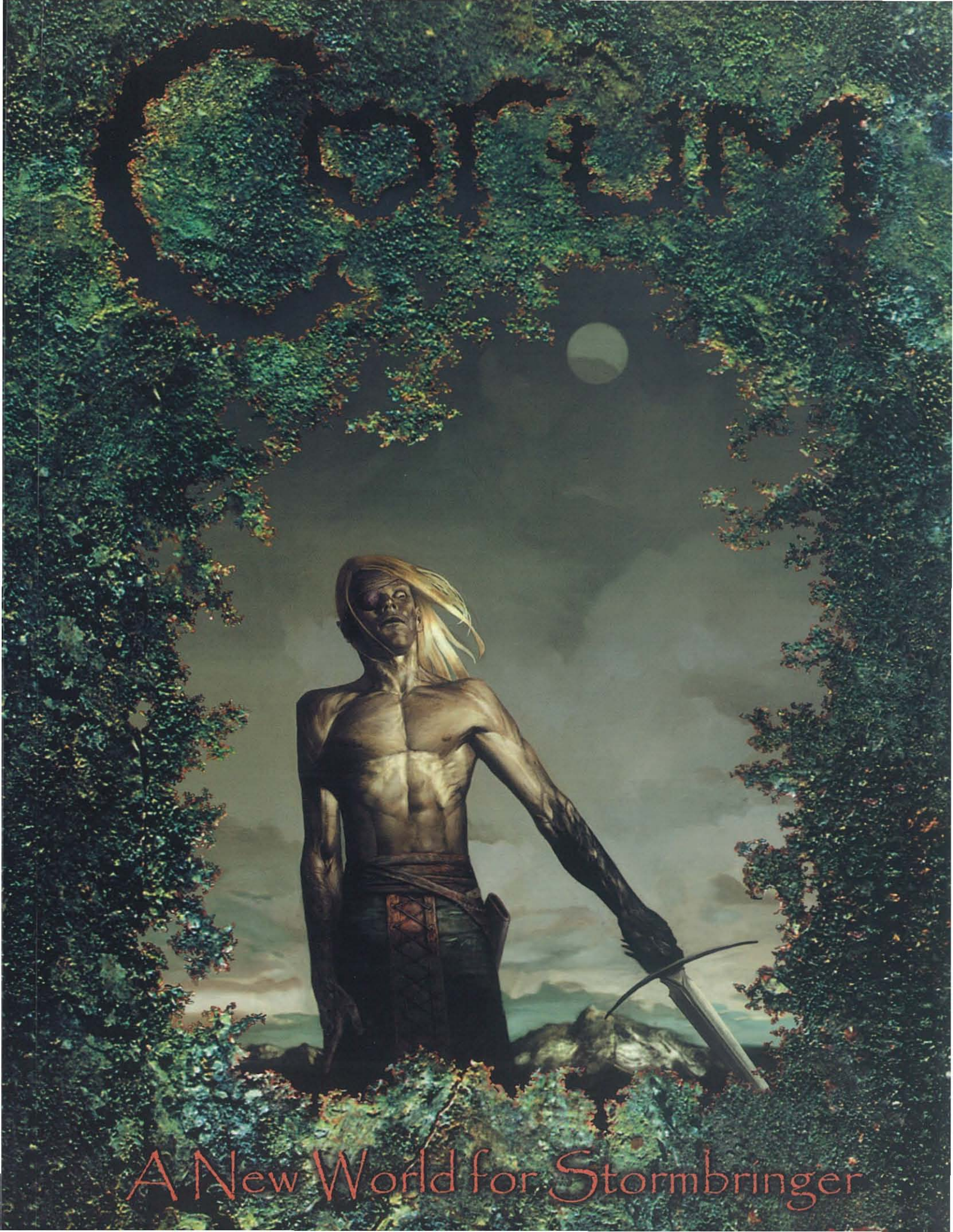




A New World for Stormbringer

CORUM

Heroic Adventures Across the World of the Five Planes

a world supplement for Stormbringer

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CONTENTS

Encyclopedia Mechanica

Adventurers.....	8
New Knowledge.....	20
Transport.....	24

Encyclopedia Cosmographia

Historia.....	32
Geographia.....	34
Bro-an-Mabden.....	34
Bro-an-Nhadragh (THE NHADRAGH ISLES).....	39
Bro-an-Vadhagh.....	42
The Coral Castles Of The Shalafen.....	49
Droonhazat.....	51
Gra-an-Venl (THE FLAMELANDS).....	51
Ice Wilderness.....	51
Khoolocrah.....	53
Lywm-an-Esh.....	56
Svi-an-Fanla-Brool.....	59
Urde.....	59
Other Mysterious Lands.....	59
Cosmology.....	60

Encyclopedia Conjuratoria

Philosophy.....	68
Sorcery.....	69
Contriving.....	93

Encyclopedia Masteria

Running the Game.....	104
Exotic Treasures.....	115
Inhabitants.....	119
Jewelled Destinies.....	137
The Prince Who Cried For Love.....	142
A City That Is Not.....	148



"...and the albino prince Elric of Melniboné was known, in another incarnation of the Champion Eternal, as Corum Jhalaen Irsei, the Prince in the Scarlet Robe. And he bore the hand of a god and the eye of a god with ever the same reluctance as his other self bore the black blade of Stormbringer..."

THE CHRONICLE OF THE BLACK SWORD

INTRODUCTION

"...in the days before the coming of the Prince in the Scarlet Robe, many other heroes fought in those dark times when the rising tide of the Mabden and their Chaos Lords threatened to engulf the very world..."

CHRONICLE OF CORUM OF THE SILVER HAND

CORUM OFFERS players of *Stormbringer* (and *Elric!* before it) the chance to journey to the World of the Five Planes, where the elder races (the Vadhagh and the Nhadragh) fight a grim battle for survival against the encroaching hordes of Mabden, the humankind destined to reign over the earth.

Adventurers from the world of the Young Kingdoms may visit this plane and join the forces of Law or Chaos as they fight to eclipse each other, or be drawn to serve Balance and the cause of cosmic harmony. It is truly a time for high adventure; the Conjunction of the Million Spheres, when all things are possible, draws near.

New adventurers may also be found on this plane. Character creation guidelines make it possible to create any of the varied peoples of the world of the Five Planes, from the ancient nobility of the Vadhagh to the howling Mabden barbarians who destroy all they distrust.

Although this supplement makes use of the basic *Stormbringer* mechanics, it expands upon them to better capture the unique flavor of Corum's world. To use this book fully you must own either the *Stormbringer* or *Elric!* rulesbook. Some reference is also made to the instructions for ship construction and combat found in the supplement *Sailing on the Seas of Fate*.

A new set of magic rules are provided for use in the World of the Five Planes. There are also some new skills, and a section on the use of chariots as vehicles of both transport and combat. Many of these new rules could easily be used in any game using the *Stormbringer* system regardless of where in the Multiverse it is set.

The Prince In The Scarlet Robe

Corum is the name of one of Michael Moorcock's fantasy heroes and, like Elric, he is an incarnation of the *Eternal Champion*. His adventures provided the inspiration for this book. Corum, a Prince of the Vadhagh (a race not unlike the Melnibonéans) becomes a hero in a strange series of conflicts against the Mabden people and their gods, the Sword Rulers or Lords of Chaos.

Armed with the Hand of Kwll and the Eye of Rhynn (fragments of gods who are lost in the mists of time, used as terrible weapons) Corum battles to reinstate Law in the Five Planes, and those worlds beyond his own.

Later he journeys far into the future of his realm to aid the descendants of the very Mabden peoples who threaten his own time. There he wars against the Cold Gods, strange beings from Limbo intent upon turning the green and beautiful lands into icy wastes before their own inevitable demise.

In his adventures Corum must face his own destiny, that of the Champion Eternal, the constant hero of Law against the forces of Chaos, the defender of the weak against the powerful. Corum's saga possesses much of the doomed quality found in the story of the albino prince Elric, and he is constantly at odds with the superstitious and the supernatural. It is recommended that gamemasters and players read the books of Corum. The tales are rewarding and enriching: Corum is one of Michael Moorcock's finest creations, equal in complexity and charisma to the legendary Elric of Melniboné.

What Corum Books Does This Supplement Use?

This supplement draws chiefly upon the first three Corum books, when Arioch and Chaos rule the land and the Mabden

are stirring across the face of the earth bringing sorcery and fear, bloodshed and ruin. Rendering the later world which Corum knows would require a book in itself and is beyond the scope of the present volume. If sufficient interest in the Corum line is evidenced, then no doubt such a book will be forthcoming.

Nomenclature

Corum's world is also known as The World of the Five Planes. In his realm, a god gains control of five planes at a time. The planes are connected only by that god's sphere of influence. In Corum's time there are Fifteen Planes interconnected: three groups of five, each



group dominated by one of the Sword Rulers, Arioch, Xiombarg and Mabelode of Chaos.

This book details one single plane, Corum's own homeworld. The other planes are mentioned, but only briefly. Thus *the World of the Five Planes* is a useful generic term for the single world of Corum, and should not be confused with the grouping of the planes. It is the environment in which most of Corum's adventures take place.

THE SAGA OF CORUM

The books of Corum are:

- *The Knight of the Swords*
- *The Queen of the Swords*
- *The King of the Swords*
- *The Bull and the Spear*
- *The Oak and the Ram*
- *The Sword and the Stallion*

The saga of Corum may be broken into two separate trilogies. The first, known also as *Corum*, or *The Swords Trilogy*, or *The Swords of Corum*, deals with Corum's battle against the Mabden barbarians and the Sword Rulers, armed with the Hand of Kwll and the Eye of Rhynn. The later three books, known as *The Prince with the Silver Hand*, or *The Chronicles of Corum*, record Corum's war against the Cold Gods. These are set in the future of his own realm, so far indeed, that it resembles another plane.

Corum, Elric!, and Stormbringer

Corum was written as a supplement for Chaosium's *Elric!* roleplaying game. The editors have been assured by Chaosium that this means it is fully compatible with *Stormbringer 5th Edition* — the new version of the *Elric!* system, to be published in July 2001. For gamers, this means that all references to *Stormbringer* can be read as references to *Elric!*, and were originally written with those rules in mind. If you own *Elric!* you should be able to use *Corum*. If you own the new *Stormbringer*, you should be able to use it equally well.

