number of orifices from which issue various corrosive fluids. It is quite small, and usually paralyzes the victim first, then webs them fast, then proceeds to crawl around their body, biting and scratching and peeling and scouring and dissolving. This process can take minutes, hours, or days, at the command of its master.

STR 2D8 CON 2D8 SIZ 1D8 INT 6D8 POW 3D8 DEX 4D8

POWERS: Bug Eyes x2, Caterpillar Feet (5m per round), Claw x1 (1D6 damage), Darts (1D3 damage, 10m range, 1m radius), Hand x1 (1D3 damage), Mouth (1D10 damage), Paralyze (5D6 POT, 10m range), Skills (see below), Spit (1D6 damage, 10m range), Tentacle (1D8 damage), Webbing (5D6 STR), Zap (1D6 damage, 10m range).

SKILLS: 3D10% Bite, 3D10% Claw, 3D10% Darts, 3D10% Fist, 3D10% any Manipulation Skill, 10D10% Paralyze, 2D10% Search, 2D10% See, 3D10% Spit, 3D10% Tentacle, 10D10% Torture, 5D10% Webbing, 3D10% Zap.

DEFENSIVE DEMONS

These demons are used by the Pan Tangians for security and defense. Some are bound into objects; others roam free.

RATCHANGETT

CV: 51

This demon is bound into a weapon. In its natural state, it appears as a cloud of metallic powder. It is the most common demon breed summoned in Pan Tang.

CON 5D8 SIZ 1D8 INT 1D8 POW 3D8

POWERS: Weapon (+3D6 damage).

SKILLS: 3D10% Attack.

BANGONGI

CV: 90

This demon is also bound into a weapon. In its natural state, it appears as a swirl of ravening mouths screaming for blood.

CON 3D8 SIZ 1D8 INT 1D8 POW 3D8

POWERS: Weapon (+5D6 damage).

SKILLS: 5D10% Attack.

HURTINES

CV: 104

This demon is commonly bound into armor. In its natural state it looks like a gaseous collection of purple spheres.

CON 5D8 SIZ 2D8 INT 1D8 POW 3D8

POWERS: Armor (40 points - up to its CON as a maximum).

SPINALLI

CV: 100

This demon looks like a yellow sea urchin, with bristling orange quills. When bound into armor, the suit gains short spikes protruding in all directions.

STR 1D8 CON 5D8 SIZ 2D8 INT 1D8 POW 3D8 DEX 2D8

POWERS: Armor (25 points - up to its CON as a maximum), Darts (3D3 damage, 10m range, 3m radius).

SKILLS: 3D10% Darts.

STATTLAK

CV: 126

This demon looks like a dark brown legless scorpion. When bound into armor, the suit sprouts a scorpion tail, which can be ordered to strike over the head of the wearer at any foe facing them.

STR 2D8 CON 5D8 SIZ 2D8 INT 1D8 POW 3D8 DEX 2D8

POWERS: Armor (20 points - up to its CON as a maximum), Stinger (3D6 penetration damage, 3D6 POT).

SKILLS: 3D10% Stinger.

ROFFNOFF

CV: 118

This demon is commonly bound into a doormat, from which peers a baleful bug eye. If anyone it does not recognize tries to pass, it emits a dust cloud. Prior to binding, it looks much the same - one-eyed, flat, brown, and hairy.

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

POWERS: Bug Eye x1, Dust Cloud (3D6 POT, 5m range, 1m radius), Skills (see below).

SKILLS: 5D10% Search, 5D10% See.

TELEPPELOS

CV: 138

This demon resembles green and noxious kelp in its natural state. It is commonly bound into doorways, forming a curtain of dangling tentacles over the portal. If it recognizes those who wish to enter, it draws its appendages aside and allows them to pass; if it does not, it attacks them as they try to go through.

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

POWERS: Eyestalk x1, Skills (see below), Tentacles x4 (1D8 + damage bonus).

SKILLS: 5D10% Search, 5D10% See, 3D10% Tentacle Attack (x4).

SYDD

CV: 188

This demon is a good household guard. It is shaped like a tadpole, except that it has two stubby front legs on which it drags itself along. It has a stumpy flipper tail, for balance. It has wide and powerful jaws, many teeth, and shining black hemispherical eyes.

STR 6D8 CON 6D8 SIZ 2D8 INT 2D8 POW 3D8 DEX 2D8

POWERS: Armor (10 points), Eyes x2, Legs (20m per round), Mouth (3D10 + damage bonus), Skills (see below).

SKILLS: 5D10% Bite, 2D10% Search, 2D10% See, 2D10% Track.

WILD DEMONS

These demons are a sample of those which roam the island, summoned but never bound. In some cases they have killed the summoner; in others they have been purposefully set free. They are a nuisance and a menace, and Priests of Chardros often dedicate themselves to hunting down and binding or destroying rogue demons.

SKAPRANION

CV: 219

This demon has a human head on an insect torso. It has eight legs, the front two of which are barbed stingers. It is muddy brown, and red fluid oozes from the joints in its carapace when it moves.

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

POWERS: Armor (10 points), Eyes x2, Mouth (1D10 + damage bonus), Skills (see below), Spider Legs (40m per round), Stinger x2 (2D6 penetration damage, 2D6 POT).

SKILLS: 3D10% Bite, 2D10% Search, 2D10% See, 5D10% Stinger (x2).

VAKANEE

CV: 218

This repulsive demon looks like a headless skinned horse. Its neck terminates in a jagged mouth, around which swim three eyes. The disease-carrying creature dribbles phlegm and oozes pus, and is accompanied by a cloud of black flies.

STR 5D8 CON 3D8 SIZ 5D8 INT 1D8 POW 3D8 DEX 2D8

POWERS: Eyes x3, Legs (120m per round), Mouth (2D10 + damage bonus), Plague Attack (3D6 POT, virulence 5, 1m radius), Skills (see below).

SKILLS: 6D10% Bite, 3D10% Search, 3D10% See.

GERITTEL

CV: 230

This demon is a small and ugly head on chicken legs. It constantly babbles and yammers and gets underfoot, and usually appears as a horde. Its inane high-speed high-volume chatter is intolerable; it is said that the first sorcerer who summoned this breed was executed personally by the Theocrat.

STR 1D8 CON 1D8 SIZ 1D8 INT 5D8 POW 3D8 DEX 2D8

POWERS: Emotion Control (Madness, POT 3D6, 10m range), Eyes x2, Legs (30m per round), Horde (1D100/2 appear), Mouth (1D10 damage), Skills (see below).

SKILLS: 3D10% Bite, 5D10% Oratory, 5D10% Persuade, 2D10% Search, 2D10% See, 5D10% Sing.

METLORKUS

CV: 109

This demon is a human figure constructed from weapons. A greatsword forms its spine and head; battle-axes are its legs and pelvis; and its arms are flails with spiked balls. It moves stiffly and mechanically.

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

POWERS: Armor (6 points), Legs (30m per round), Skills (see below), Weapon x2 (Flail, 1D6+2+1D6 + damage bonus).

SKILLS: 5D10% Flail Attack (x2).

SETHEMMAKASS

CV: 196

This demon has a fly's head on a woman's body. It has multifaceted insect eyes, and rank black bristles.

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

POWERS: Baffle (4D6 POT, 10m range), Bug Eyes x2, Hands x2 (1D3 + damage bonus), Legs (20m per round), Mouth (1D10 + damage bonus + vampire drain), Vampire (drains 1D6 POW).

SKILLS: 5D10% Bite, 3D10% any Manipulation Skill (x2), 2D10% Search, 2D10% See.

KADAVROM

CV: 220

This vile demon looks like a crawling mass of muscles and innards. It is composed of the flesh and offal of its victims, and constantly seeks to expand itself. Each new victim adds 1D8 to its CON; each two victims adds 1D8 to its SIZ.

STR 3D8 CON 10D8 SIZ 5D8 INT 1D8 POW 3D8 DEX 1D8

POWERS: Explosive Decomposition (POT 20, range touch), Skills (see below).

SKILLS: 5D10% Explosive Decomposition Attack, 10D10% Scent Living Human Prey.

SLANKTAKK

CV: 278

This demon is a tall, thin humanoid, angular and barbed. It is almost skeletal, its dried flesh as hard as iron. It moves in long, skewed strides. Its head is conical. It is a predator, and casts darkness about itself, an environment in which it can function without impediment.

STR 4D8 CON 4D8 SIZ 4D8 INT 4D8 POW 3D8 DEX 4D8

POWERS: Armor (12 points), Big Ears, Claws x2 (1D6 + damage bonus), Legs (60m per round), Phantom, Shadow Void (3m radius, 3 rounds duration), Skills (see below), Sonar (10m range).

SKILLS: 5D10% Claws (x2), 10D10% Listen.

ZZI'ZZI'ZZBT

CV: 193

This demon appears as a swarm of insects in roughly humanoid shape. Luminous eyes shift and float amongst the cloud of stinging bugs. It seeks to kill humans, so that the insects can lay eggs in the cadaver's eyeballs. Weapons are useless against this creature, as the insects simply part and reform; it can only be harmed by wind, fire, or other devastating demonic attack forms.

STR 2D8 CON 2D8 SIZ 2D8 INT 1D8 POW 3D8 DEX 4D8

POWERS: Bug Eyes x2, Bug Wings (600m per round), Insect Wall (2D6 hit points, 2D6 damage, 3m high, 10m wide), Wasps (2D6 damage, 5m radius, for 1/10 STR rounds).

SKILLS: 10D10% Fly, 2D10% Search, 2D10% See.

Priests

Priests of Chaos are weird and dangerous people. They seek devotion from the populace, and sacrifices for the Palace-Temple. They walk the streets of Pan Tang as if they own them, and expect all to comply to their commands. Their unholy purposes and secret religious missions are unfathomable.

PRIESTS OF CHARDROS

The Black Priests of Chardros the Reaper wear robes of tattered black, and carry scythes. They wear human skulls as masks, hiding their faces. They enact the Law of the Theocrat, and preside over daily life in Hwamgaarl.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	14	12	11	12	13	12	15	12
CON	15	13	12	13	11	10	13	12
SIZ	13	14	12	11	13	12	13	12
INT	17	16	18	19	15	22	16	15
POW	18	13	19	14	16	18	18	17
DEX	13	10	11	9	13	12	11	11
CHA	17	6	15	10	12	13	8	14
HP	16	15	12	13	13	10	14	12
DB	+1D8+1D4	+1D8+1D4	None	None	+1D8+1D4	None	+1D8+1D4	None

	RANK	SKILL	SUMMONINGS
#1	1st	38%	Fire elementals
#3	2nd	44%	Earth & Fire elementals, demon breed Grunush
#4	1st	33%	Earth elementals
#6	3rd	64%	Air & Water elementals, demon breeds Hurtines, Roffnoff, Xafflenog, Zhakorz
#7	1st	39%	Earth elementals
#8	1st	35%	Air elementals

Armor: Plate (1D10-1)

Weapon	Attack	Parry	Damage
Scythe	43%	38%	2D6+2

Skills: Credit 47%, First Aid 52%, Persuade 34%, Plant Lore 60%, Oratory 70%.

PRIESTS OF SLORTAR

The Bleeding Priests of Slortar the Beautiful are more concerned with art than warfare, with aesthetics than violence. They discuss, they appreciate, they decorate. They dress in gorgeous clothes of soft fabrics, stained with their many self-inflicted wounds.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	13	10	11	15	12	10	9	13
CON	10	12	15	12	10	9	12	11
SIZ	12	13	10	13	14	15	12	11
INT	14	16	18	14	15	16	17	19
POW	15	14	16	26	13	14	15	17
DEX	12	10	11	10	12	13	9	11
CHA	3	4	7	8	6	8	4	5
HP	10	13	15	13	12	12	12	11
DB	+1D8+1D4	None	None	+1D8+1D4	+1D8+1D4	+1D8+1D4	None	None

	RANK	SKILL	SUMMONINGS
#3	1st	38%	Fire elementals
#4	3rd	57%	Air & Water elementals, demon breeds Hecanee, Korannallinzta, Lalore, Susutthan
#7	1st	32%	Air elementals
#8	2nd	41%	Air & Water elementals, demon breed Kitchplok

Armor: None.

Weapon	Attack	Parry	Damage
Shortsword	38%	33%	1D6+1

Skills: Credit 32%, Evaluate Treasure 57%, First Aid 58%, Persuade 34%, Plant Lore 52%, Search 33%, Sing 37%.

PRIESTS OF BALO

The Laughing Priests of Balo the Jester are a collection of unstable maniacs. Their actions are unpredictable, and range from the homicidal to the bizarre. They dart about Pan Tang on their own peculiar errands, chuckling and giggling. They wear jigsaw clothing of conflicting colors and styles, and outdo each other with extravagant haircuts.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	5	12	13	7	12	10	9	10
CON	8	10	12	17	12	14	15	6
SIZ	15	12	11	6	12	16	9	18
INT	19	16	15	19	12	18	15	17
POW	13	15	15	15	12	20	9	23
DEX	15	8	11	16	12	18	15	7
CHA	18	3	10	5	12	17	9	16
HP	11	10	12	14	12	18	15	12
DB	None	None	None	-1D8-1D4	None	+1D8+1D4	None	+1D8+1D4

	RANK	SKILL	SUMMONINGS
#1	1st	32%	Air elementals
#4	1st	37%	Fire elementals
#6	2nd	43%	Air & Fire elementals, demon breed Korannallinzta
#8	3rd	50%	Fire & Water elementals, demon breeds Helpe, Kitchplok, Slobbergrockle, Sybiottin

Armor: None.

Weapon	Attack	Parry	Damage
Sling	38%	—	1D8+1
Dagger	34%	33%	1D4+2

Skills: Credit 32%, First Aid 52%, Juggle 3%, Persuade 45%, Plant Lore 52%, Sing 8%, Sleight of Hand 4%, Tumble 6%.

PRIESTS OF BALAN

The Torture Priests of Balan the Grim hide their faces behind iron masks and their humanity behind souls of stone. They wear leather aprons, stained and spattered, and do not laugh or cry as they go about their terrible business.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	17	13	14	15	12	11	13	12
CON	13	14	12	10	11	12	13	14
SIZ	15	12	10	11	13	14	12	13
INT	15	16	14	17	14	13	14	15
POW	15	14	18	19	17	18	19	18
DEX	13	12	14	11	12	13	14	12
CHA	8	7	9	10	5	7	6	10
HP	16	14	12	10	12	14	13	15
DB	+1D8+1D4	+1D8+1D4	None	+1D8+1D4	+1D8+1D4	+1D8+1D4	+1D8+1D4	+1D8+1D4

	RANK	SKILL	SUMMONINGS
#3	1st	32%	Fire elementals
#4	2nd	51%	Earth & Fire elementals, demon breed Thegmertz
#7	1st	37%	Fire elementals
#8	1st	40%	Fire elementals

Armor: Leather Aprons and Iron Masks (1D6-1)

Weapon	Attack	Parry	Damage
Hammer	38%	28%	1D6+2
Tongs	18%	33%	1D6

Skills: Credit 32%, First Aid 60%, Persuade 41%, Plant Lore 52%, Torture 65%.

PRIESTS OF MALUK

The Priests of Maluk the Silent Watcher are quiet and purposeful men. Knowledge is power, and they are very powerful. Nothing escapes them, and they are widely feared. The dress in flowing robes, embroidered with the symbol of the watching eye. Many have only one eye, and some have their mouths stitched shut.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	11	13	12	14	13	12	13	12
CON	15	12	10	13	12	11	10	11
SIZ	13	14	12	10	8	13	12	11
INT	16	14	13	20	17	15	20	16
POW	14	15	17	18	16	14	20	16
DEX	10	9	12	13	11	10	9	12
CHA	13	11	12	16	14	10	4	8
HP	16	14	10	13	11	12	10	11
DB	None	+1D8+1D4	None	None	None	+1D8+1D4	+1D8+1D4	None

	Rank	Skill	Summonings
#4	2nd	46%	Air & Water elementals, demon breed Zhakorz
#5	1st	40%	Air elementals
#7	3rd	62%	Air & Water elementals, demon breeds G'f'eetle, Gleepelelek, Olokot, Zhakorz
#8	1st	32%	Air elementals

Armor: Half Plate (1D8-1)

Weapon	Attack	Parry	Damage
Spear	38%	43%	1D6+1

Skills: Credit 44%, First Aid 52%, Listen 53%, Memorize 45%, Persuade 34%, Plant Lore 60%, Search 18%, Scent 74%, See 19%, Track 15%.

PRIESTS OF PYARAY

The Priests of Pyaray are men of the sea. They captain and crew the galleys of Pan Tang, and give bloody offering to the foaming waves. They have little in common with the other sects of the Church, and care naught for current events in Hwanggaarl. They only desire to sail again, and soon. They wear tunics and breeches of blue and gray, and knot their hair in dreadlocks.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	13	12	11	9	12	11	13	12
CON	16	10	12	11	13	12	14	13
SIZ	12	13	10	12	13	12	14	12
INT	16	15	14	16	19	14	15	14
POW	16	17	15	14	17	20	15	17
DEX	12	13	11	12	13	13	12	12
CHA	8	15	7	12	10	9	17	16
HP	16	11	12	11	14	12	16	13
DB	+1D8+1D4	+1D8+1D4	None	None	+1D8+1D4	None	+1D8+1D4	None

	RANK	SKILL	SUMMONINGS
#1	1st	32%	Water elementals
#2	1st	38%	Water elementals
#5	2nd	45%	Air & Water elementals, demon breed Ratchangett
#6	1st	40%	Water elementals

Armor: Plate (1D10-1)

Weapon	Attack	Parry	Damage
Whip	58%	—	1D4
Trident	48%	33%	1D6+1

Skills: Credit 32%, First Aid 52%, Persuade 34%, Plant Lore 52%, Balance 55%, Navigate 88%.

PRIESTS OF MABELRODE

The Sword Priests of Mabelrode the Faceless are warriors and officers. They consider themselves superior to any other fighting man of Pan Tang, and demonstrate their skill if challenged. They shroud their faces with black cloth, and wear polished plate armor.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	11	13	14	13	12	14	15	13
CON	12	10	11	13	12	14	15	12
SIZ	13	12	14	13	15	12	11	13
INT	18	15	14	15	16	19	13	15
POW	18	17	15	14	17	21	15	16
DEX	13	14	13	15	14	13	15	13
CHA	8	13	16	15	10	12	7	14
HP	13	10	13	14	15	14	15	13
DB	None	+1D8+1D4	+1D8+1D4	+1D8+1D4	+1D8+1D8+1D4+1D4	+1D8+1D8+1D4+1D8+1D8+1D4	+1D8+1D8+1D4	+1D8+1D8+1D4

	RANK	SKILL	SUMMONINGS
#1	2nd	47%	Earth & Fire elementals, demon breed Hurtines
#2	1st	40%	Fire elementals
#5	1st	35%	Fire elementals
#6	3rd	58%	Earth & Fire elementals, demon breeds Bangongi, Metlorikus, Ratchangett, Stattiak

Armor: Plate with Helm (1D10+2)

Weapon	Attack	Parry	Damage
Broadsword	58%	58%	1D8+1
Greatsword	48%	48%	2D8
Shortsword	38%	38%	1D6+1

Skills: Credit 32%, Dodge 28%, First Aid 72%, Persuade 30%, Plant Lore 59%.

PRIESTS OF HIONHURN

The Horned Priests of Hionhurn the Executioner live in a world scented by their foul incense, and dominated by their own ceaseless chanting. Their litany to their guillotine god is unending. They have no political aspirations, but move through Hwanggaarl life, accepted and ignored by all. They wear blood-stained robes, and the horns of bulls.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	16	15	15	14	13	13	13	14
CON	12	10	11	13	12	11	10	12
SIZ	13	12	14	15	11	11	13	12
INT	15	14	16	17	12	14	15	15
POW	17	15	15	19	18	16	15	17
DEX	13	11	12	14	13	12	14	17
CHA	13	8	7	15	12	10	11	13
HP	13	10	13	15	12	11	11	12
DB	+1D8+1D4	+1D8+1D4	+1D8+1D4	+1D8+1D4	None	None	+1D8+1D4	+1D8+1D4

	RANK	SKILL	SUMMONINGS
#1	1st	36%	Earth elementals
#4	2nd	56%	Earth & Fire elementals, demon breed Bangongi
#8	1st	32%	Earth elementals

Armor: Plate (1D10-1)

Weapon	Attack	Parry	Damage
Great Ax	58%	53%	3D8
Battle Ax	38%	33%	1D8+2

Skills: Credit 28%, First Aid 47%, Persuade 31%, Plant Lore 45%.

Agents

Agents of Chaos are doomed individuals. They must never settle, and usually travel alone. Their service to

the more evil aspects of Chaos has left them as twisted souls, without compassion or reason. If the mood takes him, any one of them poses a serious threat to an adventuring party.

AGENT OF CHARDROS

This Agent is a self-styled angel of death, slaying any he finds who are old, sick, or weak. He wears a skull in front of his face, and dresses in a moldy shroud of tattered black. He is tall and thin, and his eyes are of the coldest blue.

STR 12 CON 14 SIZ 18 INT 18 POW 18 DEX 12 CHA 14

Hit Points: 20 Armor: Plate (1D10-1)

Damage Bonus: +1D6/+1D4

Elan: 36

Weapon	Attack	Parry	Damage
Demon Scythe	74%	83%	2D6+2+5D6
Scimitar	66%	62%	1D8+1

Skills: Move Quietly 97%, Orate 80%, See 91%.

Languages: Common 70%/90%, Mabden 21%/48%.

Summoning Skill: 54%.

Summonings: Earth & Fire elementals, demon breed Bangongi.

Demons: DEMON SCYTHE (breed Bangongi)

CON 17 SIZ 3 INT 5 POW 11

AGENT OF SLORTAR

This short and portly man has not bathed or shaved since attaining agenthood. He is amiable and friendly, until he sights any person with blonde hair and blue eyes. Such people he considers an affront to the beauty of Slortar, and launches a murderous bludgeoning attack on them.

STR 13 CON 16 SIZ 12 INT 14 POW 17 DEX 10 CHA 2

Hit Points: 16 Armor: Demon Half-plate (24 points)

Damage Bonus: +1D6/+1D4

Elan: 52

Weapon	Attack	Parry	Damage
Heavy Mace	74%	69%	1D8+2
Light Mace	62%	64%	1D6+2

Skills: Evaluate Treasure 74%, Search 53%, See 67%.

Languages: Common 59%/70%, Mabden 36%/41%.

Demons: DEMON ARMOR (breed Hurtines)

CON 24 SIZ 11 INT 3 POW 13

AGENT OF BALO

This mohawked madman is dressed in a ragged sleeveless leather tunic and black trousers. On his left foot he wears a sandal, but on his right he wears an enormous black leather boot. In it is bound a demon, and the agent uses it to kick doors, dogs, and heads.

STR 13 CON 15 SIZ 13 INT 9 POW 21 DEX 17 CHA 16

Hit Points: 16 Armor: Leather (1D6-1)

Damage Bonus: +1D6/+1D4

Elan: 47

Weapon	Attack	Parry	Damage
Demon Boot	87%	—	1D6+5D6
Sling	58%	—	1D6+1

Skills: Dodge 83%, Jump 96%, Persuade 51%, Slam Dance 85%.

Languages: Common -/45%, Mabden -/7%.

Demons: DEMON BOOT (breed Bangongi)

CON 5 SIZ 1 INT 2 POW 23

AGENT OF BALAN

This iron-masked agent is a Torturer for Hire. He is a hulking man, clad in rough metal and scarlet leather. He offers his service free to despots and nobles, but once he has tortured ninety nine victims, the hundredth is his employer, who is made to suffer every single torture that the previous ninety nine endured. After a perverse fashion, the agent is actually performing good deeds.

STR 18 CON 12 SIZ 14 INT 17 POW 14 DEX 11 CHA 8

Hit Points: 14

Armor: Plate with Helm (1D10+2)

Damage Bonus: +1D6/+1D4

Elan: 24

Weapon	Attack	Parry	Damage
Hammer	83%	41%	1D6+2
Tongs	35%	80%	1D4
Poker	66%	59%	1D6 + flame 1D6
Head Butt	52%	—	1D4+1

Skills: Ambush 83%, Hide 76%, Move Quietly 81%, Tie Knot 88%, Torture 93%.

Languages: Common 56%/85%, Mabden -/28%.

Demons: FIRE ELEMENTAL bound into Poker.

AGENT OF MALUK

This silent one-eyed man travels the length and breadth of the Young Kingdoms, researching infernal information for his books and scrolls. He questions other scholars, and then kills them; consults great libraries, and then burns them down. In this way he steals knowledge for his god. He is small and quiet, with a serious air, a receding hairline and a wispy beard.

STR 12 CON 12 SIZ 10 INT 18 POW 17 DEX 8 CHA 4

Hit Points: 12

Armor: Leather (1D6-1)

Damage Bonus: none.

Elan: 54

Weapon	Attack	Parry	Damage
Poison Quill	73%	—	1D2 + poison class 3 (paralysis)
Shortsword	67%	84%	1D6+1

Skills: Conceal 64%, Cut Purse 55%, Memorize 98%, Move Quietly 77%, Music Lore 58%, Plant Lore 83%, Poison Lore 94%.

Languages: Common 90%/90%, High Meinibonéan 41%/24%, Low Meinibonéan 34%/61%, Mabden 84%/53%.

Summoning Skill: 46%.

Summonings: Air & Fire elementals, demon breed Zhakorz.

Demons: KNOWLEDGE DEMON (breed Zhakorz)

STR 3 CON 6 SIZ 2 INT 40 POW 17 DEX 7

AGENT OF PYARAV

This man is broad and stern, with lank black hair which spills down his back. He has a rugged confidence, and a dark gaze. It is his personal mission to send men to the bottom of the sea; he does this by joining a crew, leading a mutiny, then sailing the vessel into dangerous waters. When the ship is doomed, he escapes by rowboat.

STR 16 CON 18 SIZ 12 INT 14 POW 17 DEX 15 CHA 15

Hit Points: 18

Armor: Plate (1D10-1)

Damage Bonus: +1D6/+1D4

Elan: 38

Weapon	Attack	Parry	Damage
Demon Harpoon	86%	60%	1D10+1+3D6
Demon Harpoon (thrown)	91%	—	2D6+3D6
Knife	63%	58%	1D4
Grapple	79%	—	special

Skills: Balance 83%, Navigate 97%, Orate 79%, See 90%, Tie Knot 52%.

Languages: Common -/70%, Mabden -/32%.

Demons: DEMON HARPOON (breed Ratchangett)

CON 30 SIZ 3 INT 5 POW 16

AGENT OF MABELRODE

This man is always clad in full field plate mail. His visor remains locked down, his face unseen. He travels the Young Kingdoms, silent and observant, looking for renowned warriors, whom he attacks and slays.

STR 16 CON 18 SIZ 16 INT 14 POW 16 DEX 16 CHA 14

Hit Points: 22

Armor: Plate with Helm (1D10+2)

Damage Bonus: +1D6/+1D4

Elan: 52

Weapon	Attack	Parry	Damage
Demon Greatsword	97%	94%	2D8+5D6
Broadsword	95%	91%	1D8+1
Dagger	94%	92%	1D4+2
Throwing Dagger	90%	92%	1D4+2

Skills: Dodge 86%, First Aid 81%, Listen 75%, See 48%.

Languages: Common 40%/70%, Mabden -/22%.

Demons: DEMON GREATSWORD (breed Bangongi)

CON 24 SIZ 3 INT 4 POW 16

AGENT OF HIONHURN

This huge horned and hairy man wanders where he pleases, looking for excuses to hew heads in honor of Hionhurn. He keeps up a solitary litany, but in fits and snatches; to most it sounds as if he is mumbling to himself.

STR 17 CON 15 SIZ 18 INT 13 POW 13 DEX 15 CHA 11

Hit Points: 31

Armor: Leather (1D6-1)

Damage Bonus: +1D6/+1D4

Elan: 31

Weapon	Attack	Parry	Damage
Great Ax	99%	87%	3D6
Battle Ax	84%	76%	1D8+2
Hatchet	63%	44%	1D6+1
Throwing Ax	91%	—	1D8+2
Gore74%	—	1D6+3D6	

Skills: Listen 78%, Scent 85%, Track 94%.

Languages: Common -/65%, Mabden -/43%.

Demons: DEMON BULL HORNS (breed Ratchangett)

CON 35 SIZ 2 INT 1 POW 11

Warriors

Martial strength, along with demonic forces, is the other key to Pan Tang's power. The armies of the island are well-trained, and ready to fight. This section presents a range of Pan Tangian squads, for encounter on the island or abroad. Groups of eight are provided. This is not to say that Pan Tangians are only encountered in bands of uniform size. More demons would be present than are represented here. Gamemasters may wish to add a few demon weapons (of the breeds Ratchangett and Bangongi) and some demon armor (of the breed Hurtines) here and there.

THE THEOCRAT, JAGREEN LERN

Thin, aquiline Jagreen Lern is the greatest of Pan Tang's Theocrats, and the last. He is resplendent in his glowing red armor, and robes of unmatched finery. He sometimes travels alone, but with half a dozen demons at the ready; he is more likely to be accompanied by fifty of his private guard. He is an uncanny man, of great and terrible power.

STR 18 CON 21 SIZ 12 INT 26 POW 26 DEX 15 CHA 17

Hit Points: 21

Armor: Demon Plate (60 points)

Elan: 99

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Demon Ax	103%	64%	1D8+2+3D6
Demon Sword	47%	87%	1D8+1+1D6
Demon Buckler	38%	94%	—

Skills: Credit 100%, Dodge 91%, Listen 86%, Move Quietly 100%, Orate 56%, Search 100%, See 32%.

Languages: Common 100%/100%, High Melnibonéan 100%/100%, Low Melnibonéan 100%/100%, Mabden 100%/100%.

Summoning Chance: 99%.

Summonings: All elementals; many demon breeds; Chardros, Kakatal, Grome, Lassa, Straasha; Awaken Chaos.

Demons: *Splitter* (Demon Ax), *Ripper* (Demon Sword), *Saver* (Demon Armor), *Blocker* (Demon Buckler), *Strider* (Demon Steed), *Finder* (Demon Ring).

Note: Full statistics for Jagreen Lern and his demons can be found on p.126 of the rulebook.

THEOCRAT'S GUARD

The Theocrat's Guard are hand-picked by Jagreen Lern. They wear shining armor of brilliant scarlet, polished black hobnail boots, and long gray cloaks. Each bears a shield etched with the symbol of Chaos, and a chuckling demonic weapon.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	12	13	15	12	13	11	15	13
CON	12	11	13	14	12	13	15	13
SIZ	14	14	14	14	14	14	14	14
INT	15	14	17	16	15	14	15	16
POW	18	16	19	13	14	16	17	14
DEX	12	10	11	14	15	16	13	12
CHA	13	14	16	17	15	18	16	14
HP	14	13	15	16	14	15	17	15

DB +1D6+1D4 +1D6+1D4 +1D6+1D4 +1D6+1D4 +1D6+1D4 +1D6+1D4 +1D6+1D4 +1D6+1D4

Armor: Demon Plate (20 points)

Weapon	Attack	Parry	Damage
Demon Saber	80%	60%	1D8+1+3D6
Shield	20%	70%	1D6
Dagger	38%	38%	1D4+2

Skills: Dodge 43%, Listen 65%, See 67%.

	RANK	SKILL	SUMMONINGS
#1	1st	35%	Air elementals
#3	2nd	41%	Fire & Water elementals, demon breed Sydd
#7	1st	32%	Earth elementals

Demons: Each has DEMON PLATE (breed Hurtines).

CON 20 SIZ 14 INT 4 POW 15

Each also has a DEMON SABER (breed Ratchangett).

CON 25 SIZ 2 INT 3 POW 14

CITY GUARD OFFICER, NOBLE

This man owes his command to his position in the Theocracy. He has no sorcerous skill, but is both athletic and handsome. He is of average build, with short black hair and brown eyes. His beard is oiled and curled. His eagerness for personal glory makes him foolhardy.

STR 13 CON 12 SIZ 13 INT 13 POW 16 DEX 13 CHA 15

Hit Points: 13 Armor: Demon Plate (25 points)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Demon Spear	74%	43%	1D6+1+3D6
Shield	16%	71%	1D6

Skills: Credit 51%, Dodge 56%, Listen 61%, Orate 48%, Search 75%, See 67%, Track 59%.

Languages: Common 59%/75%, Mabden 44%/61%.

Demons: DEMON PLATE (breed Hurtines)

CON 25 SIZ 13 INT 7 POW 15

DEMON SPEAR (breed Ratchangett)

CON 31 SIZ 3 INT 2 POW 12

CITY GUARDS

These are the rank and file warriors of Pan Tang. The City Guard is more a standing army than an active policing force. The warriors mostly wear somber reds and dark grays, with personal jewelry and garish ornamentation.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	11	13	11	13	11	12	14	11
CON	12	12	13	10	12	11	12	11
SIZ	10	12	13	10	13	14	15	12
INT	14	16	15	16	15	17	15	15
POW	15	13	16	17	13	14	14	16
DEX	10	9	11	10	9	11	10	12
CHA	9	11	12	13	10	11	7	11
HP	12	12	14	10	13	13	15	11
DB	+1D8/+1D4	+1D8/+1D4	None	None	None	+1D8/+1D4	+1D8/+1D4	None

Armor: Plate (1D10-1)

Weapon	Attack	Parry	Damage
Battle Ax	58%	43%	1D8+2
Broadsword	48%	38%	1D8+1
Target Shield	18%	58%	1D6
Self Bow	38%	—	1D8+1

Skills: Dodge 30%, Listen 51%, Search 27%, See 53%.

RANK	SKILL	SUMMONINGS
#4	1st 33%	Fire elementals

DEVIL RIDER OFFICER, NOBLE

This cavalry officer considers himself and his unit superior to foot soldiers, and will ignore any but other officers or nobles. He is dressed in clothing of horse-hair or horse-leather, taken from horses slain by him or his Devil Lizard.

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

Hit Points: 16 Armor: Demon Half-plate (30 points)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Lance	82%	40%	1D10+1+2D6*
Saber	70%	67%	1D8+1
Shield	28%	74%	1D6
Dagger	44%	36%	1D4+2

* This is the Devil Lizard's damage bonus.

Skills: Credit 61%, First Aid 41%, Orate 35%, Ride 92%, See 71%, Tumble 33%.

Languages: Common 40%/70%, Mabden 15%/27%.

Demons: DEMON ARMOR (breed Hurtines).

CON 30 SIZ 13 INT 3 POW 14

DEVIL RIDERS

The cavalry of Pan Tang are rebellious and undisciplined, with an open contempt for footmen. They rarely check the behavior of their anti-social reptilian mounts. Their clothing is gaudy and individual, with many decorations of previous battles, and handmade garments. They carry banners on their lances.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	12	11	13	14	15	12	11	10
CON	15	12	10	9	13	12	14	13
SIZ	12	13	14	13	10	11	12	14
INT	18	15	16	14	15	13	14	14
POW	15	17	14	16	15	13	15	14
DEX	13	10	11	12	13	14	10	11
CHA	12	11	8	13	15	6	12	10
HP	15	13	12	10	13	12	14	15
DB	None	None	+1D8/+1D4	+1D8/+1D4	+1D8/+1D4	None	None	None

RANK	SKILL	SUMMONINGS	
#1	1st 33%	Air elementals	
#2	1st 37%	Earth elementals	
Armor: Half-plate (1D8-1)			
Weapon	Attack	Parry	Damage
Lance	58%	33%	1D10+1+2D6*
Saber	48%	48%	1D8+1
Shield	28%	53%	1D6
Dagger	38%	33%	1D4+2

* This is the Devil Lizard's damage bonus.

Skills: Ride 65%, See 40%.

DEVIL LIZARDS

These are the six-legged reptilian mounts of the Devil Riders. Nine are provided; #1 through #8 are for the riders given above, and #9 is the officer's.

	#1	#2	#3	#4	#5	#6	#7	#8	#9
STR	23	24	25	24	26	24	20	21	30
CON	15	15	17	16	14	13	17	18	16
SIZ	27	27	26	34	24	28	25	24	35
INT	3	4	4	2	1	2	4	3	4
POW	11	10	16	9	9	6	11	5	14
DEX	10	10	7	10	14	12	9	14	13
HP	30	30	31	38	26	29	30	30	39

Armor: Scaly Hide (5 points)

Weapon	Attack	Parry	Damage
Bite	40%	—	1D10
Tail Spike*	40%	—	1D8+1+2D6

* If hit, target must also roll STR x 3 or be knocked over.

Note: A Devil Lizard can bite and tail-lash in the same round, but not at the same opponent.

TIGER HANDLERS

Tiger Handlers are generally encountered alone. If they are met as a band, they will have an equal number of tigers with them, and will be eager to fight. These men have adopted some of the predatory attitudes of the beasts they work with; certainly they have little sense of personal responsibility or consequence. They dress in light clothes, and run barefoot.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	10	12	13	12	10	11	13	12
CON	14	13	12	13	11	15	17	13
SIZ	15	12	13	15	10	13	12	11
INT	14	15	13	15	15	14	16	17
POW	13	15	18	17	14	15	19	13
DEX	13	12	14	13	15	12	13	14
CHA	8	7	10	11	12	8	11	7
HP	17	13	13	16	11	16	17	13
DB	+1D6+1D4	None	+1D6+1D4	+1D6+1D4	None	None	+1D6+1D4	None

	RANK	SKILL	SUMMONINGS
#4	1st	32%	Fire elementals
#7	1st	40%	Water elementals

Armor: Leather (1D6-1)

Weapon	Attack	Parry	Damage
Scimitar	53%	53%	1D8+1
Dagger	48%	43%	1D4+2

Skills: Climb 53%, Dodge 38%, Jump 27%, Listen 31%, Scent 26%, Tiger Handling 69%, Track 42%.

Note: Statistics for Tigers are found nearby.

SHIP CAPTAIN, PRIEST OF PYARAY

This powerful man commands one of the black galleys. He lives to sail, to plunder and kill, and knows no fear on the waves; as long as he dies with a deck under his feet, he will serve Pyaray forever on the Chaos Fleet. He is dressed in clothes of gray and silver, and his hair and beard are a mass of dreadlocks.

STR 17 CON 18 SIZ 13 INT 16 POW 21 DEX 14 CHA 16

Hit Points: 19 Armor: Plate (1D10-1) Elan: 60

Damage Bonus: +1D6+1D4

Weapon	Attack	Parry	Damage
Demon Trident	92%	90%	1D6+1+5D6

Skills: Balance 93%, Evaluate Treasure 82%, Make Map 77%, Navigate 94%, Orate 71%, See 85%.

Languages: Common 80%/80%, Mabden 60%/60%.

Summoning Chance: 52%.

Summonings: Air Elementals, Water Elementals, demon breeds Bangongi, G'ffettle.

Demons: DEMON TRIDENT (breed Bangongi).

CON 20 SIZ 3 INT 2 POW 16

FIRST MATE

The First Mate is not a Priest of Pyaray, although he aspires to the position. He leads the Marines across the boarding ramps and into battle. He is lightly armed and armored, and a warrior of daring and skill. He wears his hair in a ponytail, and his beard is neat and short.

STR 16 CON 18 SIZ 15 INT 13 POW 10 DEX 16 CHA 13

Hit Points: 21 Armor: Half-plate (1D8-1)

Damage Bonus: +1D6+1D4

Weapon	Attack	Parry	Damage
Demon Scimitar	87%	86%	1D8+1+3D6
Dagger	67%	65%	1D4+2

Skills: Balance 76%, Dodge 53%, First Aid 57%, Make Map 41%, Navigate 31%, Persuade 44%, See 66%, Tie Knot 86%.

Languages: Common 25%/65%, Mabden -/23%.

Demons: DEMON SCIMITAR (breed Ratchangett).

CON 34 SIZ 2 INT 4 POW 13

MARINES

These are the warriors who sail in Pan Tang's fleet, and make the pirate empire great. They are efficient, merciless, and despised wherever sailors of other nations gather. Their clothing is primarily tunics and breeches of dark blues and grays, but most of them have enhanced this with articles looted from other ships. They are the most worldly of Pan Tang's troops, and this gives them confidence and swagger.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	13	12	15	13	11	11	13	12
CON	15	12	11	12	11	13	14	17
SIZ	13	12	14	11	13	13	13	13
INT	15	14	16	13	14	15	15	16
POW	16	13	14	15	17	13	16	18
DEX	12	11	10	13	12	11	12	10
CHA	13	10	11	12	11	13	9	10
HP	16	12	13	12	12	14	15	18
DB	+1D6+1D4	None	+1D6+1D4	None	None	None	+1D6+1D4	+1D6+1D4

Armor: Plate (1D10-1)

Weapon	Attack	Parry	Damage
Sea Ax	58%	53%	2D6+2
Scimitar	48%	38%	1D8+1
Target Shield	13%	43%	1D6
Self Bow	38%	—	1D8+1

Skills: Balance 57%, See 39%.

	RANK	SKILL	SUMMONINGS
#8	1st	39%	Water elementals

OVERSEERS

These cruel men drive the slaves of the island, transporting them between points and supervising their labor. They are vicious and unforgiving, treating their charges worse than a herdsman treats his cattle. They favor leather clothing, with studs and spikes.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	15	16	13	14	13	12	17	13
CON	13	12	13	12	10	11	12	17
SIZ	16	15	13	15	14	15	13	16
INT	14	12	13	14	15	14	13	12
POW	18	15	16	14	13	12	15	14
DEX	12	10	11	13	11	10	9	8
CHA	9	6	13	12	10	7	12	10
HP	17	15	14	15	12	14	13	21

DB +1D6+1D4+1D6+1D4+1D6+1D4+1D6+1D4+1D6+1D4+1D6+1D4+1D6+1D4+1D6+1D4

	RANK	SKILL	SUMMONINGS
#1	1st	38%	Earth elementals

Armor: Leather (1D6-1)

Weapon	Attack	Parry	Damage
Whip	58%	—	1D4
Grapple	35%	—	special
Fist/Punch	45%	—	1D3
Club	48%	43%	1D6

Skills: Dodge 30%, Oratory 48%.

NOBLE

This man has no physical strength or martial prowess or sorcerous skills; he does have slaves and bodyguards, and through these means exercises power. He enjoys watching violence, and is most likely encountered on his way to or from the games. He eagerly seizes any opportunity to set his bodyguards on to someone, without concern for their welfare; he just wishes to see the blood, at close range. He dresses in heavy dark robes, and travels on a palanquin borne by slaves.

STR 9 CON 8 SIZ 12 INT 11 POW 14 DEX 9 CHA 6

Hit Points: 8 Armor: None.

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Shortsword	42%	43%	1D6+1

Skills: Credit 74%, Evaluate Treasure 61%.

Languages: Common 47%/55%, Mabden 41%/55%.

Demons: DEMON COMPANION (breed Lalore).

STR 13 CON 10 SIZ 11 INT 5 POW 11 DEX 23 CHA 29

BODYGUARDS

These young warriors accompany a noble. In time they will join the City Guard or the Marines; for now they saunter along the metal streets, eager to set upon someone at their patron's instruction. They are dressed by their employer; thus in some cases they might be clad in flowing robes, and in others they may be half-naked, displaying lean and muscled torsos.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	12	11	13	10	12	11	14	9
CON	11	14	12	10	12	11	11	12
SIZ	13	11	12	12	15	11	13	12
INT	14	16	16	15	13	14	12	13
POW	17	13	14	16	11	14	13	15
DEX	9	10	13	11	10	12	11	11
CHA	8	11	12	10	7	13	10	12
HP	12	14	12	10	15	11	12	12
DB	+1D6+1D4	None	+1D6+1D4	None	+1D6+1D4	None	+1D6+1D4	None

Armor: Half-plate (1D8-1)

Weapon	Attack	Parry	Damage
Saber	48%	43%	1D8+1
Dagger	37%	32%	1D4+2
Fist/Punch	28%	—	1D3

Skills: Dodge 40%, Listen 25%, See 31%.

MERCHANT/SLAVER, PRIEST OF CHARDROS

What Pan Tang cannot steal must be bought; this Priest masquerades as a merchant. He is dressed in sober robes of exceptional quality, as befits a man of purported taste and wealth, and his beard is combed and scented. Behind this obsequious exterior is a mind festering with low schemes — trade goods which are poorly guarded become donations to Pan Tang; small groups of foreigners met in isolation are fated for a life of slavery.

STR 10 CON 14 SIZ 12 INT 19 POW 21 DEX 13 CHA 14

Hit Points: 14 Armor: Demon Leather (20 points)

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Dagger	51%	42%	1D4+2

Skills: Conceal 62%, Credit 71%, Evaluate 97%, First Aid 48%, Hide 74%, Move Quietly 60%, Orate 55%, Persuade 64%.

Languages: Common 95%/95%, High Melnibonéan 67%/50%, Low Melnibonéan 38%/72%, Mabden 73%/80%, Mong -/50%, Orgjen 20%/53%.

Summoning Skill: 43%

Summonings: Air & Water elementals, demon breeds Federax, Hurtines, Ollokot, Zhakorz.

Demons: DEMON ARMOR (breed Hurtines)

CON 20 SIZ 12 INT 3 POW 17

DEMON SPY (breed Ollokot)

STR 5 CON 10 SIZ 3 INT 19 POW 16 DEX 11

SLAVERS

These men pose as bodyguards to the merchant, and indeed they are; they are also slavers, eager to capture human livestock whenever the opportunity presents itself. They dress in fine clothes and polished armor, and display friendly smiles to all but their intended victims.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	13	10	11	13	13	11	12	14
CON	12	12	12	16	14	11	13	13
SIZ	14	13	13	15	11	14	11	16
INT	15	16	14	14	16	17	15	19
POW	15	14	13	17	15	18	15	15
DEX	12	10	12	13	11	9	7	11
CHA	13	11	12	11	7	14	10	8
HP	14	13	13	19	14	13	13	17
DB	+1D6+1D4	None	None	+1D6+1D4	None	+1D6+1D4	None	+1D6+1D4

RANK	SKILL	SUMMONINGS
#6	1st 43%	Earth elementals

Armor: Plate (1D10-1)

Weapon	Attack	Parry	Damage
Scimitar	58%	43%	1D8+1
Shield	23%	58%	1D6
Self Bow	48%	—	1D8+1
Whip	63%	—	1D4
Grapple	35%	—	special

Skills: Ambush 59%, Hide 44%, Move Quietly 47%, See 36%, Track 51%.

Individuals

Eight characters are supplied below, to fuel meetings dictated by the Encounter Table. They are not given names, but their personalities and desires suggest subplots for the gamemaster to explore.

SORCERER, 3RD RANK

This man is an architect. He is average and dumpy, wears dusty robes, and carries scrolls and plans and instruments. With magical skill and fevered inventiveness, he designs dark buildings for the skewed city of Hwanggaar, and oversees their construction. He searches the million spheres for inspirations in design and form, and for useful demon breeds. He might ask the adventurers to find some exotic building material, or to steal a plan for him.

STR 10 CON 13 SIZ 11 INT 19 POW 22 DEX 14 CHA 5

Hit Points: 13 Armor: None.

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Cudgel	49%	31%	1D6

Skills: Architecture 93%, Craft Stone 74%, Craft Wood 81%, Map Making 90%, Search 55%.

Languages: Common 95%/95%, High Melnibonéan 68%/34%, Low Melnibonéan 82%/57%, Mabden 77%/95%.

Summoning Skill: 64%.

Summonings: Earth & Fire elementals, demon breeds Antchnak, Grunush, Rishoos, Xaffienog.

Demons: DEMON HELPER (breed Grunush)

STR 33 CON 40 SIZ 27 INT 8 POW 15 DEX 9

SORCERER, 3RD RANK

This man is vain and aggressive, with an eye on the upper echelons of the Theocracy. He is lean and tough, wears brown hairy armor, and is always dressed for war. He craves power and, seeing limited opportunity for self-promotion on the island, organizes expeditions abroad. He raids to increase the skills of he and his men, and targets rare treasures and other sorcerers. At his home on the island, he crafts unusual weapons. He might invite the adventurers to join his mercenary band.

STR 13 CON 9 SIZ 14 INT 17 POW 25 DEX 16 CHA 18

Hit Points: 11 Armor: Demon Plate (20 points)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Demon Broadsword	86%	79%	1D8+1+5D6
Dagger	64%	61%	1D4+2
Demon Stinger	46%	—	3D6 penetration/3D6 potency

Skills: Ambush 60%, Craft Blacksmith 88%, First Aid 73%, Hide 71%, Oratory 64%, See 53%.

Languages: Common 85%/85%, High Melnibonéan 64%/65%, Low Melnibonéan 33%/85%, Mabden 61%/85%.

Summoning Skill: 73%.

Summonings: Earth & Fire elementals, demon breeds Bangongi, Chiv'aii, Panadex, Stattlak.

Demons: DEMON BROADSWORD (breed Bangongi)

CON 12 SIZ 2 INT 5 POW 17

DEMON ARMOR (breed Stattlak)

STR 10 CON 30 SIZ 14 INT 6 POW 14 DEX 11

DEMON HEALER (breed Panadex)

CON 22 SIZ 2 INT 11 POW 20

SORCERER, 2ND RANK

This tall man is a meteorologist, and makes study of the stars, the heavens, the million spheres, and the weather. He spends hours in obtuse calculations. This gives him a distracted air, and he always wears an odd assortment of clothing, sometimes without changing or bathing for weeks. He might hire the adventurers to trek to some point and observe an astronomical phenomenon for him, and report back.

STR 10 CON 14 SIZ 18 INT 17 POW 19 DEX 9 CHA 10

Hit Points: 20 Armor: Leather (1D6-1)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Telescope	12%	1%	1D6

Skills: Astronomy 94%, Make Map 90%, Navigate 33%, See 75%.

Languages: Common 85%/85%, High Melnibonéan 31%/24%, Low Melnibonéan 11%/28%, Mabden 43%/45%.

Summoning Skill: 49%.

Summonings: Air & Water elementals, demon breed Federax.

Demons: DEMON MESSENGER (breed Federax)

STR 8 CON 32 SIZ 4 INT 20 POW 13 DEX 17

SORCERER, 1TH RANK

This man is wizened and old, and no longer capable of walking. His magical skills are awesome, but his body is failing him. He has spent his lifetime researching the philosophy and power of Chaos, and tutored the young Jagreen Lem long ago. He may send the investigators on some quest to restore his vitality, or perhaps asks them to spy on his own scheming sons.

STR 5 CON 7 SIZ 9 INT 24 POW 17 DEX 3 CHA 8

Hit Points: 7 Armor: None.

Damage Bonus: -1d6/-1d4

Weapon	Attack	Parry	Damage
None.			

Skills: Evaluate Treasure 85%, Listen 93%, Memorize 92%, Plant Lore 100%, Poison Lore 100%, See 11%.

Languages: Common 100%/100%, High Melnibonéan 90%/90%, Low Melnibonéan 90%/90%, Mabden 100%/100%.

Summoning Skill: 86%.

Summonings: Awaken Chaos, all elementals, demon breeds Roffnoff, Spackle, Sydd, Teleppelos, Yengu, Zhakor.

Demons: DEMON BEARER (breed Spackle)

STR 50 CON 29 SIZ 43 INT 7 POW 14 DEX 9

NOBLE

Cruel and self-indulgent, large and hairless, and uninterested in the arcane arts, or indeed in any external affairs. He maintains his own decadent lifestyle. He might hire the adventurers to track down a runaway slave.

STR 11 CON 10 SIZ 17 INT 13 POW 14 DEX 11 CHA 4

Hit Points: 15 Armor: Half-Plate (1D6-1)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Whip	63%	—	1D4

Skills: Credit 74%, Torture 56%.

Languages: Common 14%/65%, Mabden 7%/21%.

NOBLE

This man is self-absorbed. He is a composer, and is working on a long infernal symphony which he hopes to present to the Theocrat. He is small and non-descript, with thin gray hair and wandering blue eyes, and dresses in ink-stained robes of rustling dark browns. He may hire the adventurers to kidnap one of the great orchestras of Argimiliar for him.

STR 6 CON 9 SIZ 8 INT 19 POW 11 DEX 9 CHA 10

Hit Points: 8 Armor: None. Damage Bonus: None.

Weapon	Attack	Parry	Damage
None.			

Skills: Credit 59%, Listen 82%, Music Lore 99%.

Languages: Common 95%/95%, Mabden 60%/56%.

WOMAN

This woman is a surgeon. She began by experimenting on the household slaves, maiming them and then treating them. Her skill has grown, and now her husband is allowing her to administer to outsiders, as long as this is done in the home. She is dark-haired and morbid, and sometimes her quest for medical knowledge imperils her patients; those with a mild cough find themselves as amputees. A wounded adventurer might be taken to her, but the care may be more than is bargained for.

STR 13 CON 14 SIZ 11 INT 21 POW 16 DEX 18 CHA 10

Hit Points: 14 Armor: None. Damage Bonus: None.

Weapon	Attack	Parry	Damage
Scalpel	93%	11%	1D4+2

Skills: First Aid 91%, Persuade 70%, Plant Lore 62%, Poison Lore 73%.

Languages: Common 63%/100%.

WOMAN

This woman, a secret sorceress, is tall, slender, with black hair with strands of red. She maintains a lazy and laconic air, but is in fact sharp and dedicated. She acquires her sorcerous materials by theft and stealth, and might ask the adventurers for their help in this. Her ultimate goal is to leave Pan Tang and travel to the Unholy Fortress.

STR 12 CON 11 SIZ 15 INT 16 POW 20 DEX 12 CHA 13

Hit Points: 14 Armor: None. Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Dagger	57%	41%	1D4+2

Skills: Evaluate Treasure 55%, First Aid 41%, Hide 63%, Move Quietly 70%, Persuade 61%, Plant Lore 38%.

Languages: Common 59%/80%, Low Melnibonéan 38%, High Melnibonéan 42%/21%.

Summoning Skill: 46%.

Summonings: Air & Earth elementals, demon breed Zhakor.

Slaves

The slaves of Pan Tang are a diverse collection of peoples, with one thing in common: no future. These statistics do not allow for much diversity, but should prove useful to the gamemaster if a slave gang gets loose.

GLADIATORS

The gladiators fight and die under the eight stone gods in the Hwanggaari coliseum. Only the basic combination of sword and shield are provided; in fact, these men could be equipped with any weapons the gamemaster desires. They are scarred and bruised, clad in filthy tunics, and have little to lose.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	14	16	13	12	12	16	11	12
CON	14	10	13	11	14	13	13	15
SIZ	12	11	17	10	11	15	17	12
INT	10	13	14	13	8	6	12	11
POW	11	10	17	12	9	8	5	12
DEX	9	15	12	17	11	13	10	11
CHA	12	10	15	11	7	14	4	10
HP	14	10	18	11	14	16	18	15
DB	+1D8+1D4	+1D8+1D4	+1D8+1D4	None	None	+1D8+1D4	+1D8+1D4	None

Armor: Half-plate (1D8-1)

Weapon	Attack	Parry	Damage
Broadsword	44%	31%	1D8+1
Shield	24%	41%	1D6
Punch	29%	—	1D3
Kick	19%	—	1D6

Skills: Dodge 36%, Jump 23%, Tumble 11%.

GALLEY SLAVES

The slaves who row Pan Tang's galleys have the best and worst lives. They do not suffer the incidental cruelties meted out to the slaves on land, but the work is back-breaking and never-ending. They are clad in tunics, their hands are callused, and their backs criss-crossed with numerous whip scars.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	7	12	6	12	9	10	8	11
CON	15	7	10	8	17	10	11	7
SIZ	13	11	10	10	13	9	15	8
INT	16	9	13	9	14	13	9	13
POW	4	7	13	6	13	11	9	8
DEX	11	8	11	14	9	8	13	9
CHA	13	11	12	7	10	10	7	14
HP	16	7	10	8	18	10	14	6
DB	None	None	-1D8-1D4	None	None	None	None	None

Armor: None.

Weapon	Attack	Parry	Damage
Fist/Punch	15%	—	1D3

Skills: Balance 21%, Navigate 13%, Swim 9%.

FARM SLAVES

The plantation slaves must endure long hours of labor, with strict punishments for failure or inattention. They are over-worked and weary, and sheer exhaustion makes them unlikely to revolt. They wear woolen tunics, barely adequate against the winter rains.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	13	14	8	15	12	10	14	9
CON	12	8	13	8	7	10	12	9
SIZ	14	10	7	12	11	7	10	14
INT	11	6	11	15	11	13	11	10
POW	10	9	10	9	16	7	8	6
DEX	13	3	5	8	6	14	8	10
CHA	15	7	11	8	12	10	14	12
HP	14	8	11	8	7	8	12	11
DB	+1D8+1D4	None	-1D8-1D4	+1D8+1D4	None	None	None	None

Armor: None.

Weapon	Attack	Parry	Damage
Scythe	11%	5%	2D6+2
Fist/Punch	15%	—	1D3

Skills: Plant Lore 17%, See 25%.

HOUSEHOLD SLAVES

Domestic slaves have the best quarters and conditions, but more than any other must cope with the spur-of-the-moment whims and desires of their foul masters. Their clothing will vary with the desires of the house. Some are clad head-to-foot in black velvet; some wear clothing lined with rocks and weights; some wear perverse harnesses of metal and leather; others wear fine garb; and so on.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	14	10	10	12	10	10	9	7
CON	14	8	14	9	15	9	10	7
SIZ	10	12	4	18	15	11	9	10
INT	9	8	10	11	13	8	14	11
POW	14	14	9	15	14	7	15	13
DEX	14	11	8	9	10	7	12	12
CHA	13	14	13	13	14	15	17	13
HP	14	8	9	15	18	9	10	7
DB	None	None	-1D8-1D4	+1D8+1D4	+1D8+1D4	None	None	None

Armor: None.

Weapon	Attack	Parry	Damage
Fist/Punch	15%	—	1D3

Skills: First Aid 18%, Listen 25%, Memorize 27%, Move Quietly 44%.

Creatures

Here are examples of Pan Tang's three most dangerous and prevalent non-human predators; and the island's original inhabitants, the degenerate mer-people.

TIGERS

Tigers are always encountered singly, never in packs. Huge orange felines with black stripes and blazing eyes, they pad through the jungles and plains of the island, and wander the streets of Hwanggaari, feasting when they please. Their sacred status has taught them not to fear man.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	20	24	27	26	24	18	23	19
CON	19	21	16	17	18	16	11	17
SIZ	16	14	20	20	18	23	20	11
INT	6	3	1	3	5	3	4	1
POW	12	14	10	12	9	10	7	6
DEX	20	17	20	14	18	16	18	11
HP	23	23	24	25	24	27	19	17

Armor: Skin and fur (2 points)

Weapon	Attack	Parry	Damage
Bite	45%	—	2D6
Claw	70%	50%	1D6+3
Ripping	*	—	3D6

* If both claws hit, it will rip with the hind claws on subsequent rounds, continuing to bite as well.

Skills: Hide 70%, Move Quietly 90%, Search 40%, Scent 90%, Track 90%.

Note: Tigers get two claw attacks and one bite attack each round.

SHARKS

The waters around Pan Tang are thick with sharks, especially in Hwanggaari's harbor where the sacrifices from the Palace Temple are flung down into the sea. Sharks are encountered in packs of 1D6, and are attracted to sea fights. Tiger sharks are sacred to Pyaray as tigers are to Chardros.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	27	17	17	25	21	12	25	30
CON	16	12	13	16	16	10	10	15
SIZ	24	20	26	20	23	20	25	33
INT	4	3	3	2	1	2	4	4
POW	11	3	8	3	8	2	7	11
DEX	15	9	10	5	11	12	8	11
HP	28	20	27	24	27	18	23	36
Bite	4D6+3	2D6+5	2D6+5	4D6+1	3D6+3	2D6	4D6+1	5D6
Armor	5	4	4	4	4	3	3	5

Weapon	Attack	Parry	Damage
Bite	50%	—	see above

Skills: Swim 100%, Swim Quietly 90%.

DEATH'S HEAD CRABS

These huge land crustaceans scuttle across the Plain of Glass, and are sometimes encountered in groups, or more often singly. They attack any smaller prey.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	17	22	12	20	18	22	17	17
CON	18	13	20	17	20	17	24	16
SIZ	28	28	29	20	13	29	22	23
INT	4	6	1	8	3	4	3	6
POW	3	7	9	4	3	5	9	6
DEX	10	20	12	9	5	11	15	18
HP	34	29	37	25	21	34	34	27

Armor: Carapace (6 points)

Weapon	Attack	Parry	Damage
Major Claw*	50%	20%	1D8+2D6
Minor Claw*	40%	10%	3D6
Trample**	80%	—	6D4

* If both claws hit, the crab heads for the nearest source of boiling water, holding the victim.

** The crab must first knock the opponent down, by overcoming their SIZ+DEX with its own STR+SIZ.

Skills: Scuttle (Dodge) 45%, Sense Movement 65%.

MER-PEOPLE

The mer-people are encountered only rarely, and then only in the northern waters of the island. Their appearance is foretold in prophecy; none have been sighted around Pan Tang for over a hundred years. If encountered, it will be as a group. Spined, scaled and hideous, they are hostile to humans.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	20	11	14	19	17	11	18	19
CON	25	23	22	19	28	25	18	34
SIZ	12	13	13	18	11	21	10	15
INT	3	2	3	6	4	2	3	6
POW	10	7	10	6	2	9	10	7
DEX	15	24	19	18	15	12	19	23
CHA	1	4	3	2	1	5	8	6
HP	25	24	23	25	28	34	18	37

Armor: Scales (2 points)

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6+2
Claw	50%	25%	2D6
Spines	40%	—	1D4 + poison*

* The spines, if they penetrate armor, inject a poison which causes 1D10 damage. The victim must also match their CON against the damage done by the poison or be paralyzed.

Skills (underwater/in air): Dodge 65%, Listen 85%/25%, Scent 60%/30%, See 45%/15%, Swim 100%.

Note: Each round a Mer-person can attack with either two claws, or the bite and spines.

SEE HWAMGAARL AND DIE

A MESSAGE FROM the Theocrat of Pan Tang arrived in Vilmir two days ago by demonic courier. After the demon had been dispatched by Priests of Law, and the message had been cleansed of any taint of Chaos, it was opened and read by the Cardinal. It was an invitation, requesting the presence of a representative of the nation of Vilmir to attend diplomatic discussions regarding Melniboné and its increasing irrelevance within the power structure of the Young Kingdoms.

After much meditation and many discussions with Virtues, the Cardinal decided upon a course of action. Both parties are hostile and each only has a limited knowledge of the other. Rather than send an obvious show of strength to the meeting, it was decided that it would be more advantageous to send along a group which would observe the proceedings for Vilmir, and not enforce its divine prerogative.

The Theocrat already knows the outcome of this council of war. Melniboné is an overripe apple ready to fall; it can wait. There will be no discussion. There will be no agreement. The invitation is merely a ruse upon his part in order to judge the relative strengths of his opposition among the nations of the Young Kingdoms. Those that make it out of Hwamgaarl alive will spread stories of the power of the Theocrat, those that die, well....

The scenario begins in Jadmar, where the adventurers are hired to guard the Vilmirian representative for the forthcoming talks. The gamemaster may need to construct a reason for them to be in this city. The scenario works best if the adventurers have never been to Pan Tang before, and thus have little idea of what to expect.

Welcome to Jadmar

At a distance (either from sea or land), the city of Jadmar resembles a gray-brown blur, with one shining point of silver. At closer range, the visitor can see row after row of apparently identical buildings, all built from the same gray-brown stone. The city streets are full of people, wearing uniformly drab clothing, except for the occasional gaudy patrician being carried in an open litter. City watch-houses (homes of the Gray Defenders, the police force of Vilmir) and Temples of Law stand out from the other buildings; they are much larger, and are constructed in complex geometric shapes based on the triangle. The largest of these is the Holy Temple of Law, a huge silver pyramid which is visible from far out at sea. It is an embodied arrow, an architectural conceit demonstrating the rigid discipline underlying the principles of Law.

Upon entering the city, visitors must register with the guards at one of the gates. Lodging and employment must be found within a week of arrival, or permission to remain within the city will be withdrawn. Further embellishments of Jadmar are left to the discretion of the gamemaster, but keep in mind that this culture is precise, logical, efficient. Utility is the ideal; the vast bureaucratic structure which dominates the city is ruthlessly committed to its own existence.

Finding Employment

Getting a job in Jadmar is not as daunting a task as it sounds. Any of the major civic buildings have daily

announcements regarding potential jobs; these are chiefly for the benefit of foreign visitors, as most of the local citizens are employed within the city. Adventurers can find out about these just by asking around, or they could perhaps stumble upon one.

At the first employment bulletin they attend, the adventurers learn of a job which could benefit them. After reading out a series of single positions for laborers and craftsmen, a group position for a number of bodyguards is offered. The job description is as follows:

"A group of professional mercenaries is required to act as an honor guard for a Vilmirian ambassador, due to sail this week. Tenders are invited on a group or an individual basis. Applicants should apply to the Holy Temple of Law no later than sunset today."

The adventurers have been observed by the forces that govern the city, and deemed suitable. It was engineered that they would be offered the aforementioned position whenever they turned up to look for work.

The Holy Temple of Law

Finding the temple is not a problem for the adventurers as it is one of the largest buildings in Jadmar; the huge metallic structure completely dominates the cityspace around it. At each of the entrances stand two enormous Gray Defenders. They ask the adventurers their business (a formality only, as they are expected) and direct them to follow the gold line on the floor. The line leads them through the building, past offices, classrooms, shrines, and workshops. The line leads up many stairs, and terminates at a simple wooden door. There is no answer if they knock; it is unlocked. Behind it is a wash of green and golden light, bright enough to obscure detail, but not so bright as to hurt the eyes. When the adventurers walk into this light, a Virtue of Travel conveys them to the Cardinal's room.

THE CARDINAL

The Cardinal's chamber is a large dome, the walls are a soft white and radiate a calming, unearthly light. Windows set into the walls look out onto a lush green countryside; the city of Jadmar is nowhere in sight. The chamber is not actually within the Holy Temple, but exists on a Lawful plane.

In the center of the room sits a middle aged man. His hair is snow-white, and he is coldly handsome. He wears armor made of some white metal (though it looks more like ceramic). Flanking his chair are two gigantic iron lions; their ball-bearing eyes swivel to track the adventurers as they enter the room. The man appears to

be in some trance, but as the adventurers approach him his eyes open and he smiles. He greets them by name, and introduces himself as Cardinal Garrick.

During the interview, any characters that worship Chaos are ignored by Garrick — as if they are not in the room. He simply does not see them. If anyone of this persuasion decides to get pushy, the lions growl menacingly, once. If they don't stop, the lions pounce. Meanwhile, Garrick continues the conversation without pause; he either can't see the bloodshed, or refuses to.

He explains to the non-Chaos adventurers that he wants them to act as bodyguards for his representative at a forthcoming series of top-level diplomatic talks. He pauses for a moment, and adds that these discussions will be taking place in Hwamgaarl, the city of Screaming Statues. It is a delicate mission, but not one for undue alarm; they will be accompanying a priest of Law, and they will be under the aegis of Donblas. Payment will be in the form of a chest full of rare jewels, on their return from Pan Tang.

He is pleased that the adventurers are available for this task, although he assumes this without asking them whether or not they actually want to go; something in his tone implies that, if they wish to remain in Vilmir, they have no choice. He thanks them for attending, and tells them to leave via the way they came in, and that they will meet with their charge at the entrance to the temple. His name is Father Wimbish. From there they will make their way to the docks, where they will be met by a representative of the Theocrat of Pan Tang (he flinches as he says the name, as if he momentarily smelt something foul). He extends the blessing of Donblas to anyone who asks it, and then bids them a safe journey.

CARDINAL GARRICK

STR 16	CON 30	SIZ 15	INT 25	POW 23	DEX 15	CHA 17
Hit Points: 33		Armor: Ceramic (12 points)				
Damage Bonus: +1D6+1D4						
Weapon	Attack	Parry	Damage			
Sea Ax	99%	93%	14 points			
SKILLS: Listen 90%, Memorize 100%, Orate 90%, Persuade 90%, Plant Lore 80%, See 90%.						
LANGUAGES: Common 100%/100%.						
VIRTUES: Ceramic Armor (POW 24), Sea Ax (POW 24), Iron Lions (see below).						

TWO IRON LIONS

STR 42	CON 36	SIZ 36	INT 5	POW 24	DEX 16
Hit Points: 60 each		Armor: 20 points of iron fur			
Weapon	Attack	Parry	Damage		
Claw	70%	-	1D8+3D6		
Bite	60%	-	1D10+3D6		
SKILLS: Search 100%, See 100%, Track 100%.					

The adventurers follow the golden line back outside the Holy Temple. There are dozens of Priests milling around the entrance; hulking battle-priests of Donblas the Defender mix with pale-looking priests of Arkyn and gaudily-dressed trading ministers of Goldar. Out of the crowd comes one small figure towards the adventurers. The man falteringly introduces himself as Father Wimbish.

FATHER WIMBISH

The Vilmirian arm of the Church of Donblas has a reputation for attracting some of the most aggressive, single-minded fanatics from a population composed predominantly of aggressive, single-minded people. Father Wimbish, however, does not conform to the image of the priesthood of Donblas. He is slight of frame, he has a stutter which flairs up when he is nervous, his hairline is receding dramatically for one so young, he has none of the order's famed martial prowess; he is a scribe, with an interest in music and languages.

He is very scared. All that he has been told is that he is required by the Church to go to Pan Tang, to attend a council of war regarding Melniboné, and to witness and record what takes place. He was told not to worry because a party of men-at-arms has been paid by the Church to safeguard him. He is very worried. Why would the Church of Donblas, whose more excitable members speak of cleansing the world with fire and steel, need to hire a handful of crazy-eyed mercenaries, when they boast some of the finest shock troops in the world? He paid a visit to one of the temple libraries and what he learnt of Pan Tang there has prevented him from sleeping since.

FATHER WIMBISH

STR 9	CON 13	SIZ 9	INT 13	POW 16	DEX 12	CHA 11
Hit Points: 13		Armor: None.				
Damage Bonus: None.						
Weapon	Attack	Parry	Damage			
Paring Knife	35%	33%	1D3			
SKILLS: Credit 30%, First Aid 62%, Listen 40%, Music Lore 47%, Persuade 27%, Plant Lore 62%, Sing 39%.						
LANGUAGES: Common 65%/65%, High Melnibonéan 32%/13%, Low Melnibonéan 38%/11%, Mabden 26%/12%, Orgjen 42%/21%.						

On the Dock

Father Wimbish hurriedly organizes for the group to collect their equipment and then be ready to sail this night. While they get their things ready he fetches his meager possessions from the temple and then meets them outside their lodgings. At all times he is friendly, obviously keen to get to know these people who will be watching his back. He offers to help anyone who seems

to be overburdened. On the way to the harbor he makes small talk, and casually asks if anyone has been to Pan Tang before. He valiantly manages to master his stutter.

At the dock, Wimbish points out their ship, saying that he came down yesterday to check it and that it appears to be a sound craft. The captain of the ship is Bryaran, a dour man with blue eyes and gray hair. The crew can be seen hard at work readying the ship for departure. Just as the adventurers are about to set foot on the gang plank, two figures appear out of thin air.

CAPTAIN D'VIL

Now standing on the pier near to them is an eight foot demon, resembling a skeletal rabbit with shark's teeth and glowing green eyes. Astride its back is a large man in a black sleeveless tunic. His hair is a mass of black dreadlocks, his bare arms are fully tattooed. He is armed, and as he steps down from his mount he conveys a distinct air of menace. Walking over to the group, he pulls a small scroll from his tunic, and unfurls it casually. The demon vanishes. Addressing Wimbish with a leer, he proceeds to read the scroll aloud:

"To the honorable representative of the nation of Vilmir, the most noble Theocrat of Pan Tang, here represented by Captain D'Vil of our sacred navy, does extend greetings and hospitality. It is hoped that your journey and visit to our capital Hwamgaarl will result in a fruitful exchange of information for both parties, and that much will be resolved during your stay."

Having read the message, Captain D'Vil throws the scroll into the water and boards the boat. He asks Bryaran for his cabin, and then goes below. He does not appear for the rest of the voyage; he has nothing to say to the group, and will not indulge them if they attempt to speak with him. The crew, who have been paid so well that they are nervous, help the adventurers load their things. The ship sets sail soon thereafter.

The Journey

The journey lasts a week. The ship arrives at Hwamgaarl late in the afternoon of the seventh day. While on board there is little to do save sleeping, eating and talking. The crew don't talk much, but if anyone makes a real effort to chat with them, one of the sailors quietly says, "They're payin' me a lot of money to sail this ship, but nobody could afford to pay me to get off at the other end." He then returns to work.

Father Wimbish responds with enthusiasm to offers of conversation. He has much on his mind, and confesses that he is worried by their imminent arrival in Pan Tang. His stutter becomes noticeably more pronounced as the ship nears its destination. He shows his confidant a scrap of paper on which he has transcribed a "confession" taken from a Pan Tang reaver by the Vilmirian Inquisition. It reads:

"We are Mabden. We have come to this place from outside and now it is our home. It belongs to us and our Lords, and we will deal with you vermin in whatever manner we see fit. Your church is pathetic, we worship the real power in this world and our gods walk amongst us. Our Theocrat is the supreme ruler of our race. When the time is right we shall take what is rightfully ours and neither you nor Melniboné shall stand in our way, for you are but chaff to the Reaper. I have nothing further to say. (The victim remained silent. At this point he was shown the instruments, and began to laugh maniacally. Nothing further was said before he expired.)"

Docking at Pan Tang

The ship arrives in the harbor below Hwamgaarl. A pilot boat awaits them at the dark entrance, and guides them

to one of the docks. Seven ships from other Young Kingdoms nations are already moored there. There is a vast number of the infamous Pan Tang pirate fleet in port; they outnumber the foreign ships ten to one.

Captain D'Vil appears from his cabin below. He walks up to Father Wimbish, and asks him to follow him off the ship. Wimbish complies, and motions the adventurers to accompany him. Before disembarking he instructs Bryaran to wait for their return, and nervously promises him that the wrath of Donblas will be brought against the ship if it sails prior to then. Bryaran does not appear to be particularly impressed by this threat as he stares grimly upwards at the Bleeding Cliffs and the Palace-Temple of Chaos which crowns them.

Captain D'Vil leads them along the docks, past dark and closed buildings, to a waiting assembly. Seven groups of people, each with a Pan Tangian host, stand at the great iron gates which allow access to the city. INT X 3 rolls determine the nationalities of the various groups: a group of academics and merchants from Argimiliar; a young merchant prince of Filkhar surrounded by a retinue of tall, athletic guards, armed with javelins; a popular committee sent from Ilmiora, comprising of ten normal citizens; a merchant representing the Trammel cartel from the Isle of the Purple Towns, aided by



CAPTAIN D'VIL

Guests & Hosts

Visiting Nation	Pan Tangian Priests
Argimiliar	Maluk
Filkhar	Balo
Ilmiora	Slortar
Oin and Yu	Balan
Purple Towns	Chardros
Shazaar	Mabelode
Tarkesh	Hionhurn
Vilmir	Pyaray

men from her ship; a war party from Oin and Yu, led by a painted chief-tain; the Count Ervert and five knights from Shazaar; and a jarl with housecarls from Tarkesh.

Once the adventurers join the main group, the Pan Tangian who is guiding the group from the Isle of the Purple Towns steps forwards.

He is a tall man, with a skull tattooed upon his face. He carries a scythe, and with it he strikes a massive gong. The gate begins to creep upwards. As it rises the demons bound within bellow and roar with rage, and the gate shivers as if it would explode into a thousand splinters of madness, but all noise and motion stops once it reaches its zenith.

Captain D'Vil tells Father Wimbish, "We are going to enter the city now. There you will meet our master, the Theocrat." The groups then begin to enter the tunnel, each Pan Tangian host at the head of their foreign delegates. Behind them the gate stays open, affording a last glimpse at their ship, and of the open sea.

Into Hwamgaarl

Passing through the gate, the dignitaries walk through a long stone tunnel, heading gradually upwards. Eventually they come out into the city. Little of the setting sun gets over the city walls, and the streets are already becoming dark. Brass lanterns spill lurid colored light upon the scene. People come out into the street as the diplomats pass. Nothing is said, they just stare. This strange procession continues for over an hour as the group winds in all directions through the streets of Hwamgaarl. This is not because their guides intentionally lead them astray; the streets themselves are twisting and orderless. The houses are of many shapes and styles, predominantly constructed from dark volcanic rock and glassy obsidian. The city is still, but not silent; it rings with the incessant screaming of the statues. They stand everywhere, making everyone tense with their woeful cries.

It is quite dark now, the sun has gone down, and the street lanterns provide the only light. Map Making or Navigation rolls inform the adventurers that they have

gone in a circle and are heading towards the cliff again. Eventually the street they are on broadens and terminates at the Palace-Temple of Chaos.

The Palace-Temple of Chaos

This vast building crowns the clifftop of Hwamgaarl. A hundred crazed spires corkscrew upwards from the roof. A massive set of double doors stand open in the front of the structure. D'Vil turns to Wimbish and says "You will wait here while I inform the Theocrat of your arrival." The hosts then leave each group and enter the building.

The separate parties talk nervously amongst themselves. Listen rolls pick up snatches of muttered conversation, requiring a separate roll for each group. Everyone is anxious. The Shazaarians and the Prince of Filkhar are outraged at the rude treatment. The men of Tarkesh lean on their battle-axes and look grim. The merchant moves around introducing herself; she is Britheena Trammel. The Ilmioran citizens seem calm, but do not speak. The scholars from Argimiliar peer back down the hill at the city, and discuss the statues in low tones. The war party from Oin and Yu scowl at everything and everybody, and snarl at Britheena when she tries to approach them.

Suddenly the lights are extinguished. General cries of protest are raised, with the loudest indignation voiced by Shazaar and Filkhar. These are quickly silenced, however, as the lights come on again.

AN AUDIENCE WITH THE THEOCRAT

It is not the street braziers that illuminate the scene, but two huge spheres of fire that hover over the Temple Square. By the light of these awesome fires, a large number of people can be seen standing in front of the temple. Beneath huge banners representing the eight Chaos Lords of Pan Tang stand groups of Priests. At the front of each of these groups stand the previous hosts to the ambassadors. They are dressed for battle. Captain D'Vil stands at the head of the Pyaray brigade. At the center of the assembly, standing on a platform raised by straining slaves, is the Theocrat.

The Theocrat stands alone. Behind him, flapping slightly in the breeze, are two huge black banners. One is emblazoned with the merman crest of Pan Tang, the other bears the eight-pointed symbol of Chaos. When he speaks, it is as if the entire city has been silenced, even the statues cease to scream. The power of the Theocrat is total.

"We would extend greeting to you all, were it not for the fact that all greetings are made redundant. You are not required here. We are aware that it is the duty

of fools to run fool's errands, but did you really imagine that we, the most powerful sorcerers in this world, would wish to haggle with a herd of slave animals like yourselves?"

At this point, the Filkharian Prince makes a signal, and his retinue smoothly hurl their javelins at the Theocrat. One of the huge spheres of fire incinerates the javelins in the air, the other incinerates the warriors where they stand. As soon as the ashes have settled, the Pan Tangian host to the Filkharians, who is standing beneath the banner of Balo, runs up to the Prince. Giggling madly, he extends a gauntleted hand, which the Prince desperately clasps, mistaking it for a sign of forgiveness. As soon as he grips the hand, he begins to scream. His hair stands on end, smoke pours from off his body and out of his open mouth as he is electrocuted. The body falls to the ground, and the Pan Tangian returns to his previous position as his cult applauds him. The Theocrat continues as if nothing had happened. The silence is even more oppressive.

"As you are obviously feeling confused, allow us to make your options clearer. You are graciously invited to join us within the Palace-Temple to celebrate a religious ceremony, or you may return to your ships and leave."

Only the Ilmiorans take up the Theocrat's offer; they are ushered by their hosts through the great doors. No-one else bothers to answer the Theocrat. Stepping warily, the Shazaarian group moves out immediately, and the others soon follow. Wimbish tries to remain calm, but he is sweating feverishly. He tells the adventurers that they should leave quickly. As they quit the square, the Theocrat's voice rings out one final time.

"By turning your backs upon our hospitality and beliefs you have given up the right to any safety. Let the ceremony begin."

Great brass gongs ring out across the city, the Temple doors slam shut, the twin fires overhead are extinguished, and it begins to rain.

The Hunt

Each of the groups of delegates has a religious hit squad on their tails, of the same sect as their original host. The adventurers are pursued by Captain D'Vil and the Priests of Pyaray; no other group will attack the adventurers, except in self-defense. The hunt is the real purpose of the Theocrat's invitation, to test the mettle of each nation by pitting his warriors against theirs. It is also a contest between the cults. The Theocrat has ordered that the Harbor Gate be left open for the first group of foreigners to reach it; they alone will be allowed to escape. Only

through the babbled testimony of survivors will proper fear and respect for Pan Tang spread.

The flight through Hwamgaarl should be tense and scary. Adventurers who made Map Making or Navigate rolls earlier have a rough idea of where the Harbor Gate lies. The streets are still lined with silent citizens, who watch the ambassadors run with the same detachment with which they viewed the previous procession. These citizens do not intervene for either side in the running battles, unless they themselves are attacked. If this happens, the entire crowd retaliates.

The background description of Hwamgaarl provides some of the sights which the adventurers could stumble across in their run. Screams echo across the city constantly, but now the screams of the dying diplomats are mingled with those of the statues. None scream louder than the Ilmiorans who went peacefully into the Palace-Temple, and who are now experiencing authentic Pan Tangian hospitality.

THE MEN OF PYARAY

The ways of Hwamgaarl are crooked, and each group takes a different route to find the Harbor Gate. The adventurers and Wimbish are soon running alone. The first opposition they encounter is the death squad from Pyaray. The adventurers can hear them following behind them, their wet feet slapping against the iron roads. They catch up to the adventurers quickly and attack, fighting until either group is wiped out.

FOUR PRIESTS OF PYARAY

Take their statistics from the Pan Tang Digest.

This is half of the group pursuing the adventurers; the other half have moved to cut them off closer to the Harbor Gate.

THE LAST OF THE ARGIMILIANS

In the gutter crawls one of the men from the deputation from Argimiliar. The Priests of Maluk caught up to his group, and he is the sole survivor, and that only because he was let to live. They have cut out his eyes and his tongue. The adventurers may choose to ignore him, rescue him, or kill him as an act of intended mercy.

THE WILD MEN OF OIN AND YU

The adventurers hear the sounds of battle from up ahead. Around the corner the war party from Oin and Yu are fighting with a group of iron-masked warriors (Priests of Balan). Unfortunately for the Pan Tangians, the barbarians brought a supply of Battleroot with them. Infused with strength and immune to pain, they have the upper hand. Both sides have already taken losses. There are six berserkers left, who quickly wipe out the five remaining Priests of Balan. The adventurers are wel-

come to join the fight at any stage. Once the Pan Tangians are dead, the xenophobic berserkers turn on the adventurers. They are so hyped up that they're going to carve their way out of the city.

GROLL, THE PAINTED CHIEFTAIN

A shaggy brute, but quite handsome by the standards of Oin and Yu. His body is covered with war-paint of bold and striking design; this woad affords him some magical protection. His STR has been enhanced by Battleroot.

STR 25* CON 16 SIZ 17 INT 11 POW 13 DEX 15 CHA 12

Hit Points: 21 Armor: Magical woad (6 points)

Damage Bonus: +2D6+2D4

Weapon	Attack	Parry	Damage
Spear	84%	61%	1D6+1
Hide Shield	47%	78%	1D6
Stone Ax	56%	45%	1D6+2

SKILLS: Climb 76%, Dodge 63%, Jump 73%, Listen 77%, See 82%, Track 84%.

LANGUAGES: Common -/25%.

FIVE WILD MEN FROM OIN AND YU

These five simian warriors are of the low-browed and knuckle-dragging type common to their southern land. They are currently under the influence of Battleroot. Each carries a further 1D2 sprigs of the plant.

	#1	#2	#3	#4	#5
STR*	15*	17*	17*	20*	24*
CON	20	13	15	17	16
SIZ	11	11	9	14	13
INT	5	7	10	7	10
POW	10	9	8	5	7
DEX	14	11	6	8	12
CHA	8	7	10	7	6
HP	14**	13	8**	19	11**
DB	+1D6+1D4	+1D6+1D4	+1D6+1D4	+1D6+1D4	+1D6+1D4

Affected: Hides (1D6-1)

Weapon	Attack	Parry	Damage
Spear	70%	50%	1D6+1
Hide Shield	30%	60%	1D6
Stone Ax	45%	40%	1D6+2

* Battleroot has enhanced their STR.

** Their hit points have been depleted by previous wounds.

SKILLS: Climb 67%, Dodge 51%, Jump 65%.

Battleroot

Battleroot is a tough, fibrous plant, which grows in the jungles of Oin. The natives gather and dry it. It is ingested by chewing, and is a powerful combat drug. The user believes himself to be immune to pain, and superhuman. While the drug is in effect, he adds 1D6 to STR, and will fight on regardless of incapacitation due to Major Wounds. Only death will stop the user. This state lasts for 1D4 hours. After the drug's effects wear off, the user is weakened for an hour, losing 1D4 STR for that time, and may collapse from the result of any wounds previously ignored.

FIVE PRIESTS OF BALAN

Take their statistics from the *Pan Tang Digest*. Subtract 1D8 hit points from each for wounds already sustained.

THE MEN OF HIONHURN

Five Priests of Hionhurn march along a street, chanting dark hymns to their Lord. They are blood-spattered, and some are wounded. Each carries a long spike, on which are impaled one or more heads; the men of Tarkesh. The Priests are heading for the Palace- Temple, and ignore the adventurers.

MORE MEN OF PYARAY

The rest of the Pyaray squad, who ran to cut the adventurers off, leap at them from ambush. They run from all sides when the adventurers pass through an intersection. These men are not Priests, but Marines who have served Pyaray aboard Pan Tang's black triremes.

FOUR PAN TANGIAN MARINES

Take their statistics from the *Pan Tang Digest*.

THE LAST OF THE SHAZAARIANS

In one side-street bodies are littered; a great combat was fought here between the Sword-Priests of Mabelrode and the Knights of Shazaar. The only survivor is one of the Shazaarians, although he is dazed and bleeding from numerous wounds. He is staggering about, screaming at the crowd. "Have you had your fill, ghouls? Have you properly witnessed this infamy? I'll show you deeds of infamy!" Howling and insane, he attacks the by-standers. A great circle of people forms around him. The circle closes, and the last of the Shazaarians dies howling beneath a hundred blades.

THE SINGING STATUES

The adventurers inadvertently run along a street, turn the corner, and face a dead end. The dead end, however, is not untenanted. A group of statues stands alone. These statues do not scream, but begin to sing, in hauntingly beautiful harmony. A Music Lore roll recalls the Singing Statues of Slortar the Beautiful, a group of choral Priests who volunteered to be turned into statues so that they could forever sing the praises of their Lord. The music is hypnotic, and anyone listening to it must make a POW x3 roll in order to break away from the melancholy melody. This roll can be attempted once per round. Take careful note of how long each adventurer takes to break away.

CAPTAIN D'VIL

The statues are the last straw for Father Wimbish. He blocks out their song almost immediately, shrieks at the

top of his voice, turns, and runs. With insane insight, he flees down an alley, and arrives at the mouth of the tunnel which leads to the harbor. Between him and freedom stands Captain D'Vil, mounted on his hellish demon creature.

Father Wimbish's fate depends on whether there are any adventurers present. If they threw off the statues' songs in the first round of contact, they may have run after the Father, and can defend him. If not, he dies screaming for his god to save him. The other adventurers can join the fight after as many rounds as it takes them to resist the statues. No-one can enter the tunnel until Captain D'Vil is dead.

CAPTAIN CARNOT D'VIL

STR 15 CON 13 SIZ 14 INT 16 POW 16 DEX 16 CHA 15

HP Points: 15 Armor: Plate (1D10-1)

Damage Bonus: +1D6+1D4

Weapon	Attack	Parry	Damage
Falchion	88%	71%	1D6+2
Target Shield	28%	79%	1D6
Dagger	63%	54%	1D4+2

SKILLS: Balance 56%, Navigate 84%, Ride 72%.

Languages: Common 74%/80%, High Melnibonéan 35%/44%, Low Melnibonéan 23%/52%, Mabden 22%/21%.

SUMMONING CHANCE: 41%.

SUMMONINGS: Water Elementals, demon breeds Ratchangett, Gallii.

VENGE

DEMON FALCHION Breed Ratchangett CV: 51

A curved sword, apparently carved from a single piece of whalebone.