Corum is a game of high adventure, great quests, noble deeds and derring-do. Unlike *Stormbringer* its focus is squarely on the adventurers as the heroes of the age, presaging the arrival of Prince Corum, the ultimate cosmically-inspired hero of this world.

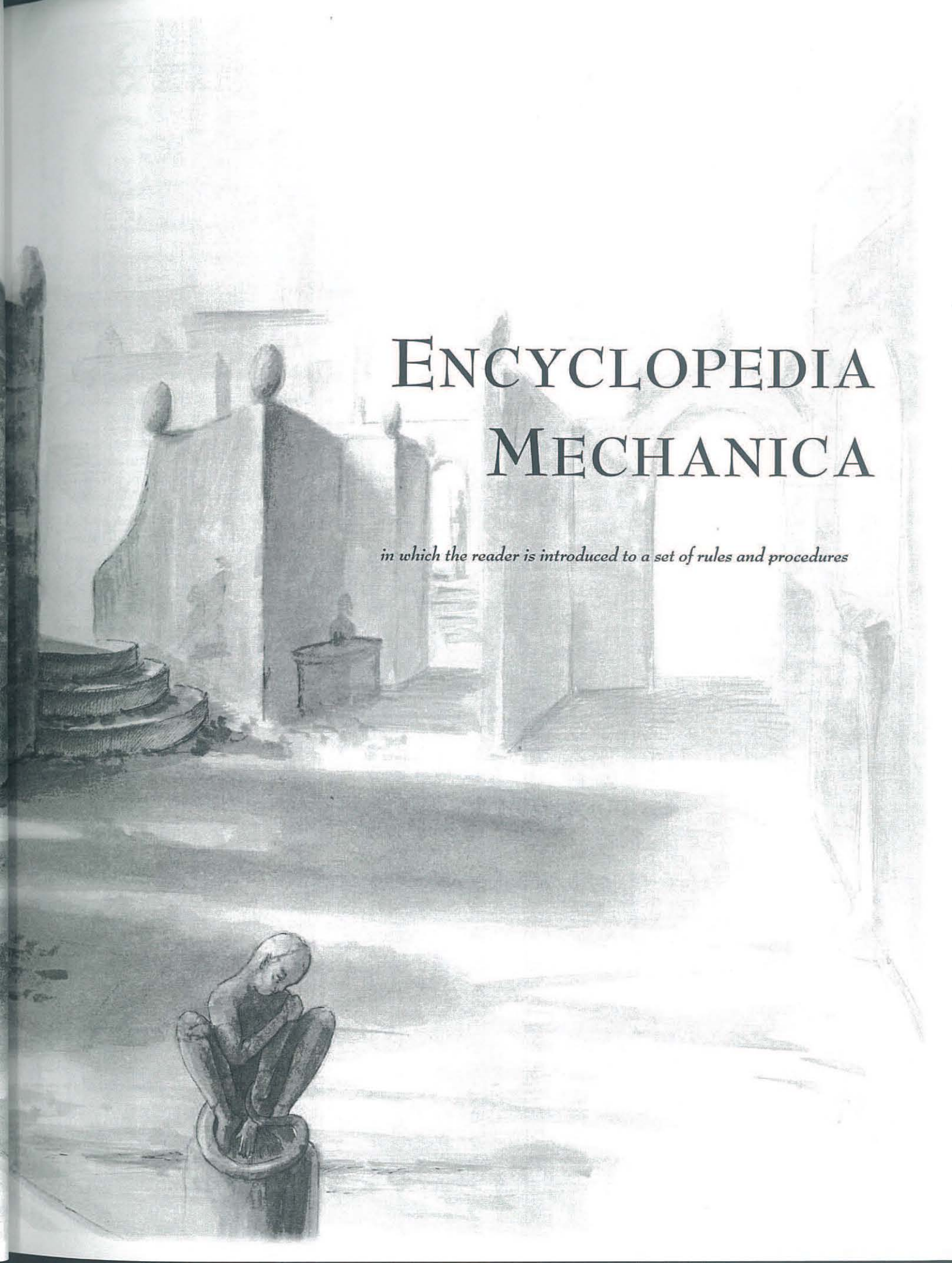
The World of the Five Planes is a world in desperate peril, teetering on the brink of an abyss of barbarism. Ultimately the tide will be halted by the actions of the Prince in the Scarlet Robe. But other heroes must step forth to stem the flow until its ultimate ebb at Corum's hands. This is the role of the adventurers of *Corum*. While they may be as diverse and self-interested as any *Stormbringer* characters, *Corum* adventurers ought to be soon swept up in epic quests and cosmic battles, and their own petty concerns seen to be of secondary importance.

Stormbringer stands to *Corum* as a dark and shadowy silent film masterpiece stands to a modern color cinemascope adventure: while not its complete antithesis, *Corum* is still a very different setting from that presented in *Stormbringer* and rewards a more magnanimous, epic style of play.

For more detailed material, prospective *Corum* gamemasters are recommended to read the *Encyclopedia Masteria* later in this volume.







ENCYCLOPEDIA MECHANICA

in which the reader is introduced to a set of rules and procedures

ADVENTURERS

Creating characters from the World of the Five Planes

CHARACTER GENERATION for adventurers from Corum's world follows the basic procedure set out in the *Stormbringer* rules. While attributes and skills are figured in the same manner, some of the details are changed for adventurers in *Corum*. This chapter describes those differences, assuming that the *Stormbringer* rules are available.

Corum introduces a collection of new occupations, as well as providing the opportunity to play the standard *Stormbringer* occupations in a new way.

These rules reflect the greater diversity of non-human races in the Five Planes by offering these races as possible adventurer backgrounds. Players should only create these rare character types with the approval of their gamemaster. Any player contemplating one of these more demanding mantles should have a clear understanding of the racial characteristics, culture and history.

All this being understood, players are free to draw characters from any of the nationalities outlined in *Geographia* (starting on page 34). Details of the new skills and weapons are provided in the *New Knowledge* chapter, starting on page 20. New forms of Chaos and Law based magic are discussed in the *Encyclopedia Conjuratoria* section, starting on page 68.

The Adventurer Sheet

The *Corum* adventurer sheet differs only slightly from the standard *Stormbringer* one.

- * **SKILLS:** a couple of *Stormbringer* skills have been removed (*Young Kingdoms* and *Unknown Kingdoms*), and several *Corum*-specific ones added (including *Avocation* and *Five Planes*). *New Knowledge* (starting on page 20) provides the details about these new abilities, some new arts, crafts and

languages, and a notes on the use of certain existing skills.

- * **CHARIOTS:** see *Chariots*, on page 26, to determine the type of chariot you use, if any, and its specifications.
- * **GREAT FEATS:** see *Running the Game* (starting on page 104) for more information on quests, and crusades. Such information may help to determine which heroic feats are worth recording, if the experience itself is not sufficient.
- * **PACTS AND SERVICE:** see *The Curse of Chaos*, on page 90, for information about servitude to the forces of Chaos.



Sorcery (starting on page 69) and the *Inhabitants* (starting on page 119) cover additional aspects of pacting and negotiating with Demons and Chaos Creatures, respectively.

- * **ACQUAINTANCES:** the various characters significant to your adventurer's on-going story. *Companions* are adventurers who you feel share your *wyrd*; choose them carefully and wisely. *Family & Enemies* should be self-explanatory. *Friends* are those companions who have not yet distinguished themselves, and those whose company you enjoy even though you see them only

intermittently. *Contacts* are those you might call upon for information or assistance, but require payment of some sort in return.

Creating An Adventurer

Although the basic *Stormbringer* character creation procedure is used when generating adventurers for *Corum*, there are a few places where players may wish to make different choices.



Adventurer Sheet

— Allegiance —

☐	☐	☐
CHAOS	BALANCE	LAW

Player's Name _____

Characteristics

— Symbol / Portrait —

☐ STR	DAMAGE BONUS
☐ CON	
SIZ	
☐ INT	
☐ POW	☐ x5= Idea %
☐ DEX	☐ x5= Luck %
☐ APP	☐ x5= Dexterity %
	☐ x5= Charisma %

Name _____

Race _____ Sex _____ Age _____

Homeland _____

Previous Occupation _____

Looks, Attitude, Tattoos _____

Skills

Hit Points

Art (05%):	☐ Fast Talk (15%)	☐ Physik (30%)
☐	☐ Five Planes (15%)	☐ Pick Lock (05%)
☐	☐ Hide (20%)	☐ Potions (00)
Avocation (00):	☐ Insight (15%)	☐ Repair/Devise (DEX x 4%)
☐	☐ Jump (25%)	☐ Ride (35%)
☐ Bargain (15%)	☐ Listen (25%)	☐ Sailing (15%)
☐ Climb (40%)	☐ Million Spheres (00)	☐ Scent/Taste (15%)
☐ Conceal Object (25%)	☐ Move Quietly (20%)	☐ Scribe (00)
Craft (05%):	☐ Natural World (25%)	☐ Search (20%)
☐	☐ Navigate (10%)	☐ Swim (25%)
☐	☐ Oratory (05%)	☐ Throw (25%)
☐ Distant Seas (00)	Other Language (00):	☐ Track (10%)
☐ Disguise (15%)	☐	☐ Trap (05%)
☐ Dodge (DEX x 2%)	☐	
☐ Drive Chariot (20%)	☐	
☐ Evaluate (15%)	☐ Own Lang. (INT x 5%)	

UNCONSCIOUS

Dead	-2	-1	0	+1	+2	3	4		
	5	6	7	8	9	10	11	12	13
	14	15	16	17	18	19	20	21	22
	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40

Magic Points

Unconscious

0	1	2	3	4				
5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40

Sorcery & Contriving

Chaotic Effects & Pacts

Precepts of Law

Crystals

Weapons & Armor

melee weapon	skill	damage	hp	length	handed	missile weapon	skill	damage	hp	range	att/md
☐						☐					
☐						☐					
☐						☐					
☐						☐					
☐						☐					
☐						☐					

☐ shield: _____ % hp: _____ (damage: _____) armor: _____ protection: _____

Background

Aliases

Professions

History

Travel Gear

Equipment

Horse

STR ____ CON ____ SIZ ____ INT ____ POW ____ DEX ____ MOV ____

Armor ____ Damage Bonus ____ HP ____

Notes

Acquaintances

Family

Friends

Companions

Contacts

Enemies

Wealth

Money on Person

Land

Gems

Treasure

Crystals

Chariot

Crew

Weapons & Notes

Horses

STR ____ CON ____ SIZ ____ INT ____ POW ____ DEX ____ MOV ____

Armor ____ Damage Bonus ____ HP ____

Notes

Left

Body

Right

1 2 3 4	1 2 3 4 5	1 2 3 4
5 6 7 8	6 7 8 9 10	5 6 7 8
9 10 11 12	11 12 13 14 15	9 10 11 12
13 14 15 16	16 17 18 19 20	13 14 15 16
17 18 19 20	21 22 23 24 25	17 18 19 20
21 22 23 24	26 27 28 29 30	21 22 23 24

Great Feats

Selecting a Race

Most characters should probably be Mabden, the human stock of this part of the Multiverse. Racial intolerance is quite strong in Corum's world, and while the elder races present exciting opportunities to players, their lives are likely to be shaped by the negative attitudes of those around them. With gamemaster permission, though, a player may create an adventurer from one of the elder races of the Five Planes. Such players should read carefully the background on their cultures and kind and, especially if intending to play a Vadhagh, the *Chronicles of Corum*, or at least *The Knight of the Swords*. See the relevant sections in the *Geographia* chapter for cultural information about the races. Some sample characters can be found in the *Coins and Gems* (starting on page 111), and there are some Gamemaster guidelines in *Parties with Elder Race Members* on page 107.