CON 25 SIZ 2 INT 2 POW 20

POWERS: +3D6 damage.

VERTRAB

DEMON STEED Breed Gallii CV: 204

This is the skeletal rabbit-thing which the adventurers first encountered in Jadmar.

STR 20 CON 36 SIZ 30 INT 7 POW 14 DEX 24

HP Points: 54 Armor: 6 points of hard bones.

Weapon	Attack	Parry	Damage
Bite	45%	-	2D10+2D6

POWERS: Eyes x2, Hopping (10m), Teleport (plus passenger up to SIZ 18).

SKILLS: Jump 90%, Search 20%, See 20%.

The Harbor Gate

After D'Vil is slain, the adventurers' way back to the ship is clear. As they run down the tunnel, ahead they can hear they roaring noise of the gate as it is slowly lowered. Behind them, they can hear the clattering of boots as the delegates from the Purple Towns reach the tunnel

entrance, with the skull-faced Priests of Chardros close behind.

The adventurers reach the end of the tunnel just before the gate shuts (it is actually being held open for the first group which exits). Once they are through, it slams down. The Purple Towners reach the bars, and try desperately to lift them. The demons in the gate snap and snarl, and one man has his hands bitten off. Britheena Trammel implores the adventurers to help, but there's really nothing they can do. The gate cannot be made to open. The Priests of Chardros catch up, and their scythes reap a red harvest.

ESCAPE

Hundreds of Pan Tangian warriors wait on the docks, but not one of them moves to stop the adventurers as they run down to their ship. The storm picks up with lightning, thunder, heavy rain and strong winds. The warriors take note that it is the party from Vilmir that have won through, and surge on to the other seven boats to slaughter their crews.

Seeing this, Bryaran panics, and gives orders to cast off. The adventurers may need to make Jump rolls to land on deck; ropes are hastily tossed to those who miss the leap and land in the shark-infested water. The strong winds assist the ship, and they sail away from Pan Tang at high speed.

Conclusion

The adventurers are free not to return to Vilmir if they so wish; Bryaran is quite open to suggestions. If Father Wimbish is still alive, his nerves are too shot for him to give any effective orders. If they do return to Jadmar, they are questioned thoroughly for a week by junior Priests of Donblas. Finally they are released, and paid. The gems are worth a total of 20,000 LB. This payment is halved if Father Wimbish was killed.

The Theocrat has indicated clearly that Pan Tang will participate in no attack on Melniboné. When Imrryr falls, it is without the help of the Demon Isle. Instead Jagreen Lern allows the Sea-Kings to expend their fleets, while quietly working on his own plans of conquest. With Melniboné gone, and the other nations weakened, he is able to take over the world. But these events transpire years after this scenario. For now, the adventurers can say, "I have been to the City of the Screaming Statues, and I survived."

SLAVES OF THE DEMON ISLE

PAN TANG NEEDS slaves; slaves to build its great structures, to farm its crops, to wait on its citizens, and to provide blood and souls for the Lords of Chaos. Most of these slaves are gathered at sea; the great black galleys of the Demon Isle are a sight feared throughout the Young Kingdoms.

Such a galley attacks a ship on which the adventurers are sailing, and they are captured and clapped into irons. At the oars of the galley, they arrive in Hwamgaarl, where they are sent to the arena to fight as gladiators. There they would end their days, except that help comes from an unexpected quarter; a Pan Tangian woman rescues them. They join her household, and she asks them to kill her brother-in-law in exchange for their freedom.

This scenario is most suitable for characters who would be natural enemies of Pan Tang. If any of the adventurers are Pan Tangians or Priests or Agents of Chaos, the gamemaster must decide if they will share the fate of their fellows.

Sailing Into Danger

The scenario begins on a ship. The name of the ship, and the reason for their voyage, should derive from the gamemaster's ongoing campaign. The best way to use this scenario is to wait until the adventurer's travels lead them to another continent, and then to spring it on them en route.

If the gamemaster does not have a ship or a voyage in mind, try this one: the *Silver Fortune*, a large cog

bound out of Vilmir, from the port of Vilmiro, is sailing for Aflitain, capital of Shazaar, across the Oldest Ocean. It has a cargo of Ilmioran ales, Vilmirian boots, rare lumber from the forest of Troos, desert bows and wooden armor from the Weeping Waste, and passengers. The captain is Brent Rhangon, a tough and practical man of the sea; the first mate is Reni the Quick, a small and cheerful man. There are twenty three other crew, fifteen passengers. These include the adventurers; Hannaford Bestprice, a merchant, and his family; Daam, a brooding Priest of Law; and Agnos Trom, an Ilmioran innkeeper.

The *Silver Fortune* only makes it about halfway. Five days out of port, disaster strikes at ramming speed.

The Black Trireme

A black-sailed galley hoves into view over the horizon, sailing with unnatural swiftness against the wind towards them. The lookout gives the fearful cry "She's from Pan Tang." All on board gasp in horror. The crew bend their will to outsailing the pursuer, but the galley matches their speed and tactics with demonic efficiency, relentlessly closing the gap between them.

What do the adventurers do? The sailors bravely arm themselves, and prepare to defend the ship. The Priest guides non-combatants below decks. The captain makes a speech, but fear gives his oratory a cracked and desperate edge. The galley draws close enough for the adventurers to see the foam surging around its bow, as its brass-shod ram cuts through the water.

THE CATAPULTED DEMONS

Marines scurry about on the deck of the Pan Tangian craft, loading catapults; there are six of the siege engines. At a signal from the red-armored captain, all are fired, with deadly accuracy. Each payload strikes the cog's deck with a squelch; the missiles are hideous formless demons, which flatten on impact, reform, and proceed to crawl around searching for prey.

The adventurers have ten rounds to deal with the demons before the galley rams. Those paralyzed are incapable of further action; the others are probably too busy with the demons to put up any effective missile barrage against the onrushing trireme.

CATAPULT DEMONS

Breed Kerlefel

CV: 166

These are gelid creatures. They shoot out tendrils which wrap around solid objects, and enable the demon to haul itself forwards. They are capable of expelling a stream of viscous goo, up to 20 meters away; this substance paralyzes humans on contact.

STR 2D6 CON 8D6 SIZ 2D6 INT 2D6 POW 3D6 DEX 3D6

Hit Points: 36 average

Armor: None.

Weapon

Attack

Parry

Damage

Paralysis Attack

5D10%

—

POT 5D6

POWERS: Eyes x5, Slug Foot (10m per round), Paralysis Attack (20m range), Skills.

SKILLS: Search 5D10%, See 5D10%.

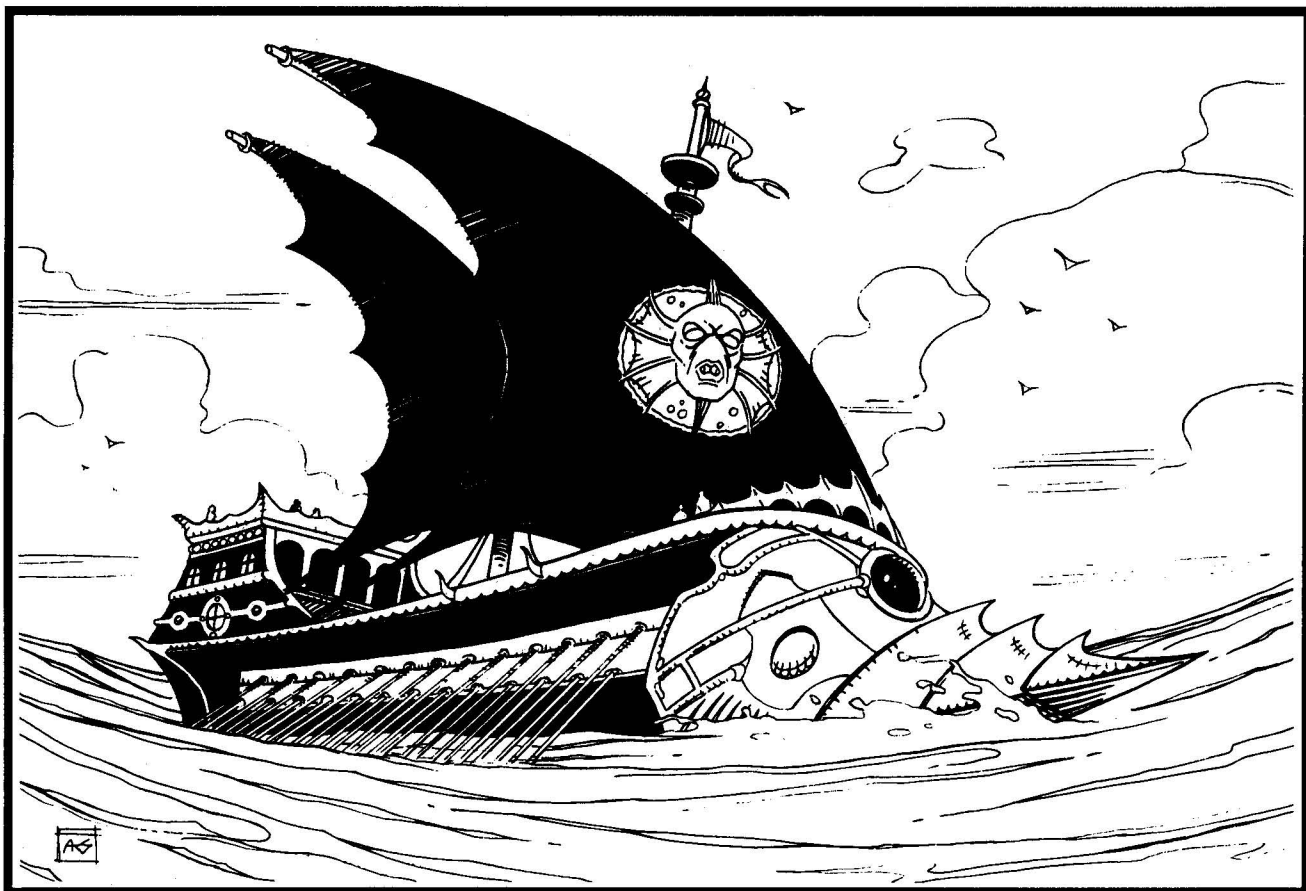
BLOOD ON THE DECKS

The galley rams and holes the Silver Fortune, and over a hundred Pan Tangian marines swarm aboard. Brave but doomed resistance is put up by the Vilmirian sailors, and the lucky ones are slain there and then. The battle is a foregone conclusion. The only way the adventurers could win would be for each of them to slay more than a dozen of the enemy. The Pan Tangians actively encourage surrender; they want slaves among their booty. The gamemaster should endeavor to capture the adventurers, to ensure their survival, and to make the rest of the scenario possible; but some players would sooner die, which is after all their prerogative.

PAN TANGIAN ATTACKERS

Use Pan Tangian Marines, Captains, and Priests of Pyaray as needed from the *Pan Tang Digest* section.

The Pan Tangians are victorious. The ship is looted, those hiding below decks are discovered, and they and



A PAN TANGIAN GALLEY AT RAMMING SPEED

any other survivors are marched across to the evil galley. Daam, the Priest of Law, is immediately flayed alive by the Priests of Pyaray on the deck of the stricken vessel. The ship is left to sink, and the captain is tied to the helm to accompany her to the bottom (the Priests of Pyaray know that his next post will be below the waves, on board one of their Lord's sunken fleet).

Rowing to Death

The prisoners are marched below decks on the trireme. Weapons and armor are removed from them, and they are chained to the oars, three per bench. Overseers move among the captives administering a drug which removes the demonic paralysis. As soon as strength and feeling is returned to them, they feel the barbed kiss of the whip on their backs, and hear the command to row.

It is a dim pit, with light filtering in through the oarlocks. They are surrounded by sounds and smells of the damned - the stench of sweat and waste, the sound of creaking oars and moaning prisoners. The conductors of this infernal chorus are the whip-bearing overseers, who stride along the ranks of rowers and exhort them to greater efforts with shouts and blows. A burly man beats time for the rowers on two huge hollowed-out demon skulls.

The adventurers are chained together on the benches. Below are some other people to share the benches with, to make the numbers up to three per bench.

RENI THE QUICK, SAILOR

Reni is a cheerful sailor, formerly the first mate on the ship the adventurers sailed on. He has lost most of his cheer now, but his natural optimism will soon creep through ("Well, I suppose we could be dead an' all"). Reni has a wife and two children in Vilmir, and would like to see them again.

STR 13 CON 15 SIZ 12 INT 11 POW 10 DEX 14 CHA 12

Hit Points: 15 Armor: None.

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Cutlass	46%	43%	1D6+2
Dagger	51%	57%	1D4+2

SKILLS: Dodge 42%, Navigate 46%, Swim 60%.

LANGUAGES: Common 0%/55%

CORPSE, FEMALE

This is the corpse of a woman who has expired at the oars, and has yet to be removed. The smell of the cadaver is oppressive, and its dead arms are still chained to the oar; its head lolls with every stroke they make, almost as if it was nodding to the beat of the drum. Not only do the other two rowers have to share its unsavory company, but together they must do the work of three.

AGNOS TROM, INNKEEPER

Agnos Trom is an old innkeeper from Vilmir. He is almost bald, has deep wrinkles and worry lines, and shakes slightly, from nerves and rheumatism. He is scared witless by his capture, and babbles on and on.

STR 8 CON 11 SIZ 10 INT 15 POW 13 DEX 9 CHA 10

Hit Points: 11

Armor: None.

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Dagger	45%	40%	1D4+2

SKILLS: Brewing 91%, Cooking 97%, Dodge 13%, Evaluate 80%, Scent 69%, Taste 73%.

LANGUAGES: Common 50%/75%.

As they labor, the captain comes down to inspect the new prisoners, discussing them as he would cattle. He is Valaroon V'shang, a tall, imperious warrior and Priest of Pyaray, resplendent in glowing scarlet armor. A spindly demon follows him, an emaciated creature with a swollen head (it is of the breed G'ff'eetle). He dictates the physical appearance of each new slave to it, and it repeats the information in a flat monotone, memorizing the details.

G'FF'EETLE DEMON

Its statistics can be found among the Domestic Demons in the *Pan Tang Digest*.

The attack takes place 350 miles from Pan Tang; the voyage there takes two and a half days. The slaves row in twelve hour shifts, with six hours sleep between each. When off-shift, they are taken down and locked in the bilges, in the dark. Water and bread are their only rations. Some of the older prisoners are expert in the catching of the many rats, which they devour raw. Water sloshes to and fro down here, and it is impossible to find a dry patch to sleep in. All of the other slaves fling themselves down, exhausted, and complain weakly if the adventurers keep everyone awake with bold talk of escape. Their will is broken; they are unwilling to do anything which will further jeopardize their position.

Land Ho

Midway through the second day, a See roll gets the first glimpse of the black island of Pan Tang. As others on board notice it, a cheer rises from the sailors and warriors on deck, echoed by a groan of dismay from the slaves.

The first sight of the island is of the cliffs, jagged sawing walls of blackish-green obsidian, the waves exploding into spray at their feet. Even at the height of the day the shore is faintly wreathed in mist. The smoldering cone of a great volcano can be seen many miles inland. There is no sign of life, indeed, the island seems far too inhospitable to support any life at all.

For most of that afternoon the ship sails alongside the cliff walls, which from this near distance seem to shine, so bright is the weirdly rippling sunlight which they reflect. Rowing seems easier; a successful Navigate roll allows any nautical-minded adventurers to guess that they are in the grip of a strong current pushing them south. It is almost sunset before they reach the mouth of the harbor. The shroud of woodsmoke which overhangs the city is evident for miles beforehand.

Jagged towers rise like twisted fangs from the enshrouding mists; welcome to Hwamgaarl. Gulls with teeth swirl and cry in the dark skies above. There are other cries, too, faint now but growing as they row closer; sobbing waves of sound, the song of the Screaming Statues. The galley rows into harbor and docks. The slaves are left chained to their oars for the rest of that day and half of the next. No-one comes to feed them. Two demons of the breed Sydd are left to prowl each deck.

SYDD DEMONS

Their statistics can be found under Defensive Demons in the *Pan Tang Digest*.

Life as a Slave

The players have no control in this scenario. They are currently powerless to affect their own destiny, and rather than doing things, must wait to have things done to them. If your players are accustomed to taking control of the game, then this may be frustrating to them, and possibly even boring. Your job as a gamemaster is to present Hwamgaarl in fascinating and intricate detail; they may not be able to act, but at least they will enjoy the ride.

From the moment they are captured, the adventurers will dream of escape. They will strain at every opportunity, aiming to escape first and then consider their resources. As the gamemaster, you must adjudicate such attempts, deciding on the likelihood of success, and what obstacles they will face before they can get away. Pan Tang is a society geared towards exploiting and retaining slaves; they are expert in imprisonment. Escape is not easy. But, your players may be determined to try it nonetheless. If they get out, you must decide whether they meet with freedom or recapture.

There is only one penalty for slaves who have tried to escape. They are taken to the Temple of Chaos and transformed to rock, cursed to live forever inside an ageless stony shell, as a Screaming Statue. Now not even

death will take them from the island they hate so much. They are placed on the city walls, with a nice view of the harbor.

A kind gamemaster may decide to interrupt that last journey to the Temple with the reprieve detailed below under "An Unexpected Rescue." This will preserve the adventurers' lives, and allow them to complete the scenario.

Slave Distribution

The next day a crew comes down and unshackles the galley-slaves, chaining them in long coffles. They are marched up on to the deck. Some of them are weak; each adventurer must roll STR x3 to be able to stand. The newer slaves help and support each other; the older slaves look to themselves.

They are taken off ship to the wharf, and lined up along the dock. Growling heralds the arrival of a chariot drawn by two tigers. It is driven by a smirking bearded warrior, and the passenger is a priest of Chardros the Reaper — he wears a human skull as a mask.

The Priest disembarks, and Captain V'shang steps forward to present the prisoners. The G'ff'eetle demon is with him, and it follows the Priest as he walks the line of captives, reciting in that same flat monotone the details of each one. The priest surveys the slaves, and starts to issue bored directives:

"Take those three to the temple for sacrifice; I want that one for my household; those seven to the warehouses for farm labor; that one there has the pox, push him off the pier; those two there also for sacrifice; that one isn't worth sacrificing, we don't want to insult the Lords - take him straight to the Garden of Pain; that one has a fine-shaped head, have him decapitated and bring it to me; that old man there [indicating Agnos Trom, the innkeeper], why did you bother bringing back such a pathetic specimen? send him for sacrifice; that line there can go back on board, as can all the original rowers; those ones [the adventurers, plus Reni] look sullen, take them to the arena. Any ones I've forgotten can go for sacrifice, oh, except that child, bring that here."

The child is given to the tigers. They sniff her a bit, but don't eat her. "Full, eh? Oh well. Take her for sacrifice then. That's all." Priest and chariot turn about and rumble away.

The Coliseum

Reni and the adventurers are cut loose from the other slaves and given over to four marines. They are marched through the Harbor Gate, up the tunnel, and into the city. They walk along dark iron-shod streets to a great coliseum of basalt and obsidian. Rising above the coliseum walls are eight great statues, leering down at the arena within, representing each of the Lords of Chaos worshipped in Pan Tang.

The marines lead them around the side of the coliseum, and underground, down a wide sloping ramp to the pens, rooms, and pits beneath. The dank and dripping stone is infested with a myriad of graffiti, both desperate pleas and helpless curses. Sounds echo; ringing steel and grunted breath from the training rooms, screams from somewhere, the snarl of a caged beast. Sweat, torchsmoke, waste, vomit and the musk of animals hangs heavy in the air, together with the stench of boiled cabbage.

The marines deliver the adventurers into the care of the jailers, and depart. The jailers appraise them, and

take them to the pits where the gladiators sleep. There are two jailers on duty at nights, and up to a dozen during the day, supplemented with regular city guards.

TYPICAL JAILER

The jailers are hulking masses of walking scar tissue, tough and ugly men without humor or patience.

STR 20 CON 19 SIZ 20 INT 9 POW 11 DEX 12 CHA 5

Hit Points: 27 Armor: Leather (1D6-1)

Damage Bonus: +1D6/+1D4

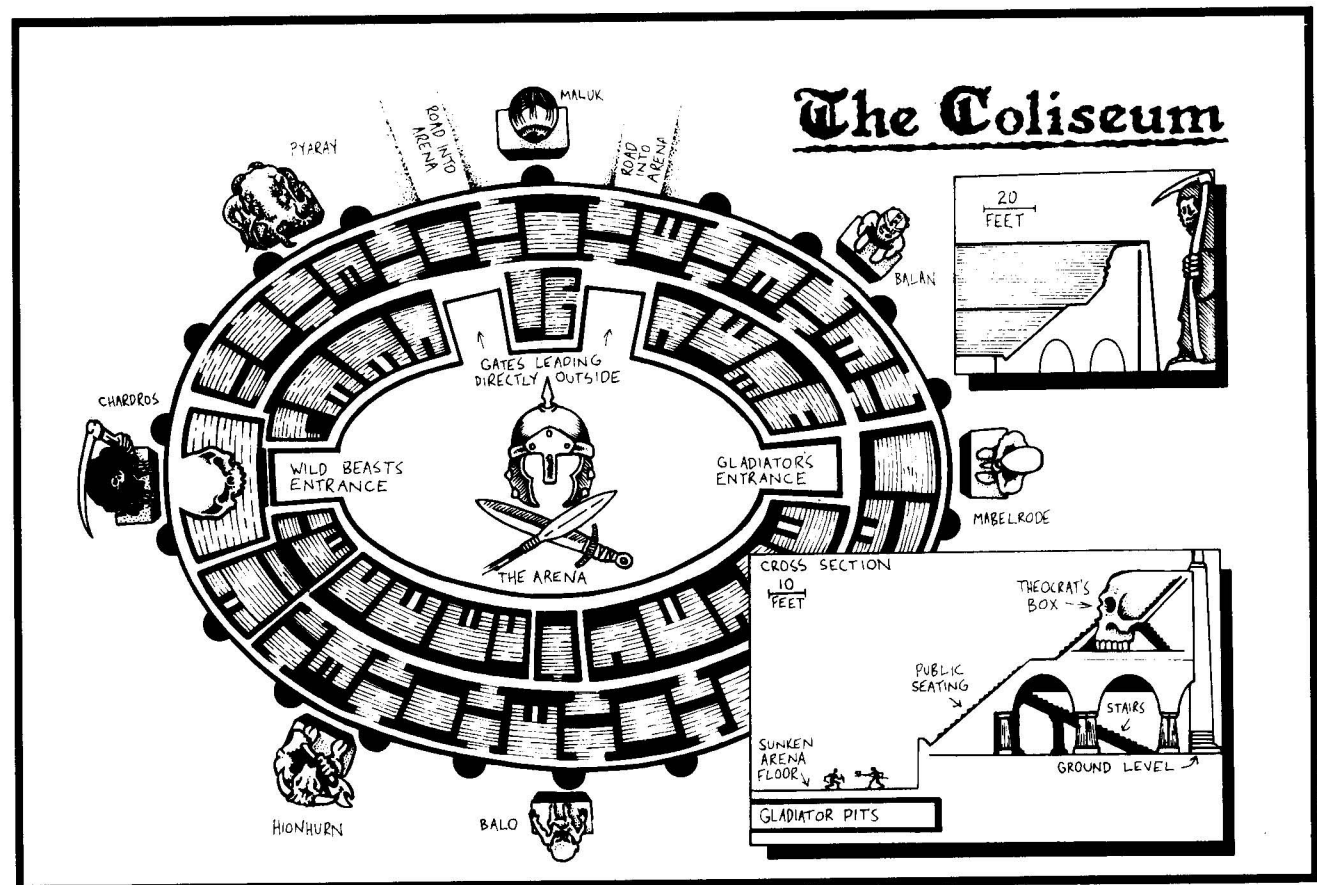
Weapon	Attack	Parry	Damage
Cudgel	72%	71%	1D6
Punch	93%	30%	1D3
Kick	81%	-	1D6

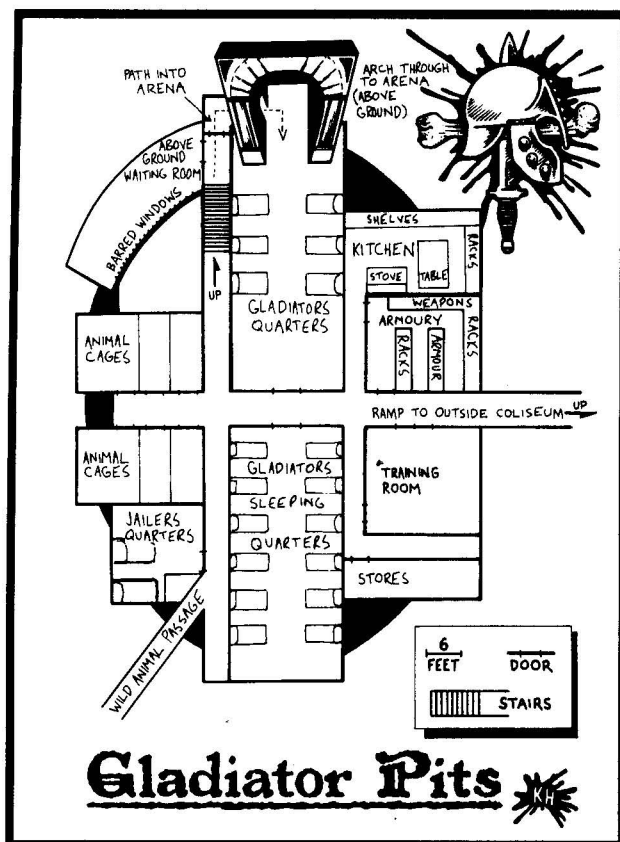
SKILLS: Dodge 26%, Listen 60%, Search 38%, See 51%, Torture 45%.

IN THE PITS

The gladiators' barracks are long rooms full of rude wooden bunks. Each of the newcomers is issued with a thin woolen blanket; should they put this down and turn their backs, it is sure to be stolen.

This is where the adventurers get to meet some of their fellow gladiators, hard men trained to fight to the death for the pleasure of the people of Pan Tang; time for some interesting interplay with the various barbarians, and to compare their collections of scars. If any of the players have had their character killed, this is an





excellent place for new ones to be met. Here are some sample comrades:

THE BEAST

No-one knows what the Beast really is, save that he is a wild hairy man, subhuman and dangerous.

STR 22 CON 22 SIZ 20 INT 4 POW 13 DEX 14 CHA 5

Hit Points: 30 Armor: 1 point of hair and hide

Damage Bonus: +2D6+2D4

Weapon	Attack	Parry	Damage
Bite	63%	—	1D4
Fist/Punch	84%	37%	1D3
Grapple	78%	—	special

SKILLS: Dodge 54%, Grunt 97%.

LANGUAGES: Common -/20%.

STAVROS

Stavros is a small weasel-faced man, with a long nose and squinting eyes, and an unfortunate odor about him. He is from Pikarayd. He is beloved of Pan Tang arena audiences for his tendency to stab members of his own side in the back if he finds he's on the losing team.

STR 12 CON 14 SIZ 9 INT 14 POW 15 DEX 17 CHA 6

Hit Points: 14 Armor: None

Damage Bonus: None

Weapon	Attack	Parry	Damage
Dagger	96%	71%	1D4+2
Falchion	69%	63%	1D6+2

SKILLS: Cut Purse 62%, Dodge 82%, Hide 80%, Listen 56%, Move Quietly 67%.

LANGUAGES: Common -/70%.

KAARL

Kaarl is a tough guy in a spiked dog collar. He has a black beard and a mohawk. He proudly boasts that he is half Pan Tangian, but no-one (Kaarl included) knows what the other half was.

STR 17 CON 15 SIZ 16 INT 8 POW 11 DEX 13 CHA 10

Hit Points: 19 Armor: None.

Damage Bonus: +1D6+1D4

Weapon	Attack	Parry	Damage
Greatsword	64%	58%	2D8
Kick	51%	-	1D6

SKILLS: Dodge 32%, Torture 21%.

LANGUAGES: Common -/40%, Mabden -/7%.

AUBERK

Auberk is a taciturn warrior. He has a solid build, blue eyes, a permanent frown, and long brown hair which he ties in a ponytail. He knows that the only way to survive in Pan Tang is to keep your mouth shut and be unexceptional in all things. He will share this wisdom with the adventurers, but that is about the only time he ever speaks.

STR 15 CON 16 SIZ 17 INT 11 POW 10 DEX 12 CHA 12

Hit Points: 21 Armor: None.

Damage Bonus: +1D6+1D4

Weapon	Attack	Parry	Damage
Light Mace	73%	31%	1D6+2
Target Shield	25%	58%	1D6
Fist/Punch	48%	-	1D3
Grapple	40%	-	special

SKILLS: Balance 21%, Dodge 47%, First Aid 44%, Listen 37%, Move Quietly 42%, Search 22%, See 45%, Swim 39%.

LANGUAGES: Common -/55%.

OTHER GLADIATORS

Further statistics can be found in the *Pan Tang Digest*.

Into the Arena

The coliseum is of classical design, an oval with tiered seating. The lowest seats are seven meters above the arena floor, keeping the audience safe from the fighters. The arena floor is actually sunken, and is below ground level. The surface is not sand, but gravel and broken glass; gladiators falling over take an additional 1D3 damage (armor protects). There are barred windows in the gladiators' pit, allowing those awaiting their turn in the ring to view the fights in progress.

Events are staged in the coliseum on an infrequent basis. Sometimes a particular festival calls for a fortnight of combats, and scores of gladiators die; at other times the arena might stand vacant for a month. The game-master can decide the frequency of the current coliseum program.

Thousands of Pan Tangians turn out for the games, and sit in rows of scowling faces and swirling dark colors. All stand when a curtained chair supported by six sweating slaves is carried in: the Theocrat.

The chair is hauled up to the massive stone skull which is the Theocrat's box, directly underneath the

blank gaze of the statue of Chardros the Reaper. The Theocrat transfers from chair to box, and the six bearers are hurled into the arena. Demons are released, and the crowd whoops and roars at their comic antics as they chase the slaves around, play with them, fight over them, pull them apart, and messily eat them. Let the games commence.

The First Day's Fights

The adventurers watch these fights through the bars of their cell: the Beast is sent out against a winged man of Myrrhn, he grapples him, the winged man takes flight, the Beast breaks his neck in midair, falls ten meters, and gets up scratching himself; four gladiators are sent out against a massive crab with a death's head on its shell, it kills and eats them all; two enormous demons fight, the coliseum shakes and shudders, one is killed, the other disappears into noxious mist.

THE DEVIL RIDERS

The adventurers are mustered; they are taken to the Armory, and given Half-Plate armor (1D8-1) and one weapon of choice. They are marched along the hall, and prodded through the gates into the arena. As the jailers close the gates, they hiss through the bars that all new gladiators must walk up to the Theocrat's box for inspection on their first day of fighting.

If they do this, the Theocrat views them from his shadowed skull, and his flashing eyes pin and dissect them; he knows all their secrets, who they are, where they've been, and what will become of them. Raw power stalks from those burning eyes. He nods imperceptibly.

Gates on the other side of the arena trundle up, and out trot Devil Riders on Devil Lizards. There is one Rider and Lizard for every two adventurers in the arena. They immediately split up, heading straight across the arena, or left around the walls, or right around the walls. The adventurers may deploy themselves wherever they wish; this fight is to the death. If all the riders are killed, lizard wranglers run out to capture the surviving reptiles, rather than let them be slain.

DEVIL RIDERS

Take statistics for the Devil Riders from the *Pan Tang Digest*. These ones do not have Demon Weapons or Armor.

THE TIGER AND THE LADY

The cockiest or most cowardly adventurer from the last fight is left alone in the arena. Guards strip him or her of weapons and armor. Quietly, the crowd starts whis-



AWASH IN THE ARENA

pering "Tiger . . . Tiger . . . Tiger" the whisper becomes a chant, and the chant becomes a roar.

The adventurer is to fight a tiger, single-handed. Being the sacred beast of Pan Tang, they are not permitted to harm it, which is why their weapons are taken away.

The tiger is released at the far end of the arena, and the crowd leans forward, ten thousand people drawing their breath in at once in anticipation of the carnage to come. If the adventurer is near a wall, at the edge of the crowd directly above where they stand a lone woman leans over the balustrade. Her head is shaved, and the skin of her scalp intricately tattooed with interlocking designs of green, yellow and purple. Her lips are tattooed with an identical design. She has one eye. Her name is Valil Fai'shaan, and she has singled out the adventurers as suitable for her purposes (more on this later).

She drops a silken scarf. When the adventurer picks it up, they feel a round gelid object inside. It is an eyeball, with a few optic nerves dangling off. It pivots in their hand at looks straight at them. At the same time a whispering voice speaks in their brain: "Show me to your enemy."

The eyeball is T'zll, a demon of the breed Ockularr. It has Emotion Control (Fear), POT 20. If shown to the Tiger (POW 12), it has 90% chance of affecting the beast, and can try three times, once each round. If the demon succeeds, the enormous feline arches, fluffs up, hisses, and runs away. After this the eyeball rolls across the adventurer's hand, down their leg, over the sand and up the wall, into the open palm of the tattooed lady, who pops it back into her empty socket, and waves discretely.

TIGER

Take statistics for the Tiger from the *Pan Tang Digest*. This particular beast has POW 12.

T'ZLL

EYEBALL DEMON Breed Ockularr CV: 165

This demon is bound into a human eyeball. The pupil of the eye is the eight-arrowed sign of Chaos. It can roll independently, but normally resides in the socket of the binder.

STR 1 CON 1 SIZ 1 INT 27 POW 15 DEX 13

Hit Points: 1 Armor: None.

POWERS: Emotion Control (Fear POT 20, Range 10m), Eye x1, Roll (20m per round), Skills.

SKILLS: Search 10%, See 90%.

If the adventurer survives, the crowd boos and mutters, and the Theocrat rises to leave. The day's games are over.

THE NIGHT

More fun in the pits, except that now the adventurers are a little more respected, especially the one who drove off the tiger. A fresh shipment of slaves arrives; the adventurers' turn to taunt the new arrivals, and steal their blankets.

The jailers come around with a trolley from which steam rises; everyone crowds up to the bars to receive a warm towel, scented with herbs and incense. It seems a curious note of luxury in this foul place. The other gladiators wrap these about their wounds; they heal 1 D6 Hit Points over the next 1D6 hours, allowing some to fight another day.

Days of Fighting

The gamemaster may opt at this point to move the scenario on, or insert a few weeks in which the adventurers fight in the arena. This will give them a chance to make some skill increase rolls. Judge the mood of your players; if they enjoy combat, then give them some. Every day the adventurers fight in the arena, a successful See roll notes the tattooed woman (Valil Fai'shaan) in the crowd. When you are ready for the arena section of the scenario to conclude, move to the section below, "The Last Day's Fights."

Possible fights include against the other gladiators (one on one against the Beast, for example); against bears; against demons; huge mock battles; fights in which combatants are deliberately impeded, such as having one arm bound to their side; or anything the gamemaster thinks would amuse the Pan Tangians. It may interest the players to give their adventurers temporary respite and instead play the role of animals or demons; for example, a bear pitted against a tiger.

The Last Day's Fights

First thing in the morning, the windows from which the gladiators can view the games are covered with iron sheets. Some time after this the sound of water can be heard, rushing into the arena and buffeting against the iron shutters. Small leaks spring; it is salt water. Forty gladiators are removed from the pit; none of the adventurers are included. None of the forty return.

After a long time, the cage is opened, and ten gladiators are called out. This includes all of the adventurers, plus Reni, plus as many others as are necessary to make up the ten. Choose from some of the sample gladiators given earlier, or make up some new ones. They are given any melee weapons they desire, and Leather armor. Missile weapons are not permitted.

Each player must roll a die; odd rollers go in one group, even rollers go in the other. The two groups split up, and each is taken through the stone bowels of the coliseum, and up several flights of stairs, to a door which opens onto a ledge above the arena wall. Below is a confusing scene of color and smoke. The arena has been flooded. The water is murky and cloudy, and it swirls and eddies. There are two miniature galleons ablaze, the decks streaked with blood and strewn with bodies. Many of the audience have bows, and they are picking off the survivors, who run about, fight each other, dive in, or just hang around and burn.

A ladder leads from the ledge down to a raft. A See roll notes that across the arena their fellow gladiators are being prompted to board a similar craft. The rafts have a paddle mounted on the stern, which functions as both oar and rudder. One person is needed to operate it, and a Navigate roll will move the craft in the desired direction.

Once both of the galleons have sunk, the adventurers are forced to climb down the ladder onto the raft and push off. "Kill the others" is their only instruction. The ladder is withdrawn behind them.

AFLOAT

The rafts are expected to engage and destroy. If they do not, the crowd starts to jeer, and a few arrows are launched at them by way of encouragement. A Search roll directed at the water detects something moving down there. A slow current curls lazily around the walls. As one of the rafts bumps against the wall, something is dropped from above: a dagger. It hums downwards and drives into the wood, point down, chuckling. A glance up sees the tattooed woman stepping back from the wall.

Z'FTT'LX

DEMON DAGGER, Breed Ratchangett CV: 51

This is an ordinary-seeming weapon. A gem in the hilt has the Sign of Chaos carved into it. Unlike the eyeball demon, this is a gift, and theirs to keep.

CON 40 SIZ 1 INT 3 POW 13

POWERS: +3D6 damage.

DEATH FROM BELOW

Once the rafts do engage, the battle is only joined for a round or so before something slams into them from underneath; Balance rolls to stay on their feet, those who Fumble go into the water. Dark tentacles rise from the depths, and begin to snatch the tasty gladiators off their fragile craft. In the water beneath them is a Son of Pyaray, a Chaos octopus.

SON OF PYARAY, CHAOS OCTOPUS

This tentacled horror looks like a miniature version of Pyaray, its Lord and Master.

STR 40 CON 24 SIZ 40 INT 10 POW 10 DEX 10

Hit Points: 56

Armor: 8 points of tough, rubbery skin.

Weapon	Attack	Parry	Damage
Tentacle x8*	30%	30%	3D6 or special
Bite	50%	-	2D8+3

* This monster may attack with as many as six of its tentacles each round. 1D6 are used in the first round. A successful Tentacle attack may either cause damage or grasp the victim, pulling them into the water for a Bite attack next round that, if successful, ignores armor. Those grasped get +20% on their chance to strike the tentacle holding them. If damage equal to one quarter of the creature's hit points is delivered to any single tentacle, that tentacle is considered severed and useless.

SKILLS: Ambush 50%, Swim 100%, Swim Quietly 60%.

ABILITIES: This beast may squirt an enormous cloud of ink into the water. This affects a circular area 20 meters in diameter for 3D6 rounds, completely obscuring all senses. Combat rolls by affected creatures in the water are made at half normal; those on the rafts suffer no penalty.

If the adventurers kill the octopus, there is a howl of protest from the crowd, and a thousand arrows are nocked and drawn. The Theocrat holds up a slim hand, and departs. Fuming, the crowd loose their arrows into the air (causing incidental casualties among the spectators on the other side of the arena, and provoking a brief firefight).

A barge full of soldiers punts out to recapture the adventurers; if they won't come, their rafts are set afire. Their weapons are taken, and they are put ashore and led downstairs in chains. Waves of anger radiate from the guards around them. They are flung into their cage.

Prisoners of Chaos

Listen rolls soon detect low chanting, growing steadily closer; it is in the Mabden tongue, and anyone who makes a Speak Mabden roll can translate it as a litany of death (by ax, by flaying, by ax, by crushing, by ax, by impaling, by ax) to Hionhurn the Executioner. Six Priests come into view, clad in robes of white linen dyed with human blood, the vivid red of recent stains contrasting with the dark brown of older marks. All six wear the horns of bulls as headdresses, their hair shaved to fall manelike between the horns.

The cage is opened, and the adventurers are dragged out. The Theocrat was rather banking on the octopus; consequently, they are being taken to the Palace-Temple for immediate sacrifice.

As they are led along echoing stone hallways, the adventurers are watched by countless faces empty of hope, slaves and gladiators like themselves, staring numbly from behind bars as the condemned pass by. They make not a sound, knowing that the least protest could see them dragged off for immediate execution

also. At least here in the arena they have a chance of a few more days' living.

Outside, night has fallen. Fire elementals flicker and dance as streetlights, burning purple and green and blue, casting strange lights and even stranger shadows. Vaporous curls of mist hang heavy in the air, wreathing the adventurers' awaiting transport: a carriage formed of barbed wire atop rough-hewn wooden wheels. The adventurers take 1D2 points of damage as they are thrown into its spiked interior.

Unless they make Balance rolls, they take the same damage again as the carriage jerks forward, throwing them against the wire walls. The cart is drawn by a team of slaves. The Priests swarm about the outside, their hymns accompanied by the flutes and brass gongs which they play discordantly.

AN UNEXPECTED RESCUE

Soon after their carriage has left the arena, the adventurer with the highest POW becomes aware of something breathing nearby, something that follows the carriage, concealed by the mist. Then the something strikes.

It is a demon, of the breed Bronkon. It stands some 10 feet tall, with a shaggy body somewhat akin to a bear,

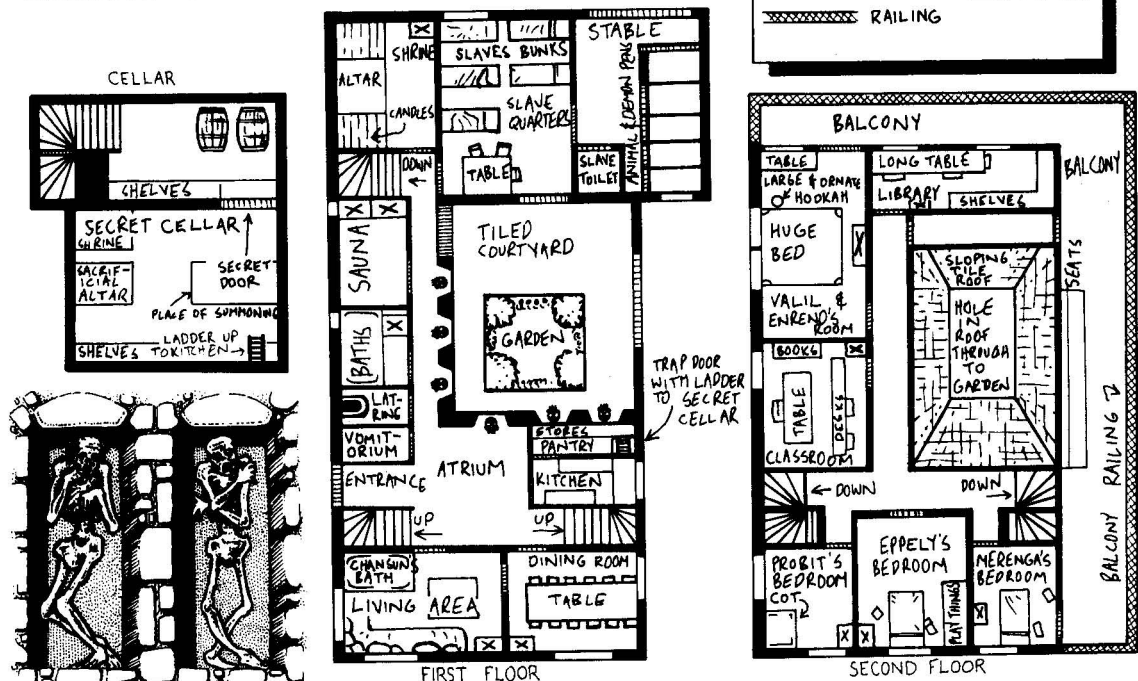
but hairless and loose-skinned, with bulbous eyes and long, frog-like legs. With one clawed paw it pulls open the back of the carriage, heedless of the lacerations, and then leaps atop the line of slaves who draw the vehicle. From there, its attacks on the dismayed and disorganized Priests are short, vicious, and most effective.

During this sudden confusion, the adventurers hear a hissed "This way! Quickly!" It is a woman's voice, and leads them towards another carriage parked in an alley nearby. The door stands open. Inside sits the tattooed woman, Valil Fai'shaan. She raps on the inside of the roof, and the carriage pulls out into the mist, drawn by two scuttling demons (of the breed Jhendem).

"I am Valil Fai'shaan," she begins, "And three times now you owe me your lives. I only ask that you return them to me once. That is for later; for now, you are to join the household of myself and my husband. Savor these extra days among the living, and do as I ask you. If you please me, freedom will be yours."

The carriage delivers them to House Fai'shaan. Obrox the burly overseer is waiting there, and he bullies the adventurers out of the carriage. With a cuff and a snarl, they enter service at House Fai'shaan.

House Fai'shaan



House Fai'shaan

The house is two storied, with a central courtyard. On the ground floor is the atrium (entry hall), living area, courtyard, household shrine, dining room, vomitorium, kitchen, pantry, sauna, baths, latrine, slave quarters, and stables (for the carriage and demons). On the upper floor is the library, schoolroom, bedrooms, and balconies. Underneath the house is the cellar, and secret cellar (in this latter room Valil conducts her sorcery).

The house is constructed with basalt and black wood. The decorations and furnishings are red and gold. There are fireplaces in the rooms which the family occupies; there are none in the servants' areas.

The withered and mummified corpses of ancient heroes of the Fai'shaan family stand in niches around the atrium walls.

THE FAMILY FAI'SHAAN

ENREND FAI'SHAAN

Enrend is Valil's husband. He stays in his bedroom, lounging on silken cushions, doped up to the eyeballs. He is puffy and fat, and rarely strays more than ten feet from his hookah. His black beard and hair are long, and he wears them in ringlets. Sometimes Valil supplies male or female slaves for his enjoyment, but he is usually content to lie back and dream of unknown realms. If dried out for a month or so, he would regain some grip on normality, and punish the wife who has kept him drugged and docile for so long.

STR 12 CON 10 SIZ 15 INT 3 (13) POW 9 DEX 10 CHA 8

Hit Points: 13 Armor: None.

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
None			

SKILLS: Opaque Wisdom 65%, Plant Lore 14%, Poison Lore 9%.

LANGUAGES: Common 40%/65%, Mabden 15%/10%.

VALIL FAI'SHAAN

Valil is the adventurer's secret benefactor and savior. In public she is a deferential female as demanded by society, but in private she is a sorceress of power and ability. She is a heretical priestess of Eequor, a Lady of Chaos not worshipped openly in Pan Tang. Valil is cool and cunning. She treats the adventurers with neither favor nor malice; she rescued them because she needs them.

STR 12 CON 13 SIZ 11 INT 21 POW 21 DEX 14 CHA 12

Hit Points: 13 Armor: None

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Dagger	53%	50%	1D4+2

SKILLS: Dodge 45%, Listen 79%, Orate 74%, Persuade 87%, Plant Lore 46%, Poison Lore 38%, See 83%.

LANGUAGES: Common 75%/99%, High Melnibonéan 57%/64%, Low Melnibonéan 32%/76%, Mabden 23%/20%.

DEMONS: The Household demons are listed below; all have been summoned and bound by her.

SUMMONING SKILL: 63%.

SUMMONINGS: Eequor, demon breeds Bronkon, Jhendem, Lakreet, Ocku-larr, Staxarnal, Ratchangett.

DEMONS: T'zll (Eyeball Demon), plus household demons (see below).

EPELV FAI'SHAAN

Epelev is Valil and Enrend's eight year old son, a plump and handsome child with tufted black hair and shining eyes. He is a tiny tyrant. He thinks of the slaves as less than human, and enjoys giving them orders which they cannot refuse (for he is their master, and to disobey is death).

STR 9 CON 10 SIZ 8 INT 7 POW 11 DEX 13 CHA 13

Hit Points: 9 Armor: None.

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Knife	26%	12%	1D3

SKILLS: Persuade 32%, Throw Tantrum 75%.

LANGUAGES: Common 14%/35%, Mabden 1%/2%.

MERENGA FAI'SHAAN

Merenga is their six year old daughter, cute little girl, with curly black hair and a sweet smile. She has a morbid fascination with pain, preferably other people's, preferably slaves.

STR 7 CON 7 SIZ 6 INT 8 POW 17 DEX 14 CHA 13

Hit Points: 4 Armor: None.

Damage Bonus: -1D6/-1D4

Weapon	Attack	Parry	Damage
Pin	70%	—	1 point

SKILLS: Hide 56%, Listen 47%, Move Quietly 63%, Torture 14%.

LANGUAGES: Common 7%/40%.

DEMONS: Merenga does not know it, but a bracelet her mother gave her contains a demon of the breed Staxarnal which will manifest if she is ever in danger, triggered by the word "Help!". Its statistics appear below.

PROBBIT FAI'SHAAN

Probbit is the six month old infant son, and is wrinkled but appealing, as babies go. He is too young to have developed any vicious character defects, but will, given time. At the moment he enjoys burping and projectile vomiting.

STR 2 CON 8 SIZ 3 INT 3 POW 14 DEX 5 CHA 16

Hit Points: 3 Armor: None.

Damage Bonus: -1D6/-1D4

Weapon	Attack	Parry	Damage
Vomit	72%	—	-1D4 CHA until cleaned off

Skills: Burp 56%, Cry Piercingly 97%.

Languages: None.

CHANSUN FAI'SHAAN

Chansun is Enrend's half-brother. He is the result of a union between Enrend's father and a demon, and has been born with deformed flippers rather than hands and feet, and unnaturally dry skin. He has thin black hair, and wide eyes which are mostly pupil. To be fully exposed to air is agony for him, and he spends his life in a deep bath in the living area downstairs; he never goes upstairs, and consequently sees little of his brother these days. There is a tank on wheels in which he can be taken for walks. He is crotchety and demanding, and often makes slaves run pointless errands, the purpose of which he has forgotten before they return.

STR 15 CON 15 SIZ 16 INT 9 POW 16 DEX 8 CHA 2

Hit Points: 19 Armor: 5 points of scales

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Fist/Punch	63%	—	1D3

POWERS: Breathe underwater.

SKILLS: Memorize 0%, Persuade 41%, Swim 93%.

LANGUAGES: Common -/45%.

THE SLAVES OF HOUSE FAI'SHAAN

OBROX

Obrox is the head slave, and acts as the overseer. He was originally a sailor on a Tarkesh ship. A strong, greasy man, he keeps the other slaves in line, and thus enjoys a position of some importance and power. He does not treat the other slaves with undue cruelty, having some sympathy for their plight, but he must maintain his own position and please his masters. He also functions as butler to the family.

STR 17 CON 13 SIZ 16 INT 12 POW 11 DEX 14 CHA 6

Hit Points: 17 Armor: Leather (1D6-1)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Whip	57%	—	1D4
Club	65%	61%	1D6
Fist/Punch	54%	—	1D3

SKILLS: Dodge 45%, Orate 23%, See 34%.

LANGUAGES: Common -/60%.

OTHER SLAVES

There are other slaves both male and female, who act as cooks, cleaners, nurses, and whatever else is required of them. Here are some names: Grittel, Longmuir, Abon, Nyuk Thaal the Skinny, Ebret, Hollain, and Jakko. If required, take statistics from the *Pan Tang Digest*.

THE DEMONS OF HOUSE FAI'SHAAN

T'ZLL

Ockularr Breed CV: 165

Valil's left eye, as loaned to the adventurers in the arena.

GLDIL'RR

Bronkon Breed CV: 227

A general furry houseguard demon, an ugly creature which looks something like a bear crossed with a frog. This is the demon that rescues the adventurers from the barbed carriage.

STR 32 CON 18 SIZ 27 INT 5 POW 15 DEX 17

Hit Points: 33 Armor: 4 points of skin and fur.

Weapon	Attack	Parry	Damage
Bite	30%	-	1D10+3D6
Claw	45%	25%	4D6
Hug	90%	-	8D6

POWERS: Armor, Claws x2, Eyes x2, Hopping, Mouth.

SKILLS: Search 20%, See 20%, Jump 65%.

ABILITIES: The demon is capable of leaping 10 meters forwards or 5 meters vertically on its leprous froglike legs. In combat, it attacks with two claws and the bite; if both claws hit, it will hug the opponent on the following round.

SR'SS'RR

Lakreet Breed CV: 230

This demon is a slave hunter. It looks like a winged eel. Each slave is presented to it, and it snuffles all over them. Thereafter, it can track them anywhere. It does nothing all day but lie around on the kitchen ceiling, occasionally swooping down to steal some scraps.

STR 16 CON 15 SIZ 29 INT 14 POW 13 DEX 19

Hit Points: 32 Armor: None.

Weapon	Attack	Parry	Damage
Bite	60%	-	2D10+2D6

POWERS: Bat Wings, Big Ears, Mouth, Sonar, Snout.

SKILLS: Fly 65%, Listen 70%, Scent 35%.

V'NG'RL

Staxarnal Breed

CV: 163

This monstrosity lies coiled in Merenga's bracelet, ready to spring to her aid. Outside its binding, it rears eleven feet tall, all teeth and bones and scales and spines.

STR 20 CON 27 SIZ 21 INT 12 POW 11 DEX 14

Hit Points: 36 Armor: 10 points of hardened bone.

Weapon	Attack	Parry	Damage
Bite	25%	-	1D10+2D6
Claw	55%	55%	3D6
Darts	25%	-	3D3

POWERS: Armor, Claws x2, Eyes x2, Legs, Mouth.

SKILLS: Search 10%, See 20%.

ABILITIES: The demon can run 80m per round. The spiny darts can be hurled up to 10m, affecting a 1m radius. In combat it will either claw twice or bite once per round.

CHANSUN

He is arguably half-demon, and can actually be bound. Valil has thought idly about trying this one day. His statistics appear above.

K'KT AND R'D'PX

Jhendem Breed

CV: 110 each

Two long-limbed demons who pull the family carriage. They have a dozen legs, and long angular heads. Their skin is black and hairless.

STR 33 CON 20 SIZ 27 INT 5 POW 13 DEX 18

Hit Points: 35 each Armor: None.

Weapon	Attack	Parry	Damage
Bite	20%	-	1D10+3D6

POWERS: Eyes x2, Legs (60m per round), Mouth.

SKILLS: Search 20%, See 20%.

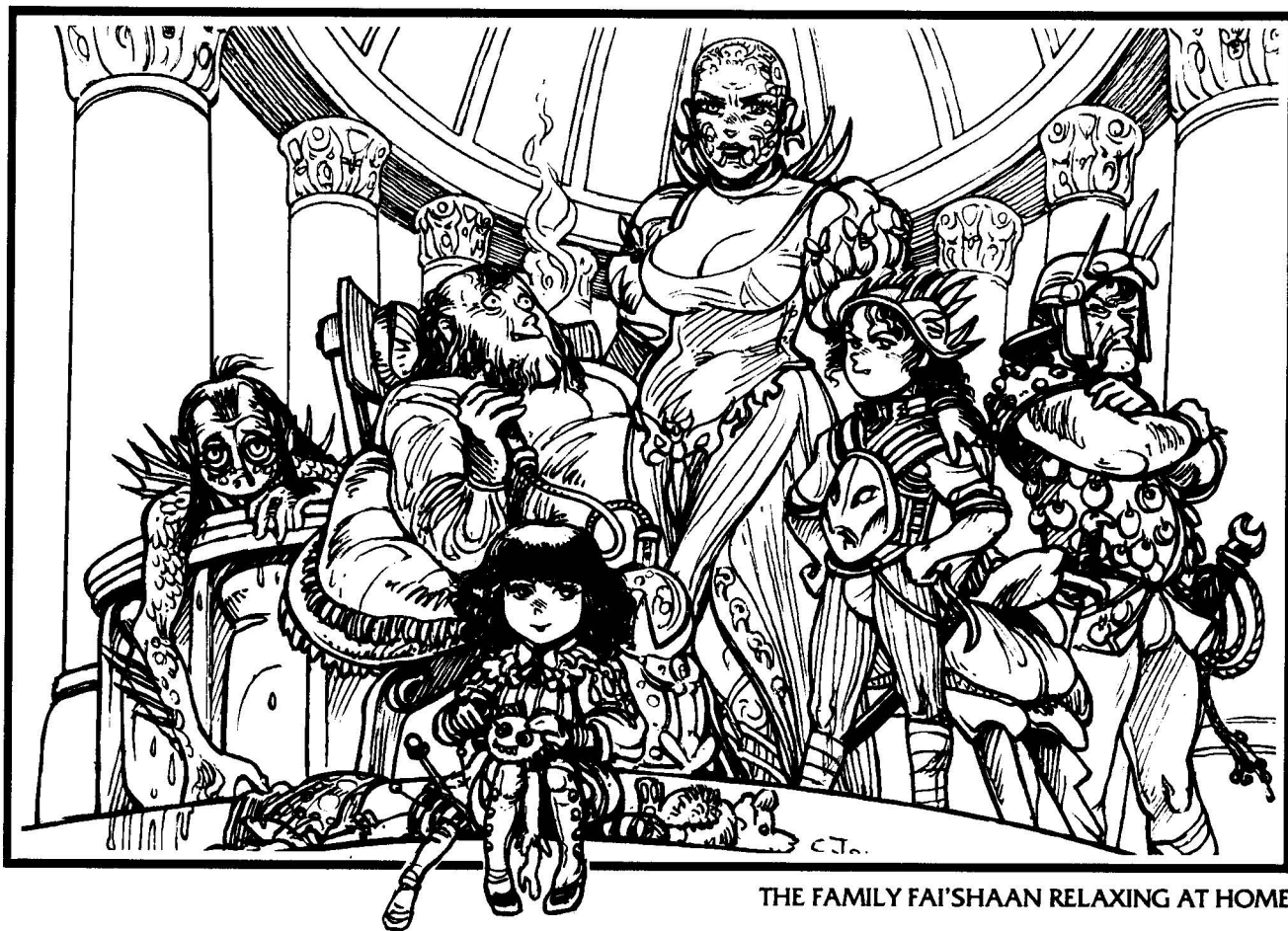
Household Tasks

In their new life as household slaves, the adventurers work. Hard. Pan Tangians are lazy; they do not pick up, clean, fetch, or lift anything. For example, if Valil is in the library, she will have a slave present to get the books down for her, and then to turn the pages as she reads.

The slaves prepare food, wash clothes, clean rooms, fetch and carry, amuse the children, clean up after the demons, wash Enrend, dust the leathery ancestors, and are otherwise kept busy. It's an eighteen hour day. Occasionally they are given a special chore; four examples follow.

DRUGS FOR ENREND

One of the adventurers is given a slip of paper with the Fai'shaan seal upon it, and is sent to the apothecary to get drugs for Enrend. The apothecary's is full of dried plants and redolent herbs and the smoked body parts of humans and demons. The apothecary himself is trying to impress an obstinate noble with some new poison; sighting the slave, he makes them drink some to show its effectiveness (POT 15, if it overcomes their CON they immediately stop breathing. They must roll CON X 10 this round, then CON X 9 next round, and so on; once



THE FAMILY FA'SHAAN RELAXING AT HOME

they fail, they take 1D8 damage every round until dead). "You see?" says the apothecary. "Yes," says the noble, "I'll take some." The deal is transacted, and the apothecary shows him out the door, then looks down at the wheezing slave. "Now, there is an antidote here, somewhere, now where was it, I had it here just a moment ago." Roll 1D8 to see how many rounds the adventurer must hold out before the antidote is administered.

AN OUTING FOR THE CHILDREN

The adventurers are told to take Merenga and Eppely on an excursion to the Garden of Pain. Both children demand to buy a bag of pins at the gate, which they proceed to stick into random torture victims, and the occasional adventurer. The Garden is a sick place, where public torture is relaxation and spectacle. There are other children there. Jolly little Johanni Absaleffen pushes Eppely over into a puddle of gore; Eppely rages, and orders his slaves to kill Johanni (which would be an offense punishable by death). Darling little Miffip Brenshagan boasts to Merenga that one of their household slaves was able to withstand seventeen minutes on the Grinding Wheel of Sixty Deaths, and is the current

record-holder; Merenga says that that's sissy, and that one of her slaves could last a half-hour; oh yeah, says Miffip; yeah, says Merenga (the adventurers can see where this is heading, and had better do something to distract the girls quickly). All in all, the children have a wonderful day.

AN OUTING FOR CHANSUN

The strongest adventurer is told to take Chansun for evening walks, in his wheeled tank. The first few nights this goes smoothly, until one night when he orders them to take him to the ocean; no-one at the house said he could, but he outranks the slave, and anyway, no-one said he couldn't either. Down at the ocean he instructs them to lift him out of the tank, and he slips into the water and swims away. Valil reprimands them for losing him; she says that they knew he was not to go down to the sea (this is a lie). She has the adventurer tied up, and at Obrox's hands they receive a whipping for 2D4 damage.

Secretly, Valil is pleased; she planned it this way, knowing that sooner or later the ignorant new slave would let Chansun escape. With one of Enrend's broth-

ers gone, and one more to go, now she can activate her most cherished plan (see "A Debt Repaid", below).

DARK MAGIC WITH VALIL

If any of the adventurers are sorcerers, Valil questions them closely, gaining as much knowledge as she can from them. She has no peers, and is hungry for information. If they are also female, she shows them her secret cellar, and invites them to take part in some summonings. If the adventurer gains Valil's trust, they may be allowed to transcribe one of the Rituals in her Grimoire; in there are recorded details of all of the demons she is able to summon.

The secret cellar entrance is in the kitchen cellar, a trapdoor covered with a number of empty boxes. The room below is dark, and smells of ancient smoke and stale ritual; there is an area with inlaid sigils set aside for summoning, a place for chaining the sacrifice, a shrine to Eequor, a work area with shelves laden with jars of powders and dried herbs and fungi, and Valil's Grimoire.

Other clues hint to the existence of the secret cellar. Some mornings there are odd smells in the kitchen cellar, of burnt herbs and scorched flesh; once Valil will be seen leaving the kitchen cellar at dawn, and going straight to bed; and one night Obrox tells one of the male slaves to report to the mistress, and that slave is never seen again. If Valil learns that the adventurers have been sneaking around in the secret cellar, she has them severely flogged (2D6 damage).

A Debt Repaid

After the adventurers have been in her service for a fortnight, Valil calls in her debt. She is going to arrange a banquet in honor of her husband. His brother, Greegle Fai'shaan, will be present. She wants the adventurers to kill him. She tells them that Enrend's addiction is slowly killing him, and that his possessions (which include herself and her children) will pass on to the eldest brother, Greegle. This is a fate she could not bear. With Greegle dead, and Chansun gone, she will be allowed to remain in the house, under the rule of Eppely.

In truth, Greegle is suspicious of Valil's maneuvers, and of Enrend's perpetual stupor, and so she wants him dead. Enrend is indeed being slowly poisoned by his addiction, but Valil does not want Eppely to head the family; she wants Merenga to inherit the family property (her marriage to a suitably weak-willed husband will then be arranged). Valil can't bring herself to kill Eppely, but he must be dealt with; so she plots to send him away with the adventurers. With him gone, she and Merenga

will be able to stay in the house, under the malleable rule of the male infant, Probbitt.

She tells the adventurers that she wants there to be at least one witness, so that blame is quickly placed on renegade slaves. She honestly wants them to escape, and tells them why: torture would wring their secrets out of them, and implicate herself. To this end, the coach will be available to be stolen and driven to the docks, where there will be a boat waiting. Weapons of their choice will be left in the coach for them, and the boat will be equipped for an ocean voyage, with food and water. Finally, she tells them there will be something in the coach that they must take with them as they find it, with no questions. If they do not uphold any of the terms of this agreement, the Lakreet demon will come for them.

If the adventurers agree, allow them to plan the assassination. Valil suggests that the best plan would be one which would involve Greegle catching them doing something that slaves should not do; they then kill him in what looks to be an effort to shut him up.

If the adventurers tell Enrend about Valil's plan, he smiles and giggles and falls asleep, too drugged to take action. If they tell Greegle he thanks them, has Valil seized and executed, and the adventurers sent off for sacrifice. If they tell anyone else, whoever they tell reports it to Valil, who regretfully drugs them, imprisons them in the secret cellar, and uses them for demon sacrifice in her next summoning.

THE BANQUET

If the adventurers agree to Valil's scheme, then plans are laid. They are kept busy over the next few days, delivering invitations, cleaning the house from top to bottom, fetching fine food and rare wines, and helping in the kitchens. Valil does not talk to them again about the assassination; she does not want to be seen to be conferring with murderers.

The big night arrives. Enrend's banquet is a gross display of gluttony and wanton excess, to which various Pan Tangians are invited. One of the adventurers is made to open the door and announce the guests. They include Prendar Karallan, the renowned death magic sorcerer, and his boy Lividity; the warrior twins Dhaan and Rhaan Crelk, arm in arm; Valaroon V'shang, the captain of the galley which originally captured the adventurers ("I say, slave, didn't you come in on my boat?"), his wife Vaxip, and his G'ff'eetle demon, which mechanically recites the door slave's description; Greegle Fai'shaan, obnoxious and flatulent brother-in-law to Enrend, who lays a sweaty intimate paw on the

door slave and promises to see them later; Mustak the Reserved, mad-eyed Priest of Balan, who without provocation hurls the door slave against a wall and stabs their face with his spiked iron mask (damage 1D4); N the Unnamed, silent sorcerer of the black fane, and his tongueless wife, S the Subservient; Green Ommafin the Protuberant, and his enclave of infants terrible; and others, as befits the gamemaster's design and warped imagination.

The banquet begins. The adventurers are set to work serving food and drink to the revelers, all of whom disport themselves with cruelty and arrogance, mistreating the slaves and not eating with the right cutlery. The children get drunk early, and are carried to bed. The host is as usual doped out of his mind, and soon passes out. The guests take the opportunity to discuss how weak and pathetic he is over his comatose form, with Greegle leading in the abuse. Valil smiles coldly and entertains, glancing meaningfully at the adventurers from time to time.

Greegle should probably be lured away from the table. Three things help them: his natural stupidity, his burgeoning state of intoxication, and his innate lustfulness. All the classic ruses will work (he is open to lewd invitation from either sex, but only by those of CHA 15 or greater, or of CHA 7 or less). His killing should be disagreeable but simple.

GREEGLE FAI'SHAAN, MURDER VICTIM

Greegle is a sweating, corpulent, pop-eyed man. He is unversed in manners or hygiene.

STR 12 CON 14 SIZ 18 INT 11 POW 8 DEX 10 CHA 7

Hit Points: 20 Armor: None.

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Dagger	47%	45%	1D4+2

SKILLS: Belch 84%, Hold Liquor 21%, Listen 39%, See 42%.

LANGUAGES: Common 45%/55%, Mabden 07%/10%.

Escape

Once the murder of Greegle is witnessed or discovered, the hue and cry is raised. Luckily, the guests are almost legless by now with alcohol and overeating, so the pursuit is short-lived and feeble. Valil launches the Lakreet demon for show, but has it fly off in the wrong direction.

True to her word, Valil has left the coach accessible. However, Obrox is in the stables, and Valil has not told him of the planned escape (she actually wants him dead, for he knows a little of the affair, having just placed a strange bundle inside the coach). He realizes they have committed some crime, and draws his club, with intent to stop them. If they don't dispatch him within five rounds, the drunken pursuit from the house will reach them. Alternately, an impassioned Persuade or Orate to Obrox convinces him to join them in flight, if the chance for escape seems real.

The Jhendem demons can be ordered to grip the shafts and start scuttling. Inside the coach are the weapons which the adventurers requested, and a large bag, four feet long. This is tied tightly at the top (Tie Knot to undo, or they may simply cut the thing). Inside is Eppely. He is the thing that Valil ordered them to take away with them, recently placed here by Obrox, at his mistress' strange request. He is drunk and asleep.

The adventurers can drive the coach to the docks where, again true to her word, a boat is waiting. There is food and water aboard, as well as fishing gear. The boat has two oars, and a small sail.

Farewell to Old Pan Tang Forever

The adventurers plus Eppely sail away into the night. When Eppely wakes up, he starts ordering them about. They probably don't obey. He has a tantrum, and unless stopped he tips over the water and throws the food overboard. If any adventurer decides to kill the brat, look them dead in the eye and tell them that Pan Tang has obviously changed them. That might stay their hand this time, but in the hungry and thirsty weeks ahead, Eppely will need to learn the value of patience, and that silence is indeed golden.

Away they drift, into the current, for ports unknown. What is their eventual fate? Are they recaptured? Do they get away? What lies before them on the voyage? Only the gamemaster knows.

For now, they have achieved the impossible: escape from Pan Tang!

CHAOS EXULTANT

AMONG THE RANKS of the Pan Tangian Theocracy two men stand as bitter enemies, although once they were friends. One is Verkij Laanark, a scholar and self-styled metaphysician. The other is Karad Hy'un, an older sorcerer, and a more powerful man.

Laanark devised a new tower to be added to the Chaos Temple in Hwamgaarl, a truly chaotic construction which he christened the Night Spire. He took the plans to Hy'un, begging that the older man somehow find the ear of the Theocrat. Hy'un did just this, but on his own behalf. He was moved higher in the ranks of the Theocracy, and he had Laanark exiled.

The Night Spire was built — with Hy'un garnering the credit and praise of its design. Laanark vowed to see it destroyed, but wished its destruction to look like the result of a flaw in the tower's design. In this way, Hy'un would be disgraced and be made to suffer as he himself had done. To this end he summoned a greater demon, Abyssma the Unmaker, and bound him into a staff which he called the Wardstaff. He then set out to unleash Abyssma in the key place in the tower which would cause its destruction.

The Night Spire is unique in that it can only be reached by another plane. There is a chamber in the Chaos Temple below the Spire; from here the Pan Tangian worshipers shift to the plane of Hrath. Once there their faith is tested by two minions of Chardros. If they satisfy the testers, they are allowed to pass through a portal back to the Young Kingdoms, this time within The Spire itself.

Laanark journeyed to Hrath but was ambushed by demons. He fled, losing the Wardstaff in doing so. Now he seeks adventurers who will go to Hrath, collect The Wardstaff, and go on to destroy The Night Spire. He is willing to offer much money but, in true Pan Tangian fashion, little honesty into the bargain.

The Pan Tangian's Gambit

This scenario presents a way of bringing adventurers to the Isle of Pan Tang without the necessity of sea voyages or other distractions. It also serves to acquaint the players with the depth of Pan Tangian depravity, as it shows some of the Chaos Priests' darker religious practices. No special skills are needed for this adventure, although having one adventurer versed in the sorcerous arts would be an advantage.

The scenario can begin in any civilized area in the Young Kingdoms, most likely a city. Pan Tang and Melniboné are inappropriate. The word is out though the city's information channels (beggars, gossips, cut-throats, mercenaries and thieves) that a sorcerer is offering a high reward for brave souls willing to undertake a mission on his behalf. Verkij Laanark is his name, and he is ensconced in the most comfortable inn in the city, the Exquisite Oasis, where he awaits the hardest band of adventurers.

THE EXQUISITE OASIS

The Exquisite Oasis is a tall building of orange stone. Beautiful winged figures of beaten gold stand above the door, inviting travelers within with gleaming smiles. Soft colored light spills from the windows. Within, the clientele are well-dressed and soft-spoken. A musician plays a many-stringed instrument, around which a feathered serpent coils and sways. Merchants and senators gather here; it is not a place for rowdy mercenaries.

The barman of the inn looks down his nose at the adventurers, and tells them that Verkij Laanark is staying upstairs, in the Purple Room. He confirms that the man is hiring, but so far has found everyone "unimpressive."

Upstairs there is a purple door, from behind which wafts soft music and fragrant incense. The door is opened by two servants, a handsome young man and beautiful young woman. The fittings within are lush and comfortable, and wine and drugs are laid on. A plump middle-aged man seated upon cushions bids the adventurers to join him. His name is Verkij Laanark, and he speaks in a smooth rich tones.

VERKIJ LAANARK

Laanark is a swarthy fellow, with oiled black hair, dark eyes, and a magnificent beard which is braided and forked. He is dressed in expensive robes of gilt and black. His feet are slippered in the skins of an unknown animal.

He stares carefully at the adventurers. He asks them a few pertinent questions — what experiences have they had, to which gods do they owe allegiance. He is not so interested in the answers as he is keen to gauge the mettle of those giving them. But he is also getting anxious that he will find no-one, so providing the adventurers seem capable and clever, and there are no Pan Tangians among them, he will come to business.

Laanark drums his fingers upon the floor. His digits are heavy with rings, like silver collars on pet, white slugs. "I have a task which is not simple yet not complex, not deadly but not also without its dangers. I will pay handsomely for the successful execution of this task, in magical favors if not monetary ones. But I must have your words now, and must have you leave upon this mission at once."

He offers 200 Large Gold, 20 now and the remainder on completion of the mission. On their return he promises to bind a demon into the weapon of one of the party members. In fact, he has no intention of their ever returning, so if they haggle and beat up the price he will act as if reluctant, but finally acquiesce to the higher price.

Fees being settled, he sucks on his greasy mustache hairs, and tells them more: "I wish you to pass, via my sorcerous arts, to the plane of Hrath. This, a minor Chaos plane, contains a staff of my own creation, a Wardstaff, with a powerful demon bound within. You must retrieve the staff from where it lies at the bottom of the Chasm of Bones, and take it to the sole mountain upon this plane.

"The only test you will have lies at the Mountain. There are creatures who will wish that you satisfy them before you pass. Having the Wardstaff will be sufficient. Not having it, you will have no need to approach them.

"From there, you will pass back into the Young Kingdoms, into the domain of an old enemy of mine, Karad Hy'un. He is a man of black evil, who has leagued himself with the Lords of the Higher Hells. The place is chaotic by nature, and changes constantly. You are to go to the room called the Sigil Vault, or Summoning Chamber. It is an octagonal chamber with a plethora of carved sigils and braziers for summoning demons. There are further sigils upon the walls and the very flagstones. That is where you must release the demon in the staff. This is done simply by willing it so. You will then return to me with a teleport demon I will give to you, and provide testimony that proves that the task is done. Simple and elegant.

"Now, have you ever been to other planes, my friends?" Regardless if the adventurers have or have not he begins a rambling dissertation on the Multiverse and the Spheres of Law and Chaos. His language is dense and specialized, and the adventurers have to bring him up short before he sends them into paroxysms of mind-bending confusion.

Brought back to the point he looks at them disdainfully and bites back a rude remark about their lack of understanding. Then he hands them an item from beneath the capacious folds of his robes. It is a belt, black and reptilian. Its buckle is fashioned in the shape of a screaming face, the mouth and eye-sockets stretched wide by hooks.

"This is a device for returning to this place. I suggest it is worn by the one of you least likely to perish." As an adventurer straps it on, the demon inside chuckles, and a tongue slides out of the buckle and licks their navel. "You may return at any time, but if your task is not complete, you shall not be paid."

Laanark is keen for them to depart at once. This may require them returning to their lodgings to fetch armor and weapons, or other supplies. He will offer to pay for any minor equipment they may need. "But hurry," he says, "for the winds of time blow cold our fiery passions."

When the adventurers are ready, he orders the slaves to remove the carpet. They roll it up to reveal symbols burnt into the floorboards of the hotel. There are many signs of Chaos set within an eight-pointed star. He then bids the serving boy to kneel in the center whilst he himself stands. Before the adventurers can stop him he slices off the boy's head with his broad-bladed sword. Sheathing the weapon he sets fire to the hair of the severed head, while barking at the girl to remove the body. This done, he drops powder into the hair and inhales the fumes. He begins to chant. Thick syllables,

sounding like grunts of anguish and dark desire, roil from his mouth as the fetid smoke does from the burning head. The room about him shimmers. One wall disappears and beyond pale sands lie against a purple sky. The Plane of Hrath beckons.

"Go my friends," he gasps with effort, "And may Chardros be with you."

VERKIJ LAANARK

STR 11 CON 15 SIZ 17 INT 20 POW 21 DEX 13 CHA 8

Hit Points: 20 Armor: None.

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Broadsword	54%	48%	1D8+1

SKILLS: Chaotic Architecture 94%, Conceal 69%, Listen 55%, Memorize 76%, Orate 67%, Persuade 81%, Plant Lore 52%, Poison Lore 36%, See 62%, Scent 45%.

LANGUAGES: Common 86%/100%, Low Melnibonéan 49%/68%, High Melnibonéan 74%/83%, Mabden 88%/37%.

SUMMONING SKILL: 84%.

SUMMONINGS: All elementals; Abyssma the Unmaker; Gate to Hrath; Bangongl; other demon breeds as desired by the gamemaster.

DEMONS: Vellmar (Demon Broadsword).

VELLMAR

DEMON SWORD Breed Bangongl CV: 75

INT 10 POW 14 CON 35

POWERS: +5D6 damage.

ELAIR

Elair is Verkij's body slave. She is sixteen years old, with red hair and green eyes. She hates Verkij, but fears him too much to run away or speak out against him.

STR 11 CON 12 SIZ 10 INT 9 POW 15 DEX 12 CHA 14

Hit Points: 12 Armor: None.

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Fist/Punch	15%	—	1D3

SKILLS: Hide 36%, Listen 43%, Move Quietly 51%, See 39%, Sing 54%.

LANGUAGES: Common -45%.

THE WARDSTAFF

Laanark describes the Wardstaff as short, no longer than three feet long. The shaft is black ivory, carved with symbols and runes. At each end is a silver cap, etched with a single symbol.

The Wardstaff contains a bound Grotesque Demon, Abyssma the Unmaker. When Laanark designed The Night Spire he knew that one demon could blast away the sigils and warp the very bindings that held the tower together: this was Abyssma. With great effort he summoned Abyssma to the Plane of Hrath and bid him enter the Staff. The pact he made and sacrifices agreed to were terrible, so that even the hardened sorcerer of Pan Tang fell to quivering at the cost. But he would have his revenge.

Abyssma is one of the demons of Arioch's domain, and thus owes even less loyalty to Chardros and his Pan Tangian lackeys than otherwise, though naturally he believes in the sovereignty of the Chaos Lords. Abyssma has the power to break from the Staff whenever a new person handles it, but he is cunning, and lusts for maximum destruction. He knows that if he bides his time one will come who will deliver him to the Night Spire, and there he will be able to free his brother demons and send the place whirling into the multifarious dimensions of Chaos. Abyssma can break down almost any substance into its components, even reducing it to invisible atoms. When unleashed upon a human he strips the person clean of each layer of skin, muscle, flesh and bone until nothing remains. He is loathe to unmake humans, considering them a mere trifle and a waste of his powers; but, if the wielder of the Staff points it at something and commands (a simple word, attack or strike will suffice) then Abyssma obeys.

There is a price. The wielder loses 1D4 CON every time the staff is used, as Abyssma's power withers their body. With continued use the CON will drop to 3, then POW will ebb away, as Abyssma erodes their very soul. Once their POW is 3, their CHA is depleted, as Abyssma's toll ages the user unnaturally. Once the CHA is brought to 0, Abyssma simply devours the character and waits for some new "master."

ABYSSMA THE UNMAKER

Breed Yyxxaxix

CV: Unknown

STR 25 CON 100 SIZ 3(50) INT 32 POW 110 DEX 20

Hit Points: 138 Armor: None.

POWERS: Unmake and Void.

UNMAKE: This is the power that Abyssma exerts while bound in the staff. He deploys only a fraction of his power for this. Against living creatures, it is a POW vs. POW attack, treating Abyssma's POW as 11. Against inanimate objects of up to SIZ 32, he has a 55% chance of unmaking them.

VOID: This is the power that Abyssma exerts when manifested outside the binding. Once released, he can no longer be compelled, unless rebound. Void unmakes Chaos signs, Law sigils, and Elemental bindings. These things are gulped into the demon's maw of Chaos and he feeds on the magic created therein. The power has a 10% cumulative chance per round of devouring any magic, including Demon Armor and Weapons. After ten rounds the Void tornado begins to break down real items and people.

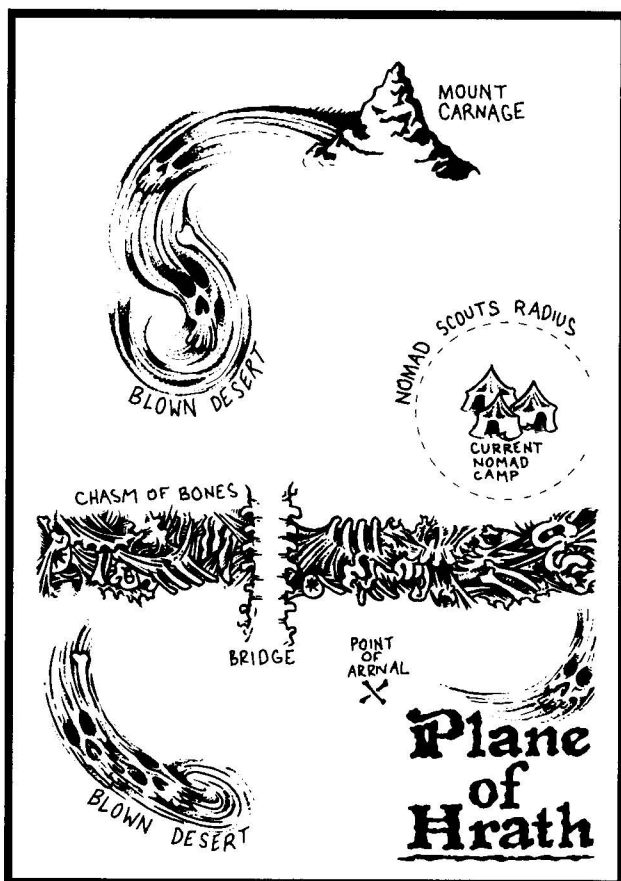
The Plane of Hrath

Hrath is a Chaos plane and a minor demesne of Chardros the Reaper, Patron of the Pan Tangians. It is peopled not only with demons and the walking dead of Chardros' domain, but also those humans exiled from other planes because they have found disfavor with the Lords of Chaos and Chardros in particular. Those humans who

have survived have banded together into a group of nomads who roam the Plane ceaselessly, forever trying to stay away from Chardros' cold eye.

Physically the plane is a large desert, made not of sand but of the powder of millions of crushed bones. This desert is tossed ceaselessly by the chaotic winds. The two major physical features of the plain are the mountain, Mount Carnage, and the Chasm of Bones. These are the sole relief from the endless sweep of white bone sands. The skies are lowering and bruise purple. There is no day and night here, but the glowing sky lights the land as if it were a shining full moon on the white sands.

The plane is one of Increasing Chaos. This means summonings are easier and use less POW and take less time (around a quarter of that needed in the Young Kingdoms). Demons are harder to bind, and can only be forced to perform a single service. Bound demons are not more trouble, but if manifested outside their bindings they have double their normal chance of breaking their binding. Only air elementals can be summoned here, as per normal. Neither the Elemental nor the Beast Lords can be summoned, nor any Lord of Chaos save Chardros.



Virtues of Law or implements of technology are almost useless here, having only a base 15% chance of working.

THE BLOWING DESERT

The adventurers find themselves standing on the sands of a vast desert. Behind them the gate to the Young Kingdoms closes and vanishes forever. Their senses are immediately swamped. The only sound filling their ears is the wail of the invisible winds, the only sight the sand and grit blowing into their eyes. Visual skills are reduced to 20% maximum, and Listen is halved.

The white dunes are soft and ever shifting, and make for hard going on foot. Progress is slowed to a crawl. The fine bone-sand gets into clothes, mouths and ears. Despite the absence of sun there is still much roiling heat, making the crossing even more arduous.

The increasingly punishing trek, combined with exposure, takes its toll. Any adventurer with CON below 10 begins to feel the effects of the hostile environment quickly, and must make a successful CON x5 hourly or lose 1 hit point for each failure. Adventurers with higher CON can withstand six hours before they must begin to make these rolls. If the party contains any adventurers from the Weeping Waste, their knowledge may be useful: allow the party members rolls of CON x6 for determining the effects of exposure.

On foot it takes eighteen hours to cross this part of the desert to the chasm. There are faster ways, however. As the adventurers slog through the desert, wondering how they will fare not knowing direction, not having desert gear, and being without riding animals, a chance of improved survival rate comes along.

DEMON STEEDS RACING

After two hours of wandering in the desert, successful Listen rolls alert adventurers to the sounds of slurping and gulping coming from the next dune. If no Listen roll is made then the party stumbles upon a strange sight in this stranger landscape; beasts drinking around a pool of water.

On closer examination this is not exactly true. These are not beasts, nor is this water. The pool is a substance the locals call Uiddick, a rank liquid ooze made from the juices of the myriad bodies blasted to dust to form this plane. It is thoroughly foul but offers some moisture and sustenance to those with stomachs strong enough to take it. The nomads of this plane distill it, removing much of its awfulness, but it can be taken straight if any of the party are desperate enough. It is black shot through with red and has the consistency of

thick mud. Uiddick drinkers require a roll of CON X 4 to keep the foul stuff down.

The creatures are demons of this plane, called Yodab. They have the long necks of giraffes with the sturdy frames of camels. Their heads are round and their faces hideous mockeries of human. They are stupid and mean, but also cowardly; they can be forced into being riding beasts. Their heavy, splayed feet, give them good purchase on the desert sands, and they are fast and untiring.

There are three ways to harness the demons:

- * *The adventurers may summon and compel them as normal demons, in which case the usual summoning rules apply.*
- * *The adventurers may pursue them as wild beasts and rope them. The Yodab will attempt to flee. They only attack if they think their opponent is badly injured and incapable of fighting back. Once they are roped they are surly but generally manageable.*
- * *The Yodab can be reasoned with. If the adventurers offer them something they want - a vast pond of Uiddick somewhere, or some helpless victims - then the Yodab might agree to accompany them. The adventurer cannot use Bargain or Persuade as the demons are too stupid for these skills to apply; they must roll CHA X 3. If the Yodab discover later that they have been lied to, they may turn hostile, and wait their chance to injure the adventurers.*

Riding a Yodab is at half the adventurer's normal Ride skill. If the Yodab have been convinced to help, their compensatory movement allows a rider to use their full Ride percentage. The skins of Yodab are loose; riding one is like sitting on a bag of uncooked chicken.

YODAB, DEMON BEASTS OF HRATH

Breed Yodab CV:156

STR 5D8 CON 7D8 SIZ 7D8 INT 1D8 POW 3D8 DEX 2D8

Hit Points: 44 (average)

Armor: None.

Weapon	Attack	Parry	Damage
Trample*	50%	—	7D6

* *The Trample is only used on a downed foe, the only circumstance under which Yodab would attack.*

SKILLS: Listen 45%, Scent 70%.

LANGUAGES: Common -15%.

THE CHASM OF BONES

The weary succession of dunes finally ends to reveal a long drift of sand sloping down into a chasm. It runs for as far as the eye can see, splitting the horizon in one great, jagged wound. The sides are livid red and pulsing. The interior walls are lined with thick, ropy cords, fat, gelatinous and quivering, in between scalloped ridges of bone. The chasm looks like some flensed giant, laid open to the sky.

The sole way across the chasm is a bridge made of a single bone, the vertebrae of some massive beast. It spans the entire chasm, fully one half mile across. Five figures cluster around the beginning of the bridge, on

each side. They are Parts Demons, who serve their master Chardros by guarding this rift. They are unspeakable and hideous, and shuffle about as though mere existence causes them pain. They stare mutely at the adventurers, and make horrible gurgling sounds.

Each Parts Demon is created from a single appendage, limb, or organ, of the human body. These organs are massed together, warped and twisted to create the forms of legs, torso, arms and head. The first demon is Foot, made from masses of feet, feet even forming its snout-like face, one foot facing up, the other down to create the jaws. The other four demons are Hands, Bellies, Intestines and Faces. Standing on the opposite side, and watching from the distance, are Hearts, Arms, Legs, Heads and Buttocks.

The demons are incapable of any communication. They watch the adventurers, but take no action. Nothing prompts a response from them, not even firing on them from a distance. Adventurers who elect to climb down to the chasm floor are likewise ignored. The demons simply incline their "heads" towards the action and then turn away. The minute anyone tries to set foot on the bridge, however, the demons attack.

They do not engage in melee, but have demonic powers which they employ to overwhelm their foes. If an adventurer is slain, they haul their body over the edge of the chasm. The drop is a long thousand feet down (see *Being Dead on the Plane of Hrath*).

FIVE PARTS DEMONS

Breed Zyckalcix

CV:90

STR 5 CON 10 SIZ 10 INT 7 POW 13 DEX 9

Hit Points: 10 each Armor: None.

POWERS: Stink and Fear.