It is worth noting that magic is not as freely available as it is in *Stormbringer*. For this reason, *Step 3* of the character generation process is of a lot less use to Corum characters.

The Taint of Chaos: Except as noted, characteristics may be raised and lowered during character generation, as described in the *Stormbringer* rules, but note that any Chaos allegiance points gained count towards the acquisition of *Chaos Traits* as discussed on page 91.

Mabden

Treat Mabden as standard humans for character generation purposes, using the relevant columns of the *Five Planes Occupation Table*, and the revised descriptions of some of the occupations found later in this chapter in place of the material from the *Stormbringer* rules.

There are two major Mabden cultures: the barbarians who dominate *Bro-an-Mabden* (page 34) and the *Nhadragh Isles* (page 40), and the more refined Mabden of *Lywm-an-Esh* (page 56). While the character generation process is virtually identical for these two broad cultures, they use different columns on the occupation table: *Barbarian* or *Civilized*. It is wise to determine a character's heritage early in the creation process.

Where preferred, a player may always elect to replace *Ride* with *Drive Chariot* for a Mabden of either cultural background.

Nhadragh

What is left of Nhadragh society is fractured almost beyond recognition. They were once a numerous and highly social race, whose power was only matched by the Vadhagh, their ages-old rivals. Both races were dedicated to the pursuit of Law, but their approach was profoundly different. Where the Vadhagh were focused on solitary research and aesthetics, the Nhadragh were a fundamentally communal and practical race. Now that their society has been crushed, the survivors are cut off from everything that ever mattered to them as a people. Those who are left are scattered, disorganized, and depressed. Some have even turned (or been forced) to Chaos.

Prospective players should read more about the race as described starting on page 40, in the *Geographia* chapter. Further, important, information about the race is provided in *The Nhadragh*, in the *Running the Game* chapter, starting on

page 107, but it is intended for the gamemaster to digest and discuss with prospective players as required.

The character generation process for Nhadragh differs from the one used for standard human *Stormbringer* characters in a few ways, as described below.

Step 1 Roll the following dice for Nhadragh characteristics:

STR 3D6+4 CON 3D6+4 SIZ 2D6+6
INT 3D6+2 POW 3D6+10 DEX 2D6+8
APP 2D6+8

Some of the maximums for characteristics are slightly higher than for standard Mabden adventurers: STR 25, CON 25, INT 23, POW 32, DEX 24, APP 24.

Step 3 The standard *Stormbringer* rules allow the player to boost a low POW score, and obtain some Chaos points in return. A Nhadragh character that makes use of that option is *tainted by Chaos*, which is significant later in character generation.

Step 5 In addition to the skill points apportioned to the skills in whichever package the player selects, a Nhadragh is granted **40% in a practical Craft** of his or her choice. The chosen skill is one in which the character has worked from a young age, and has a natural talent for (it is not necessarily related to his or her parents' occupation); the Nhadragh gains experience more easily in this craft, always doubling the experience roll required.

Nhadragh may all learn *Other Language (Middle Speech)*.

Step 6 While they use the same process for occupation and skill selection, Nhadragh have their own column on the *Five Planes Occupation Table*, to reflect their special place on the fringes of other societies.

Further, note that **no** Nhadragh should start the game with a skill **over 75%** (even in the Craft they possess a natural ability for); perhaps this is one of the results of the loss of their community, or perhaps they are simply so shattered that few are able to muster the concentration to excel at anything.

Step 8 Nhadragh age and ageing effects are worked out exactly as for standard (Mabden) *Stormbringer* characters. It may be that once they had long lives to rival the Vadhagh, but for whatever reason, that is not the case now.

Step 9 Nhadragh who have not otherwise been *tainted by Chaos* during the character generation process are not permitted to become followers of Law or Balance, and instead start the game with no allegiance at all.

Step 10 When selecting possessions, Nhadragh characters should usually be outfitted with nondescript but long-wearing items of a rugged sort. By and large their tastes are simple and functional, but they have a knack for selecting or making sturdy and practical goods.

Ragha-da-Kheta

The Ragha-da-Kheta are a fatalistic race who consider themselves doomed to destruction at the hands of the Mabden race,

FIVE PLANES OCCUPATION TABLE

THE FOLLOWING TABLE replaces the occupations table from *Stormbringer*. While many of the occupations are the same, the notes in this chapter describe how they are pursued in the Five Planes and by whom. Only *Tax Collector* and *Nomad*, two unlikely *Corum* callings, are missing from the table. Roll a D100 and consult whichever column is appropriate for your adventurer, or use the **Equal %** column to select any occupation at all (which might lead to unlikely possibilities for some of the races).

Equal %	Barbarian Mabden	Civilized Mabden	Nhadragh	Ragha-da-Kheta	Shalafen	Vadhagh	Occupation
01-03		01-02		01-04		01-20	Artist
04-06	01-02	03-04	01-13	05-06			Beggar
07-09	03-07	05-08					Charioteer
10-12						21-25	Cosmographer, Astrologer
13-15	08-10	09-16		07-17			Craftsperson, Shopkeeper
16-18	11	17					Explorer
17-21						26-45	Historian
22-24	12-17	18-19	14-17	18-19	01-10		Hunter, Fisher
25-27	18	20	18-26	20-22			Lost, Forgotten
28-30	19	21-22	27-29	23-26			Mercenary, Bodyguard
31-33	20	23-24		27-30			Merchant, Small Trader
34-36						46-50	Meteorologist
37-39						51-55	Mineralogist
40-42	21	25		31	11-15		Minor Noble, Local Hero
43-45						56-65	Naturalist
46-48	22-68	26-78		22-70	16-84		Peasant, Farmer
49-51		79	30-41	71-73			Peddler
52-54						66-70	Philologist
55-57		80		74	85-86	71-75	Physician, Apothecary, Surgeon
58-60						76-80	Planar Specialist
61-63	69-74	81-82	42-53		87-91		Sailor, Pirate
64-66						81-85	Scholar
67-69		83		75		86-90	Scribe, Engineer
70-72	75-76	84	54-57	76-78	92-00		Shaman, Priest, Cultist
73-75	77-84	85-89	58-72	79-87			Slave (freed or escaped)
76-78						91-95	Social Scientist, Entomologist
79-81	85	90-91	73-82	88-89			Sorcerer, Seer
82-84	86-95	92-97		90-96			Soldier, Guard, Watchman
85-87						96-00	Spiritualist
88-90	96-97	98	83-90	97			Thief
91-93	98-99	99	91-98	98-99			Thug, Assassin
94-96	00	00	99-00	00			Troubadour, Player, Entertainer
97-00							Roll again, choose any, or invent your own occupation

as decreed by the Lords of Chaos. Their society has embraced Chaos in a fawning fashion. Most of the race are cowardly, and few ever venture outside their remote land. More can be found out about them starting on page 53, in the *Geographia* chapter. Any Ragha-da-Kheta character should have a solid reason for travelling the world; perhaps he or she was taken by slavers and later escaped, or maybe the notoriously paranoid authorities had the character banished for perceived threats against the King — whatever the reason, it is important for the gamemaster and player together to develop a strong motivation for these craven characters.

Except where noted below, Ragha-da-Kheta characters are created in the same fashion as standard Mabden ones.

Step 1 Ragha-da-Kheta characteristics are rolled using the following dice:

STR 3D6 CON 2D6+4 SIZ 2D6+8
INT 3D6 POW 2D6+4 DEX 3D6
APP 3D6+2

Some of the maximums for these characteristics are different from those of standard *Stormbringer* characters: CON 18, SIZ 24, POW 18, APP 23.

Step 5 Most Ragha-da-Kheta, when faced with a problem, try to solve it without physical force. When choosing an attitude players should take this into account, and when randomly making a selection, roll 1D8:

- 1 physical force
- 2-3 expertise
- 4-6 cunning
- 7-8 persuasion

Use the skill lists and bonus skill points for each of these attitudes provided for *Stormbringer* characters.

Step 6 Ragha-da-Kheta adventurers have access to a number of unique skills, as noted in *Skills* (starting on page 20). They begin with a base chance of 10% in *Self Protection*, and 20% in *Paranoid Analysis*.

Step 9 The overwhelming presence of the worship of Chaos in their society leaves each Ragha-da-Kheta with at least **one point of Chaos** allegiance. Characters may not start the game with any Law or Balance points unless the gamemaster specifically allows it.

Step 10 During outfitting, a Ragha-da-Kheta character may opt to purchase one or more Chaotic *Fetishes*. Each fetish costs 200 bronzes, and gives the adventurer **another point of Chaos** allegiance. The power of each fetish can be determined with a roll of 1D8.

Note that while the player may select which fetishes their character has purchased, it is up to the gamemaster to decide whether the fetishes are what the seller promised... Information about fetishes, and a list of samples, can be found starting on page 83.

Shalafen

The Shalafen are a largely peaceful elder race who live and work closely with the sea and its inhabitants. While they are not as ancient as the Nhadragh or Vadhagh, their people have lived in the seas for millennia, in a communal freehold society.

There are very few Shalafen left in the world, even though their somewhat remote locations have allowed them to avoid the worst of the attentions of the barbarian Mabden. Most, but not all, Shalafen who travel away from their communities do so on-board Mabden ships, either as crew (their knowledge of the sea often makes them ideal navigators or helmsmen) or as prisoners (the same abilities make them appealing targets for slavers and others who prey upon the weak). What little is known about these peaceful people can be found starting on page 49, in the *Geographia* chapter.

Step 1 Roll the following dice for Shalafen characteristics:

STR 2D6+4 CON 3D6+4 SIZ 2D6+6
INT 3D6 POW 3D6 DEX 2D6+8
APP 2D6+8

Some of the maximums for characteristics are different from those of standard *Stormbringer* characters: STR 18, CON 25, DEX 24, APP 24.

Step 6 There are a number of skills unique to the Shalafen, as described in *Skills* (starting on page 20). All Shalafen have a base chance of 50% in *Swim*, 25% in *Way of the*

Sea, and 10% in *Whale Talk*. When using *Ride*, their steeds are aquatic beasts, dolphins, porpoises, or even sea lions, and it is not unheard of for them to use Chariot-like vehicles drawn by such creatures.

Shalafen society is fairly simple. The occupants of each "coral castle" work together, and share the workload. The roll on the *Five Planes Occupation Table* indicates the character's place in this social order, and there are a few specialists – most Shalafen participate in most of the duties. The broad background means that all Shalafen may put skill points into any of the following, regardless of their occupation: *Craft*, *Distant Seas*, *Listen*, *Natural World*, *Sailing*, *Surf*, *Swim*, *Way of the Sea*, *Whale Talk*, and the weapons *Harpoon*, *Net*, and *Trident*.

Step 9 A shalafen who has chosen to be a follower of Law may obtain an *Elemental Tattoo*. The prospective adventurer must have raised at least one skill in return for a Law point. In place of raising another skill, the player may elect to obtain a special Tattoo. The inscription process is long, painful, and expensive, and is not able to be reversed. The Tattoo grants or enhances some ability, and a point of Law allegiance is gained. Where relevant, roll 1D4 for the number of weeks the tattoo took to inscribe (an indication of its power). No more than one such Tattoo may be obtained during character generation, and it is a replacement for one of the opportunities to raise a skill, not in addition to them.

Further information, and the descriptions of some sample tattoos, can be found starting on page 101.

Vadhagh

The Vadhagh are aloof, intellectual, distant, and long-lived. Vadhagh characters should have carefully chosen reasons to leave their remote castles and venture out into the "barbaric lands of the lesser races". Prospective players of Vadhagh characters should read about the race starting on page 42, in the *Geographia* chapter.

The character generation process for Vadhagh differs from the one used for standard human *Stormbringer* characters in a number of ways, as described below.

Step 1 Roll the following dice for Vadhagh characteristics:

STR 2D6+6 CON 2D6+6 SIZ 2D6+8
INT 3D6+10 POW 3D6+4 DEX 2D6+8
APP 2D6+8

After rolling, you may shift around up to **6 points** from *any* characteristic to any other. Some of the maximums for characteristics are slightly higher: SIZ 24, INT 32, POW 25, DEX 24, APP 24. It is worth noting that intelligence is more highly prized than mystic power, amongst the Vadhagh, and it is of more importance to *Contriving*, as well.

Step 3 The standard *Stormbringer* rules allow the player to boost a low POW score, and obtain some Chaos points in return. That option is entirely unavailable to Vadhagh characters.

Step 5 The Vadhagh have a particular outlook on life, which forms the basis for all their growth and development; their lives are spent in the contemplation of concepts, and the pursuit of and expression of ideas. Rather than selecting a standard package, Vadhagh add **30 skill points** to each of the following: *Conceal Object*, *Dodge*, *Evaluate*, *Insight*, *Million Spheres*, *Natural World*, *Other Language (Middle Speech)*, *Own Language*, *Physik*, *Potions*, and one class of weapons.

In addition, it is worth noting that each Vadhagh character starts with an innate understanding of *Plane Shifting*, which should be recorded on the character sheet under Precepts of Law. More can be read about these abilities on page 96, in the *Contriving* chapter.

Step 6 All Vadhagh roll on the appropriate column of the *Five Planes Occupation Table*, or may (at the game-master's discretion) select an occupation from those indicated as suitable for their race.

The process of assigning skills is somewhat different for Vadhagh characters. Each occupation has an associated *Avocation*. The Vadhagh has dedicated its life to the single-minded pursuit of this particular topic in all of its possible forms. Other skills obtained by the character have been incidental to this obsession. A total of **300 skill points** are initially split between the *Avocation*, any of the skills listed in **Step 5** (above), and up to two additional minor interests. It is worth noting that the *Avocation* will be raised quite significantly during the aging part of the generation process.

Step 8 The Vadhagh are, as a rule, a long-lived race; it is not unusual for their lives to last for at least 1000 years. The nature of their society is such that most of them focus all of their attention upon a single pursuit for all their years, exploring it intellectually and expressively to an extent that others can only dream about.

Roll 1D4; the resultant number is used to determine the character's age and *Avocation* knowledge. To find the character's age, **multiply the number by 100** (you may add 1D100, or simply add up to 99 years, if you wish to determine the age to an accuracy of more than a century, but that detail does not affect the rest of this process). **The same 1D4 x 100 value** is used as skill points added to the *Avocation* skill, resulting in an outstanding degree of insight in that one area – these points may not be split into other skills, and represent the Vadhagh's exploration of the conceptual and aesthetic nature of the subject over many years.

If the player wishes for the character to be older, 1D4 may be rolled as many times as is wished, with the following effects: age, and the *Avocation* is raised as for the initial age, and the roll **multiplied by 10 skill points** may be added to any of the Vadhagh's skills.

Finally, the fourth roll (and every roll after it) results in deterioration due to aging, as described in the standard character generation process in the *Stormbringer* rules, although Vadhagh lose points from characteristics in a different order: CON, STR, DEX, POW, and finally INT. Most aged Vadhagh retire from society when they lose their first point of INT, and die shortly thereafter.

Any Vadhagh may learn the mystical art of *Contriving*, through research carried out during character generation. As part of each aging roll, the Vadhagh may elect to learn a single *Precept*, at a cost of **100 skill points** (taken from the points added to the character's *Avocation*). Note that the *Precept of Plane Shifting* must be studied in the same way as the others, as noted in the *Contriving* chapter, despite the innate Vadhagh abilities. Once all three precepts are known, a Contriver may elect to learn the art of *Combining* the precepts by spending an additional **200 skill points**.

Once a Precept is known, the Vadhagh may design a contrivance using it for a cost of **20 skill points**. Such contrivances should be created in consultation with the gamemaster, and most often relate to the Vadhagh's *Avocation* in some way.

Step 9 All Vadhagh are firmly dedicated to Law. For that reason they **must add 20 skill points to 4-8 skills** already known. Vadhagh take on twice the number of **Law allegiance points** for this process, obtaining from 8 to 16 points. A starting Vadhagh character should not have any Chaos or Balance points.

Step 10 A Vadhagh character should be outfitted with excellent quality possessions, but perhaps not a particularly practical selection. The player may spend up to **1200 bronzes** on items, but the gamemaster and player should ensure that no starting Vadhagh has an overwhelming amount of reasonable adventuring gear, instead it is recommended that such characters have valuable items of personal and aesthetic import, including highly decorated armor and weapons.

All Vadhagh are likely to have devoted at least some time to weapons training – for spiritual reasons. This means that they are likely to be quite good at combat skills, but totally inexperienced in actually fighting. In addition, the idea of combat, or of killing, may well be entirely repugnant. Thus it can happen that Vadhagh are more of a liability in combat than an asset.

It is important to recognize that, for various reasons, the Nhadrigh are something of a blind spot in Vadhagh culture. The last Vadhagh historian of the Nhadrigh perished in mysterious circumstances near the end of the war between the two elder races and his castle, its inhabitants, and all its contents were entirely destroyed.

NEW AND CHANGED OCCUPATIONS

THE ENTRIES that follow describe the occupations that adventurers may have pursued in the World of the Five Planes.

No beginning spells are available to the adventurers in this setting unless they are actually active in sorcery or seerdom. Because the magic of the Five Planes has a more intense and difficult nature than that of the Young Kingdoms, players are advised to examine the *Encyclopedia Conjuratoria* section of this volume and gain explicit gamemaster approval before they decide upon a background in any form of magic or contriving. Although the use of sorcery is not limited solely to the occupations of sorcerer and seer, the player and gamemaster should consider an adventurer's background very carefully before adding such abilities.

Artist

(Civilized Mabden, Ragha-da-Kheta)

The word "artist" means quite different things in different parts of Corum's world. There are no full-time artists among the barbarian Mabden and the Nhadragh. Artists among the civilized Mabden and the Ragha-da-Kheta are revered specialist, somewhat like designers, who plan and oversee the work of superior craftspeople. Indeed, architects are the only recognized Ragha-da-Kheta artists.

Skills: An Art, Bargain, a Craft, Evaluate, Fast Talk, Five Planes, Other Language, and one other skill as a specialty.

Extra Money: 300 bronzes.

(Vadbagh only)

Among the Vadbagh too, artists are specialists, but not in arts that others would readily understand. As a Vadbagh artist, you devote your life to only one discipline: either tones, colors, textures, or moods. You work mostly in composites of what others would consider to be different media; making things intended to be experienced with many senses at once.

Avocation: one of either Colors, Moods, Textures, or Tones.

Beggar

(Mabden, Nhadragh)

If you hail from the civilized lands of Lywman-Esh or the Nhadragh Isles you are accomplished at relieving people of their excess wealth (and they usually have a good amount of it to start with) through the use of an appropriate tale of misery or unsightly disfigurement.

If you come from the barbarian lands your disfigurements are probably real, rather than assumed, given to you by angry barbarians

unsatisfied with your pursuit of such an idle trade. You live rough and are much abused.

Skills: Bargain, Conceal Object, Disguise, Dodge, Fast Talk, Move Quietly, Pick Lock, and one other skill as a personal specialty.

Extra Money: 100 bronzes if from the civilized lands; three moth-eaten skins and a lacquered dog-skull if from the barbarian countries.