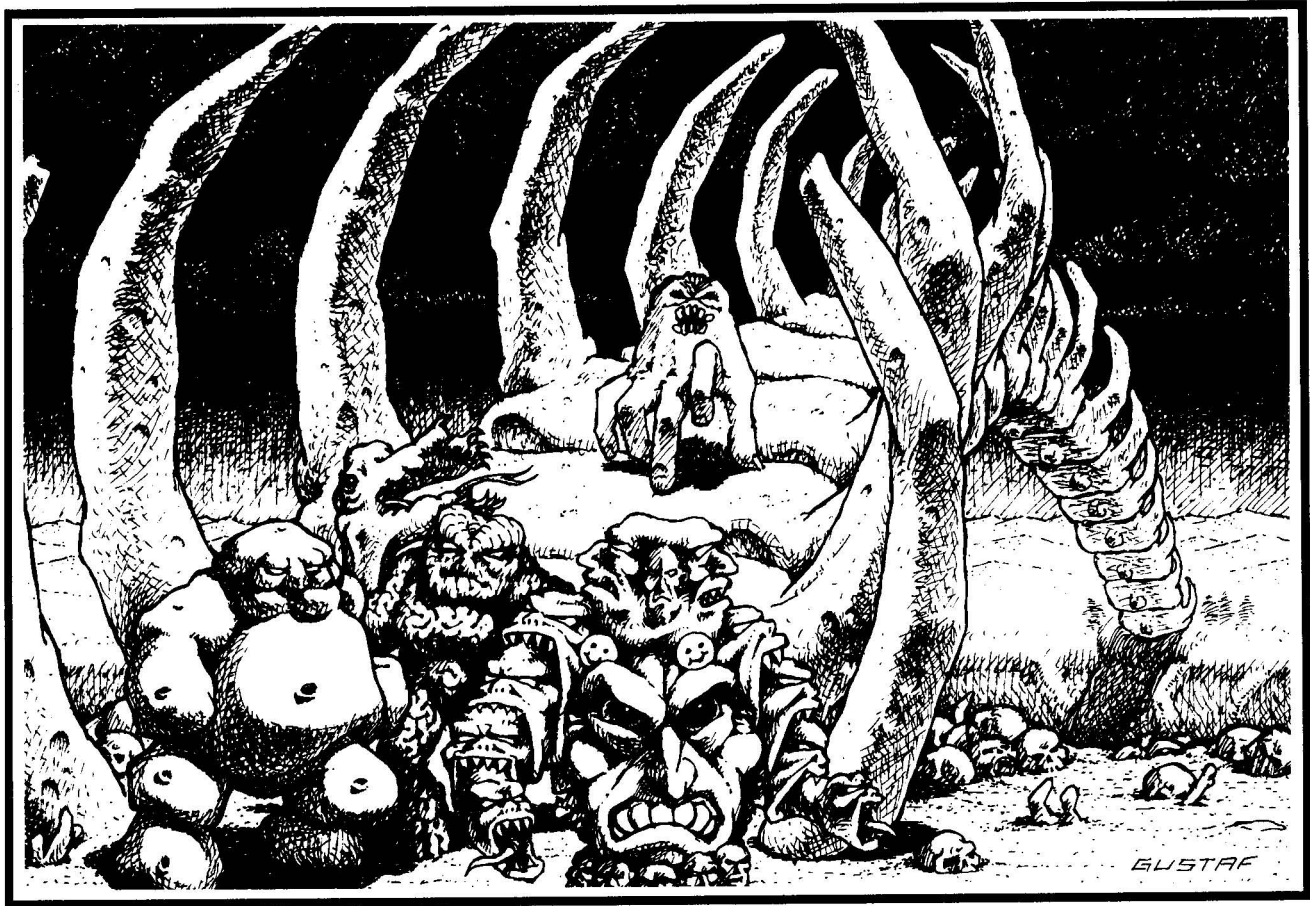
STINK: This power has a range of ten feet. The victim must make a POW vs. POW roll, or succumb to the things' smell. If failed, they fall to the ground and vomit for 1D4 rounds. At the end of this time a fresh POW roll is made. If the victim vomits continuously for 10 rounds, they have thrown up their insides, and die instantly.

FEAR: This power has a range of 20 feet. The victim must make a roll of INT X 5 or huddle in a ball while the repulsive demon rolls them over the edge of the chasm.

WITHIN THE CHASM

Searching around the top of the chasm reveals nothing of the Wardstaff, and the Parts Demons are incapable of replying to questions about it. Sooner or later, either by being killed and thrown in, or by electing to climb down, the adventurers should end up on the chasm floor. If not, then a Nomad party might meet them as they continue their wandering on the other side of the bridge.

Descent into the chasm can be done by either using the ropy cords as ladders, or by climbing down the sheer



THE BRIDGE OVER THE CHASM OF BONES

walls, since they are spongy and red and pulsing between the bones and thick cords. Both methods require a successful Climb roll.

The bottom of the chasm is soft and spongy. A red haze, twenty foot high, hangs in the air. The ground heaves rhythmically up and down as though the entire chasm breathes. Falling from a great height (such as the lip of the chasm) only costs 1D6 hit points to land on this yielding surface.

THE DENIZENS OF THE CHASM

The adventurers soon discover they are not alone. Figures loom out of the dim wet redness. They are the dead men of Chardros. These men are essentially the same as they were in life, except perhaps a little gloomier. They are led by Pastak Horum, a dead Ilmioran entertainer. He is delighted to learn that they are from the Young Kingdoms, and is only too happy to help them, if they ask. He sends the rest of his group off further down the chasm, telling them that he will catch up. "To tell you the truth," he confides, "I was getting pretty tired of their

company anyway. We must have been wandering about in this glorified gutter for at least a few decades."

Pastak does not know exactly how much time has passed since he died. He was slain by a Pan Tangian on whom he broke an egg while he was juggling things. The Pan Tangian consigned his soul to Chardros, to gain standing with his god, and now here is Pastak, wandering this revolting chasm for eternity. "Think before you dedicate a man's soul my friends, if any of you are so inclined. It can have unfortunate consequences for the fellow." Then he goes on to relate how things are fairly boring, spiced only by a lot of feuding between the groups of dead men, and the occasional attacks of the Carnosaur.

Pastak explains that being out of the chasm is as bad as being in the chasm. At least within there is sustenance, since the dead feed upon the walls, which then grow back. Adventurers may eat this stuff also (it is similar to Uiddick, and just as hard to keep down). The Carnosaur doesn't like it though; it prefers prey to wriggle as it goes down.

Pastak knows of the location of the Wardstaff, but does not think to bring it up unless the adventurers happen to mention it. He is more intent on bemoaning his fate. He does not know the Wardstaff by name, but knows something of "a short staff, about the length of a stabbing spear". This was dropped by a fat bearded man who was ambushed by the Parts Demons when he tried to cross the bridge; he got away, but lost the item. A dead man picked it up off the chasm floor, and promptly exploded; after that, everyone left it alone. Some time later, there was an altercation on the bridge between some Pan Tangians and some Nomads. The Nomads defeated the Pan Tangians, climbed down into the chasm, and retrieved the staff.

Pastak knows little about the Nomads except they are tough and weird. "I was going to go up and talk to them," he says, "since I hear they have a Legion of the Dead they use as soldiers, and I thought I might recruit. But they seemed a bit nervous of us, and formed a phalanx that kept us back. Then they climbed back up." Pastak goes on to discuss his ambitions with the Nomads, who he is still too afraid to approach.

PASTAK HORUM, ILMIORAN ENTERTAINER

Even given the profoundly horrible effects of his dead status, Pastak still tries to keep a cheery outlook and a smile on every face. His skills have diminished with death; their current level attests to his accomplishments as an entertainer in life.

STR 10 CON 12 SIZ 9 INT 14 POW 0 DEX 9 CHA 0

Hit Points: 12 Armor: None.

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Dagger	56%	72%	1D4+2
Scimitar	15%	20%	1D8+1

SKILLS: Balance 44%, Climb 56%, Juggle 67%, Move Quietly 34%, Music Lore 74%, Persuade 40%, Sing 44%, Sleight of Hand 76%, Tumble 65%.

LANGUAGES: Common -/35%.

ATTACK OF THE CARNOSAUR

Pastak's happy banter could continue ad infinitum, except that the ground begins to swell beneath them and a head, six feet across, can be seen beneath the venous fabric of the chasm floor. "The Carnosaur!", he squawks, and flees. If the adventurers fight it, and appear to be holding their own, the dead come forward and help them. If things look hopeless and they wish to escape, Pastak gives them a novel method. He grabs one of the ropy tendrils from the chasm wall and, gripping it tight, bites down hard upon it. The tendril emits a shriek of pain and spasms, snapping like a whip and hurling the still clinging Pastak above the mist and over the triple heads of the Carnosaur.

The adventurers can follow suit. They must make STR X 5 to hang on to the tendril, and a successful

Balance to grip onto the side of the chasm. If the Carnosaur has been wounded the thing jumps up and attempts to bite one of the fleeing adventurers as they climb away. Naturally, if any of them fail their Climb roll and fall back into the chasm, the evil Carnosaur will be waiting to extract its revenge, probably by devouring them.

CARNOSAUR

The Carnosaur lives beneath the chasm and tunnels up when it senses the dead walking above it. It is completely rapacious, and looks like a cross between a dinosaur and a threshing machine. It has a thick bulbous body on powerful legs, tiny arms and three heads. The heads rotate around an axis of a neck and consist of two rows of teeth with three small eyes above them. The creature stands almost forty feet tall.

STR 35 CON 30 SIZ 45 INT 2 POW 6 DEX 9

Hit Points: 63 Armor: 10 points of disgusting hide

Weapon	Attack	Parry	Damage
Triple Bite	60%	-	1D8+3D6

SKILLS: Sense Movement Above 55%.

NOTES: The Carnosaur will keep biting at one target until it is dismembered, since it is accustomed to killing undead.

BEING DEAD ON THE PLANE OF HRATH

Unlike most places in the Multiverse, being dead is not the finish of an adventurer on Hrath. Since this is the domain of Chardros the Reaper, skeletal God of Death, they continue their existence after their demise, although they can never again leave this place, and are subject to certain rules and alterations.

They lose all POW, since they are now thralls of Chardros, animated by his grim power. They cannot be killed again, but they can be destroyed or dismembered. Their CHA is reduced to zero, so they can no longer possess bound demons. Their Communication skills are halved, since they cannot form words as efficiently with their stiffening vocal chords. Their muscles are also debilitated, so DEX is halved. The living corpses do not deteriorate further, but the condition of being reanimated dead is a distinctly unwholesome one. All other skills and statistics are as they were in life.

Since there is no immediate threat to Chardros on this part of the adventurer's mission, dead adventurers may elect to remain with their companions until they reach the Faith Tester's Chamber. They may also decide to serve Ghenna Miller in her Cadaver Legion.

TREK TO THE NOMADS

The adventurers are faced with another desert trek to reach the Nomads. Yodab cannot climb, so unless they defeat the Parts Demons they are without riding beasts on this side of the Chasm of Bones.

However, the Nomads patrol the area. There is a chance for them to spot the adventurers and take them to the camp. The lead adventurer should make a POW

X 5 roll. On a successful roll they are lucky, and spotted by the Nomads in 1D10 hours. Failure means 2D10 hours, and a fumble means 1D4 days. The same rules for desert exposure apply here.

If the adventurers locate the Nomads soon, it will be a food party of 2D6 Nomads on Yodab striking out for the Chasm. Otherwise it will be one of the outriders, who patrol the Nomad camp in a two mile radius. They treat the party with some suspicion, but they are accustomed to strangers being marooned upon the Plane. If the adventurers do not seem dangerous, they will be taken back to camp to meet Ghenna.

The Nomads of Hrath

The Nomads of Hrath are men and women from other planes who have defied Chardros: worshipers of Chaos who have turned away from his wishes; followers of Law unfortunate enough to fall into his clutches; ordinary people who have offended him or unwittingly stood in the way of his foul schemes; or servants of the Balance caught by his mad minions or betrayed by one of their many enemies.

These disparate people have banded together for their own survival, and forged a new culture and way of life on this hostile world. Because of the shifting sands and the constant enmity of Chardros they are nomadic, riding the Yodab in large numbers (they have almost managed to train the creatures). They gain meat from the upper edges of the Chasm of Bones, and water from distilled Uiddick, both of which are in never-ending supply. They live in tents constructed from the skins of their fallen enemies - man and demon alike.

They hate Pan Tangians above all peoples because of their perverse adherence to Chardros. They also distrust any other "out-planers", especially Chaos worshipers. They claim to worship no gods, though they all hunger for the sight of the eternal city of Tanelorn, where they dream of finding peace and freedom.

The Nomads enact a ritual of acceptance for new members. The candidate is made to kneel down and forsake all other allegiances and swear fealty to the tribe. While this is done, a Demon Dagger is held at their throat. The dagger Senses Truth at 90% skill, and will burn the candidate who attempts to maintain allegiance to old gods, using a powerful acid the demon has as its weapon.

The Nomads are led by Ghenna Miller. In battle they are commanded by Bal, and the tribal shaman is Duusek.

GHENNA MILLER, NOMAD CHIEF OF HRATH

Ghenna is a tall and sprightly ebony-skinned woman from a technological plane not unlike twentieth century earth. She is a striking figure, dressed in breeches and jerkin of skins and silks, with a long cloak of the black velvety demon skin.

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

Hit Points: 19 Armor: Leather (1D6-1)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Long Spear	76%	84%	1D10+1
Kick	65%	-	1D6

SKILLS: Ambush 65%, Climb 54%, Dodge 92%, First Aid 65%, Hide 55%, Jump 55%, Listen 75%, Make Map 42%, Move Quietly 66%, Music Lore 42%, Orate 77%, Persuade 81%, Ride 90%, Search 91%, See 90%, Set Trap 32%, Soent 55%, Taste 42%, Track 86%.

LANGUAGES: Home Plane 57%/75%, Young Kingdoms Common 12%/55%.

DUUSEK

Duusek is a blue-skinned sorcerer from the Chaos Planes of Xaxbar. He is handsome, but slightly alien. He is completely hairless, lacking even eye-lashes. He was tricked by the Lord of the X'xxx'lll breed of demon, and trapped here.

STR 11 CON 14 SIZ 12 INT 23 POW 19 DEX 13 CHA 8

Hit Points: 14 Armor: Leather (1D6-1)

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Dagger	41%	64%	1D4+2

SKILLS: Listen 78%, Memorize 91%, Persuade 64%, Ride 36%, Track 77%.

LANGUAGES: Common -/43%, Home Plane 95%/100%.

SUMMONING CHANCE: 57%.

SUMMONINGS: Air elementals, demon breed X'xxx'lll.

DEMONS: Fact (Demon Dagger).

FACT

DEMON DAGGER Breed X'xxx'lll CV: 62

CON 25 INT 14 POW 16

POWERS: Truth and Acid.

TRUTH: This power allows the demon to detect a lie if it can make a POW vs. POW roll.

ACID: The dagger exudes acid with each strike. This does 2D4 damage, and ignores armor.

BAL

Bal is a giant from Dharjor who betrayed the Pan Tangians by turning against Chaos. He still believes it was the right decision, even though it landed him on Hrath. He is tall and broad-shouldered, and would be ravishingly handsome had his nose not been broken once too often.

STR 19 CON 18 SIZ 20 INT 12 POW 10 DEX 11 CHA 13

Hit Points: 26 Armor: Leather (1D6-1)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Greatsword	78%	70%	2D8

SKILLS: Dodge 49%, Listen 43%, Ride 67%, See 56%.

LANGUAGES: Common -/60%.

TYPICAL NOMADS OF HRATH

The nomads swathe themselves in skins to keep out the bone sand. They come from a variety of cultures, and both males and females are present.

STR 14 CON 16 SIZ 12 INT 13 POW 10 DEX 12 CHA 9

Hit Points: 16 Armor: Leather (1D6-1)

Damage Bonus: 1D6/1D4

Weapon	Attack	Parry	Damage
Lance	67%	—	1D10+1+2D6*
Scimitar	45%	36%	1D8+1
Shield	13%	54%	1D6

* Yodab's damage bonus

SKILLS: Dodge 44%, Listen 55%, Ride 69%, See 45%.

THE NOMAD CITY

The Nomad camp is a city of tents spread across the desertscape, its lights twinkling in the sky, a replacement for stars against the dim purple sky. Yodab stand tethered in a group; they are slurping out of bags of Uiddick, and appear relaxed and docile.

The adventurers are ushered through the camp to the tent of Ghenna. This is a small velvety black tent next to the large central tent of the camp (Ghenna does not like the ostentation of a grand living area, despite her position of Chieftain). She emerges with the huge Bal and the strange Duusek flanking her.

Ghenna asks the adventurers what they wish of her and her tribe. Should there be dead amongst them wishing to join her Cadaver Legion she tells them to see Duusek about it (see *The Cadaver Legion*). If they tell her their business they may gain admission to her tent, where she will discuss things in greater detail. With a See roll, they recognize the Wardstaff slung at her hip.

TALKING WITH GHENNA

Within Ghenna's tent all is spartan and functional. The skin floor is ready to roll up at a moment's notice, for the Nomads to be on their way. Her sole treasure is an ornate portmanteau, in which she stores relics of her past life on her home plane. Sitting atop this is a strange depiction of herself and two other, older people, a man and woman of the same skin color and slightly resembling her. The likeness of Ghenna is uncanny, and yet without noticeable signs of the medium used (it is a photograph, and should fascinate Young Kingdoms adventurers).

If asked about the odd portrait, Ghenna explains in low tones that she comes from a world of Law. This plane suffered horrid economic and geographic collapse and the people turned to worshipping strange gods and performing magic; thus it swung from a place of Law to one of Chaos. Ghenna fought against this and against the worst of the gods worshipped, Chardros himself. Her fate was to be cast upon Hrath.

She then makes an effort to return to the matter at hand. Her manner is friendly, if distant. She senses she may have allies in the adventurers, but as they are not apparently exiled upon the plane, she is suspicious of how they came to be here and why.

The adventurers need the Wardstaff. Ghenna is loathe to part with it, since it is a formidable weapon. However, she would like to have an ally on the Young Kingdoms plane, and strikes a bargain that if the adventurers take the Wardstaff they must also take one of her own people (she favors Duusek) so that they may discover a way of returning the captives of Hrath to the Young Kingdoms, and perhaps even to Tanelorn. As a last resort Ghenna may make do with a sworn agreement that the adventurers, once in the Young Kingdoms again, find some way of freeing the Nomads. Actually fulfilling such a bargain is out of the scope of this scenario.

The adventurers have two allies in convincing Ghenna: Duusek and the Wardstaff. Duusek knows the artifact has been exerting an evil influence over his Chief, and he would be pleased to be quit of it. He counsels Ghenna to trust the adventurers, provided they do not prove themselves stupid or careless and mar his opinion of them. The Wardstaff itself spins a subtle skein of psychological suggestion about her, suggesting that giving up the Wardstaff is the right action to take. Certainly it is acting from its own wants; it wishes to destroy, and in this desolate place there is little that has not already been laid waste.

Once Ghenna has determined to help the adventurers she tells them of where they must journey. "There is a place called Mount Carnage. Half way up it is a stone vault, where many Pan Tangians enter from a path further up the Mountain. In the vault are the things you must pass to enter another plane." She says that with her help they can get there, but that there are hordes of the dead prowling the foothills of the mountain, who attack anyone who ventures there. Her Nomads, and her Cadaver Legion, are at their disposal.

THE CADAVER LEGION

These dead soldiers are sworn to the Nomads of Hrath by the same ritual used on the living nomads. They travel on foot and fight using claw and tooth if no weapon is available. They understand that they are the shock troops of the nomads, and the least likely to survive any encounter with an enemy, but such is their desire to end their horrid existence they little care. The section "Being Dead on the Plane of Hrath" supplies further detail.

Their leader is Duusek, the sorcerer, but they have a Sergeant among the dead, Sdarz, a swarthy Jharkorian, who often bullies his troops into combat, and is the fiercest fighter, alive or dead, among the nomads.

TYPICAL WARRIOR OF THE CADAVER LEGION

STR 10 CON 12 SIZ 11 INT 11 POW 0 DEX 5 CHA 0

Hit Points: 12 Armor: None.

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Club	25%	25%	1D6
Fist	25%	-	1D3

SKILLS: None.

LANGUAGES: Common -25%.

Mount Carnage

If the adventurers travel with the Nomads, the journey to Mount Carnage is fast and efficient. The Nomads cross the desert expanse quickly and comfortably - at least when compared to the adventurer's earlier treks. It takes 1D8+4 hours to reach the mountain. If the adventurers go alone they have to guide themselves. If they leave Ghenna on friendly terms, she tells them that the sand always shifts in a clockwise, circular motion, thus they can plot their course given an accurate map. This way also takes 1D8+4 hours. Without any Nomad assistance at all the journey takes 1D2 days, and a successful POW x 5 roll, before they find the mountain.

The mountain rises above the landscape. Its rock is a thick blood red. It towers taller than the highest mountain of the Young Kingdoms, its peaks vanishing in the thick, purple clouds. A winding path leads from the profusion of rocky foothills to the middle of the mount where lies a stone chamber. From this chamber a further path leads still upwards around the mountain side, to end a little further on, at the Entry Stone that the Pan Tangians have placed there.

The Pan Tangians enter the plane of Hrath from a room within the Chaos Temple in Hwamgaarl, arriving at the Entry Stone on the top of Mount Carnage. They walk down the mountain path to the Faith Testers' Chamber, and then pass within back to the Young Kingdoms plane and into The Night Spire. Usually the trip takes half an hour.

Ghenna knows this, and points it out to the adventurers as they survey the mountain. Behind the mountain, on a successful See roll, adventurers can perceive a shimmering veil of some unworldly material. Through the veil, as through a thick curtain of water, can be seen

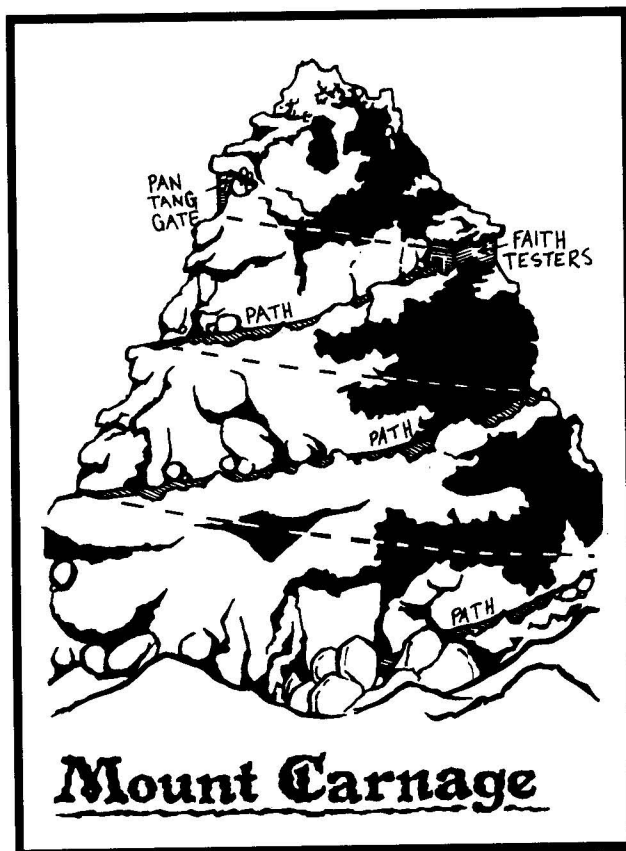
a dark octagonal tower, terminating in a tall spire. They are actually peering through the planes; the great magic of the Faith Testers and their Chamber serves to bring the two planes into closest conjunction at this point.

BATTLE PLANS

"The foothills are the problem. That is where the dead lay in wait," Ghenna tells them. "Once upon the path you will be safe, I have never seen a person attacked there. Though who knows," she adds with a rare smile, "They just might make an exception in your case."

Encourage the players to come up with their own method of getting through the foothills to the path. Ghenna is open to plans from the party. She has twenty Nomads warriors mounted on Yodab, and thirty dead. She complies with any scheme that does not mean instant death for her Nomads. She is less careful of the Cadaver Legion, but is still loathe to waste their existence needlessly. If Pastak was able to join the Cadaver Legion, he is present and eager to fight. Ghenna knows that there are not less than two hundred or more dead men who roam the mountain foothills.

If necessary, she outlines some possible tactics. The mounted Nomads could create a diversionary attack, leading the enemy dead away, while the adventurers push for the path, with the Cadaver Legion to guard



them; the Nomads could form a phalanx around the adventurers, with their dead on the outer rim, and fight their way through together; or both the Nomads and the Cadaver Legion could make diversionary attacks, leaving the adventurers to sneak through on their own.

When the plan is settled, Ghenna hands the Wardstaff to the leader of the adventurer party, or whoever has been chosen to bear it, saying "I wish you luck, and may our paths be blown to some happy junction, by the winds of fortune."

THE HORDES OF THE DEAD MOUNTAIN

The foothills rise in a slow incline but the entire area is staggered with massive slabs of rock, rising twenty or sometimes thirty feet in the air. It would be possible to walk between these quite easily if it were not that they made such excellent ambush places. The adventurers must somehow wend their way through the foothill paths, to the beginning of the mountain path itself.

Listen rolls soon detect the enemy dead as they scabble through the rocks in search of the living. If there is no diversionary attack, a hundred of their number drop off rocks and run up paths to swarm the adventurers and Ghenna's forces. If there has been a diversionary attack, a smaller number of the enemy dead stand between the adventurers and their goal; these attack in groups of 1D8, screaming and jumping from behind rocks, and attempting to win through the element of surprise.

Depending on the individual taste of the gamemaster, either of these situations or a combination of both may be used, with the adventurers running between the foothills until they reach the edge of the path, then having to hack their way through the mountain pass. If things look too hopeless, Ghenna can always step in for a last minute attack; the adventurers may be her last chance to get off this wretched plane.

THE DEAD HORDE

The Dead of this area are things assembled by Chardros from his faithful servants now departed. They are a hodgepodge of different arms and legs, mis-matched faces and heads, and different colored eyes; lunging assemblies of horror. Fat bodies carry wiry limbs, fair heads sit on swarthy trunks. They are clumsy, but relentless; they might be pathetic were they not red-eyed and yellow-toothed and shrieking for blood. The things fight by clawing and biting, although they might pick up a weapon and swing it (without much skill).

	#1	#2	#3	#4	#5	#6	#7	#8
STR	10	11	12	10	12	11	12	10
CON	11	12	13	10	12	11	10	11
SIZ	12	11	10	13	14	10	13	11
INT	3	6	7	5	8	6	5	9
POW	0	0	0	0	0	0	0	0
DEX	3	4	3	5	6	4	5	4
CHA	0	0	0	0	0	0	0	0
HP	11	12	13	11	14	11	11	11
DB	-	-	-	-	+1D8+1D4	-	+1D8+1D4	-

Armor: None.

Weapon	Attack	Parry	Damage
Claw	35%	10%	1D6
Bite	25%	—	1D4
Grabbed Weapon	10%	10%	as per weapon

SKILLS: None.

NOTES: Must be dismembered or destroyed before they stop fighting.

ASCENDING THE MOUNTAIN

Once upon the path up the mountain, the adventurers must go single file, as the way is narrow and sheer. It is dizzying up here and, owing to the strange dimensions of this plane, the passage is especially difficult. Balance rolls are needed to avoid pitching forward. Once this happens the character must make a successful POW x5 or be hypnotized by the swirl of the clouds and the strange curve of the mountain side, and slip off the path. Those falling gain a DEX x3 roll to catch the lip of the path; failing that, they slide downslope to the next level of the path, sustaining 3D6 damage (half if a Tumble or Jump roll is made).

Further up ahead, a See roll notes a group of three Pan Tangian Priests heading down the path from the Entry Stone. The mountain path takes the adventurers an hour to climb, by which time the Pan Tangians are long gone.

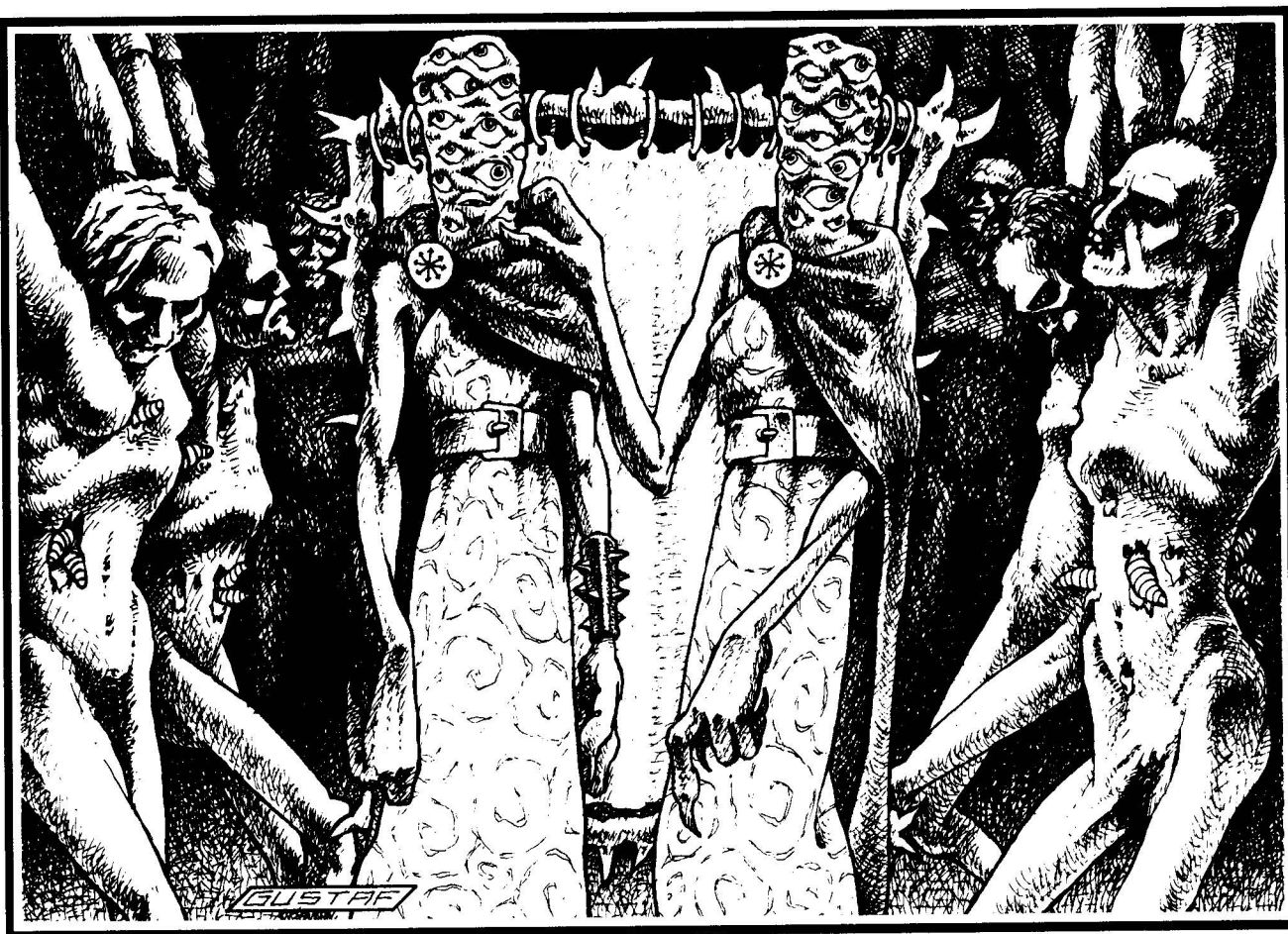
THE FAITH TESTERS

A great stone chamber lies three quarters of the way up the mountain, blocking the paths from both directions. It is carved with symbols of Chaos and of Chardros; a favorite motif is eight scythes, lashed together like bushels of wheat, placed within a hollow death's head skull. Rising out of the chamber is the smell of the charnel house. Inside is cold, colorless stone, the shade of a lizard's underbelly.

The passageway inside is short and wide, leading to a large octagonal chamber. Two creatures stand there, swaying back and forth to some hidden impulse. Around the walls are men and women chained. Maggots swarm about in their rotund bellies and their eyes roll and mouths gibber obscure warnings. As great as the stink coming from them is, the smell of the creatures is far worse.

The creatures are tall and bone-thin. Their hands end in long hooked claws. They are clad in robes of some thin viscous material that roams ceaselessly over their bodies. Their heads are made completely of eyes, eyes that roam about their heads as the viscous material roams. They have no mouths or other features.

Any adventurers who do not enter as part of a party bringing the Wardstaff, or any character who attacks the things, is fated to join the tortured hanging from the



THE FAITH TESTERS OF CHARDROS

walls. Brandishing the Wardstaff is sufficient to gain access to the gate to the Young Kingdoms. But the creatures stare an unnervingly long time before answering, perhaps prompting some rash act from the more nervous adventurers, while the moans and gibbers of the tortured fill their ears. Rash acts also cause the perpetrator to join the unfortunate, maggoty men and women in chains.

Finally one of the creatures extends a hand. "Pass, O Faithful of Chardros." The voice comes simultaneously from all the horrors chained to the walls, and the creatures bow their scabby heads in agreement.

The adventurers may pass on to the squirming membranous portal hovering in the air. Stepping through, they pass through a dimension of utter darkness, its tendrils cold and curious, reaching into their souls. This lasts only a minute, and they arrive in the Night Spire with a strong feeling of relief. They have returned to the Young Kingdoms.

THE FAITH TESTERS

These two grotesque beings prevent the impious from entering Chardros' sacred domain in Hwamgaarl. Those who are killed by them are chained to the walls and return to life as one of the moaning prisoners.

STR 50 CON 50 SIZ 25 INT 25 POW 25 DEX 15

Hit Points: 63 each Armor: 25 points of demonic robes.

Weapon	Attack	Parry	Damage
Claws x2	100%	100%	1D10+3D6

SKILLS: Search 100%, See 100%, Track 100%.

LANGUAGES: Common -/100%, Low Melnibonéan -/100%, High Melnibonéan -/100%, Mabden -/100%.

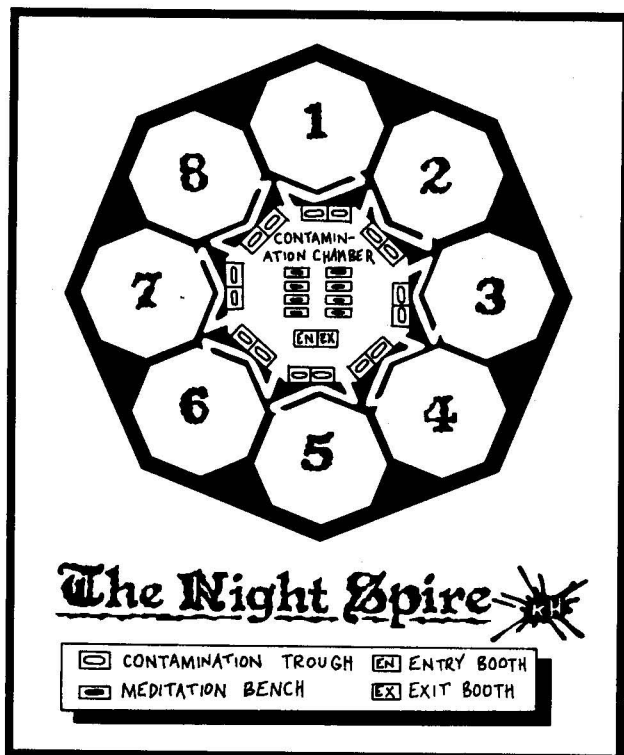
THE NIGHT SPIRE

The party has now reached the Night Spire, created by Verkij Laanark and usurped by Karad Hy'un. It is a dark tower atop the great Palace-Temple of Chaos in Hwamgaarl. The Night Spire is truly chaotic in that it constantly shifts its eight chambers around an octagonal hub. No room can be entered from another room except the

central chamber, which has snake-like corridors extending to each single room (see map). These magics are performed by demons bound into the Sigil Vault, who keep the temple in a constant state of flux. The Sigil Vault is the chamber the adventurers seek. From here Abyssma can unmake the entire structure (see "Unmaking The Night Spire"). The gamemaster might wilfully contrive to have the Sigil Vault the final room the adventurers stumble into.

The gamemaster can use any method desired for shuffling the eight chambers. A simple 1D8 roll could identify which chamber is entered, using the numbers given on the map; or the circuit of rooms could rotate 1D8-1 places clockwise or anti-clockwise each time the adventurers step out; or the gamemaster may simply choose which room is entered. It should be possible to step out of a room, walk out of the passage across the central chamber into the opposite passage, and into the room just left.

The Pan Tangian hierarchy save confusion by becoming Tuned to the building. This is a process of meditation in the central chamber which takes eight hours, and which then enables them to sense when the changes have taken place and where each chamber is now located. The central room is the Contamination Chamber. The eight rooms arranged around it are shown on the table below.



THE PRIESTS

Because the Night Spire is so difficult for non Pan Tangians to reach, the inhabitants and devotees little expect to find intruders. Adventurers may be allowed a certain leeway before their actions alert the Pan Tangians. In this instance they are attacked at once, and one Priest rushes to the exit booth to get help. Though there are no actual temple guards inside, the average Pan Tangian Priest is a formidable enough opponent, and this place is full of them. There are 2D20+10 Priests in the complex at any given time. Capture will mean torture until the adventurer reveals their purpose to the Pan Tangians. This will be followed by slavery, execution, or worse.

PRIESTS OF THE NIGHT SPIRE

Take statistics from the *Pan Tang Digest*. Most of the Priests in here are those of Chardros, although clergy of other faiths visit here to pay their respects, visit the Filth Master, or simply to marvel at the construction.

TEMPLE SLAVES

Temple Slaves receive even fouler treatment than other Pan Tangian slaves, owing to the secrecy of the rituals and spells which they must work with. They are dressed in black and their heads are encased in Demon Helms. The helms have perverse faces carved on them, with sickening leers.

If the slave is addressed, the demon hears and tells the slave what it wishes the slave to hear. Thus, if the message is a simple one the demon tells the slave directly. If the demon hears a ritual, it blocks it out totally. The slave must speak through the demon, and sometimes it will change the slave's words. The demon also sees for the slave, creating a kind of sonar which the slave can use to see everything without actually seeing it.

Wearing the slave masks for more than six months brings irreparable insanity, at which point the slave is consigned to the meditation benches. Attempting to

Chambers of the Night Spire

D8	Chamber
1	The Filth Master's Nave
2	The Hatchery
3	The High Temple
4	The Sigil Vault and Summoning Chamber
5	The Shrine Chamber
6	The Assembly of the Theocrat
7	Clerical Apartments and Grimoirium
8	The Spire

Night Spire Room Descriptions

1. The Filth Master's Nave

This is where the components for the Rituals of Contamination are kept. The Filth Master is he who presides over them and their dispensation. The room consists of rows and racks of shelves holding earthen jars, a massive stone chair and pavilion, and three stone booths, rather like the entry booths in the Contamination Chamber.

Sitting on the chair is the Filth Master himself. He is an ancient and bearded man with scabs and warts, tended by two slaves as helpers. These slaves do not wear the demon helms (see "Temple Slaves"). Instead, they have had their eyelids sewn shut and their senses of smell enhanced, so that they can find the individual jars by Scent alone. There are three other slaves in the room, one for each booth.

The booths are the Purgation Booths. These are where the Pan Tangians who are disgraced and need to perform Rituals of Atonement go to have their own filth and excrescences extracted for the Ritual of Contamination, rather than use the stored filth. There is currently one booth in use. The agonized groans of the Pan Tangian inside can be heard as he is Purged. One of the other booths is open. Inside is a slave and a mat, and various implements attached to a vast counter. These implements are on the ends of long hoses. They range from sucking devices to cruel needles and hooks, and are all clotted with blood and worse.

The rows of jars are not to be touched by anyone except the slaves or the Filth Master. They are labeled in Mabden and High Melnibonéan. A quick scan reveals such delights as Pig's Saliva, Rotted Ordure and Goat's Vomit.

There are 1D6 Priests browsing in here, and one occupant of the Purgation Booth. Unless the adventurers do something outlandish, no-one is likely to notice them. The Filth Master is too busy listening to the howls and grunts of the Purge Victim, as though they were the finest symphony.

2. The Hatchery

This is where the Pan Tangians have been trying to breed demons, so as to eventually rid themselves of the horrid necessity of summoning the things. The Hatchery is a complex of octagons within octagons, rather like bees' honeycomb. These octagonal units hold tubs in which creatures gestate.

The tub creatures are either results of slave-demon hybrid, or Pan Tangian-demon hybrid. Currently the creatures are merely fetus-like sacs of membrane, al-

though already some are so unspeakably hideous they turn the stomach to look upon them. Not least of their horror is the still recognizable human faces grafted onto bodies already becoming vile and perverted.

The only inhabitants of the room are two Pan Tangian tenders, who rudely question the adventurer's right to be in the room. The only people allowed for viewing are Pan Tangian parents, and all parental details are noted and sealed in tubes which rest alongside the individual tubs.

3. The High Temple

Here services are conducted to Chardros, and worship is maintained by the Prelates of his clergy, who spend less time in demon summoning and more to the fulsome placating of their chosen Lord of Chaos. The room is stark yet hideous, with a large altar dominating the chamber. The altar is shaped as a massive octagon and about the walls are carvings of depravities unimaginable by sane people.

There is always a ceremony taking place, as the Pan Tangians constantly toady to their Lords to gain better standing. There are at least 2D8 priests in attendance. Adventurers may enter, but they must dip their faces in the ritual pool of filth inside the door. A slave stands by with a muck-clotted towel to wipe them off. If they do not observe the dunking formality, or if they speak or cause hubbub in any way in this chamber, they will be immediately recognized as trespassers. Non-worshippers caught in this ceremony meet instant death by evisceration, their souls consigned to the bosom of Chardros.

4. The Sigil Vault and Summoning Chamber

Here are stored all the powerful sigils that bind the demons who create this constantly changing construct. This vault also has permanent inscriptions for the easy and efficient summoning of demons, and blank replaceable stones for the further summoning of creatures not already catered for within. The room is dank and homely, and the only decoration other than the ever-present binding markings are the braziers, shaped in the form of a screaming man, entwined around a bushel of scythes which pierce him through every part.

Any Summoning attempt made here is at +30%. If a summoning is in action then the chamber cannot be entered. As a safeguard against demons being released by distracted sorcerers M'gbck, a demon with the power of Wall, shuts off the chamber

until the ritual is done. The demon is membranous and can be seen through. Thus onlookers are able to tell when the chamber is being used.

There is a 40% chance that the chamber is in use. If the adventurers find this room quickly, the gamemaster may wish to up the odds of occupation. Once the Summoning Chamber is occupied, it is not cleared again for another 1D8 hours. This chamber is the adventurers' goal, where they must release the demon Abyssma from the Wardstaff.

5. The Shrine Chamber

In this room devotions to the other Lords of Chaos take place. Much like the High Temple, it has a stark look, allowing any supplicant to decorate it as they see fit for their individual god. There are seven small altars around the walls. Any Chaos Lord may be worshipped from here, and attempting to contact one within the shrine improves the sorcerer's chances by half their skill again. At the gamemaster's option, there may be a minor ceremony in progress.

6. The Assembly of the Theocrat

This is where the Theocrat stays should he ever visit the Night Spire. It is also a gathering place for the higher clergy, and through the use of demons is a direct link to the Theocrat himself.

The place is decorated in the utmost luxury and decadence. Here the Pan Tangian clergy wallow in the pleasures of the flesh and are served by handsome slave girls and boys. Delicate silks and beautiful tapestries hang about the walls, and the very best in food and drink served in an atmosphere of heavy indolence.

Sectioned off at the rear of the chamber is the area where sorcerers may communicate with the Theocrat. Three demons are bound into the walls, taking the form of ears, eyes and mouth. The eyes are used for the Theocrat to view the person wishing an audience, to see if they are fit. The ears are for the Theocrat to hear the person, and the mouth is for the Theocrat's words to reach the applicant.

This area is guarded by two burly Priests of Chardros. Penalty for misuse is instant death. Speaking with the Theocrat must be booked by appointment with a one year waiting period the least time applying. One must also be a Priest or Agent of Chardros and an acknowledged servant of the Theocrat. There are 2D6 Priests in the Assembly.

forty cubicles, but not all of them are occupied. The cubicles are draped in silk, and allow for a table, desk, and a soft comfortable bed. There is a kitchen area for the slaves to prepare food, and a laundry for the Priests' robes.

There are 1D20 Priests and 2D10 slaves present at any one time. One of the slaves handles the allocation of beds. His helmet demon is not easily bluffed, should the adventurers try.

In the center, locked off from the slaves, is a spiral-like room, extending almost to the upper ceiling, some seventy feet in the air. This contains the Grimoirium, and it must be climbed as a spiral staircase. It is sealed at the bottom by a Demon Door, C'rrm, who allows only Agents of Priests of Chaos to enter (the Wardstaff can fool it). Only one person can enter the Grimoirium at any time.