Charioteer

(Mabden only)

Your skill in driving chariots is much sought after by warriors and nobles alike. You may be of peaceful disposition and have earned a living driving passengers and messages about the land. Or perhaps you are warlike and have steered the mighty war chariots of your kin into clamorous battle. In any case, the confines of your previous life have begun to stifle one who knows their worth in the wide world.

Skills: Brawl, Craft (Wheelwright), Dodge, Drive Chariot, Jump, Natural World, Whip Attack, and one other skill as a personal specialty.

Extra Money: 350 bronzes.



Cosmographer, Astrologer

(Vadbagh only)

You have devoted a great many years to the observation and study of the heavens and of the cosmos, using all manner of equipment of your own and others' devising. You understand the movements of the stars and planets. You are aware of the numerous theories linking these movements to events in the cosmos and to the behavior of living things, and you may even favor one or another of those theories. Your understanding of things cosmic includes some study of the relations between different planes of existence — the big picture as it were. (See also Planar Specialist).

Craftsperson, Shopkeeper

(Mabden, Ragha-da-Kheta)

Perhaps you are a wheelwright working on chariots, a tattooist decorating the skins of either barbarians or fashionable Ragha-da-Kheta, a stonemason, a mosaic artist, a brewer, or a practitioner of any one of the countless other crafts. You might have been driven from your village by encroaching barbarians, or seek to take your skills away from settled lands to broaden the horizons of the ignorant.

Skills: Bargain, a Craft, Evaluate, Fast Talk, Insight, Natural World, Scent/Taste, and one other skill as a personal specialty.

Extra Money: 250 bronzes.

Explorer

(Mabden only)

Explorers are much valued in the Mabden territories of the World of the Five Planes, as nations often know little about even their closest neighbors. Your knowledge is sought after by some, but held suspect by others. Perhaps you are a warrior seeking to conquer far-off lands, a scholar searching for the arcane knowledge of strange lands, or maybe you simply want to witness the wonders that the world has to offer.

Skills: Bargain, Drive Chariot or Ride, Five Planes, Natural World, Navigate, one Other Language, Sailing, and one Weapon skill.

Extra Money: 400 bronzes.

Historian

(Vadbagh only)

Your lifetime of study has been an endeavor to understand the past. There are four specialist areas of study possible for a Vadbagh historian: Vadbagh history; the history of Contriving and the superstition of Law; the history of the Mabden peoples; and the history of exotic cultures. (There is no study of Nhadragh history and there never has been). As is true for other Vadbagh occupations, one individual is rarely interested in anything that lies outside his or her single specialist area. It is quite possible that your idea of history (i.e. what you think is worth remembering or studying) may be of no interest at all to anyone else.

Avocation: one of either Vadbagh History, Contriving and Law, Mabden History, or Exotic History.

Hunter, Fisher

(Mabden, Nhadragh, Ragha-da-Kheta, Shalafen)

There is a call for hunters and fishers in both civilized and barbarian societies. In both settings the hunters live in the wilds and venture into camps and settlements and cities only as they must to trade their wares. Fishers are more

likely to live at least some of the time within the communities they help to feed. Both hunters and fishers respect what nature provides and her innate sense of balance. If you are a barbarian hunter you may even extend this respect to the creation of totems representing the animal you most fear or which you live by, donning its skin and drinking its blood for strength and power.

Skills: Climb, Move Quietly, Throw, Track, Trap, one Missile Weapon skill, one other Weapon skill, and one other skill as a personal speciality.

Extra Money: none.

Lost, Forgotten

(Mabden, Nbadragh, Ragha-da-Kheta)

You are a drifter, or a person plagued by dreams, or a young person newly orphaned, or maybe you just woke up an amnesiac. You don't know who you are or how long this condition has afflicted you. Perhaps you were from some rich and fabulous land, or even a far-off plane, and are stranded here. Whatever your past, your fate is to grasp at clues and strive for meaning. Perhaps adventuring can help you do this.

Skills: Conceal Object, Fast Talk, Hide, Insight, Listen, Move Quietly, Search, and one other skill as a personal speciality.

Extra Money: 15 bronzes.

harm came to a Ragha-da-Kheta merchant. In any case, the termination of your contract, or some terrible catastrophe, has made you decide to look elsewhere for employment. You seek service – and perhaps survival – away from your homelands.

Skills: Brawl, Dodge, Drive Chariot, Throw, any three Weapon skills, and one other skill as a personal speciality.

Extra Money: 200 bronzes.

Merchant, Small Trader

(Mabden, Ragha-da-Kheta)

You used to ply your wares by way of contract and ledger, or perhaps you took to the oceans, forests and rivers to find new customers and trade routes where few dare venture. Whether from jewelled and perfumed lodgings or rough hide tents, you have recently suffered a some major disaster, and your business is lost. You must trust that your new life of adventure will help you to recoup your fortune.

Skills: Bargain, Conceal Object, Evaluate, Five Planes, Insight, Natural World, Other Language, one additional skill as a personal interest.

Extra Money: 1000 bronzes.

Meteorologist

(Vadbagh only)

Ever since you can remember, you have studied the weather. You have made many arcane

accurate about whether or not it will rain tomorrow, now even your seasonal forecasts seem to be significantly off.

Avocation: Meteorology.

Mineralogist

(Vadbagh only)

You have made the study of the nonliving things of this world your life's work. Using intricate machinery of your own invention, you have learned much of rocks, gems, ore, pitch and gas, in addition to the physical history and geography of your planet. It is possible that you may even have traveled in search of samples, but it is more likely that samples are brought to your castle by Mabden traders who have heard that you pay well for worthless dust and stone.

Avocation: Mineralogy.

Minor Noble, Local Hero

(Mabden, Ragha-da-Kheta, Shalafen)

Whether an impoverished younger noble of a dissolute family in the civilized world, or a barbarian with titles and honor but no financial support, you now seek your fortune away from the ties that constrain rather than bind. Or perhaps you are a local hero, the champion of a village, small town or even castle. Limited adulation and the monotony of your familiar, petty heroics have grown stale. For all such people it is time to seek out new challenges.

Skills: An Art, Five Planes, Other Language, Ride or Drive Chariot, Scent/Taste, any two Weapon skills, and one other skill as a personal speciality.

Extra Money: 500 bronzes.

Naturalist

(Vadbagh only)

All of nature is your life work, although you have specialized in either plants or animals (not insects – see *Social Scientist*, *Entomologist*). Even so, your field is far too vast for anyone to encompass even in a Vadbagh lifetime, so there are gaps and some superficiality in what you know, which is likely to have been inspired by a passion for beauty rather than a commitment to solve the riddles of nature. Although you may have traveled widely in pursuit of knowledge, it is more probable that your observations will have been confined to the immediate area around the castle in which you reside.

Avocation: Botany, or Zoology.

Peasant, Farmer

(Mabden, Ragha-da-Kheta, Shalafen)

Once you farmed lush crop lands or barren slopes – or worked a wet farm in one of the coral castles of the Shalafen. Now you are somehow free of such onerous tasks. If your future is less certain, it has definitely lost its tiresome routine.

Skills: A Craft, Dodge, Listen, Natural World, Scent/Taste, two Impromptu Weapon skills (see the *Stormbringer* weapon



Mercenary, Bodyguard

(Mabden, Nbadragh, Ragha-da-Kheta)

Perhaps you contract out in the lands where loyalties can shift with a cash payment, or perhaps you foreswore to guard and protect a barbarian noble with your life (and likely your tattoos are as fearsome as your fighting skills), or perhaps you were supposed to make sure no

devices to aid in your research and you understand the forces that cause all weather as well as the major climate patterns of this world – its winds, its tides, its seasons, its quirks and extremes. Recently the weather has become even more interesting, because it no longer seems entirely controlled by natural, or even rational, forces. While you have never been absolutely

tables), and one other skill as personal speciality.

Extra Money: 25 bronzes or a small menagerie.

Peddler

(Civilized Mabden, Nbadragh, Ragha-da-Kheta)

You make a living, such as it is, traveling the countryside or city with a pack (or perhaps a cart or wagon) stuffed with bits and pieces for sale. Often the price for your goods is a meal or a place to sleep. You are also a bit of a handyman. You sharpen knives and repair pots, chop wood and darn socks – just about anything for a crust. Only a fool would think that someone in your line would have any money, but there are plenty of fools in the world.

Skills: Bargain, Conceal Object, Evaluate, Hide, an Impromptu Weapon skill, Listen, Search, and one other skill as a personal interest.

Extra Money: None.

Philologist

(Vadbagh only)

Your life is language and its study. You dote on the history of words and the rules of grammar. You know many languages (some of which have not been used for thousands of years) intimately, and given sufficient time you can learn to read, write, speak or understand any language. Perhaps you are working on something as broad as the rules to a universal grammar, or perhaps a single word has captured your attention for the past hundred years. In any case, you barely have time for anything else.

Avocation: Philology.

Physician, Apothecary, Surgeon

(Civilized Mabden, Ragha-da-Kheta, Shalafen)

As a skilled healer you once graced the courts of nobles, bringing your knowledge of the healing arts and compassion to those in need. Now you are fleeing a fearful pirate indenture or the wrath of a brutal noble's court where you dreaded the punishment for failure.

Skills: Craft (False Limb) or Physik, Fast Talk, Five Planes, Insight, Other Language, Potions, Scribe, and one other skill as a personal speciality.

Extra Money: 1000 bronzes (well-earned or filched).

(Vadbagh only)

You spend your days in the pursuit of what we might call "medical" knowledge. You know how bodies are constructed and how things happen in them. You also know quite a bit about what to do to repair the ills of the body – from what herbs and concoctions will clear up a cough to how to amputate a limb with neither pain nor blood (using special devices carefully Contrived). Of course, your knowledge has to do with Vadbagh bodies and may not always work the same way on other sorts of bodies. And you have acquired this knowledge because

of the beauty and wonder of bodies, not for any practical benefit.

Avocation: Medicine.

Planar Specialist

(Vadbagh only)

The study of the planes is your chosen calling. However, this subject is almost too vast for comprehension. Even in your long Vadbagh life you have only really begun to scratch the surface. Of course you are aware that there are fifteen planes which impinge more or less directly upon this one (which is more than most know). And you know that there are numberless other planes upon and within other planes, each connected to each (or not). You even know what is on some planes very well, and the principals governing "natural" planar portals and gates, as well as the theory and practice of *Plane Shifting* beyond what is normal for Vadbagh. But, no matter what you know, you know best that you can never know all of what remains.

Avocation: Planar Study.

Sailor, Pirate

(Mabden, Nbadragh, Shalafen)

You plied your trade across the wide oceans of the World of the Five Planes, serving merchants or explorers, tasting the salt wind and glorying in freedom, if not riches. Or you were one of the brotherhood of blood, the dire pirates of the barbarian coasts who reave and loot, and are now estranged from the company of your fellows. Did you show compassion or take more than your share? For sailing men of either stripe the oceans always beckon, and treasure islands and dreams of sailor-kings disturb your apathy. Your last captain was not able to satisfy your wanderlust, so now you seek a new berth.

Or perhaps you were pressed into the service for a determined crew because of the knowledge you had of the sea, or simply because you had two strong arms. Your escape is sure to have earned you the enmity of your previous crew.

Skills: Climb, Craft, Navigate, Natural World, Sailing, Swim, a Weapon skill, and one other skill as a personal speciality.

Extra Money: 100 bronzes and a few valuable tattoos.

Scholar

(Vadbagh only)

Your obsession is general knowledge. You are the one of the true dilettanti of the Vadbagh. But, because you have a magpie's instincts for knowledge, what you know is a hodge-podge, a clutter, organized according to principals which are meaningful only to you. Some things you know very well, perhaps better than anyone else. However, there are surprising holes in your knowledge, corresponding to the many things that do not interest you or that you have not had time for yet – or just to the real world outside the castle where you live. Yet, you are curious about that world...

Avocation: General Knowledge.

Scribe, Engineer

(Civilized Mabden, Ragha-da-Kheta)

You spent your days designing and overseeing grand constructions, or copying in fine hand and prose the ramblings of the great. Now you desire a life of your own, and perhaps the fortune to create that great masterpiece or the chance to bring learning and comfort to the ignorant and lowly.

Skills: An Art or Craft, Evaluate, Five Planes, Insight, Natural World, Other Language, Scribe (or either Pick Lock or Search if you are an Engineer), and one other skill as a personal speciality.

Extra Money: 300 bronzes.

(Vadbagh only)

In Vadbagh culture, writing and the general study of the principals of structure are considered the same thing. Writing is not seen to have anything essentially to do with language (for which see Philologist), but as a means of giving visible structure to the flow of verbal meaning, just as engineering bestows visible structures on the flow of physical forces in the world. Thus the Vadbagh "writer" is also something of a physicist and a plumber, as well as a architect and an expert in magnetism – in short, quite the most practical representative of a very impractical culture.

Avocation: Structuralism.

Shaman, Priest, Cultist

(Mabden, Nbadragh, Ragha-da-Kheta)

Although a religious specialist, you are as yet unacquainted with the dark arts of Chaotic sorcery or the workings of Lawful science. Perhaps you are a sincere believer, perhaps you are something of a fake.

As a priest or cultist of the Lords of Law you seek their restoration in a world of increasing darkness and strife. Or you are a follower of Chaos, even one of the fawning Ragha-da-Kheta priests, predicting the eventual absolute triumph of the Sword Rulers.

As a shaman of the Dog or the Horned Bear you placate grim masters, both mortal and cosmic, while they struggle to survive.

If you are Shalafen, you are a member of the respected sect of *Elemental Tattooists of Cor-Ark* and should be sure to consult the notes in the *The Coral Castles Of The Shalafen* (starting on page 49).

Skills: Elemental Tattoo (Shalafen only), Fast Talk, Insight, Natural World, Oratory, Physik, Potions, Track, and one other skill as a personal speciality. Add 1D6 (Chaos) or 1D8 (Law) to your allegiance.

Extra Money: 300 bronzes.

Slave (freed or escaped)

(Mabden, Nbadragh, Ragha-da-Kheta)

As a slave you might come from any background, but were unfortunate enough to fall into captivity. Your masters were either the

brutal barbarians of north and south, or the Ragha-da-Kheta. In any case, your life has not been a happy one. Doubtless you bear the scars of their wrath, or even worse afflictions. You certainly wear their marks – most slaves are branded, and freed slaves are branded a second time. Did you earn your freedom by saving your master in battle or by some other great feat, or are you hunted to this day, having broken your bonds and run into the night?

Skills: Art, Craft, Dodge, Fast Talk, Hide, Move Quietly, Scent/Taste, and one impromptu Weapon skill.

Extra Money: None.

Social Scientist, Entomologist (Vadbagh only)

You are one of those rare Vadbagh nobles whose one consuming interest is the study of social grouping. Of course, the principal objects of study are sentient beings and insects (the rudimentary social behavior of animals, birds and fish being of no interest to anyone of any real intelligence). You know the hows and whats and whys of most social activity, and you may even understand that the family castle is not the dominant social formation of the future. Although you may have done some traveling in the course of your research, it is more usual to have acquired your social knowledge by reading and by observing the insect life in and around the castle in which you reside or watching a nearby settlement of Mabden.

Avocation: Social Science.

Sorcerer, Seer (Mabden, Nbadragh, Ragha-da-Kheta)

In Corum, Chaos Sorcerers or their Law counterparts, Seers, often have no additional occupation, having dedicated themselves to their arts.

Sorcerer – You are either an elegant practitioner of the arts of Chaos, or a ravening loon who has been slowly consumed by a lust for power and the infinite promise of Chaos. If civilized, you appreciate both Law and the elder races for their learning but disregard their practises as moribund. If barbarian, you strive to steal the dark secrets of the Dog and the Bear and use them to further your foul ends. If Ragha-da-Kheta, you may even have been one of the Wise Ones, or the Appeasers, who bear the burden of interpreting the will and whim of Arioch. You never trust others with your secrets and they often live in terror of you. Perhaps you have had to flee from your local community to remain alive.

Seer – You most certainly hail from the civilized lands, since the practice of seerdom is despised elsewhere. You can astonish with your Contrivances and learning. Your studies have taken you as far as they can and now you seek more learning from the elder races, particularly the Vadbagh, or from the lost Lords of Law

themselves. In any case the wide world offers much – knowledge and power beckon.

Note: Players intending to play Sorcerer or Seer characters should read the relevant sections of the Encyclopedia Conjuratoria closely.

Skills: Fetish Craft (if Ragha-da-Kheta), Five Planes, Insight, Million Spheres, Oratory, one Other Language, Physik, Potion, Scribe.

Extra Money: 300 bronzes

Chaos Summonings: Roll 1D8; add that many Chaos allegiance points, and give yourself that many summonings of Chaotic Effects or Chaos Creatures. Choose wisely and carefully.

Law Contrivances: Add 1D6 to your Law allegiance. You have knowledge of the Precept of Quality, and three Contrivances which utilize that Precept; or you may start with knowledge of a second Precept, but only possess a single Contrivance.



Soldier, Guard, Watchman (Mabden, Ragha-da-Kheta)

You were a soldier in one of the teeming barbarian armies poised to take the world in fire and bronze, or perhaps you served as a soldier or guard to the nobles of the civilized world, or even (if you are Ragha-da-Kheta) as one of the fanatic guards who protect King Temgol-Lep from real and imagined danger. But you are no longer in service. Did your master die or discharge you, or did you desert your post?

Skills: Brawl, Drive Chariot, Dodge, Move Quietly, Shield, Throw, any two Weapon skills.

Extra Money: 50 bronzes.

Spiritualist (Vadbagh only)

You have spent your life studying immaterial powers and the various beliefs about immaterial powers ("religions", "sorcery", "Contriving" and the like). Perhaps you have become a believer in the course of your study, or perhaps you are a confirmed sceptic. To outsiders, a great deal of what you do must appear to be meditation or a form of psychic communion. It probably seems to you that somewhere on this

world there must be beings who understand these matters better than you do and who have some real aptitude for them – because, to be honest, the whole spiritual business is a terrible struggle for you.

Avocation: Spiritualism.

Thief

(Mabden, Nbadragh, Ragha-da-Kheta)

Perhaps you have been able to eke out a living by pilfering from the barbarian rulers of your land, or maybe you have stalked through the civilized capitals relieving the merchants and nobles of their excess wealth. In either case, your former career seems to be drawing to a close – the enemies are multiplying, and your renown has grown too great. You might even have reformed. Success as an adventurer might finally allow you to put your past behind you. Or will it?

Skills: Climb, Disguise, Hide, Listen, Pick Lock, Search, one Weapon skill, and one other skill as a personal speciality.

Extra Money: 500 bronzes.

Thug

(Mabden, Nbadragh, Ragha-da-Kheta)

Ruthless and murderous, you plied your trade among the nobles and elite of the Five Planes, killing and bullying for cash. If you are Ragha-da-Kheta, it is likely that you were a hired assassin, working undercover. Perhaps you fell foul of a tougher or more ruthless opponent, or maybe a sorcerer wants his revenge for a job that did not go as planned. While your reputation still precedes you, something terrible has happened to force you to question your calling. What is it?

Skills: Climb, Disguise, Hide, Move Quietly, Throw, two Weapon skills, and one other skill as a personal speciality.

Extra Money: 1000 bronzes.

Troubadour, Player, Entertainer (Mabden, Nbadragh, Ragha-da-Kheta)

Wit, interesting looks, and a talent with some form of amusement have combined to make you an entertainer. Perhaps you can play an instrument, sing and compose ballads, or strut the stage presenting tragedies and comedies for the edification of your fellows. Or maybe you wire-walk, leap from chariot to chariot in full flight, or astound and amaze with stage magic and dangerous stunts, or travel as a Fakir in the lands of sands of Khoolocrah. Recently you have begun to tire of the proscenium narrowing your feats. You seek glory in the wide world and the abandonment of make-believe.

Skills: An Art, Bargain, a Craft, Fast Talk, Insight, Oratory, one Weapon skill, and one other skill as a personal speciality.

Extra Money: 150 bronzes.

ALLEGIANCE

THE CONCEPT OF ALLEGIANCE to the forces of Chaos, Law, and Balance is present in *Corum*. The rules which surround it are much like those found in *Stormbringer*, although there are more stringent viewpoints in *Corum's* world.

Guidelines for the acquisition of allegiance points in this slightly more extreme setting are provided for the gamemaster in *Allegiance Rewards*, in the *Running the Game* chapter, starting on page 112.