The Grimoires are stored in shelves which twist upwards around the shaft.

There are 3,500 volumes here; thousands of demon breeds are described in their various pages. Most are on scrolls of paper, although some are inscribed on more unusual mediums. These include one which is carved minutely on an entire human skeleton, and another which is tattooed on a badly preserved torso. Removing anything from the Grimoirium is forbidden unless one gains special dispensation from the Theocrat.

8. The Spire

This room opens into the entire roof, which is hollow and looks up to the open sky. There are demons bound within this section of the tower which enable people viewing up here to always see the night sky, regardless of the time of day. Within the spire itself is a massive demon husk (SIZ 30), a mutant shape which forms a chair for peering up at the stars. Its hollowed-out head is raised, and viewing through the

back of the head at the sky, one gets visions of the connecting threads of the multiverse, as traced on the myriad patterns of the stars. This natural demonic map is the only one complex enough to contain the entire multiverse. This is so vast that any non Priest viewing it is driven mad if a POW x3 roll is not made, and becomes a babbling idiot for the number of days the roll is missed by.

This room requires no attendants. Viewing this an adventurer may get an idea of where there is a gate from Hrath to the Young Kingdoms. If a Music Lore critical is made, then such a gate is found (of the gamemaster's choice and discretion). Each time a roll is attempted though, the POW x3 roll must again be made. There is a 15% chance that there will be someone studying in the Spire already.

remove the helm brings an acid attack from the demon, which eats into the slave's brain, killing them instantly.

THE CHAMBERS

The interior (and exterior) of the Night Spire is constructed of dark encrusted stone. This unusual stone absorbs any noise, muffling sounds so that everything seems hushed, distant, and strange. All the interior ceilings are high, although not as high as the building itself (the purpose of this upper section is revealed in *The Spire*).

THE CONTAMINATION CHAMBER

This dark octagonal chamber contains entry and exit booths, sixteen contamination troughs, and eight meditation benches. There are eight doorways, leading into the various chambers; these are marked with horrid symbols of chaotic manifestation.

There are currently nine Pan Tangians in the troughs. Slaves hover around their masters, and no-one pays attention to the adventurers when they enter from the booth. The Pan Tangians' garments hang near the troughs; this is an opportunity for the adventurers to take the clothes. After they have finished bathing, the slaves then dress the Pan Tangians in ritual robes rather than their normal dress. Missing clothes are not spotted for 1D6+2 hours.

Entry and Exit Booths: These booths are scalloped stone blocks, hollowed out and inscribed with the necessary signs to hold the demons therein. They stand at the

edges of the room, and from them Pan Tangians emerge or depart as they travel in and out of the temple. Those entering come from the plane of Hrath; those exiting go to a chamber in the Palace-Temple proper, below (that chamber also contains two booths; one entry booth to receive worshipers from the Night Spire, and one exit booth to send them to the Plane of Hrath, at the Entry Stone at the top of Mount Carnage).

Contamination Troughs: Here naked Pan Tangians immerse themselves in troughs of brackish water, and their chosen revolting substance from the Filth Master's Nave. This enables them to better perform their foul rituals; it is a warped version of a ritual of purification. The troughs are of stone, with sluices running through the floor intricately carved to resemble tortured human limbs.

Meditation Benches: In the center of the room lie the meditation benches. Pan Tangians prostrate themselves on these hobnailed benches and meditate. Favorite subjects include the chaotic symmetry of the Temple (which becomes clear after eight hours), the glory of Chardros, the nature of Chaos, and other metaphysical problems. Beneath the benches are cages where slaves are slowly tortured to death with spikes remorselessly entering their body from the underside of the bench (borne by the weight of the Pan Tangian above). Their screams of agony help the Pan Tangians to focus on the meditation at hand.



IN THE FILTH MASTER'S NAVE

THE FILTH MASTER

STR 7 CON 16 SIZ 10 INT 21 POW 19 DEX 8 CHA 1

Hit Points: 16 Armor: None.

Damage Bonus: None.

Weapon Attack Parry Damage

None.

SKILLS: Listen 67%, Search 84%, Scent 93%.

LANGUAGES: Common 100%/100%, Mabden 78%/84%, Low Melnibonéan 44%/83%, High Melnibonéan 92%/90%.

M'GBCK

DEMON WALL Breed Freztenat CV: 487

This demon is usually rolled up in an unmoving blob on the ceiling of the Summoning Chamber. When there is a summoning in progress, it unrolls itself in front of the door.

STR 10 CON 100 SIZ 30 INT 10 POW 20 DEX 10

Hit Points: 118 Armor: 100 points of translucent alien blubber

Weapon Attack Parry Damage

None.

POWERS: Eyestalk x1, Skills (see below), Wall (5m wide, 10m high, 10cm thick, 20D6 hit points, 100 points of armor).

SKILLS: Search 100%, See 10%.

G'RRM

DEMON DOOR Breed Follsupp CV: 232

This demon is bound into a door of the Grimoirium. It is carved in the likeness of a large old book. Written on the cover of the book in High Melnibonéan is *Only true servants, and only alone*. There is an eyeball in each o. By opening the book, one opens the door. If the person is not a Priest or Agent, stone pages fly from the book at them in lethal sheets.

CON 20 INT 20 POW 20

Hit Points: 20 Armor: 20 points of stone

Weapon Attack Parry Damage

Pages 55% — 10D3 in a 3m radius

POWERS: Eyes x3, Darts (as the Pages), Knowledge (Chaos Priests and Agents), Skills.

SKILLS: Search 60%, See 60%.

Unmaking The Night Spire

At some stage the adventurers are likely to release the demon in the Wardstaff, either by design (in the Sigil Vault), or in desperation (elsewhere in the Night Spire). Once they do this, they will probably try to teleport away; see *Verkij Laanark's Gift*, below.

Chaos Tornado Table

D8	Destination
1-4	Hrath
5-6	Chardros' own plane, at the foot of his throne
7	Tragic Millennium Earth (Hawkmoon's world)
8	Gamemaster's choice

ABYSSMA UNLEASHED INSIDE THE SIGIL VAULT

Abyssma appears, a massive, slobbering creature, with low slung jaw. It thanks the adventurers, and begins to spin and spin, until it turns into a vile tornado, a shrieking void, which cracks the sigils and draws all the other demons into it. The rooms of the Night Spire begin to shudder and then spin in the same direction as the demon. Finally they collapse and hurl into the void themselves, dragging the screaming denizens along with them.

Those who wish to resist this must roll POW x5. On a success they are thrown out of the Night Spire and land in the streets of Hwamgaarl, unharmed. Critical success brings them back to their starting city. Failure means a roll on the Chaos Tornado Table. A Fumble means they are torn apart in the void, or return as some hopping Chaos horror.

ABYSSMA UNLEASHED OUTSIDE THE SIGIL VAULT

The demon will be at a disadvantage here, since the structure is devised to contain demons. However, the power of Abyssma allows it to undo the sigils of whatever room it is in. Thus, the place will be imbalanced, and begins to pull against itself. Any summonings currently underway in the Summoning Chamber are immediately fumbled. This opens the Sigil Vault, and Abyssma storms towards it. The adventurers must hold off the Pan Tangians long enough for the demon to reach the Sigil Vault. This will take 1D4+4 rounds. If they fail, the combined might of the Pan Tangian sorcerers will be sufficient to subdue and re-bind the demon, and the adventurers must flee on their own behalf. If Abyssma reaches the Vault, proceed as above, *Abyssma Unleashed Inside the Sigil Vault*.

VERKIJ LAANARK'S GIFT

When the adventurers attempt to use the demon belt given to them by Laanark at the beginning of their mission, they find it is a cruel ruse. The demon laughs, and says it has only the power to deliver this message: that the adventurers are fools, and he wishes them a happy trip through the void, or into the arms of the men of Pan Tang.

Once this treachery is discovered, the adventurers must move sharply to avoid being drawn into Abyssma's tornado. The only way out is through the exit booth in the Contamination Chamber, currently jammed with fleeing Pan Tangians. Adventurers should succeed in either STR x5 or DEX x5 to push through the pack before the void catches them (see above). Those who make it into the exit booth are transferred safely to the chamber below, in the Palace-Temple. From here they must engineer their own escape from Pan Tang.

OUTCOMES AND CONTINUANCES

The scenario has many ways to end. Before the gamemaster brings the scenario to its apocalyptic conclusion, think carefully about where you would like the adventurers to end up: On Hrath? Loose in Hwamgaarl? Back where they started? Prisoners of Pan Tang? Choose the path that most suits the needs of your campaign.

Verkij Laanark certainly expects the adventurers to die in the Unmaking of the temple. If they escape, they will no doubt wish to catch up with him, to get their revenge. He immediately moves from the city where they first met him. The gamemaster could design a series of scenarios following the adventurers' efforts to track him down.

The gamemaster might allow the adventurers a chance to free the souls of Hrath, but that would certainly earn them the enmity of Chardros and the Pan Tangians both.

Finally, since it is most likely the adventurers will be stranded in Pan Tang, this is a good way of beginning a campaign in that awful place. Adventurers of Machiavellian bent could look up Laanark's rival, Karad Hy'un, in the hope of gaining favor with him. This might be complicated by his disgrace at the destruction of the Night Spire, and the fact that it was the adventurers themselves who brought it about. Instead of gaining his support, they might instead start their Pan Tangian odyssey with a villain already set against them. Like Chaos itself, the possibilities are endless.



ABYSSMA UNMAKES

ONE WHO LAUGHS

TWISTED BLACK STONE mockeries of human beings stand high above the iron streets of Hwamgaarl, mouths shrieking out the pain of their endless, hopeless torture.

They were human once, men and women who dared to anger or defy the Theocrat, and as punishment have been made into stone. Underneath the weathered skin of rock their minds live on, unable to touch or feel the changing world around them, nor even to sleep, to briefly escape their torment. Within weeks at most a person so entrapped takes refuge in madness. It is the sobs and shrieks and screams of these statues which echo endlessly across Hwamgaarl; listening closely one can almost make out the words in this eternal litany of the damned. But somewhere in this grim city there is one statue which stands silent.

The dying request of a slavewoman leads the adventurers first to the residence of a strangely ineffectual sorcerer, and from there to the rural retreat of one of the most powerful men on the island. Back in Hwamgaarl, the adventurers learn a forgotten secret about the Theocrat, and that even such a supposed tyrant can have human frailties and human weaknesses.

This scenario is not one of violent swashbuckling adventure, but rather a slowly unfolding glimpse of Pan Tangian life, and the secrets of the past. The text assumes that the adventurers have free access to Pan Tang beyond the docks of Hwamgaarl. This would ordinarily mean that at least one of them is an Agent or Priest of Chaos, with the rest forming his entourage. Failing this, citizens of allied nations such as Pikarayd or Dharijor might be allowed entry to Hwamgaarl.

The events of the scenario begin with the section *An Accident*. If the adventurers are already in Hwamgaarl, skip the introductory section, and begin from there.

Hwamgaarl's Harbor

For one reason or another the adventurers arrive at the port of Hwamgaarl. Perhaps they are here on a pilgrimage to stand awe-struck in the Temple of Chaos, or perhaps they are merely passengers on a Dharijorian galley which has put into the City of Screaming Statues on a quick trading jaunt.

Activity swarms about their docking ship. Once they are firmly moored to one of many wharves, envoys of the Theocrat come on board. They are black-robed priests of Chardros, skulls carried mask-like before their faces; they fulfill the role of public servants upon Pan Tang. Their word is law here in the harbor; any disrespect shown to them is disrespect to the Theocrat, and swiftly punished. The Priests take inventory of the ship's passengers and crew, as well as its valuable cargo, if any. Once the adventurers' names and identities have been noted, they are free to roam the port area unrestricted.

There is a cacophony of sights, sounds and smells, the like of which do not exist anywhere else in the Young Kingdoms. Brooding atop the 200 foot cliffs which encircle much of the harbor stands the labyrinthine Palace-Temple of the Theocrat. A great arched door exposes the altar room to the elements — a See roll glimpses the flash of daggers. Moments later a gutted corpse flails and bounces down the jagged cliff face; the shark-infested waters churn as it hits the sea.

Warehouses, barracks and dormitories huddle under the overhanging cliffs. Here and there stand great windowless halls of dark stone. Strangers are warned away from them by bored guards. Each of the vast barn-like constructions has but a single, man-sized door. Scent rolls reveal a ghastly choking stench emanating from these buildings, the smell of offal and unwashed

bodies, while Listen rolls detect the rattle of chains, and the labored breathing of a thousand people. Here is where human slaves are held.

A constant stream of winged, clawed and scaled things from alien dimensions pass by; some carry messages, some carry Priests upon their backs, others shamble about their tasks unheeding of the humans which swarm about them. Numerous human troops also patrol the harbor, ready and looking for trouble. They treat non-Pan Tangians with insults and scorn, excepting members of the Church of Chaos.

Rooms With A View

Should the adventurers prefer to stay on dry land rather than sleep upon their softly swaying ship, there are several places where they might stay.

INNS

Several inns exist, primarily for foreign lodgers. All are run by the Pan Tangians, and thus do not offer quite the usual comforts of home, unless the visitors happen to come from Hell. The rates are exorbitant, but nonetheless there is a steady trade of foreign merchants and sailors. Tales of brave adventure on the high seas can be heard here, and stories swapped over mugs of bitter ale. Adventurers staying at one of these inns could learn much of Hwamgaarl without ever setting foot in the city. The two best travelers' inns in the port are The Bled Man and The Rack And Whip. Several sects of the Church of Chaos occasionally enter these places and drag someone off for sacrifice, or torture them on the spot, to remind everyone that whilst they reside on the shores of Pan Tang they are the subjects of the Theocrat.

DORMITORIES

There are several dormitory-like barrack buildings, offering cruder accommodation at a cheaper price. These are designed for crew members of Pan Tang's galleys, or soldiers just arriving or leaving for foreign climes. Brave foreigners do stay here, but not without risk. Drunken mercenaries make poor bedfellows, and adventurers, unless they are obviously powerful sorcerers, are sure to be at the receiving end of violent and twisted practical jokes. After all, nothing is funnier in Pan Tangian eyes than someone with an itch they cannot scratch because their hands have been chopped off. The food is poor, the level of hygiene low. If nothing else, by staying here the adventurers guarantee the bed-bugs a hot meal.

THE GUESTHOUSE

Priests and Agents of Chaos are shown to quarters designed for religious guests. Nestled close to the tunnel, the guesthouse is an elaborate A-framed building, its horned peaks gilded in contrast to the black slate tiles which cover the roof.

The hospitaller is Vlatchik the Half, a middle-aged man. His epithet comes not from his partly Pan Tangian blood, but from the loss of half his jaw in a fight several years ago. He dresses in robes of scintillating green and orange, and carries a mask of beaten gold before his face, relying upon his silver flecked hair to hide the worst of his features. He and his staff of slaves and demons make sure that any visiting dignitary gets exactly what they want. Transport can be arranged as needed, and no reasonable request, unless it conflicts with the laws of Pan Tang, is refused.

Entering Hwamgaarl

Access to Hwamgaarl proper is through a vast tunnel carved through the cliff; its entrance is guarded by both human soldiers and demons. Further demons have been bound into the Harbor Gate, the baroque gateway which closes off the tunnel.

There are two ways into Hwamgaarl. A direct request can be made to the gate guards, or visitors can attempt entry via subterfuge, perhaps by scaling the cliffs and entering into the network of caves which riddle the rock. This would only be attempted by the very brave or extremely stupid, as failure or capture results in death.

Any Priest or Agent of Chaos is allowed past the tunnel gateway without a second glance; they are free to roam the streets of Hwamgaarl at will. Travelers from Pikarayd, Dharijor, and Lay members of the Church of Chaos may, with a successful Persuade or Credit roll, be permitted to pass through; however, they must wear a broach pinned to their clothing at all times, identifying them as visitors, and must return to the harbor by nightfall, on pain of death. No other foreigners are admitted beyond the tunnel gates without the express permission of one of the Bishops of the Church, or from the Theocrat himself.

IN THE CITY

The harbor tunnel slopes gently upwards, and exits on the lower slopes of Hwamgaarl. The screams of the statues, the crack of whips, and the shrieking clatter of iron wheels on the iron roads, are funneled cacophonously through the tunnel by the wind.

Hwamgaarl is truly a city of the Damned, although to members of the Church of Chaos it might seem like Paradise itself. Uneven rooftops warp the skyline into curious and unsettling shapes; twisted towers and dangerously irregular columns lean inwards and outwards. In places buildings sprawl out and block off the roads around them. In others walls have been torn down at a whim, leaving the contents of rooms and the broken walls themselves scattered across the pavements. Everywhere, on rooftops, free-standing pillars, in niches in the walls, there are statues shrieking and screaming at the passers-by. Not one person slows or even acknowledges their cries.

Chariots drawn by tigers or slaving alien things rattle and sway down the broad and meandering boulevards. Winged things with faces best not thought of flutter overhead. Here a rich noblewoman reclines among cushions in a sedan chair; there a scowling hawk-faced man has his slaves push people aside that he may have space to breathe. The populace are garish in comparison to the dark streets, their clothes a disordered collection of styles and fabrics looted from all corners of the Young Kingdoms.

An Accident

On one of the bustling iron streets, the adventurers witness a horrific accident. A priest of Balan, imperious and aloof behind his iron mask, rolls past in his tiger-drawn chariot. Either not seeing or not caring about a bent old slave woman in the way, the chariot rides her down without hesitation. A Listen roll hears her spine crack as the iron-bound wheels of the chariot smash her down. Without even slowing the chariot rattles away, about the Priest's business. Such incidents are commonplace on Pan Tang.

Amazingly, the woman still lives; with bloodied fingertips she drags the dead weight of her body out of the road and collapses gasping in the gutter. A See roll notices a ring which gleams on one callused finger. Neither First Aid rolls nor demon healing can help her, although an adventurer making such a roll can ease her pain in the last minute of her life.

Coughing blood, shockingly bright against gray lips, the slave woman begs the adventurers to deliver the ring she wears to her son. If they do, she promises them, he will reward them with great power. She begs for their sworn word on this, and soon dies, one last

bubbling gout of crimson coughed up from her tortured lungs.

The scenario assumes that the adventurers take up the woman's dying request, for greed or curiosity. If they do not, the gamemaster must tempt them into it. What power did she offer? What is the secret of the ring?

IDENTIFYING MARKS

The ring will not come off her hand easily, but once it is free, an Evaluate Treasure roll reveals it to be made of brass. It is virtually worthless, one would be lucky to get 1 LB on the open market for it. Engraved on the inside in Common are the words: *True Faith, True Love, The Pure Heart is Blessed*. No significance is attached to these words. A Music Lore roll does not recall any ballads sung of such a cheap-looking piece of jewelry.

There is a brand on the dead woman's left shoulder. Written in Mabden, it identifies her as being the property of one Krill the Inept; should the adventurers be unable to read Mabden, a nearby guard might be willing to interpret it, especially if he receives a Priest's blessing for doing so.

The woman herself was physically weak, wrinkled skin hanging loose on her bones, and decidedly underfed in the weeks before her death. It is impossible to determine her age; life has treated her so harshly that she might be anywhere between thirty and sixty years old. The scars of countless whippings score her back and shoulders; her hair is gray, tied up in a ragged bun. Despite her ravaged features, something of the beauty which once was hers still remains. A Search roll directed towards her hands shows her fingertips to be heavily callused — a Music Lore roll reveals these to be calluses gained from playing the harp or similar stringed instrument.

The corpse lies in the gutter until a passing tiger or demon makes a meal of it; otherwise some guards scrape it up off the road and flung it into the harbor to be food for the fishes. If the adventurers remove it, the guards assume they require it for some necromantic purpose; certainly no slave of Pan Tang ever received a funeral.

ASKING AFTER KRILL THE INEPT

Every city needs its laughing stock, and Krill is Hwamgaarl's. There is a 25% chance that any person the adventurers speak to knows of Krill, and where he lives: in a tower surrounded by a pink wall, over by the landward city gate. If the adventurers ask a noble, he becomes offended at such familiarity from total strangers. If there are Priests among them, he decides to swallow his pride; if there are Agents, he hurries away;

but if they are unimportant foreigners, he orders his four bodyguards to kill them on the spot. A quick Persuade roll from one of the adventurers may convince him of the pointlessness of this deed — if successful, the indignant noble goes home and boils up a few slaves in oil instead.

NOBLE AND FOUR GUARDS

If a fight eventuates, take statistics for the noble and his bodyguards from the *Pan Tang Digest*.

The Tower of Krill

Success on Pan Tang is marked by how greatly one is rewarded by the Theocrat; the closer to the Palace-Temple one lives, the greater one's standing in society. Judged by these standards, Krill the Inept is low-ranking indeed. He lives close enough to the Island Gate on the western edge of the city to hear it bellow.

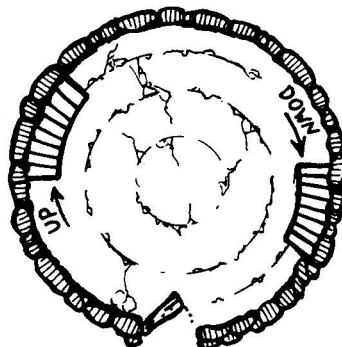
The house is set well back from the road, behind a high wall of scintillating rose-pink crystal. No gate is apparent; entry is gained merely by walking through the material the wall is composed of, which parts easily and smoothly around the adventurers, flowing over their bodies with the gentle familiarity of a lover's hand. Unfortunately, in doing so it smears a thick purple jelly over them which, although harmless, smells strongly of onions. The scent, and the jelly, is easily washed off in water.

Inside the wall is what was once a garden. It still is, although a trifle disorganized to most eyes. All the flowers and bushes have been planted in the soil upside-down, their gnarled roots swaying slowly in the breeze. Instead of grass, the residence is surrounded by a rolling expanse of green velvet, upon which have been placed several fine statues of white marble. Because of their weight, most of the statues have sunk into the velvet lawn, leaving only pale stone hands grasping for air, and bemused but beautiful faces staring up at the sky.

The tower is an unstable, tottering affair, its stones supported by a clumsy and disorganized scaffolding. Here and there windows have been hacked through the walls, more at random than by plan. The front door hangs ajar; distorted, it no longer fits its frame. Here dwells the pseudo-sorcerer Krill and his household staff of slaves, now three in number, together with a motley collection of weak demons and other extra-dimensional beings.

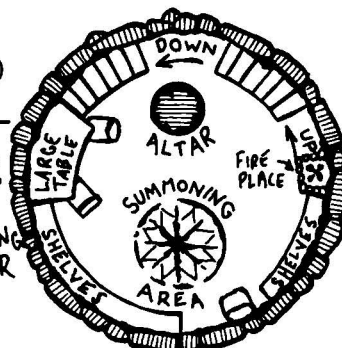
Krill's Tower

FIRST FLOOR
ENTRY HALL



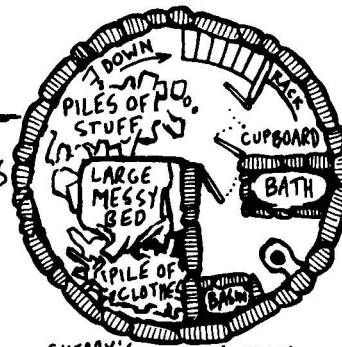
SECOND FLOOR

STUDY, LIBRARY, & SUMMONING CHAMBER



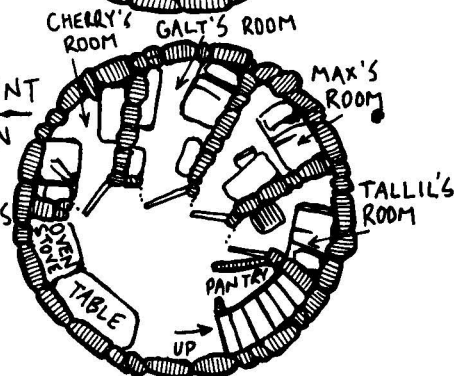
THIRD FLOOR

KRILL'S CHAMBERS



BASEMENT

KITCHEN & SLAVE'S QUARTERS



THE FIRST FLOOR

The first floor was once a grand entry hall, designed to impress guests with the wealth and power of the tower's inhabitants. Since Krill moved in, the echoing entrance hall resembles nothing so much as a barn, little more than a bare marble floor inlaid with chipped mosaics. Stairs lead both up and down from here.

Clumps of straw and grass resembling nests are scattered across the tiles; successful Listen rolls detect faint chirrups and twitterings from within them. If these are disturbed, swarms of Kitchplok demons burst out, squeaking in alarm. Krill accidentally summoned these small, furry demons some months ago. Since then they have bred in ever-increasing numbers, and now infest every level of the tower. At inopportune moments the adventurers might find themselves stepping on them, tripping over them, or sitting on them. Should the adventurers show any sign of liking the creatures at any stage, a small swarm of the big-eared and moist-eyed little beasties descend upon them, purring and crooning.

KITCHPLOK DEMONS

Statistics for the breed can be found under Entertainment Demons in the *Pan Tang Digest*.

If nothing else, the Kitchplok demons function as an alarm. Alerted by the creatures' cries, an old slave staggers up the stairs from the basement. This is Galt. He greets the adventurers, and shows them upstairs to his master's study.

GALT

Grizzled and gnarled, old Galt serves as gardener and handyman to Krill, although if the truth be known he is not particularly good at what he does. In any other Pan Tangian household Galt would have been killed long ago; here he can sit by the fire in the kitchen and gossip with Cherry. He acts as butler on the infrequent occasions Krill receives visitors, twisting his cap nervously in his hands as he welcomes people in.

STR 10 CON 11 SIZ 10 INT 8 POW 9 DEX 9 CHA 7

Hit Points: 11 Armor: None.

Damage Bonus: None.

Skills: Gardening 17%, Plant Lore 4%.

Languages: Common -/40%.

THE SECOND FLOOR

Stairs wind up around the inside of the tower to the next level, Krill's study, library, and summoning chamber. The walls of the circular room are lined with books and scrolls in a thousand different tongues. Unfortunately many are ruined, the pages water-marked and stuck together. Others have been gnawed by Kitchplok demons, who have the irritating habit of only eating every second word of a text; what remains is almost but not quite readable, frustratingly close but still beyond the talents of most people to decipher.

Krill is in here, in the act of finishing a spell. A slavegirl sits in the corner. The sorcerer nods and waves his visitors towards some seats, and finishes the last words of his incantation with a flourish. Any Agent of Straasha immediately knows the spell as one to summon water elementals. Other sorcerers recognize it if they can make a Summoning roll. Unfortunately, Krill gets it wrong; instead of calling a water elemental, small thunderclouds appear in the room, boiling up out of nowhere, releasing their storms with sudden fury. Everything is soaked. In addition, any adventurers failing a Dodge roll take 1D3 points of damage from miniature lightning bolts. Krill is suitably apologetic, and calls for towels and fresh clothes for his visitors. Cherry jumps up from her seat to comply.

KRILL THE INEPT

Krill the Inept is a thin and weedy individual, nervous and clumsy. His watery blue eyes never look at a person when he talks to them, and his spidery fingers constantly stroke the wispy beard he cultivates. He dresses in several layers of threadbare and food-stained clothing. He is not a member of any of the Church's cults (he was universally rejected, even the Priests of Baló found him a pathetic and unfunny sight). Mostly he keeps to himself, dependent upon gifts from his family to survive. It is only because Krill's cousin is the Bishop of Slortar that the man has survived Pan Tangian life so far.

STR 10 CON 11 SIZ 9 INT 16 POW 20 DEX 8 CHA 9

Hit Points: 11 Armor: 1D20 points of faulty Demon Armor.

Damage Bonus: None.

Weapon Attack Parry Damage
None.

Skills: Balance 05%, Credit 50%, Giggle Nervously 75%, Persuade 65%, Plant Lore 35%.

Languages: Common 80%/85%, High Melnibonéan 60%/65%.

Summoning Chance: 36%

Summonings: What Krill knows and what Krill gets rarely coincide. His summonings rarely work, and when they do, are unpredictable in their degree of success. Add 1D100 to any roll he makes on the Summoning Table.

Demons: Qat (Armor) and Fish (Virtue of Knowledge).

QAT

DEMON ARMOR Breed G'nnoggeil CV: 58

It looks like a pelt of wet rat fur.

CON 20 SIZ 9 INT 3 POW 7

Powers: Krill's demon armor, being inefficiently summoned, only provides 1D20 points of protection as it phases in and out of this plane's reality. Make this protection roll after each blow that inflicts damage.

FISH

VIRTUE OF KNOWLEDGE CV: n/a

Instead of summoning a demon, Krill accidentally summoned a Virtue of Knowledge, in the form of an iron fish. To the surprise of both Fish and Krill, the sorcerer managed to bind it. It swims through the air, clattering and hissing steam from its joints as it goes.

STR 5 CON 50 SIZ 2 INT 20 POW 20 DEX 13

Hit Points: 43 Armor: 12 points of metal scales.

Powers: Fish has an 80% chance to answer any question Krill poses. Mostly Krill uses it for such things as "Where did I leave my spectacles?" and "Are there any crumbs in my beard?" He also uses it to send messages. At top cruising speed, Fish can travel at 300 kilometers per hour.



AT HOME WITH KRILL THE INEPT

CHERRY

Slim and young, pretty Cherry is Krill's handmaiden, concubine and scribe. She attends him for most of the day, sitting demurely in a corner until the master requires some service. With her long red hair and pale skin, Cherry is the epitome of Tarkeshite beauty, from where she was captured by raiders when only five years old.

STR 11 CON 9 SIZ 10 INT 12 POW 11 DEX 12 CHA 14

Hit Points: 9 Armor: None.

Skills: Memorize 47%, See 41%, Search 76%.

Languages: Common 57%/60%.

THE THIRD FLOOR

Up another flight of stairs is Krill's private apartments, a chaotic jumble of clothes, bedding and junk from countless other planes. It's clear that he is not a very good housekeeper.

Should the adventurers have a chance to look around in here they find such useful trinkets as a musical fruit from Valira which sings when it is cut, half a goblet from the Void-world of Sye still redolent of the rich wine

it once contained, and a book in some strange and unreadable tongue, depicting the adventures of a boy, a girl, their dog and kitten. Should the adventurers succeed in having the book translated, perhaps with the aid of a Sentiols demon, it is entitled *Dick And Jane Have Fun*. Kitchplok demons swarm and scurry throughout the room, nesting inside the cupboards and generally making a nuisance of themselves.

THE BASEMENT

Krill never goes down here, as it is the slaves' quarters and kitchen. Down beneath the tower, relative normality reigns, although sometimes things become a little chaotic. On such nights, freshly severed parts of Kitchplok demons can sometimes get into the food by mistake. Max, the fat Argimilian chef, is in charge down here.

MAX THE COOK

Max is an Argimilian, fat and bad-tempered. He effectively runs the household; his plumpness hides a steel backbone. He orders Galt and Cherry about, but is not unkind to them. Max knows that they have rare luck in having Krill for a master, and have a much easier life than most slaves in Pan Tang; he will do anything to preserve this state of affairs.

STR 16 CON 16 SIZ 18 INT 13 POW 14 DEX 12 CHA 13

Hit Points: 22 Armor: None.

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Meat Cleaver	67%	13%	1D6+2

Skills: Cooking 73%, Food Lore 65%, Scent 66%, Taste 71%.

Languages: Common 20%/65%.

Dinner With Krill

It is so infrequent for Krill to have guests that once the adventurers arrive he orders a meal to be held in their honor. Although the food is surprisingly good, their meal is ruined by the constant swarms of Kitchplok demons, who cluster excitedly around the table, squeaking to be fed. Krill explains that they do have their uses; if nothing else, they are wonderful tension removers. So saying, he picks up one of the creatures and places it on the table, feeding it a scrap of food. Once it is full and purring, Krill slams his fist down, pulping the demon. "See?"

ASKING ABOUT THE SLAVEWOMAN

The reason for the adventurers' visit is the dead slave-woman. Krill knows very little about any of his slaves, although once the adventurers describe her to him, he remembers receiving her as a gift from his cousin, Bishop Krend VI'al of the cult of Slortar. He can't recall her doing any work about the place, she seemed continually despondent. He is not at all concerned about her death, except that now he needs a new slave.

The adventurers can ask the slaves about her. Max, the Argimilian, volunteers to speak for his co-workers, as he does not trust them to be properly subservient. On their behalf he prostrates himself on the floor before the adventurers, should he perceive them to be of rank; if not, he merely crawls forward on his knees. At no time does he raise his head, or speak in a voice louder than a whisper unless specifically commanded; because of this, the adventurers must succeed at Listen rolls to properly hear what he says.

The woman's name was Tallis, her race a mixed hybrid, the spawn of the slave pits beneath the Palace-Temple. Despite her low breeding, she had a certain arrogance about her; she gave herself airs, and remained distant to the others. She considered certain things below her; she would consent to stir a pot, but not to peel vegetables. She would never speak of her past, but she must have known great sorrow. All the other slaves,

at one time or another, had woke in the night to hear her crying; great wracking sobs that seemed torn from her very heart.

THE SLAVEWOMAN'S ROOM

The adventurers may inspect Tallis' room in the basement. It is unremarkable, a bare stone cell with a straw pallet on the floor. A wooden box in one corner functions as a table, upon which are neatly folded several patched and worn cotton dresses. Next to them is an ancient comb, mostly toothless, and a rough hairbrush.

A successful Search roll reveals two things of note hidden inside the mattress. The first is a scrap of cloth — silk, with threads of gold embroidered through it. The other is a small painted portrait of a young man, no older than fifteen at the most. Evaluate Treasure shows the gold and cloth to be worth 5 LB, the miniature portrait 75 LB.

None of the other residents of House Krill have seen the youth in the painting before, and indeed express surprise that Tallis possessed such things. Krill claims these, more from a sense of duty than desire; should the adventurers successfully Persuade him, he gives them the objects as gifts.

KRILL'S COUSIN

The next step is for the adventurers to talk to Tallis' previous owner, Krill's cousin, the Bishop of Slortar. Approaching such a powerful member of the Church of Chaos is not something to be taken lightly. Bishop Krend is, after all, one of the seven most powerful men on Pan Tang after the Theocrat himself. Krill is willing to write a letter of introduction for them. He dictates a letter to Cherry, then whistles for Fish, places the note in the creature's mouth, and tells it to take it to his cousin. Fish returns with a reply within the hour; Bishop VI'al grants the adventurers an audience at his family's country estate, at midday in two days' time. Krill offers to send Fish with the adventurers to guide them.

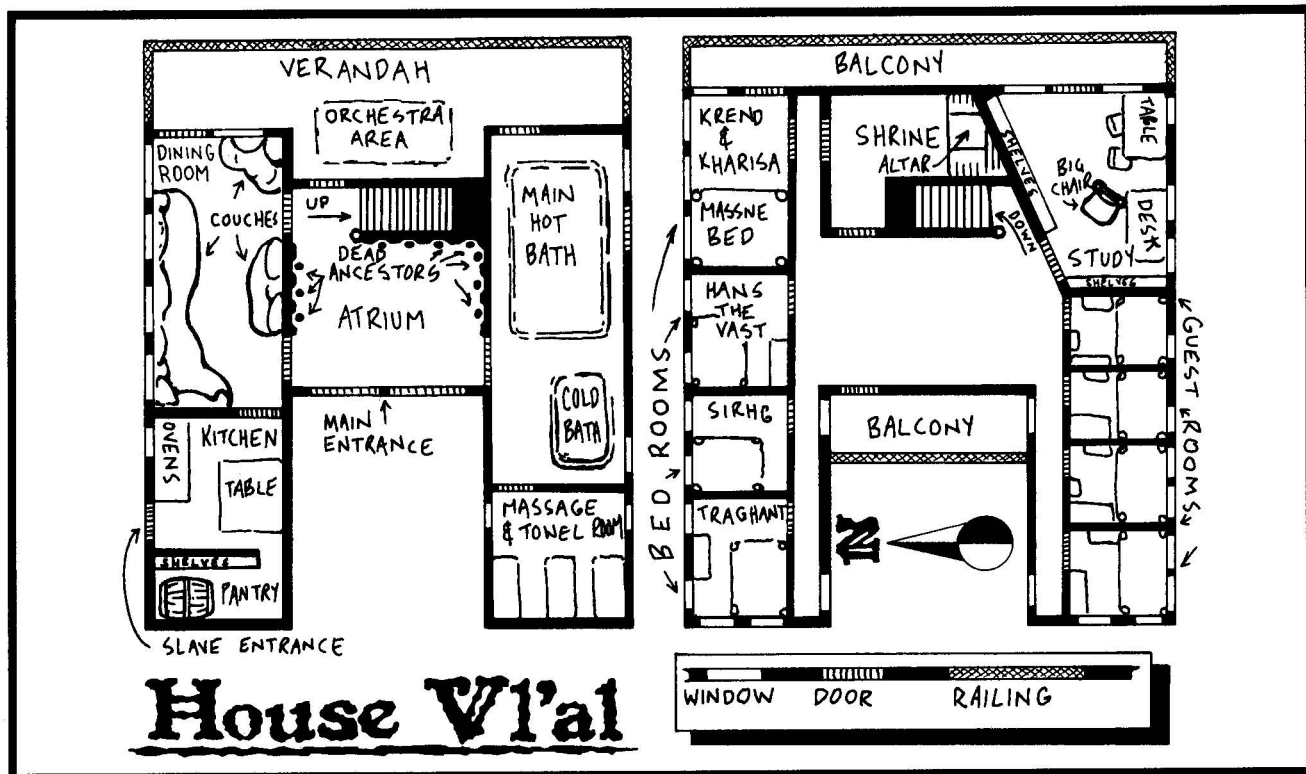
Leaving Hwamgaarl

The VI'al estate is one of many large and sprawling slave-tended farms in Pan Tang's warmer southern district. It is approximately 100 miles from Hwamgaarl. The adventurers probably have to walk there. There are no horses on Pan Tang. The only carts around are drawn by slow and heavy oxen; others, drawn by slaves or demons, are common in the streets of Hwamgaarl, but are privately owned, and unavailable to the adventurers for cross-country travel.



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THE FIELD OF PAN TANG



The only landward way out of Hwamgaarl is via the Island Gate, a vast and ornate portal that roars and snarls, the iron bars bulging and rippling with the demons contained within. Beyond, the road plunges straight as a die across the Plain of Glass. It has been gouged into the shining rock, forming a square canyon three feet deep. The terrain is eerie and desolate for the first ten miles, after which hardy clumps of grass start to appear, and the volcanic ground starts to break up. A few miles further, and the only reminder is the occasional glassy boulder among rolling grass lands.

Out here are grown the grains and fruit which Pan Tang needs to feed its people, in addition to what it steals from other countries. Small areas of woodland remain, oak and ash trees logged for wood for Hwamgaarl's fires. Herds of sheep and cattle graze upon the green hillsides; an almost idyllic pastoral scene, were it not for the starved and beaten slaves who tend them, guarded in turn by Devil Riders. For each herd animal that dies, whether through disease or predators, it is traditional for a slave to be executed in turn, to teach them to take better care of their charges.

Fish steams patiently ahead of the adventurers. The device tends to veer to the left, and must frequently pause to correct its trajectory. The journey takes two days; they must camp overnight, or rely on the hospitality of one of the plantation owners. On the second day

Fish leads them to the gates of the V'l'al estate, wobbles unsteadily in the air, and then turns and cannons away towards Hwamgaarl, leaving small puffs of steam in its wake.

The V'l'al Estate

The V'l'al estate is a bustling swarm of people and animals. There is a large and rambling central manor-house, surrounded by outlying farm buildings, barns, and pens for slaves and animals. In the cobbled courtyard before the house an ornate fountain spouts blood endlessly in splashing crimson arcs. Black peacocks scratch around it for food.

The manor-house is an off-white two-story building, comprised of a central core building and two wings partially enclosing the courtyard. High arched windows peer out at the surrounding lands; the doorways are arched also. A pillared veranda runs the full length of the ground floor. None of the pillars are at all even, they swell, distort and bend at angles painful to look upon. From the shadows of the veranda drift screeching and clattering sounds; a small orchestra of slaves is stationed here at all times, day and night, to provide soothing music for the family.

An impossibly tall and thin person stands at the top of the stairs. He bends low at the waist in a deep bow, his forehead brushing the ground. The figure is decidedly not human; three burning eyes are set in the middle of its hairless head, and its skin is covered in small scale-like nodules. This is Samiel, the family butler and major-domo. Speaking in a clotted and gurgling voice, he welcomes the adventurers to the house.

Samiel explains that due to Bishop Krend's devotion to Slortar the Beautiful, he allows no-one around him whose looks might rival the Chaos Lord. To this end, any visitors with CHA of 9 or higher must wear a silken bag over their heads at all times. Failure to do so is punishable by facial mutilation, carried out by the Bishop himself. Once the adventurers have been bagged, Samiel ushers them inside.

SAMIEL

DEMON BUTLER Breed Savann CV: 285
STR 15 CON 15 SIZ 18 INT 20 POW 15 DEX 25 CHA 2

Hit Points: 21

Armor: None.

Weapon	Attack	Parry	Damage
Fist x2	25%	—	1D3+1D6
Bite	25%	—	1D10+1D6

Powers: Eyes x2, Hands x2, Knowledge (Sphere: Domestic Maintenance), Legs (30m per round), Mouth, Skills (see below), Taste.

Skills: Fold Linen 50%, Listen 50%, Move Quietly 80%, Poison Lore 50%, Search 20%, See 20%.

The House Vl'al

Inside is wealth and grandeur, silks, velvets, fine wall-hangings, fine art and furniture from around the world. Nothing truly matches anything else, the overall effect is one of jarring discord. There are few original pieces of art created by Pan Tangians themselves; those that are seem ugly and primitive to behold, mockeries of the beauty around them. On closer inspection, many of the furnishings are streaked and smeared with dried blood and pus.



THE FAMILY VL'AL AT DINNER

Here and there slaves scrub the floor and furnishings clean of the clinging stains. The slaves all vary from plain to ugly; none of them have a CHA of more than 8. Many of them have been deliberately disfigured, their faces scarred and burned to fashion Bishop Krend's desired standard of unbeauty.

The house seems designed to catch noise and distort it; the slightest sound is echoed and twisted by the deranged acoustics. Sounds and conversations from the far end of the house can be heard in loud nonsensical snatches, while noises whose source is near to the adventurers seem terribly far away, thin and whispering. Even their own breath seems thin and rattling, their heartbeats like the muffled pounding of a funeral drum. Heightening the house's eeriness, each door has a demon bound within. A Listen roll detects low chuckles and whispered obscenities from them. The hand of any adventurer which rests even momentarily upon a door handle is kissed and licked.

Rooms have been prepared for the adventurers upstairs. They are sumptuous and splendid, containing such delights as four-poster beds, and wardrobes full of fine clothing, many decorated with jewels and precious metals. Despite the quality of the materials, everything conforms to the Pan Tangian standard of beauty; to sane eyes, the clothes are harsh and ugly. Bathing facilities are communal. The marble bath is on the ground floor, and is the size of a swimming pool, and deliciously warm. A second bath contains freezing cold water. Trained body slaves are on hand to provide massages.

Luncheon

If the adventurers arrive earlier than the intended luncheon hour, they have time to rest and prepare themselves. The meal is served at midday, and announced by the resounding stroke of a gong, so clear it seems to have been struck directly outside the adventurers' doors.

The dining hall is on the ground floor of the north wing. It is a large high-ceilinged room. One wall is comprised of glass doorways which are opened in summer to provide a fresh breeze; curtains of lace waft and billow, rustling ceaselessly. The room is full of sunlight, spilling across the marble floor and gleaming off the inlaid mosaic of gold and jewels; the mosaic itself is of an angular and ugly design. There is no dining table; instead one reclines upon a plush couch, supporting oneself on one elbow, while crawling slaves proffer food and wine from dishes set upon their backs. Throughout the meal, musician-slaves play for the diners' pleasure.

The adventurers dine with the family VI'al, comprising Bishop Krend, the Lady Kharisa, and sons Traghant and Sirhg. Han the Vast, a Prelate of Slortar, also joins them.

THE FAMILY VI'AL

The VI'al dynasty is one of the great and powerful noble families of Pan Tang. They have reached the zenith of their power in the last decade with the appointment of Krend VI'al to the position of Bishop of Slortar. Rivalry within the family is great. Bishop Krend's siblings and cousins, many of them priests of other Chaos Lords, fight both publicly and behind the scenes to further their own standing in the clan. Chief among these is Krend's own son, Traghant VI'al, a Disciple of Mabelrode. Previous generations of the family stand in the hallways; their mummified bodies are enshrined in splendor in glass-fronted cabinets.