Apotheosis

Apotheosis is the process by which adventurers become *champions* for one of the forces of the Five Planes: Law, Balance, or Chaos. As described in the *Stormbringer* rules, in general this occurs when a character amasses a total of at least one hundred allegiance points, and demonstrates continuing loyalty to the force.

The concept of Apotheosis should be seen in context with the other types of servitude to forces of the Five Planes, especially servitude to Chaos. Apotheosis is the result of a life dedicated to serving a force, and many are simply not that dedicated. Most adherents succumb to Chaos afflictions through traits, or are otherwise impressed into servitude by the forces of Chaos in exchange for demonic favors (see *The Curse of Chaos*, in the *Sorcery* chapter, on page 90).

Apotheosis is not granted to everyone who ends up in the service of any of the forces. Those who end up obeying their whims far outnumber those who become true Champions. The gamemaster may wish to give adventurers the chance to attain Apotheosis if they meet the standard criteria and are able to negotiate with a greater demon, or a Lord of either Law or Chaos. Be sure to never overlook the basic criteria (100 allegiance points and a long-standing and demonstrable loyalty to the power), regardless of the situation.

Champions

The Champions of the forces of Law, Chaos, and Balance in *Corum's* world are slightly different from those in *Elric's* world, especially those who follow the Balance. Optionally, the gamemaster may decide to retain the descriptions from the *Stormbringer* rules, if the more cosmic feel these new descriptions impart is not desirable.

Champion of Chaos

Use the basic *Stormbringer* rules, but gamemasters may wish to rule on behalf of those who have paid a heavy toll in *Chaos Traits* — the traits may be sufficient for coalescence without further loss of APP. Skill loss, however, remains the same.

Champion of the Balance

Champions of the Balance in this world do not seek Tanelorn as their expression of Apotheosis. Instead they actively serve the cause of the Balance throughout the multiverse. Eventually, perhaps, Tanelorn and true love may appear, but that is not guaranteed. These Champions gain the skill *Sense Imbalance* at POW x 1. For every 10 Balance allegiance points over 100 add one point to the skill. This is the only way the skill may improve.

On a successful *Sense Imbalance* roll the Champion detects some form of imbalance: an incursion by Chaos which threatens the plane; or a Law worshipper whose actions are threaten the Multiverse. The Champion is irresistibly drawn to the source of the imbalance. This might be through dreams, waking visions, omens, or hunches. The Champion does not know the details of the problem, just that something is wrong. It is the duty of the gamemaster to decide the nature of the imbalance, and the Champion must try to redress it. Champions who refuse such calls lose their status and are never offered the position again.

A *Sense Imbalance* roll of 01 results in the Balance interfering directly, whisking the Champion off to another plane to seek out an injustice. The Champion arrives, confused and probably inconvenienced, as Jhary-a-Conel was in the *Chronicles of Corum*. The Balance does not act to return Champions to their homes, only to aid them in pursuing imbalance. As an alternative gamemasters may prefer to provide a form of transportation that, while it is not under the player's control, still allows travel for a group of adventurers. See *Bolorhiag* and his boat on page 128, in the *Inhabitants* chapter, for one such conveyance.

Lastly, a Champion of the Balance has Hit Points equal to $SIZ + CON$.

Champion of Law

Champions of Law are in a dangerous position in *Corum's* world until the coming of the Scarlet Prince himself. The power of Law is insufficient to allow a Champion to create new land as is the case in *Elric's* world. Instead Champions commonly dedicate themselves to a Temple of Law in one of the cities of Lywm-an-esh. They are granted the title of *Templar* and an income and status on par with those of the ruling lords.

Champions can communicate with their patrons with a roll of $POW \times 3\%$. They generally choose either *Ilah* or *Arkyn* as a patron, since the other Lords are so remote. If the campaign has seen the Champion communicating with other Lords, however, such concerns might be ignored.

Finally, on becoming a Champion of Law, a character has three skill percentages doubled. Which skills are so treated is entirely up to the player.

NEW KNOWLEDGE

Skills and equipment from the World of the Five Planes

CORUM'S WORLD represents a culture at roughly the same technological period as the Young Kingdoms detailed in *Stormbringer*. The various cultures and tone, however, lead to some differences between the settings. This chapter includes new skills, and special weapons and armor which are new to Corum, or which differ substantially from what is provided in *Stormbringer*. Most of this new material could, with gamemaster permission, also be used in the Young Kingdoms setting, in the right situations.

SKILLS

BELOW ARE several skills which are either new to Corum, or have been altered or enhanced from their original appearance in *Stormbringer*. A number of them are the product of non-Mabden cultures, and are only commonly available to members of those races.

Avocations

An umbrella term that covers all of the skills embraced by any specific Vadhagh occupation (and thus culturally specific to the Vadhagh alone). This skill may be used as an indication of the character's knowledge in the area of study, or for success in inventing and planning a Contrivance of that area. However, it is in the nature of Vadhagh wisdom that there is only ever a remote chance that using this skill will produce a practical result. Gamemasters should use their own discretion on a case-by-case basis, but a rule of thumb would be that useful information could only be obtained at best by a roll 5% of the *Avocation* skill or less.

Examples of Vadhagh Avocations are provided in the *New and Changed Occupations* (starting on page 15). Players are encouraged to develop even less relevant skills as suits their unique character concepts.

There is no base chance for an *Avocation*.

Arts

A number of new skills are added to the list of potential arts provided in the *Stormbringer* rules. These performance arts are included for use in the World of the Five Planes, where they are less often solely the province of nobility. A Barbarian Dirge may be as effective as courtly poetry to the right audience.

Acting

The profusion of players and performers in civilized lands like Lywm-an-Esh has resulted in *Acting* being considered an Art in Corum rather than a Craft. *Acting* primarily covers the ability to mimic others and to adopt physical and vocal disguises. The *Oratory* skill is not considered part of *Acting*, and professional actors should possess *Oratory* as well if they wish to be able to sway crowds. Other Arts, including *Poetry*, *Story-telling* and *Dramaturgy* are essential to provide the materials required for frequent performances, and for the knowledge of how best to present them. Few players are able to make a living from their acting talents alone. Professionals of these sorts are commonly called Troubadours or Poets.



Dramaturgy

The ability to compose dramatic pieces for performance. It includes the skills required to create anything from short soliloquies and monologues through to lengthy pieces of complex theatre, from prose plays to verse epics. Those with a skill over 100% are well-known, even when they have not travelled, as their work precedes them. Some interaction with the relevant *Language* skill, and/or the art of *Poetry* is required for great works. The *Dramaturgy* skill is limited by the artist's *Language* skill (and *Poetry* Art if the piece is in verse). Dramaturgists may work in concert with someone who has a more eloquent turn of phrase, and use whatever relevant skill(s) their collaborator has in place of their own.

Crafts

The following crafts can be added to those provided in the *Stormbringer* rules.

Tattoo

The ability to decorate skin with ornate designs. This skill is particularly popular among barbarian men and women.

Shell Craft

The Shalafen are known to grow various useful objects from the coral and shells in their environment. A master is able to guide the growth these living resources to create works to exacting specifications.

Stone

The ability to sculpt and shape stone of all sorts. Skilled masons are highly prized, and are well rewarded for their abilities.

Wheel

Wheelwrights are essential to make and repair the many chariots, and other wheeled vehicles, of Corum's world.

Distant Seas

The skill of knowing a little of what lies beyond the lands shown on the Corum map, rather like that of *Unknown Kingdoms* skill in *Stormbringer*. This includes knowledge of the Shalafen and the Land of the Distant Sea. The base chance for this skill is 00%, but natives of these remote locations swap this with their Five Planes base chance.

Drive Chariot

This is the skill used for all chariot driving and maneuvering, as described under *Chariots*, on page 26.

Gamemasters may apply modifiers as they see fit for obstacles in the road or complex maneuvers. If the chariot is driven one-handed, the driver's skill roll is halved. This same modifier applies to any other skills employed at the same time. Driving one-handed requires a STR of at least 13.

Dexterity is also important to charioteers and their warriors or passengers. Most drivers are tied into a chariot with leather thongs or ropes but they may still be liable to fall down in, if not out of, the chariot body. If mishaps occur and the driver fails the Drive Chariot roll, a gamemaster may fairly call for *Dexterity* rolls on behalf of all standing within the chariot. Failing can range from falling and bumping one's head, to pitching out of the chariot as the result of a Fumble.

Elemental Tattoo

This is a skill possessed only by the Shalafen sect of Elemental Tattooists. It is the ability to incise flesh, or another incisable material like wood or pottery, with patterns which can enhance abilities in a way that is roughly akin to the manner in which the *Precepts of Contrivance* can be used to enhance the properties of objects – with the significant exception that the Shalafen know nothing of other planes and thus cannot make Tattoos with any planar skills or properties. See *Elemental Tattoos*, in the *Contriving* chapter, starting on page IOI, for more information about these tattoos and their abilities.

While this skill is not strictly limited to the Shalafen, it is almost impossible to convince an Elemental Tattooist to teach

it to someone outside their sect. Rumors abound of lost manuscripts explaining the process.

There is no base chance for the *Elemental Tattoo* skill.

Fetish Craft

An ability, peculiar to Ragha-da-Kheta Chaotic Priests, to make highly-perishable Chaotically sorcerous objects from feathers, hair, dung and other mildly repellent organic products. See *Ragha-da-Kheta Fetishes*, in the *Sorcery* chapter, starting on page 83 for more information about the fetishes, and the process of their creation.

While there is nothing stopping an outsider from learning the arcane formulas involved in the creation of these fetishes, it is hard to imagine anything which would convince a Ragha-da-Kheta, much less a Priest of Chaos, to impart such knowledge to anyone outside their culture.

There is no base chance for this skill.

Five Planes

This skill represents general knowledge about Corum's world alone. It is not to be confused with a knowledge of the other planes of the Multiverse, no matter how close they are to this one – for such knowledge use the *Million Spheres* skill.

Languages

In Corum, *Mabden*, which the Vadhagh and Nhadrakh call *Low Speech*, is a common language spoken by nearly everyone. *Middle Speech* is an ancient tongue spoken by both the Vadhagh and Nhadrakh (and a few learned Mabden). In addition, the *Vadhagh* and *Nhadrakh* each have their own (very) ancient languages; that of the Vadhagh is very close indeed to the *High Speech* of the Young Kingdoms.