BISHOP KREND VI'AL

The Bishop is a large and powerful-looking man in his mid-50s, not so much fat as solid. His short-cropped black hair is streaked with gray, and with blood. He has an abundance of open bleeding sores, and serves as a walking example to the faithful of Slortar; over the years, he has cut off both ears, his nose and his eyelids, as well as regularly flaying off most of his facial skin. When he smiles, his face resembles a wet red mask.

He rules over the conversation with as much command as he does the cult of Slortar. Once the adventurers mention the purpose of their visit, the dead slavewoman, he artfully steers the conversation in another direction. A short time later a slave whispers in the ear of the adventurer who asked about Tallis that the Master will speak to them in his study after the meal.

LADY KHARISA VI'AL

Lady Kharisa is, as befits a woman of Pan Tang, weak and subservient. A fine gilt chain runs from a collar around her neck to her husband's hand. She answers no questions without first glancing at him to seek permission, and her conversation is limited to trivialities. Had she not been denied an education, Kharisa could have been a poet or writer of staggering brilliance; as it is, she is stunted intellectually, like a pruned rose clipped of its buds. She was once beautiful, but upon her marriage to Krend her face was held down on a bed of hot coals; it is now a ruined expanse of raised and knotted scar tissue.

TRAGHANT VI'AL

Traghtant is the Bishop's twenty-eight year old son. His features are hidden behind a black silken veil. He schemes and fumes throughout the meal, snarling at his father and ridiculing everything the man says. His hand almost never leaves the hilt of the savage-looking sword hung at his side; its serrated teeth catch at the fabric of the couch. Once he realizes that the adventurers have come to see his father on special business, he sends a slave to ask if he can meet with them after the meal. Insecure and suspicious of everything, Traghtant hopes that the adventurers may in some way be useful to his plans of patricide.

SIRHG VI'AL

Sirhg is fifteen years old, and the Bishop's youngest son. He is a Novice of Balo, and has only just regained his name after five years of service and training in the Temple. This is his first visit home for ages. He laughs and cackles throughout the meal, throwing food, unbalancing the crawling slaves, and telling awful jokes.

HAN THE VAST

Han is a Prelate of Slortar. His corpulent bulk sprawls across his couch, which creaks at his every move. Food is Han's greatest delight, and he attempts to stuff as much into his mouth as is humanly possible. At the same time he lectures any who will listen about the finest foods of the Young Kingdoms, spraying half-chewed particles across the room. Although he considers himself a gourmet, Han is instead simply an ill-mannered bore.

Intriguing Conversations

During their meal with the VI'al family and guests, the adventurers receive two separate requests for private conversations. These are presented below, and can take place in any order.

SPEAKING WITH TRAGHTANT

Once the meal is over, Traghtant VI'al quickly slips away, only to turn up in one of the adventurer's rooms soon afterwards. A man of great passions, Traghtant feels stifled and restricted by his powerful father, and hates him with a passion. To this end, he will do anything within his power to ensure Bishop Krend's humiliation or death.

Traghtant knows that the adventurers have come to speak to his father on a matter of some importance, and hopes that he will be able to use this knowledge in some way. That they have come all this way to ask after the whereabouts of a dead slave's son is unthinkable to

Traghtant; to him, as to all Pan Tangians, slaves are worthless cattle, and they and their offspring can be of no importance. Traghtant can provide no details about Tallis; he does not know the names of any of the slaves, let alone one that was sold off. Believing the adventurers have some hidden motive, he decides to follow them from hereon.

SPEAKING WITH BISHOP KREND

Krend's invitation is to meet him in his study, perhaps the most finely appointed apartments the adventurers have ever seen. It is here, surrounded by his wealth, that Bishop Krend VI'al prepares the teachings of the cult of Slortar, which are then circulated by the Church of Chaos throughout the Young Kingdoms. If the adventurers are Priests or Agents of Chaos, meeting the Bishop gives them an increase of 2 Elan points.

The study is a strangely-angled room on the upper floor of the south wing. Every surface is covered in works of art or value; silks, tapestries, sculptures and paintings. Perfume hangs heavy in the air, while the thick carpets covering the floor absorb even the heaviest footfall. There are bloodstains, some new, some old, smeared everywhere.

Krend is seated in a high-backed chair, which ambles slowly around the room. He is attended by Falan, a mute and illiterate body slave. Falan pours wine for his master and guests, opens doors, and performs any other physical activity which Bishop Krend considers too low to do himself. Falan wears a velvet bag over his head.

More than a dozen demons lurk here; they are bound into the carpet, Krend's animated chair, and other items of furniture. If they become necessary, choose Domestic Demons and Defensive Demons from the *Pan Tang Digest*.

The Bishop can provide the history of the late Tallis. First, he swears the adventurers to secrecy. To ensure that they keep their promises, he introduces them to one of his demons, Rangarterl, of the breed Fruyhnorte. It is telepathic, and the adventurers can feel its consciousness squirming about within their minds. Should they ever speak of what Krend is about to tell them, Rangarterl will know, and track them down with fatal results. This ploy is partly because the Bishop does not give information lightly, but mostly because he enjoys exercising a hold over people. With the demon sitting slaving on his shoulder, the Bishop begins to tell them a tale (see "Concerning Tallis," below).

As he speaks, Krend draws out a wickedly sharp Demon Dagger and slowly cuts into one of the fingers

on his left hand. When it hangs on by only a few shreds of gristle, he bites it off. He is proving how powerful he is; when one is so rich, one can have anything without lifting a finger.

BISHOP KREND M'AL

STR 16 CON 15 SIZ 16 INT 26 POW 25 DEX 11 CHA 3
Hit Points: 19 **Armor:** 35 points of Demonic Armor (see below)
Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Dagger	95%	93%	1D4+2
Light Mace	81%	58%	1D6+2

Skills: Evaluate Treasure 100%, First Aid 76%, Listen 4% (no ears), Plant Lore 73%, Poison Lore 64%, See 86%.
Languages: Common 93%/100%, Mabden 100%/100%, Low Melnibonéan 75%/77%, High Melnibonéan 86%/92%.
Summoning Chance: 96%
Summonings: Slortar, Kakatal, Lassa, all elementals, demon breeds Fruyh-norte, Ng'luk, Shplertz, Savann; others as desired.
Demons: Bless (Demon Dagger), Gorgeous (Demon Armor), Rangarterl (Telepathic Demon), many others.

BLESS

DEMON DAGGER **Breed Shplertz** **CV: 81**
 This weapon has a blade of red crystal, like frozen blood.
 CON 60 SIZ 1 INT 5 POW 12 CHA 21
Powers: +2D6 damage, as well as a Loathsome Stain.

GORGEOUS

DEMON ARMOR **Breed Ng'luk** **CV: 147**
 This plate armor has swirling colors within the metal, like oil on water.
 CON 36 SIZ 16 INT 12 POW 15 CHA 32
Powers: Armor (35 points), and Hypnotic Power (5D6 potency, 10m range, target is mesmerized by the changing colors if the potency overcomes their INT)

RANGARTERL

TELEPATHIC DEMON **Breed Fruyhnorte** **CV: 380**
 Rangarterl is a fat and bloated toad-thing, with eight legs and huge gleaming eyes. It communicates telepathically, in a mental voice which sounds like broken glass. It is a keeper of oaths; if anyone ever breaks a promise made in its presence, anywhere in the world, Rangarterl teleports onto their shoulder and bites them on the side of the head. Armor does not protect against this attack unless a helmet is worn.
 STR 5 CON 34 SIZ 3 INT 16 POW 13 DEX 14 CHA 2
Hit Points: 28 **Armor:** None.

Weapon	Attack	Parry	Damage
Poison Bite	70%	—	1D10 + poison 10D6 potency

Powers: Bug Eyes x2, Mouth, Knowledge (Sphere: Promises Kept), Telepathy (100m range), Teleport.
Skills: Dodge 50%, See 20%, Search 20%.

Concerning Tallis

Some twenty years ago, a high-ranking Pan Tangian noble became infatuated with a slavewoman, Tallis. He showered her with gifts, installed her in his quarters, had her trained to sing and play the harp; everything that a noblewoman should be able to do. He took no other

wives or concubines. Eventually she gave birth to a child, Vark. It was the son that caused her doom.

As Vark drew near adulthood, his ego grown vast beyond his station because of the flattery and gifts which he and his mother had received, he was one day heard to say that he, being young and strong, was sure to outlive the Theocrat. Such disrespect was tantamount to blasphemy; the noble decided to fulfill the boy's rash boast. For his sins, Vark was condemned to transmutation to a statue, and thereby live forever.

Tallis pleaded with the noble to spare him, but to no avail. Overcome with grief, she assaulted him, screaming and clawing with hysterical desperation. Although he could not bring himself to kill the slave-woman he loved, the noble could not allow her to go unpunished. Tallis was cast out of his house, and returned to slavery.

Bishop Krend heard the story, and managed to acquire the slave. The identity of the noble had not been disclosed, so for five years he tried to make her tell him. She would not. Eventually he grew bored with her sorrow and suffering, and passed the ownership of her onto his bumbling cousin, Krill.

There are a thousand screaming statues dotted about and above the streets of Hwamgaarl; which of them is the unfortunate Vark, the Bishop cannot say, nor does he care. He recommends that the adventurers ask the Priests of Maluk the Silent Watcher. They are renowned for the wisdom and secrets which they keep at the University of Lucid Perversity.

A SECRET

The adventurer's mission has given the Bishop an idea. He had quite forgotten about the unfortunate bastard son of the mystery noble; perhaps the adventurers will be able to find out who the parent was. This knowledge could be a useful pawn against the man. He dispatches several lesser Priests of his sect to trail the adventurers back to Hwamgaarl, and follow their discoveries.

Back to Hwamgaarl

When the adventurers take their leave of the VI'al estate, Traghan declares his intent to travel to Hwamgaarl with them. He rides on the back of his demon, Namadar, a hideous hump-backed crocodile-dog thing. His company proves to be grating; for several hours he nags the adventurers about the true purpose of their visit. At first he laughs and jokes about it, but as time wears on, and the adventurers continue to claim that their "jest" about a dead slave is the truth, he grows irritated and rude.

Some hours before they reach Hwamgaarl, he angrily spurs his mount and gallops away, towards the city.

Priests in Pursuit

Once they reach Hwamgaarl, the adventurers are followed wherever they go by two separate groups. The first of these are armored Warrior-Priests of Mabelrode the Faceless, under the orders of Traghant VI'al. The second is a small company of Bleeding Priests of Slortar, directed by the Bishop to report upon everything they do.

The pursuit is stealthy and expert, but some clues alert the adventurers to the possible presence of unwanted shadows:

- ✱ *As they push through the crowd inside the city gates, someone jostles an adventurer's shoulder, leaving a damp and sticky patch; a handprint in blood, with only three fingers.*
- ✱ *As they turn a corner, the adventurers hear a sudden shout of "duck!" from behind them. A thrown dagger slams into the wall, right where they were standing (3D4+2 damage if they did not duck). There is no sign of an attacker, nor of the person who shouted the warning.*
- ✱ *With a See roll, an adventurer catches a glimpse of a head craning out of a window on the opposite side of the street, turning to watch them pass. The head has no face. Once it realizes it has been seen, the smooth and blank face withdraws from the window, and is not seen again.*
- ✱ *If the adventurers retrace their steps at any stage, they find bloody footprints on the iron street behind them. Whoever made them is now long gone.*
- ✱ *A slave walking towards the adventurers suddenly turns, shrieking, and runs away. No sign of what disturbed him so can be seen, should the adventurers be so brave as to turn around.*
- ✱ *A Scent roll detects a wafting odor of some cloying perfume, mingled with the coppery scent of blood. Carried on the sea breeze, its source cannot be tracked.*

The University of Lucid Perversity

Directions to the University are hard to come by; many people whom the adventurers ask only scowl and shake their heads, hurrying away in any direction other than the one which leads here. Eventually the adventurers find someone with no secrets to hide, most likely a simple-minded priest of Baló.

The University is a long low building of only three stories, its slate-tiled roof is interrupted by the absciss-like protrusions of several domes and a central tower which points accusingly at the heavens. Tied by their hair above the door are the heads of the freshly executed; here they hang and drip and gurgle warnings to those who would pass through.

Beneath the ceiling of the foyer, its great dome painted to seem like a vast and staring eye, countless Priests bustle about on their unfathomable business. The adventurers must succeed at Persuade rolls to convince someone to assist them. Few of the Priests of Maluk are free to answer questions of any nature, as most have their mouths sewn shut for the glory of their god.

Once a non-silenced Priest agrees to help them, they are led upstairs to the Records of Delectable Damnation. It is a long and drafty hallway. Its walls are tablets of inscribed stone, listing the name of every person ever transformed into a statue, as well as where they stand.

Read Mabden and Search rolls are needed to pinpoint the name of Vark; if the adventurers do not read the language, they must ask the Priest for a translation. For the service, the Priest demands that they give him a secret that no-one else knows; an Oratory roll should be made if the secret is not in itself truly astounding. Failing that, the payment of one of the adventurers' eyes will do just as well. Once the adventurers have complied with either request, the Priest finds the correct tablet, and reads it to them.

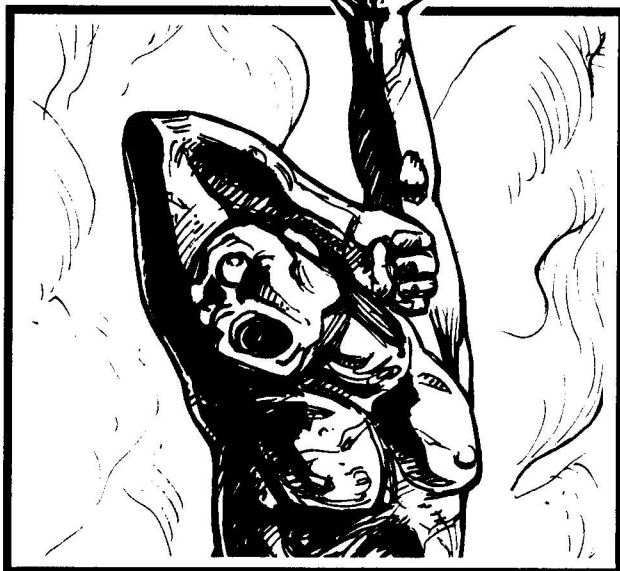
The full name of the boy-slave was Vark Lern. Lern is the name of Jagreen Lern, Theocrat of Pan Tang. The boy's father was more important than Krend knew. He is now situated on a pillar at a cross-roads. The Priest gives them directions.

ANOTHER PRIEST IN PURSUIT

The Priests of Maluk are not stupid; knowing that the adventurers seek the whereabouts of a traitor makes them highly suspicious. Once the adventurers leave the University they will be followed by one of the one-eyed and silent brethren, in addition to the two other groups of Priests already on their trail. Any adventurer succeeding at a Listen roll after they have left the University hears the sniffing and snuffling of their new pursuer, scenting possible treachery in the air.

The Silent Statue

The directions obtained at the University lead the adventurers down narrow and winding back streets. Buildings rise ever higher as they proceed, blocking out the light of the sun, while their footsteps echo behind them like the tread of a ghostly army. All around can be heard the shrieks and screams of the stone victims of Hwamgaarl; ahead, See and Listen rolls note a statue which does not utter a single sound.



THE SON OF THE THEOCRAT

The statue of Vark Lern stands atop a short pillar, in the center of the intersection of four narrow streets. It reaches one twisted arm upwards as if pleading; the other black and stony hand is over its face, as if for protection.

The adventurers approach down one street; the Priests of Mabelrode down another; the Priests of Slortar down another; and the Priest of Maluk down the fourth. Seeing that adventurers have reached their goal, the two groups of Priests rush forwards. There are four men in long robes of reddish brown hessian, pools of blood slowly forming around their feet. There are three men in steel robes, heads covered by martial helms, led by Traghant VI'al. The Priests fight the adventurers, and each other, in their attempt to gain what they think is hidden power for their separate sects.

FOUR PRIESTS OF SLORTAR

Take these from the *Pan Tang Digest*.

THREE PRIESTS OF MABELRODE

Take these from the *Pan Tang Digest*.

TRAGHANT VI'AL

STR 18 CON 15 SIZ 13 INT 16 POW 25 DEX 16 CHA 14

Hit Points: 16 Armor: 25 points of Demon Armor (see below)

Damage Bonus: +1D6+1D4

Weapon	Attack	Parry	Damage
Broadsword	88%	79%	1D8+1
Tower Shield	43%	84%	1D6+2
Shortsword	73%	68%	1D6+1

Skills: Dodge 56%, Jump 51%, Listen 67%, See 54%, Track 33%, Tumble 45%.

Languages: Common 75%/80%, Mabden 46%/50%, High Melnibonéan 53%/69%.

Summoning Chance: 56%

Summonings: Fire elementals, demon breeds Bangongi, Kullull, Ratchangett, Spinalli, Slomponn.

Demons: Edge (Demon Broadsword), Keriel (Demon Armor), Namadar (Demon Steed).

EDGE

DEMON BROADSWORD Breed Kullull CV: 99

A sheer black sword. The hilt is fashioned to resemble a goblet, into which flows the blood of its victims. Traghant quaffs this after every battle.

CON 50 SIZ 2 INT 13 POW 18

Powers: +4D6 damage, plus any wound continues to bleed for 1 hit point per round until stopped with either magical healing or a successful First Aid.

KERIEL

DEMON ARMOR Breed Spinalli CV: 100

Black demonic armor, covered with dark spines.

CON 25 SIZ 13 INT 5 POW 14 DEX 13

Powers: Armor (25 points), Darts (48% attack, 3D3 damage, 10m range, 3m radius).

NAMADAR

DEMON STEED Breed Slomponn CV: 133

A disgusting four-legged creature, doglike, but with the skin of a crocodile. Its legs are too small for its body, yet it drags itself along at surprising speeds.

STR 30 CON 30 SIZ 30 INT 3 POW 15 DEX 10

Hit Points: 48 Armor: 10 points of scaly hide.

Weapon	Attack	Parry	Damage
Bite	50%	—	1D10+3D6

Powers: Eyes x2, Legs (40m per round), Mouth.

Skills: Search 20%, See 20%.

A Mother's Gift To Her Son

A Climb roll is needed to scramble atop the pillar, next to the statue itself. The ring may be placed on one of the stone fingers, sliding smoothly and easily into place. Nothing happens. The only movement comes from the dark stormclouds swirling overhead, the only sound the adventurers' own breathing. And then the statue speaks.

"So," it creaks in a voice like fracturing granite, "she loved me after all. My pride ended our lives, all broken now and scattered by my father, the Theocrat. And yet, she still loved me." The statue sighs, and falls silent, but only for a moment. Then it begins to laugh, cracked and desperate laughter. It is a damned sound. Overhead, the clouds release their burden, and it begins to rain. Drop-lets trickle down the stony cheeks of the statue, like tears. In the shadows (See roll), the Priest of Maluk smiles to himself, and stays silent, keeping his own counsel.

The dying slavewoman promised great power. The only power the statue has to give is the knowledge that the adventurers have made it happy, and conveyed a mother's blessings to her only son. It is power of a sort, the power of love and satisfaction, however small.

UNDER THE VOLCANO

DOOM OR GLORY approaches for Pan Tang; this has been prophesied in the Palace-Temple of Chaos, seen in the watch-fires of the Elemental Seers, read in the entrails of sacrifices of the Beast Lords, and spoken in reverent whisper in the Holy Temples of Law. Men heed the gods, but always aim to shape their own destiny; if Pan Tang is truly to rise or fall, then steps must be taken to ensure this.

The forces of Chaos and Law plan their moves and make them; once again the adventurers take center stage as the means of enactment.

The Priests of Donblas have constructed eight peculiar devices, clockwork Talismans of Law. These have the effect of nullifying a Chaos Shrine; if all were placed in a small area, the ley-lines of Lawful power would tear the soul of Chaos from the place. Pan Tang is to be that place.

An Agent of Donblas approaches the adventurers and asks them to place the Talismans at the eight shrines of Pan Tang. Their journey takes them across the length and breadth of the island, and leads to a volcanic confrontation at the Hearth of Chaos with the eight Lords of Chaos themselves.

A Task for Truth

This scenario can begin in any populated coastal location in the Young Kingdoms, save for Pan Tang or Melniboné. It requires that the adventurers be known in the town as good and worthy warriors. If the adventurers guarded Father Wimbish well in the scenario See

Hwamgaarl and Die, that would be enough to secure their reputation. None of them can be either Priests or Agents of Law or Chaos.

The adventurers are approached at their place of residence by Brehmen the Devout, a man they recognize as a locally-renowned Champion of Law. He is a tall man, not especially handsome, with an unflattering haircut and moody brown eyes; however, he does have drive, purpose, and sincerity. He wears battered but resilient steel armor, and a sweeping cloak of deep blue. At his throat a shining brooch winks and whirs; his Amulet of Law. He carries a sack over his shoulder.

Brehmen asks the adventurers if they are willing to perform a task for him. It is a dangerous task, and a holy one, but not one which he or his superiors can undertake. It involves a journey to the dread island of Pan Tang, where no Priest or Agent of Law can set foot undetected. Their payment will be to strike the greatest blow against Chaos ever dealt; and perhaps 5,000 LB each from the Holy Temple's gold, if financial gain is their interest.

He reaches into the sack, and pulls out a silver disc; a Listen roll notes a constant ticking emanating from the object. "This," he says, "is a Talisman of Law. It is the product of our most gifted and pious scholars. Placed near a site of Chaos, it will rob that place of its putrescent influence.

"On foul Pan Tang the largest congregations gather at the Palace-Temple of the Theocrat, but there are also eight minor shrines scattered across the island. Each of these is dedicated to one of the Lords of Chaos worshipped by the infidels. I want you to place one of these Talismans at each of those shrines. This will nullify the

shrines, and set in motion a vice of Lawful power which will slowly crush the island in its grasp.

"You will be given eight of the Talismans, and my Virtue of Transport to carry you there. I also have some other gifts to help you, and these will be yours to keep. Will you do this deed for us, for humanity? If this festering enclave of Chaos is not lanced now, we have grave fears for all nations; for the prophets have spoken that now is the time of Doom or Fortune for Pan Tang."

Brehmen hopes that the adventurers accept the task, but has nothing else to offer; if they ask for more money, he feels that they are doing it for the wrong reasons, and tells them so. If they accept, he gladly shakes their hands, and empties the sack.

The Fruits Of Law

Various bright objects spill out of Brehmen's sack, and he explains each of them:

EIGHT TALISMANS OF LAW

These strange ticking devices are silver, and contain clockwork (not that a Young Kingdoms character would recognize them, but they resemble fob watches, without the clock face). Engraved on the casing is the Arrow of Law. Demons attacking an adventurer who carries one of these devices must subtract 10% from their chance to hit, and the character's POW is treated as 18 for the purpose of resisting magical or demoniacal assaults. Any bound demons the adventurer owns are similarly affected by its proximity, losing 10% off any of their attacks.

A COMPASS

This bulky device is a sealed wooden box; it contains some kind of fluid. Fixed to the lid is a needle on a spinner. The needle will always point north.

HEALING OINTMENT

This is kept in a small pottery jar. It is an oily fragrant ointment which, if smeared on a wound, will cure 1D6 hit points after an hour's time. There is enough for ten applications.

THREE ARROWS OF LAW

These arrows can be fired from any bow. The arrowheads are copper, the shaft is steel, and the fletching is spun gold. They do normal damage in most cases, but if they strike a demon, they instantly pierce its heart and kill it (this can include demon armor). Destroying a demon also destroys the arrow.

A Challenge For The Brave

Brehmen explains what the adventurers are to do: "You must find the eight shrines, and bury a Talisman at the base of each. Place it where it cannot be dislodged, and where the Priests of Chaos will not see it. It will do its work immediately, and you may notice some effect of this. Three of the shrines are in the city, four are in the countryside, and one is off the coast. You can approach seven of them in any order, but there is an eighth which you must leave until last.

"In Hwamgaarl, there is one at the Garden of Pain, in the form of a hideous rack; one in the library of the University, an obscene lectern; and one - well - it is not a place but an object, a small purple pebble, carried in the pocket of one of the novice Priests of Balo. It is given to him for safekeeping, and if at the end of the year he still has it, they kill him. We have learned it is currently in the hands of one who is called Mishmax the Unstop-pable. Um, good luck with that one.

"The one in the sea is in an outcrop of rocks off the northern coast of the island. In the countryside, there is one on the Plain of Glass on the western side of the island, a crystal outcrop; one among the plantations to the south, an execution stone; and one in the jungle, a great stone skull.

"The one you must approach last lies under the volcano, in the center of the island, the very heart of Chaos. You need merely drop it in; it will survive the intense heat. Once you place the talisman here, you must leave quickly, and hasten to your boat, for without the power of the Lords of Chaos to harness it, the volcano will soon wake. Our scholars predict an eruption within two to five days.

"It is a great and holy task; I only wish that I could undertake it instead of you. If you succeed, you will have guaranteed the future freedom of all of the lands of the Young Kingdoms, and dealt Chaos a blow from which it may never recover. You will be received with open arms at any Temple of Donblas across the land, and, if you desire, we shall look favorably on any application you may wish to make for Agenthood for our cause. I hope you will do this for us."

There is little more that Brehmen can tell them. He wants them to leave immediately, and arranges to meet them tomorrow on the docks.

BREHMEN THE DEVOUT

STR 15 CON 30 SIZ 16 INT 13 POW 16 DEX 12 CHA 12

Hit Points: 34 Armor: Virtuous Plate (9 points)

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Broadsword	92%	90%	9 points
Kite Shield	40%	88%	1D6
Shortsword	67%	61%	1D6+1

Skills: Dodge 77%, Listen 76%, Memorize 65%, Oratory 72%, Search 53%, See 84%.

Languages: Common 65%/65%.

Virtues: Virtuous Weapon (Broadsword POW 16), Virtuous Armor (Plate POW 19), Virtue of Knowledge (Abacus POW 18), Virtue of Travel (Silver Dolphin POW 22 - see below), Amulet of Law.

SETTING SAIL

The next day is calm and clear; the Priests of the Law take this as a favorable omen. Brehmen the Devout

awaits the adventuring party on the docks. Moored there is a long white boat. It contains food and water, oilskins and blankets. There are no oars, nor is there a mast or sail.

There are a number of heavy iron masks in the boat. They cover the face, and are held in place by leather straps. They must be worn in conjunction with a helmet, or a cowl. Brehmen explains that with these they can hide their features, and present themselves as Priests of one of the Lords of Chaos, Balan the Grim, whose followers are expert in the practice of torture. He admits that it is a distasteful guise, but one that allows for complete anonymity. The masks are stifling, and reduce all visual-based Perception skills by half.

Brehmen whistles, and there is a bright flash as a dolphin breaks the water. It leaps in a glittering arc, dives, and pops up again, squeaking with liquid metallic delight. The creature is gorgeous, and is composed entirely of silver. It is Brehmen's Virtue of Travel, and it will tow the boat to and from Pan Tang, and otherwise act according to the adventurers' instructions. Its name is Bell. Brehmen advises them to hide both boat and Bell from Pan Tangian eyes; they should land somewhere out of the way, and then trek inland. A deputation of Priests of Donblas arrives, and they anoint and bless the adventurers and the boat. The fishermen watch curiously, and a few townsfolk, sensing that some great event is being set in motion, turn up to see.

Once the adventurers board the craft, it surges forward powerfully as Bell seizes reins beneath the boat and torpedoes through the water, leaving a white and foaming wake. The waving people are soon indistinguishable from the dark dock, the cheers become inaudible among the raucous laughter of the gulls, and the skies become gloomy as clouds sweep in and the ocean turns gray.

Bell hauls the boat at an astonishing 10 knots per hour, tirelessly, 24 hours a day. They cover 275 miles a day; at that speed, Pan Tang does not seem far from anywhere.

BELL

VIRTUE OF TRAVEL Silver Dolphin

STR 24 CON 36 SIZ 24 INT 18 POW 22 DEX 18 CHA 18

Hit Points: 48

Armor: 6 points of silver skin

Weapon	Attack	Parry	Damage
Ramming	60%	—	2D6

Skills: Dodge 90%, Swim 100%, Whistle 75%.

Abroad on Pan Tang

The eight shrines, their discovery and the consequences of the adventurers' actions there, are discussed below. The adventurers may tackle them in any order. The gamemaster must describe their arrival on the island, and their journeys across it. Obviously, the adventurers do not know the exact nature and location of each shrine; they will need to ask questions. The gamemaster is referred to the Background Sections and Encounter Tables for further information, and to generate additional scenes. This scenario can easily be expanded to cover many sessions' play.

The adventurers' disguise works, by and large; few people challenge Priests of Balan. However, some have questions and requests for the traveling torturers. Some possibilities are given in the section below, *Eight Tasks for Balan*.

These are strange days in Pan Tang. All have heard the Theocrat's word that the Doom or Fortune of the nation waxes near; no-one wants to be found lacking. Demons are feverishly summoned in numbers too great to control. Sacrifices are milled through the Chaos Temple in a ceaseless bloody tide. Sorcerers and scholars confer and seek the answer to the great question of Pan Tang's future. Everyone looks for signs and omens, in the form of strange events or strange behavior. In this place of the mad, right now everyone is a little bit that more crazy.

Eight Tasks For Balan

These encounters can be placed where and when the gamemaster desires. They occur because the populace assume the adventurers really are Priests of Balan, and thus desire their services. Some of these requests are abominable.

1. A noble greets the adventurers in the streets of the city, and invites them to his house for dinner. He is attended by three boy-slaves. In his home is a shrine to Balan. After the meal, he asks the adventurers to fashion the three boys to mimic hear no evil, speak no evil, and see no evil — in other words, to deafen one, cut the tongue from another, and blind the third. An Oratory or Persuade roll combined with some feasible religious reason will let them off.

2. The Bishop of Balan the Grim rides past the adventurers in his tiger chariot. He stops to ask them who they

are, and what deeds of torture they have performed today. Does he recognize them as false Priests? No, but the adventurers can sweat it out.

3. A group of warriors lead a Champion of Law through the streets. When they see the Priests of Balan, they shout for them to come and torture the man on the spot.

4. In the streets of the city, a tiger turns and attacks its handler. After killing the man, it stalks towards the adventurers. By the law of Pan Tang, they are not allowed to harm it, and if they do, all will know that they could not be real Priests. The tiger growls at them, and returns to its meal.

5. A group of Priests of Hionhurn hail the adventurers. They seek debate; they argue for the glory and sanctity of immediate execution, as opposed to the less immediate and far less pleasing practice of torture.

6. Away from the city, the adventurers surprise a group of raiders from Tarkesh. The men of Tarkesh see that they are Priests of Chaos, and attack.

7. A plantation owner sends a slave out to fetch the adventurers when he sees them passing by. A rogue demon has taken up residence in his granary, and has killed all who have tried to dislodge it. He wants them to bind or destroy it for him.

8. Anywhere on the island, an Agent of Balo rushes up to the adventurers. He demands that they undertake a task for him. If they accept, he reaches into his pocket, and produces a dead fish. "Take him to the ocean, and set him free!"

Three Shrines In the City

The Rack of Ruin

The Rack of Ruin is a shrine to Balan the Grim. It is a popular feature of the Garden of Pain. In their guise of Priests of Balan, the adventurers are treated with respect and awe as they walk through the gates of the infernal Garden; this is truly their domain. They are followed about by a swarm of enthusiastic children, who pester them to be shown some clever and entertaining new torture. If they disappoint their young audience, the shrill howls of indignation attract the adults, and alert all to the apparent reticence of these torture experts. A

convincing story and a Persuade roll is needed to explain to the bloodthirsty crowd why they will not do the deed. If they do accede to public demand and perform some torture, then innocent blood has been shed on a quest for Law.

Once they have negotiated their fans, the adventurers can locate the Rack of Ruin. It rests in a shady grove. The Rack is made of stone and metal, a wide flat bloodstained bed with eight clamps and eight claws along each axis. It is an abominable device, working with awful patience to stretch its victims not just lengthwise but also widthwise; a day on this unspeakable device transforms the human body into a red and fleshy pancake. No one ever lives longer than the first twelve hours. The victim always dies at dawn, and at dusk the cadaver is scraped off and a fresh slave is strapped in.

Priests of Balan are a common sight paying their obeisances here, so the adventurers will be entirely unremarkable figures as they kneel in front of the Rack. Usually this is for prayer, but in this case it is to dig a hole to bury the Talisman. Once the Talisman is placed, every slave undergoing torture in the Garden suddenly dies, quietly and peacefully. Enraged Pan Tangians poke and prod the relaxed corpses, but life has already left them. Gears jam on the Rack of Ruin, and all the effort of the real Priests of Balan that night is unable to unjam it; the hideous machine is now useless.

The Lectern of Broken Truths

The University of Lucid Perversity is a feature of intellectual life in Hwamgaarl, and its doors stand open to any who wish to conduct research there. The adventurers may enter freely.

The halls are a labyrinth, and echo with declaration and experimentation. The adventurers pass all forms of bizarre tuition: groups of young sorcerers studying foaming brews and bottled mutations; demon binding, performed live; instructional torture; lecturers mumbling to drugged students about the Million Spheres; and one mad professor who tirelessly harangues a hall of patient rotting dead.

THE LIBRARY

The Library is the center of the University, a tower of many stories crammed with volumes, maps, scrolls, theses, documents, and other records of infernal knowledge. The building is hollow, and the central shaft stretches from the austere Reading Room on the ground floor up through the galleries to the lambent roof, which is made of tiny pieces of glass individually tinted with

blood and then fused together. This gives the interior of the library a dark and reddish glow. The researchers read by the light of oil lanterns, burning wicks set into the hollowed crowns of human skulls. Libraries are usually quiet, but this one resonates with laughter, screams, wrestling, grunts, pursuit, gibbering, and other less human noises.

If the adventurers spend some time researching in here, they may find maps and books which will pinpoint the location of all eight shrines (except the mobile shrine of Balo).

THE READING ROOM

The Lectern of Broken Truths is set in the center of the Reading Room. There are currently three studious Priests of Maluk here. Their mouths have been sewn shut, and each has but one eye. They divide their attention between their books and the adventurers. The Lectern is set on a raised wooden platform. It is an unholy pulpit, fashioned from jagged dark wood. Splinters pierce and snare the notes of any lecturer, and steal his blood should he be unwise enough to pound it during his discourse. The thing is carved in the semblance of a hunched man; his arms bend back to form the bookrest, his legs are the stand, and his drawn wooden face leers at the audience.

While the adventurers stand on the platform, the Lectern repeats everything they say in a grating echo; this provides amplification to a lecturer. If this incriminates them, the three Priests leap to their feet and draw their weapons. They are unable to call for help, due to their stitched lips, and sounds of violence and pain are not unknown in the Library; if the adventurers can dispatch the Priests within five rounds, and hide the bodies, the combat goes unnoticed. Any longer and someone will see that Priests of Balan fight the Priests of Maluk; because this is Maluk's place, they join sides with the real Pan Tangians. Add 1D3 combatants every round. Once the fight begins, the Lectern becomes animate, and wobbles and stomps its way around its little platform, kicking any adventurers in range.

THREE PRIESTS OF MALUK

Take these from the *Pan Tang Digest*.

THE LECTERN OF BROKEN TRUTHS

The Lectern is indestructible. It makes two kick attacks per round. It does not leave the platform.

Weapon	Attack	Parry	Damage
Kick x2	50%	—	2D6

With a DEX x3 roll the adventurers can prize some of the boards of the platform apart to place a Talisman of Law. Once this is done, the Lectern falls silent, and does

not move again. The ink runs on the pages of all the open books in the room.

The Purple Pebble

The Purple Pebble is the most holy artifact of the Church of Balo in Pan Tang; consequently, it is entrusted to the person most likely to lose it. The Pebble was last known to be in the hands of Mishmax the Unstoppable. The adventurers must ask around after him; there is a 12.5% chance (roll 8 on 1D8) that any person asked knows of him. Once they find someone, he or she says that they saw Mishmax this morning; he said he was going to spend the day on the cliffs, tearing the wings off seagulls.

The adventurers must walk to the heights of Hwamgaarl. Here is where the largest and most important houses and towers are; those who have found favor with the Theocrat, and are thus able to live in the shadow of the Palace-Temple. A See roll notes a lone figure atop the cliffs on the northern side of the harbor.

MEETING MISHMAX

The figure on the cliffs is the Novice Priest of Balo, Mishmax the Unstoppable. The rocks around him are messed with blood and feathers, and he is throwing bread to a group of suspicious gulls, who will not come within his reach. As the adventurers approach he smiles and offers them sandwiches of gulls' feet.

MISHMAX THE UNSTOPPABLE

Mishmax is mess of styles and colors. His cheeks are streaked with mascara from his eyes, as if he has been weeping bitterly; but his smile is broad and good-humored. A central strip of his head is shaved. To the right of this, his hair grows long and black, and flows in wisps towards his waist; to the right he has short, curly red hair. His legs are naked, and he walks barefoot, yet he wears plate armor on his upper torso.

STR 10 CON 11 SIZ 11 INT 8 POW 23 DEX 16 CHA 17

Hit Points: 11 Armor: Half Plate (1D8-1)

Damage Bonus: None.

Weapon	Attack	Parry	Damage
Light Mace	22%	77%	1D6+2

Skills: Climb 99%, Dodge 88%, Juggle 44%, Scent 33%, Sing 11%, Tumble 55%, Weird Lore 66%.

Languages: Common 14%/41%, Mabden 21%/12%.

If the adventurers immediately kill Mishmax, they have acted hastily; a search of his body finds no trace of the Purple Pebble. They will be unable to find it anywhere, and must give up on placing this Talisman.

If they choose to ask Mishmax about it first, he grins broadly and reaches into a pouch which dangles from his ear. It is empty. Frowning, he searches himself, gradually stripping off his armor and clothes, most of which tumbles hundreds of feet into the sea. After he's divested himself of all his clothing, he searches in his

hair, his ears, his mouth, his armpits, his nostrils, everywhere; he finally admits that he's lost it, and starts to cry.

Kind words from the adventurers may help his memory. Where did he last see it? In the pouch. When? This morning, when he got dressed. Perhaps he should retrace his steps? A fine idea. He gathers up the clothing which remains and, hopping and tugging and dressing, leads them back to Hwamgaarl.

As they go, Mishmax chatters on. The gamemaster can use him to report rumors currently aboard in the city, such as: there have been omens reported at the Palace-Temple that the Doom and Glory of Pan Tang has begun; they say that soon the mermen will be seen again, they haven't been seen for a hundred years, and that this will signify the beginning of the end; the Theocrat has announced that there are foreign spies loose on the island, and that everyone must be vigilant; they say that on the west wall of the city last night, all of the screaming statues barked like dogs; they say that the Shadow Tower was clearly seen two nights ago, and that a burning person fell from the roof; and they say that by the next moon, the very Lords of Chaos will walk among the people of the island. So the cheery Novice prattles and gossips, and takes them to his dwelling.

AT HOME WITH MISHMAX

Mishmax lives in the top room of an empty tower. The lower floors are blasted and empty, and in great shining patches the stone has melted and run. Several skeletons are fused with the walls. Mishmax moved in after the death of the previous tenant, Ban'assh Frelkin (he pats Frelkin's bony head on the way past). The stairs are unsafe, and a Climb roll is needed to negotiate them; failure means a fall for 1D6 damage. A Listen roll detects screams from above.

Mishmax's room is a jumbled mess. He enters it quickly, and puts his back to one section of wall. He does not move from there, and is last to leave the room when the adventurers are finished. If someone tricks him or forces him to move, on the wall behind him is a crude and spirited caricature of the Theocrat.

Some of the weird objects in the room include a screaming statue in one corner (he and some friends stole it as a prank, he's been meaning to put it back, honest), a stuffed Devil Lizard, a mass of shredded paper in which he sleeps, scattered clothing, the figurehead from a galley, and a fat family of sleek rats. Search rolls uncover the following items, and a Sleight of Hand roll on each enables the adventurer to steal them without Mishmax noticing:

- ✱ A tiny human skull, with glowing orange eyes. It is not sentient, but handy as a weak torch. It illuminates ten meters ahead of it.
- ✱ The Grimoire of Ban'assh Frelkin, containing Summonings for demons of the following breeds: Xafflenog, Hecanee, Kurdle, and Zhakorz.
- ✱ A necklace of gulls' beaks. It has no special properties.
- ✱ A bubbling potion in a glass flask. This effervescent fluid clears the brain and enhances thought processes, adding 1D8 INT for a period of 1D6 hours; however, it also robs co-ordination, taking 1D4 off STR and 1D4 off DEX for an equivalent amount of time.
- ✱ A demon dagger. Mishmax has forgotten about it, and it is bored; it allows an adventurer to steal it without protest.

AGRAXX

DEMON DAGGER	Breed Rednik	CV: 74
A slender dagger with a fluted blade, decorated with feather motifs.		
CON 30	SIZ 1	INT 15 POW 15

Powers: +2D6 damage. Any wound struck causes an itch [POT 3D6 vs. CON]; if successful, the target will scratch the itch, losing half-chance from any attacks until a CON X 1 roll is made.

There is no sign of the Purple Pebble. Mishmax frets and scratches; he went straight from home to the cliffs this morning, chatting to a few people along the way, but not stopping anywhere. Could he have dropped it off the cliffs? Then he cries, "I've got it! It must be in the Bone Orchards of Chardros!

"There was one gull which I caught, and got a handful of feathers, but it got away. It lunged off the cliff, but couldn't fly true. It veered and swept into the caves beneath the Chaos Temple. I climbed down and crawled in there to catch it. It had managed to get a fair way into the caves before I nabbed it. That's where I might have lost the Pebble."

BACK TO THE CLIFFS

Mishmax leads them back to the cliffs, and from there points to a cave mouth, fifty feet below, beneath the dark mass of the Chaos Temple. It is a perilous climb, which Mishmax starts immediately. With the skill of the insane and the luck of the foolish, he scoots down the rocky precipice, and scrambles over to the cave. He waves back up to them, and gestures for them to follow.

It requires a Climb roll to make it down. The adventurers should firmly attach themselves to ropes affixed to the top of the cliff; unless they do this, a slip here will mean a lethal plunge into the foaming sea, one hundred and fifty feet below.

THE BONE ORCHARDS OF CHARDROS

The cave mouth is dark and wide. Inside the fresh smell of the sea-winds blows clean an older, heavier smell of dirt and decay. The adventurers feel crunchings underfoot; human bones. The tunnel winds deeper into the cliff face, and as branches and catacombs open up

around them Mishmax soon scratches his head and wonders which way he traveled last time. A Search or Track roll uncovers blood and feathers from the wounded gull; these continue in a meandering trail through the dark stony maze.

The distant sound of the waves can be heard, and closer rustling sounds, as if the dead here dream uneasily. The air becomes staler and ranker. Many insects crawl through the tunnels, and explore the adventurers, getting in underneath their armor and into their metal masks. Some strange sights and sounds down here:

- * A terrible growling shriek resounds through the wormy passages; its author is unseen.
- * A rain of blood spatters from a crack in the ceiling in gushes and drips, forming a small lake. Clots float like lilies.
- * A large rat carrying a human hand.
- * That shriek sounds again, closer this time.
- * Groaning seeps from a side tunnel; a mortally wounded slave crawls along, escaped from the horrors of the Palace-Temple into these dark passages, but now being eaten alive by swarms of insects which scuttle and click all over his writhing form.
- * A Listen roll detects whispered conversation from a cavern ahead. In the cavern are two skeletons, slumped against the wall, their heads inclined towards each other. When the adventurers pass the cavern, the whispering starts again behind them.

THE PEBBLE UNCOVERED

At last they find a low chamber full of yellowed bones, splashed red and white with blood and feathers; here is where Mishmax caught his bird. A Search roll in here locates the Purple Pebble.

What do the adventurers do? They might kill him, and leave his corpse here with the Pebble and a Talisman; they might give him back the Pebble and also gift him with a Talisman, which he accepts with thanks, and stuffs into a pocket; or they might hide the Pebble from him and keep it themselves, or bury it somewhere. Any of these methods will work. Once the Pebble and Talisman are united, Mishmax's good humor bubbles away, and is replaced by brooding fear; across the city the grins of the Balo cultists momentarily sag, hollow and humorless.

THE SHRIEKING THING

As the adventurers make their way out, the terrible shrieking breaks out closer still, and a ravening thing charges towards them, plowing and splintering bones as it attacks.

THE CATACOMB THING

This creature is formed from four skeletons joined at the spine. It tries to rush in four directions at once, and constantly shrieks and howls with the torment of souls without rest.

STR 10+10+10+10



CON 10+10+10+10
SIZ 10+10+10+10
INT 1+1+1+1
POW 11+11+11+11
DEX 12+12+12+12
HP 10+10+10+10

Armor: None.

Weapon	Attack	Parry	Damage
Claws x8	60%	30%	1D6

SKILLS: Detect Living 80%.

The creature will attack one target per round, spinning around to strike at them eight times.

Every 10 points of damage inflicted on the Catacomb Thing smashes one of the skeletons and frees a spirit. The spirit howls and attacks the person who released it. Match its POW vs. the target's; if the spirit succeeds, the adventurer is possessed. If it fails, it rushes away, wailing. Possessed adventurers attack their companions, with their usual weapon skills. Each round they may endeavor to overcome their own POW with their INT; once this roll succeeds, they shake the spirit off.

After the adventurers have dealt with the Catacomb Thing, they can make their way safely back out through the tunnels, and up the cliff-face.

Five Shrines On the Island

The Execution Stone

The shrine of Hionhurn the Executioner is on the southern lands of the island. These are the farmlands of Pan Tang, where slaves labor and sweat to provide the nation's only produce. Those who are too old, or who have displeased their masters, are taken to the Execution Stone, and do not return.

The adventurers must ask for directions to the Stone, stopping at the different plantations, asking the overseers in the fields, or travelers on the road. Everyone they ask tells them "It's south of here," and, "Follow the headposts."

The Stone lies on the southernmost peninsula of the island. A road leads to it, signposted with grisly evidence: the headposts. The heads of those executed are placed on poles and faced towards Hwamgaarl (the rest of the bodies are cast into the ocean, or given to the Devil Lizards, or ground up and fed to the other slaves).

The adventurers are not the only pilgrims. Also on the road march eight Priests of Hionhurn. They escort a young couple; their master found them holding hands and comforting each other, and instantly condemned them to death. They stumble along, numb and frightened, with black hoods over their heads. The Priests

chant a litany to Hionhurn, crazing the slaves with fear and illness.

The gamemaster can decide where the adventurers meet this party; on the road or at the Stone? The proposed fate of the slaves is obvious; do the adventurers rescue them? If they do not, two more deaths weigh upon their conscience. If they do step in, they will have a stiff fight against the horned Priests, but will gain two keen allies.

At first the slaves are equally scared of the adventurers, but if they reveal that they are not in fact Priests of Chaos, the two will ask to join their quest, especially if the adventurers offer escape from Pan Tang. The pair will pose as 'slaves of the Priests' to outsiders. They do not presently have any weapons or armor.

The Execution Stone is a great chunk of white granite, long since stained pink by the deaths it has hosted. A profusion of lush and fleshy plants have sprung up around it, nourished by the blood. Once a Talisman is buried here, the plants sicken and wilt, and fine cracks appear on the Stone. Any axes carried by the adventurers are instantly blunted, and do only half-damage until resharpener. Even after a thorough going-over with a whet-stone, that ax will always do 1 point less damage.

EIGHT PRIESTS OF HIONHURN

Use the statistics given in the *Pan Tang Digest*.

BROWAN

He is a handsome youth, with fine features and a shock of black hair. He had been making a living by thieving in the streets of Dhakos. To escape conviction, he stowed away aboard a ship bound for Ilmora. He chose the wrong ship; it was captured by Pan Tangians.

STR 13 CON 12 SIZ 13 INT 11 POW 15 DEX 13 CHA 17

Hit Points: 13 Armor: None.

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Club	39%	34%	1D6
Dagger	27%	25%	1D4+2

Skills: Hide 63%, Listen 36%, Move Quietly 68%, Plant Lore 18%, See 25%.

Languages: Common -/55%.

RIONA

A tall girl, seventeen, with blonde hair and brown eyes. She is from Lormyr, and the daughter of a nobleman. She is a skilled hunter, but has never fought against humans, only game. She was captured by Pan Tangians on her way to the Purple Towns; her father was sacrificed.

STR 14 CON 10 SIZ 15 INT 12 POW 13 DEX 16 CHA 13

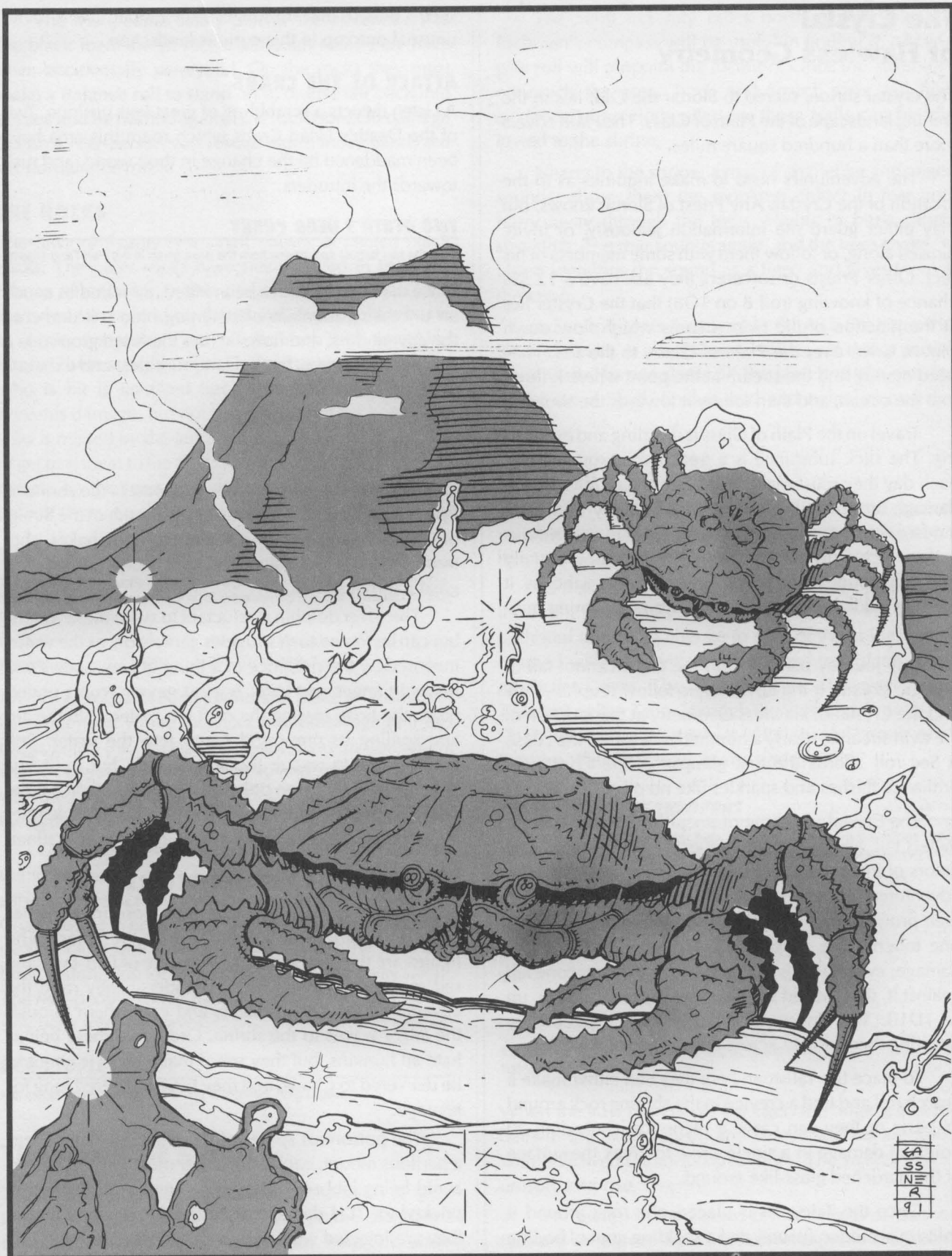
Hit Points: 13 Armor: None.

Damage Bonus: +1D6/+1D4

Weapon	Attack	Parry	Damage
Self Bow	62%	-	1D8+1
Dagger	43%	27%	1D4+2

Skills: Dodge 51%, Ride 56%, See 47%, Track 44%.

Languages: Common -/60%.



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THE PLAIN OF GLASS

The Crystal of Flawless Geometry

The crystal shrine, sacred to Slortar the Old, lies in the shining landscape of the Plain of Glass. The Plain covers more than a hundred square miles.

The adventurers need to make inquiries as to the location of the Crystal. Any Priest of Slortar knows, but may either guard the information jealously, or invite himself along, or follow them with some members of his sect. Other Priests or sorcerers they ask have a 12.5% chance of knowing (roll 8 on 1D8) that the Crystal lies at the junction of the twin streams which flow down Mount Grief, over the Plain of Glass, to the sea. They need merely find the stream at the point where it flows into the ocean, and then follow it towards the source.

Travel on the Plain of Glass is dazzling and exhausting. The slick substance is a treacherous surface, and each day they must make a Balance roll or fall for 1D6 damage (armor will protect). It is a lonely and eerie landscape. There is no life here, save the enormous crabs which prowl amidst the shining outcrops. Usually the only sounds are those made by the wind as it whistles oddly amongst the canyons of gleaming minerals.

Any journey parallel with the coast cannot fail to find the stream. If the adventurers follow it uphill, they find the Crystal of Flawless Geometry at the junction of the twin streams, nearly a hundred miles from the coast. A See roll affords the first glimpse of the Crystal; its brilliance flashes and sparkles like no other.

The Crystal is a thing of unearthly beauty. It is ten meters tall, and gleams and reflects a thousand searing colors of incomparable hue. In its glittering depths the adventurers see themselves reflected old and stooped, their proud frames bent, their muscles withered. If anyone touches the Crystal, it cuts them for 1 point of damage; every facet is impossibly sharp. If someone fell against it, they would sustain more serious damage, up to 1D10. The Priests of Slortar sacrifice people by dragging them slowly across the surface of the thing.

To place the Talisman here they can either make a Search roll and find a crevice in the shining rock around its base; or they can carve a niche for it, needing 20 points of damage in a single strike to break the surface of the hardened glass-like ground.

Once the Talisman is placed, the rock around it splits in a sudden fissure, and a scalding gout of boiling water sprays forth. All must roll Dodge or take 1D6 damage, against which armor is useless. The Crystal

seems dulled, and no longer exceptional; just another unusual outcrop in this curious landscape.

ATTACK OF THE CRABS

A Listen detects a scrabbling of great legs upslope. Two of the Death's Head Crabs which roam this area have been maddened by the change in their world, and rush towards the intruders.

TWO DEATH'S HEAD CRABS

Take the two largest specimens from the ones given in the *Pan Tang Digest*.

Once the monsters have been killed, their bodies exude an unceasing fountain of steaming blood. It drenches the adventurers, and flows across the fused ground in a red tide. Far above, the volcano rumbles, and exhausts a rolling cloud of steam.

The Jaws of Pyaray

On the storm-wracked north-west coast is the shrine to Pyaray, a jagged rock outcrop at the mouth of the Straits of Chaos. To the west the sea tosses and shakes, shot through with weird colors and constantly heaving with great internal storms.

The silver dolphin is reluctant to swim these waters, but can be forced to. It struggles gamely on, as the water, incensed by the presence of a thing of Law, spews and hisses in anger and hate. A great geyser erupts underneath the boat, tossing the craft ten meters into the air, and spilling its crew and cargo into the water. Bell quickly tries to rescue the adventurers, but must first right the boat, and can only fetch one of them at a time. Those in metal armor quickly sink; those in leather armor or no armor must make a Swim roll to stay afloat.

THE RETURN OF THE MER-PEOPLE

Dark shapes mill below them, and those in the water are seized from below and borne up to the surface. The figures are the ugly spined Mer-people of Pan Tang, the sad remnants of the ancient islanders. They raise the adventurers onto their backs, and carry them through the angry waves to the shrine. Ordinarily these beings hate all humans, but they sense that a blow is about to be delivered to Chaos, and they have hungered long for revenge.

The poisonous spines of the creatures make them a perilous mount; each adventurer must roll DEX X 3 to avoid being jabbed. If they fail, they are inadvertently pricked for 1D4 damage. If this penetrates their armor, they are injected with poison for 1D10 damage. If this overcomes their CON, they are paralyzed for 1D100 minutes.

The Mer-people safely deliver the adventurers to the black foam-swept rocks, although some may have been accidentally paralyzed. On the rocks they must make a Balance roll to stand on it, or else fall back into the sea and be bashed against the rocks for 2D6 damage before a Mer-person can rescue them; those paralyzed get no Balance roll.

THE ROCKS

The Jaws of Pyaray is a small cluster of jagged black rocks. The outer rocks have been carved in the semblance of tentacles; within this circle is an altar. Once the adventurers land on the island, the tentacles begin to move, sweeping them off the rock with smashing blows. These attacks can be Dodged or Jumped. Anyone who is hit is knocked back into the water. A Parry prevents damage, but not being knocked back. Anyone who is missed by the tentacles can attempt a Climb roll to get past them to the altar. The tentacles can only attack people on the seaward side; once the adventurers get behind them, on the center of the island, they are safe.

THE JAWS OF PYARAY

The shrine is indestructible. There are eight stone tentacles around the shrine; because of their placement, not all of the tentacles are able to attack one side of the outcrop.

Weapon	Attack	Parry	Damage
Tentacle x8	40%	—	2D8

An INT x3 roll is needed to find and place a Talisman of Law in a nook where the sea cannot dislodge it; if this roll is failed the Talisman is swept away by the raging water. However, Bell dives for it, and soon re-emerges with the precious item in its mouth. The adventurer can try again.

Once the Talisman is placed, the tentacles become unmoving stone once more, and the sea around the shrine ceases to froth and churn (although the Straits of Chaos to the west double in fury and tempest). In this sudden calm Bell is easily able to fetch the boat and bring it alongside for the adventurers to sail away safely. The Mer-people watch their departure, and then slowly sink back into the waves.

MER-PEOPLE

Mer-people statistics can be found in the *Pan Tang Digest*.

The Skull of Skulls

The Skull is an old stone altar in the northern jungles, the site of the Mabden's first landing on the island, and the birthplace of their Chaos worship. Now it is abandoned to snakes and tigers, except for the occasional special ceremony.

The Skull lies fifty miles north of the volcano. Brehmen's compass will be useful in finding it; a Navigate roll will pinpoint the location. Once the adventurers reach the area, Track and Search rolls will find evidence of previous pilgrims; these trails can be followed to the shrine.

Nearer to the shrine, a roar of challenge and anger sounds; above them the monkeys chitter in fear and hurry away through the trees. Flights of birds shriek skywards. The roar sounds again, and the trees shake. A Listen identifies the sound as a tiger, and gives them a direction.

A See roll spots a gray mass through the trees: the Skull of Skulls. It is a massive edifice, set into a partial stone wall. Human skulls fill the jaws and eye-sockets of the stone Skull. Snakes curl and twine among the bones.

THE TIGER

Standing in front of the shrine is an enormous tiger. It watches them coldly, yellow eyes blazing. Its tail lashes, its ears are flattened.

As it stares at them, great yellow eyes open within the Skull, mirroring those of the tiger; then the eyes of both idol and beast change to eyes of the coldest gray, rimmed with red, with irises of depthless black. They are human eyes. They are the eyes of Jagreen Lern, Theocrat of Pan Tang. Through the tiger and through the Skull, he sees the false Priests of Balan, and knows what they are. The tiger roars again, and springs.

THE TIGER OF THE THEOCRAT

The Theocrat raised this beast from a cub, and forged a sorcerous bond between them. He can see through its eyes, and loans it magical power. It will come to his call, no matter what distance.

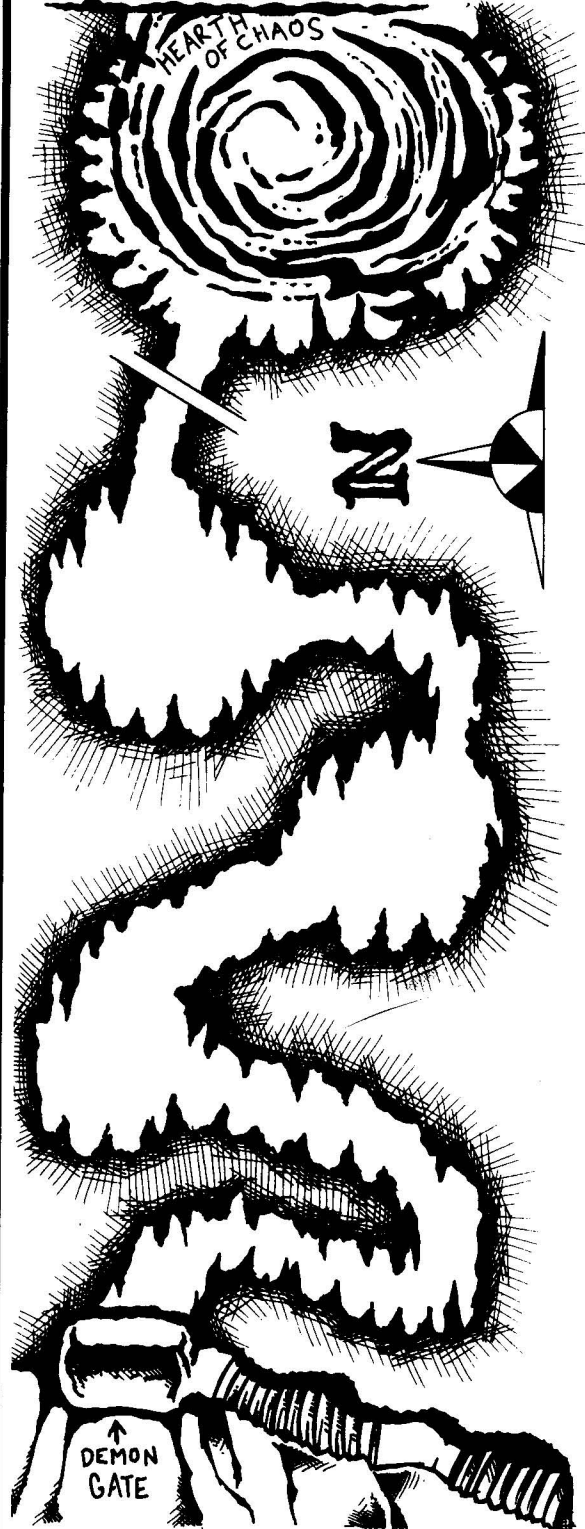
STR 30	CON 24	SIZ 24	INT 6	POW 18	DEX 24
Hit Points: 36		Armor: 2 points of fur			
Weapon	Attack	Parry	Damage		
Bite	65%	—	3D6		
Claw x2	90%	50%	1D6+3		
Rip	*	—	3D8		

Skills: Hide 100%, Move Quietly 100%, Scent 100%, Search 100%, Track 100%.

When the adventurers kill the tiger, the huge gray eyeballs in the Skull vanish, and its eye-sockets are filled with hollowed darkness once more. The snakes hiss in unison, and rise, swaying.

(Far away, in the Palace of the Theocrat, crashes resound as Jagreen Lern strides through his chambers, sending slaves and demons cowering. "Guards! Guards! To arms! We march for Mount Grief!")

Volcano Tunnels



THE SNAKES

To place their Talisman, the adventurers must brave the snakes. The serpents do not strike if the adventurers move with deliberate slowness; if they do this, and make a DEX x3 roll, they are not attacked. A burning torch makes the snakes hiss and rage, but keeps them at bay; the person wielding the torch must roll DEX x3, or a serpent lunges in past their guard for a lightning strike. They could douse the shrine with oil and light it; this kills many reptiles and drives the rest away. If they do this, the Skull breathes a great tongue of flame back at them (2D6 damage). It only does this once.

SNAKES

There are dozens of snakes here. They are yellow and orange, with tiger-stripe markings in black and brown.

STR 3 CON 5 SIZ 2 INT 2 POW 5 DEX 14

Hit Points: 5 each

Armor: None.

Weapon

Attack

Parry

Damage

Bite

90%

—

3D6 (venom)

If an adventurer bitten by a snake wears armor, and can make a POW X 5 roll, the serpent's fangs do not penetrate.

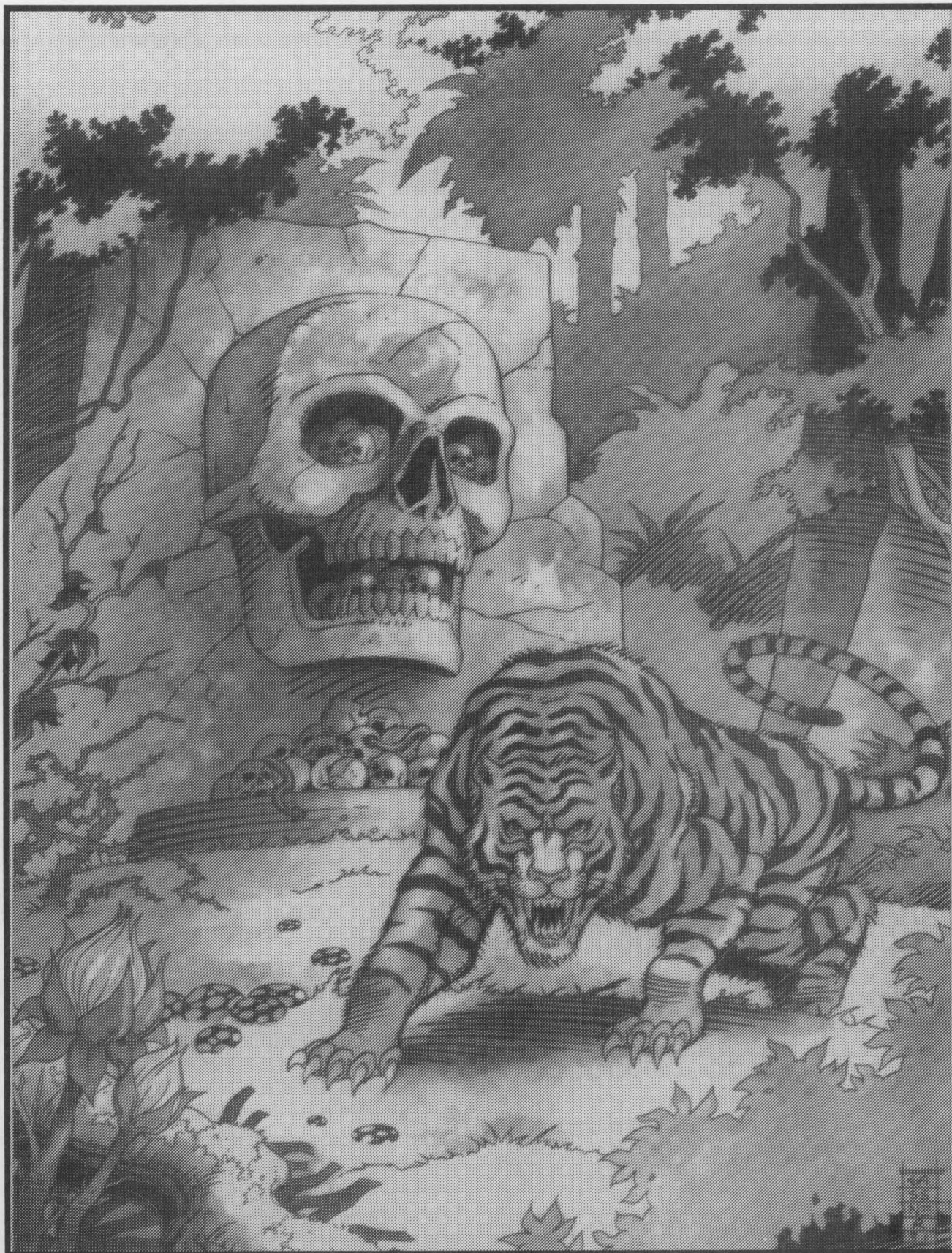
Skills: Ambush 70%, Hide 80%, Move Quietly 90%.

Once a Talisman is buried here, every tiger in the jungle roars in anger; a huge noise that crashes through the trees like thunder. Any remaining snakes crawl away from the shrine. More cracks appear in the Skull, and its lower jaw cracks and sags, vomiting skulls onto the jungle floor.

The Hearth of Chaos

The eighth shrine lies under Mount Grief, the island's semi-active volcano. It is sacred to Mabelrode, and represents the great forge at which the Lord of Chaos smelts new weapons. The adventurers were told to approach this shrine last. The scenario assumes that they have done so, and that this takes place at some time after they have visited the Skull of Skulls.

The shrine is reached by an old lava tunnel. The entrance to the tunnel is at the base of the volcano, on the western side. No roads lead to it; the adventurers must search the landscape for signs of the opening. A flight of 64 steps have been carved before the entrance, giving it a distinctive appearance. Currently the Theocrat and seventy warriors are camped before the entrance. A demon slowly circles the skies above them. When it spies the adventurers approaching, it relays word to its master. The Theocrat orders that camp be broken, and deploys twenty men outside the cave. He and the other fifty enter the tunnel. If the adventurers make a See roll, they see the flying demon as it circles, and then swoops to ground.



THE SKULL OF SKULLS

Before the entrance is a lava plain, dotted with boulders of basalt. There are twenty Pan Tangian warriors in hiding here. They are waiting for the adventurers to move into the volcano, and then they will follow. For now, they remain hidden, in places which cannot be seen if the adventurers take the direct route to the cave. The adventurers only become aware of them if they make a critical See or Listen roll, or if they conduct a reconnaissance among the boulder plain. If the warriors are discovered, they attack with intent to drive the adventurers into the volcano tunnel.

At the bottom of the stairs in front of the tunnel entrance is a skeleton, picked clean. Rusted armor and soiled rags keep the bones together; it has no weapons. It has a living eye in its socket, which stares ahead fixedly. This is actually the spider-legged eye of a demon of the breed Ollokot; the body of the demon is carried by the captain of the warriors in hiding. As soon as the adventurers' attention is directed away from the skeleton, the walking eye scuttles out of the hollow skull and leaps for an adventurer's clothing, concealing itself in the folds. Anyone who looks back at the dried corpse after this occurs will notice that now both eye sockets are empty. A Search roll will find the eyeball hiding on their persons. If they do not find it, they are carrying a spy.

TWENTY PAN TANGIAN WARRIORS

Use the City Guard statistics from the *Pan Tang Digest*.

OLLOKOT DEMON

Its statistics can be found among the Domestic Demons in the *Pan Tang Digest*.

THE ENTRANCE

Each of the stairs leading up to the entrance has words carved on it, in the Mabden tongue. These are devotions to the Lords of Chaos, and a successful Read Mabden roll must be made on each. The correct procedure is to walk slowly up the stairs, pronouncing the devotions.

Humid vents of air gust out of the tunnel mouth. A demonic face forms in the lintel above the opening, and if the adventurers did not correctly pronounce all 64 devotions, it snarls "By the order of the Theocrat of Pan Tang, you are forbidden entry here". This is a demon door, and it projects a stream of magma at each person who tries to enter. This can be Dodged or Jumped. If the attack misses, the adventurer can run through safely. They may choose to attack it, in which case it spits magma once per round.

URTHERN

DEMON DOOR		Breed Diamennis			CV: 198
CON 20	SIZ 20	INT 13	POW 15	DEX 19	

Hit Points: 28

Armor: 10 points of stone.

Weapon	Attack	Parry	Damage
Magma Stream	75%	—	3D6

Powers: Eye x2, Magma Stream (Burn Attack, 10m range), Skills.

Skills: Listen 70%, Search 20%, See 20%.

Languages: Common -/65%, High Melnibonéan -/65%, Low Melnibonéan -/65%, Mabden -/65%.

INSIDE THE VOLCANO

The tunnel wends its way into the heart of the mountain. The rock walls within are red, and warm to the touch. The temperature rises as the adventurers move forwards. Those wearing metal armor must roll CON x3, or find themselves tiring out; they must subtract 5% from all their attacks, parries, agility and manipulation skills. Behind the adventurers, the twenty warriors in the lava plain come out of hiding and follow them into the cave.

The passages beneath the volcano pulse with a reddish light; it is navigable but dim, and adventurers should subtract 20% from any See, Search or Track rolls. The tunnel leads through galleries of sweating stone; through porous caverns where the rock seems to breathe; and through a long wide tunnel with walls of glass, behind which living magma pulses and moves. It gets hotter and hotter, bathing the adventurers in sweat, and making their weapons slippery within their grasp. The heat inside the metal masks of Balan is intolerable; if the adventurers do not remove them, they must roll CON x3 or pass out.

THE THEOCRAT'S TRAP

The adventurers arrive in a large cavern, jawed with stalactites and stalagmites. Figures move amongst them; fifty of the Theocrat's Guard. From the back of the cave, a terrible cold voice speaks out: "Enemies of Pan Tang, you are in the presence of Jagreen Lern, the Theocrat. Drop your weapons, or prepare to die where you stand." Forty of the Theocrat's Guard move forwards; the other ten remain with their leader at the back of the cavern, blocking exit in that direction.

It is the Pan Tangians' intent to capture the adventurers, so that they can be properly sacrificed at the shrine they have come to defile. If the adventurers flee, between them and their escape are the twenty warriors who followed them in. Battle will be bloody, but the odds are hopeless; the adventurers must surrender, or die here.

Surviving adventurers are captured. The Guards strip them of their weapons; they do not, however, divest them of the Talisman of Law, as they do not know what it is or what it does. They are then taken into the presence of the Theocrat. The man's eyes burn with anger and insanity. "You have defiled the holy places of

my land, killed many of my subjects, and slaughtered my favored beast. For this, you will be consumed by that which you sought to profane." With the Theocrat at the head, the group marches deeper, under the volcano.

FIFTY OF THE THEOCRAT'S GUARD

Their statistics can be found in the *Pan Tang Digest*. Remember to tell the players that each and every one of them has Demon Armor and a Demon Weapon.

THE THEOCRAT

His statistics are also in the *Pan Tang Digest*; a more detailed version can be found on p.126 of the 4th Edition rulebook.

THE FIRES OF MABELRODE

Their journey takes them miles underground to the Hearth of Chaos, a high ledge above a great glowing pool of slowly turning magma. With two of the Guards holding each of them, the adventurers are forced up to the edge. Radiant heat rises in blistering waves; everyone takes 1 point of damage for every round spent in here. "Behold the Fires of Mabelrode!", screams the Theocrat. "I consign your souls to the Lords of the Higher Hells!" Starting with the person on the left, the adventurers are pushed into the pool. Death is instant. The best they can hope for is a STR x3 roll to take their two captors down with them.

The adventurers' only chance here is to drop the Talisman of Law into the magma, preferably before any of them are pushed in. If they do not do this, it falls in soon enough when the person carrying it is sacrificed.

When the Talisman is dropped in, it floats on the surface of the molten pool. Slowly the red-hot liquid begins to turn, faster and faster, as it rises up the shaft. A dull roar begins from below, and the cavern shakes. The volcano is waking. The Pan Tangians look worried; the Theocrat whispers "By the Lords of Chaos, no!", just as the magma bubbles over the lip of the ledge and sweeps towards adventurers and warriors alike in a scalding torrent.

THE COMING OF THE EIGHT

"No!" is echoed on the lips of eight of the Guards, as their forms bulge and swell and split. Blood showers as their bodies burst apart, and from within grow eight great figures of horrendous majesty: avatars of Hionhurn, Chardros, Pyaray, Mabelrode, Balo, Maluk, Balan and Slortar, the eight Lords of Chaos. Mabelrode steps forwards, and all of the magma collects in a glowing arc and streams into his body. He shudders and howls with glee, tilting back his head to drink the boiled stuff. He laughs, the stream stops, and the magma level drops away, back down the shaft. The volcano grumbles, and falls dormant once more.

Every Pan Tangian is on his knees, except for the Theocrat. The eight regard him coldly, and he slowly kneels. "Remember your station, Jagreen Lern," advises Pyaray. Slortar looks around; "Where is Ariocho?", he asks. "He does not stand with us in this matter," answers Chardros. "For him, the old bonds are stronger," says Balan. "He breeds his own pet", says Hionhurn. "He is a fool," says Pyaray. "No, I am the fool," finishes Balo. Maluk says nothing.

The Theocrat speaks. "We owe you our lives and power, and will do your bidding in this world. Accept these sacrifices I offer you, my Lords". "We shall", answer the Lords, and they take the adventurers and vanish.

THE EIGHT LORDS OF CHAOS

No statistics exist for the Eight. They are immortals, and can perform any action they choose. The adventurers are powerless to affect them.

In the Arms Of the Eight

The adventurers find themselves standing in the center of the Holy of Holies, in the Temple of Chaos. Light drifts in through the open wall, and they can see far out to sea. About them loom the eight great statues. As they watch, the statues begin to breathe, and are made flesh. The eight Lords peer down on them, and speak as one.

"You have trespassed in our lands. You have desecrated our shrines. You have opposed our will. For this, your lives are ours, to dispose of as we see fit. We choose to let you live, that you may experience each moment of the history you have endeavored to avert. Now you must undo what you have done. You must each go with one of us."

The eight stretch out their hands. Each adventurer must choose a Lord to accompany; no two adventurers can go with the same Lord. Once they have made their choice, the scene fades.

At the Shrines

Each adventurer arrives at the shrine sacred to that particular Lord. "Dig it up and give it to me," commands the Lord. He means the Talisman of Law. If the adventurer does not comply, the Lord kills them instantly; if they do, the Lord accepts the Talisman, and eats it. Unholiness returns to the site; the sea foams once more

around the Jaws of Pyaray, the slaves in the Garden of Pain scream in fresh agony, and so on.

A Choice

Each Lord then gives the adventurer a choice. With a gesture, they open a swirling vortex at the adventurer's feet, then holds them above it with one claw. "You are a warrior of cunning and skill. Serve me faithfully, forevermore." This is an offer of Agenthood. If the adventurer accepts, the Lord makes them swear fealty, and then departs. The adventurer finds an Amulet of Chaos in one hand, and a freshly bound Demon (of either the breed Bangongi or Ratchangett) in one of their weapons. The character is now an Agent of Chaos.

THE PRICE OF REFUSAL

If the adventurer does not accept, the Lord drops them into the vortex. Their fate varies with the Lord they have chosen:

Chardros: The adventurer falls into the Plane of Hrath, a nomad lost among the sands of shifting bones. Refer to the scenario *Chaos Exultant* in this book for details. His escape from the Plane is an adventure for the gamemaster to determine.

Pyaray: The adventurer falls onto the deck of one of the ships of his Chaos Fleet, with dead men for crewmates. His escape from the ship is an adventure for the gamemaster to determine.

Balo: The adventurer falls into wherever it amuses Balo most to send him; straight back under the volcano with the Theocrat would be amusing, but then again, so would stark naked on stage at a performance of the Theatre of Silence in Jadmar.

Slortar: The adventurer falls back to the land in which the adventurers began their quest. However, just before departure the Lord flashes claws and slashes his face open. He loses 1D8 CHA. If CHA is reduced to 0 because of this, he has pulled his face clean off, and the adventurer soon dies.

Mabelrode: The adventurer falls onto the field of battle. His weapons have been returned to him. The fight is a border skirmish between the troops of Jharkor and Dharijor; both sides assume that the adventurer is an enemy, and try to kill him.

Maluk: The Lord offers to send the adventurer wherever he wishes, but only in return for one of his eyes. Loss of an eye costs 2 points of CHA and 2 points of DEX. If he do not agree to this bargain, Maluk instead removes all of the knowledge from his head, and stores it in a thin book, which he puts into the University Library. The adventurer drops to an INT of 3. He then dumps the adventurer back to the land where he started from. To regain his intelligence he must travel back to Pan Tang, get the book, and read it; such a quest can be determined by the gamemaster.

Balan: The adventurer falls into the body of Brehmen the Devout; for a moment there is unbearable agony, and then Brehmen's body bursts apart. The adventurer takes 3D6 damage. He stands in a tavern in the land he began, showered with gore, with all eyes upon him.

Hionhurn: The adventurer falls into a queue of people walking to the block. The Lord offers to spare him if he will act as headsman. If he does this, he beheads victims all day, until the block is steeped in blood. Hionhurn is pleased, and offers him Agenthood again. If he refuses a second time, he is sent to the block once more, with no reprieve. Just as the ax falls, the adventurer is pulled away. He finds himself in the company of a beautiful child; it is Arioch. "Sorry to leave you hanging there, but I do so love a *Deus ex Machina*." The Lord wants news of Pan Tang, of the adventurer's quest, and of his fellow Lords. "I see they have already begun. Ah well; so shall I. Do have a full and active life, and, oh, try and see Imrryr while you still can." He returns the adventurer to any point in the Young Kingdoms he desires.

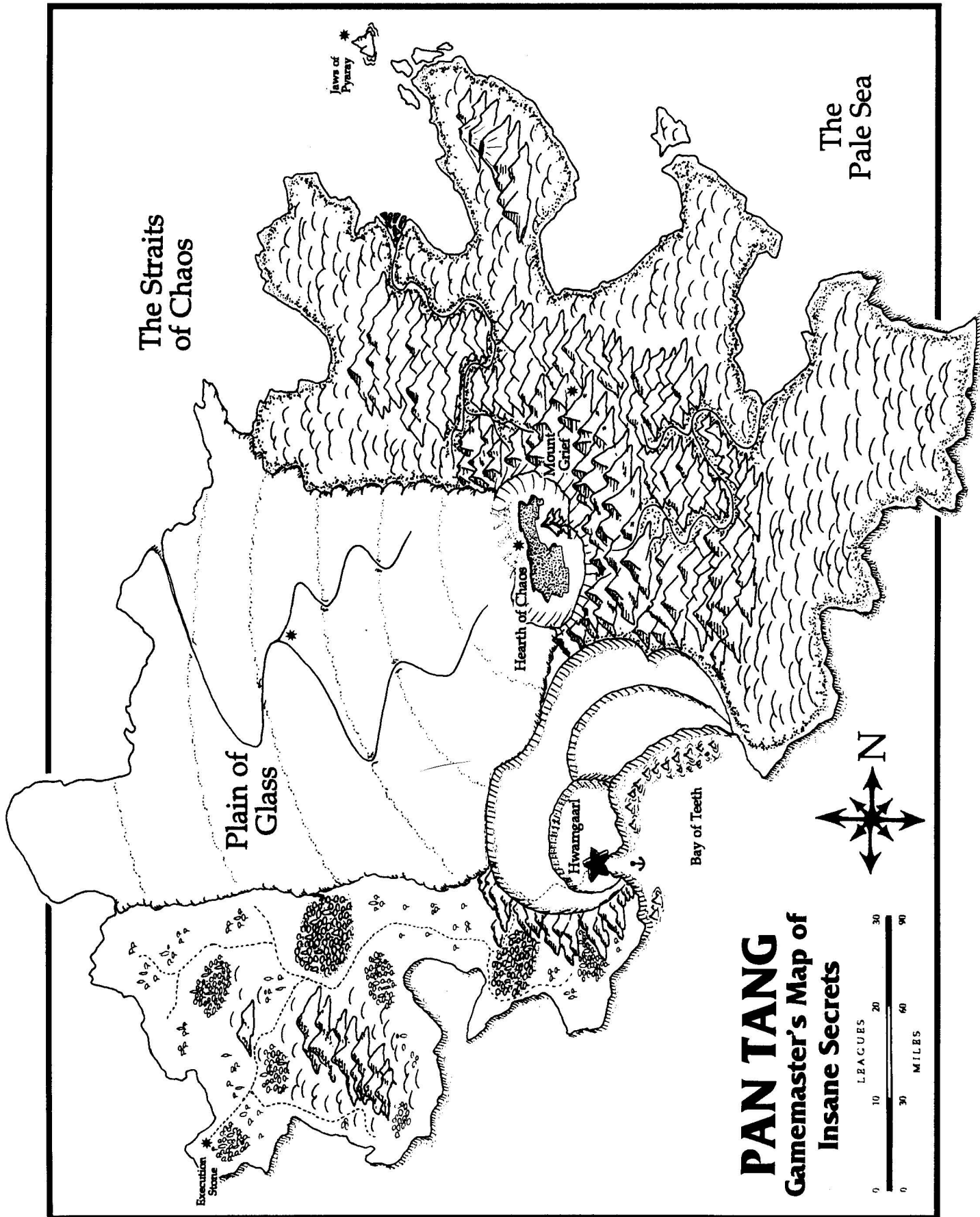
Ultimate Doom

The scenario finishes with the adventurers scattered across the Young Kingdoms; some may be Agents of Chaos, some may be dead, others may be defaced, or in peril. And what happens to the two young slaves, Browan and Riona? They would make a fine pair of scheming Chaos Agents to meet in a future adventure, their innocence gone, but their love for each other no less intense.

The scenario has a catastrophic conclusion, but punishments are mild in the face of the forces they have sought to thwart. The Glory of Pan Tang has begun, a long and bloody history which will eventually bring the island, and the rest of the world, ultimate Doom.



INSIDE THE PALACE-TEMPLE OF CHAOS



Stormbringer Grimoire

Title _____

Scribe _____

Grimoire Description _____

Notes & Protections _____

_____ Number of Pages _____

Breed _____ C.V. _____ Free Int _____

Description _____

Breed _____ C.V. _____ Free Int _____

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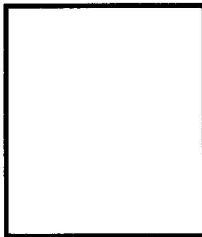
Breed _____ C.V. _____ Free Int _____

Description _____

Demons I Have Known

Demon Name _____ Breed _____ C.V. _____

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____



Picture

BINDING OBJECT/DESCRIPTION

SPECIAL POWERS & NOTES

ARMOR _____ rating _____

MAJOR WOUND LEVEL _____ HP _____

CURRENT HIT POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

POWERS

CV

SKILLS

ATTACKS

Attack

Damage

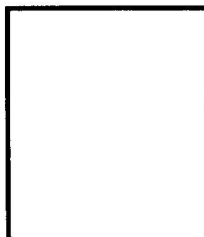
Parry

Bonuses:

DEMON WEAPON BONUSSES: Attack _____ Damage _____

Demon Name _____ Breed _____ C.V. _____

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____



Picture

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

POWERS

CV

SKILLS

ATTACKS

Attack

Damage

Parry

Bonuses:

DEMON WEAPON BONUSSES: Attack _____ Damage _____



SORCERERS OF PAN TANG

"At intervals along the walls they saw the screaming statues — once men and women whom Jagreen Lern and his forefathers had turned to rock but allowed to retain their life and ability to speak. They spoke little, but screamed much, their ghostly shouts rolling over the disgusting city like the tormented voices of the damned — and damned they were."

— Michael Moorcock, *STORMBRINGER*

Pan Tang is a grim island of lurking evil. Wild jungles to the north resound to the roar of a thousand tigers — the animal sacred to Chardhros the Reaper. The Plain of Glass divides the island, a shining wasteland of ancient volcanic catastrophe. The farmland to the south is a living hell to the slaves who work the great plantations.

The capital of Pan Tang is Hwamgaarl, the City of Screaming Statues. Tigers walk among men and feed when they please. Sorcerers study dark knowledge and summon awesome horrors from other planes to do their bidding. The citizens of Hwamgaarl take their pleasure in the Gardens of Pain, gather their knowledge at the University of Lucid Perversity, and propitiate the Lords of Chaos at the Palace-Temple of the Theocrat.

Jagreen Lern is the Theocrat of Pan Tang, presiding over this nightmare land. A new age is coming, and his armies are ready. Other nations of the Young Kingdoms already plot against Melniboné, and soon those plots bring war. Pan Tang hovers, vulture-like, awaiting the results of the first violent clash of Young Kingdom armies against the remaining might of Melniboné. Though Melniboné has ruled the world for 10,000 years, in only a small fraction of that time will it be destroyed.

WHAT IS STORMBRINGER?

STORMBRINGER is a roleplaying game in which the players join together to tell a heroic adventure. Under the supervision of one player, who takes the role of gamemaster, you and your friends verbally act out the roles of characters in a story. You will face the same kinds of situations and dangers that Elric, Moonglum, and Dorian Hawkmoon encountered, but this time you are in control and the results depend on what you decide your characters should do!

SORCERERS OF PAN TANG provides adventures and background for the *STORMBRINGER* roleplaying game. It features five scenarios, a magic system, information on the island of Pan Tang and its inhabitants, instructions for creating Pan Tangian characters, dozens of demons, and intriguing illustrations and maps.

Jagreen Lern, Theocrat of Pan Tang

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