The *Nhadrakh* language is related to that of the *Ragha-da-Kheta*: anyone who can speak one, can speak the other at a skill of 20% less.

The *Shalafen* speak a strange hybrid of *Low Speech* and *Middle Speech*, which speakers of the either can understand at -30% and speakers of both at -10%.

Brikling (spoken by the Mabden of the Ice Wilderness) is a debased form of *Low Speech* with much guttural clucking and coughing; it lacks the subtleties of pure *Mabden*. *Mabden* speakers have at most a 20% chance of clearly understanding someone speaking *Brikling*.

Anyone who speaks Young Kingdom's *Common*, speaks *Mabden*, albeit with an unfamiliar accent.

Lip Read

The ability, found almost exclusively among the Ragha-da-Kheta, to understand what people are saying by observing their mouths when they talk. Of course, it is not possible to lip read anything in a language that the lip reader does not speak.

There is no base chance for this skill.

Million Spheres

This skill is treated here in the same way it is in the Young Kingdoms, with one exception: with it comes some knowledge about of the coming *Conjunction of the Million Spheres*. For details about such arcane matters, players and gamemasters should consult the *Cosmology* chapter.

Natural World

Obviously this knowledge is particular to the World of the Five Planes, and not the Young Kingdoms of *Stormbringer*, and visa versa. The specific differences (and contradictions) between the knowledge of characters from these settings are left to the gamemaster and players to determine.

Paranoid Analysis

The Ragha-da-Kheta ability to "see through" surface appearances to some of the actual malevolent forces at work in a given situation (success can also indicate when there are no malevolent forces at work at all). Clearly the knowledge gained by such analysis is more or less speculative (paranoid analysts cannot be certain) and is always limited by what the analysts know of the situation (that is, no one can learn that Morag is meddling if they don't know who Morag is). This is a skill that gamemasters may want to roll hidden from the players.

Ragha-da-Kheta have a base 20% in the skill, and it cannot be learned by other races at all.

Precepts of Contrivance (Precepts of Law)

The content and the operation of these specialized skills, found only among Seers and used for improving the properties of physical things, are described fully in the *Contriving* chapter, starting on page 93. Unlike normal skills, the player only notes whether they are known at all — there is no skill percentage associated with them.

Self Protection

A culturally-specific Ragha-da-Kheta variation of the *Trap*, *Potions*, and *Scent/Taste* skills that covers detecting and disarming traps, making and concealing warning devices and ambushes, concocting potions that protect against common poisons, recognizing such poisons in food and drink, and the ability to assess a situation in terms of its potential danger and to devise at least some means of security. At lower levels this skill may not be worth having, but at higher levels it can be very useful indeed.

Ragha-da-Kheta have a base chance of 10%.

Surf

The ability, found almost exclusively among the Shalafen, to ride the waves with or without a surf board. Mostly a sporting skill, surfing is also used by the Shalafen for delivering messages castle-to-castle and ship-to-shore, and has been known to have assisted the survivors of some wrecks.

There is no base chance for this skill.

Way of the Sea

The culturally-specific Shalafen ability to "read" the ocean: to predict weather, analyze currents, work out what forms of life are present, scry the direction of the nearest land, etc. This skill can only be applied on very large bodies of salt water and is useless on rivers, ponds and all inland lakes or seas. On the other hand, it could be applied successfully on planes other than this one — if only the Shalafen knew of such places.

The skill is innate for all Shalafen, who have a base chance of 25%, and cannot be learned by other races at all.

Whale Talk

All of the Shalafen have attained at least a rudimentary knowledge of this skill — the ability to communicate with whales in their own language. The Shalafen use an array of trumpets made from shells to imitate the range of whale speech, but other wind instruments might be adapted for the purpose. There is no ban on teaching this skill to outsiders, but it is quite difficult to master.

The base chance for Shalafen is 10%, but members of other races start with 00%.

Young Kingdoms

This skill is not valid in *Corum*. Any knowledge of the Young Kingdoms is considered part of the *Million Spheres* skill. In the same way, a Young Kingdoms character might have heard some fragments about the World of the Five Planes if their *Million Spheres* skill is sufficiently high. The gamemaster might grant particularly learned adventurers a base *Five Planes* skill of up to one tenth of their *Million Spheres* skill, if they roll a success with that skill when they first reach *Corum's* world.



WEAPONS

THE TABLE BELOW lists the weapons for *Corum* that are not found in *Stormbringer*. The *Stormbringer* weapons which are unavailable in this settings are those linked to a specific culture, though some of the new weapons correspond closely to such weapons. All other weapons and weapon classes in *Stormbringer* are applicable here.

Denledhyssi Axe

This brutal weapon is the favorite of the mad barbarian killers who give it its name. It is rarely available for sale and those possessing it who are not Denledhyssi are usually attacked by true Denledhyssi for doing so.

Khoolocrah Club

The distinctive claw-club is made from the claw of a giant bird. The Ragha-de-Kheta alone use these weapons. They do smashing and raking damage, and hence have a higher damage rating than your average club.

Long Sword

The powerful long sword is the single most popular sword in the Five Planes. It is longer than a broadsword and has a finer edge. Usually the long sword is combined with an off-hand shield for a devastating combination in battle.

Tall Spear

A form of long spear rather like a pike. Metal shod, this is a favorite weapon of the Vadhagh.

War Axe

This long hafted axe is another Vadhagh weapon, although crude copies exist in the Mabden world. It is often secured to the wrist with a thong, and sometimes used in conjunction with a sword.

Nhadragh Composite Bow

This weapon is actually a civilized Mabden copy of the Nhadragh original. It has a curiously wrought and angled stave with a double reflex curve, giving superior bow tension in a smaller space than far larger weapons. These bows are enamelled and jewelled and are extremely rare.

Vadhagh Bone Bow

The Vadhagh produce a bow which is in all ways, save for the simpler, more elegant design, the same as the Melnibonéan Bone Bow.

Whip

A special technique allows the wielder to startle an opponent into retreating. Although no damage is done, if the target is unable to Dodge a successful attack, he or she flinches, and must involuntarily leaps back 1D4 yards.

Shields

The shield is an even more common weapon in the Five Planes than in the Young Kingdoms. Starting adventurers should be encouraged to adopt the shield parry over weapon parry in all cases except for two handed weapons. Some masters of the arts of battle may employ a war axe as the off-hand weapon, but this is rare.

Unavailable Weapons

The following weapons from *Stormbringer* are not available in *Corum*: Filkharian Pike; Lormyrian Axe; Sea Axe; Desert Bow; and the Melnibonéan Bone Bow. Most of them have equivalents in Five Planes cultures, and Five Planes adventurers should always employ these local versions.

Armor

Corum armor is mostly identical to that of *Stormbringer*. Sometimes its composition may be slightly different, but always it yields the same armor rating.

One exception is *Barbarian Leather and Wood Armor*, which does not exist on the Five Planes. Barbarian armor here is more likely to be leather and rings, its makeup a hodgepodge of furs and brass and iron and hide. It does not float like its Young Kingdoms counterpart.

The other exception is the plate armor of Melniboné: even Vadhagh and Nhadragh Armors do not approximate *Melnibonéan Plate*. Made up of silver and brass and enamels, these armors are based more on half-plate and mail than the full battle armor of Melniboné and only offer the protection of half-plate and mail. These armors can also be Contrived, but that is up to their makers. Further, such armor should only considered a light burden to its wearer.

Hand-to-hand Weapons	Base Chance	Damage	1H/2H	HP	Length	Impale	Parry	STR/DEX	Weapon Class	Cost
Denledhyssi Axe	15	3D6+db	2H	25	long	yes	yes	13/9	9	500
Khoolocrah Club	25	2D6+db	1H	20	medium	no	yes	11/9	5	400
Long Sword	15	1D10+1+db	1H	20	long	yes	yes	13/9	2	350
Tall Spear	15	1D10+2+db	2H	15	long	yes	no	11/7	10	100
War Axe	15	2D6+2+db	2H	15	medium	yes	yes	11/9	9	250
Missile Weapons			Rate		Range					
Nhadragh Composite Bow	10	1D10+1+½db	1	10	120	yes	no	13/11	25	650
Vadhagh Bone Bow	10	2D6+2+½db	1	12	135	yes	no	11/13	25	700
Whip	05	1D4/entangle	1	6	5	no	no	9/9	20	75

TRANSPORT

Everything one needs to know about the ships and chariots of the Five Planes

ALTHOUGH ONE CAN TRAVEL the World of the Five Planes by the methods commonly available to a low tech society – walking, boating, riding on or in something – this section focusses on two modes of transport that involve elaborations on, or differences from, the rules provided in *Stormbringer*: ships and chariots.

SHIPS

THE MAJORITY of ships currently sailing the seas are of Mabden make. Most are warships, some are trading vessels and a few are fishing boats, generally small and unsafe for deepwater travel.

Bro-an-Mabden

Barbarian Mabden have small regard for honest ocean trade; raiding and buccaneering suit them better. Piracy is an accepted vocation, so much so that the more powerful pirate leaders name themselves Princes, with King Kronekyn-a-Drok's blessing.

In addition, the dock towns are home to more traditional warships flying the flag of the Toad-King, and primarily used for raiding his enemies. The prows of both pirate and raiding ships are decorated with bestial figureheads. After a victory these crudely carved monstrosities are ritually anointed with the blood of victims which dries and blackens until the next such baptism. At night it is not uncommon for a lookout to smell a Mabden fighting ship before spotting it.

Any large coastal town also has a large, but crude, fishing fleet and a smattering of rugged broad-beamed trade vessels, called "Drunkmen" for their distinctive wallowing gait.

The Ships of Bro-an-Mabden are crude-hewn and sturdy, lying low on the water. Their hulls and decking are often stained a glittering deep blue by the pitch used to waterproof them.

Bro-an-Nhadragh

Any realm made up entirely of islands must have a wealth of sea vessels, and so it was with this archipelago. But the once mighty oceanic power of the Nhadragh is nothing now, and no "authentic" Nhadragh ships seem to have survived.

The river Osmahn flows through Os, once "the Beautiful". The river's already wide and stately course has been rendered still safer and deeper by ancient ingenuity. She still feeds the numerous canals of the city, and her deep course would allow ocean vessels to sail directly into the city docks, if there were

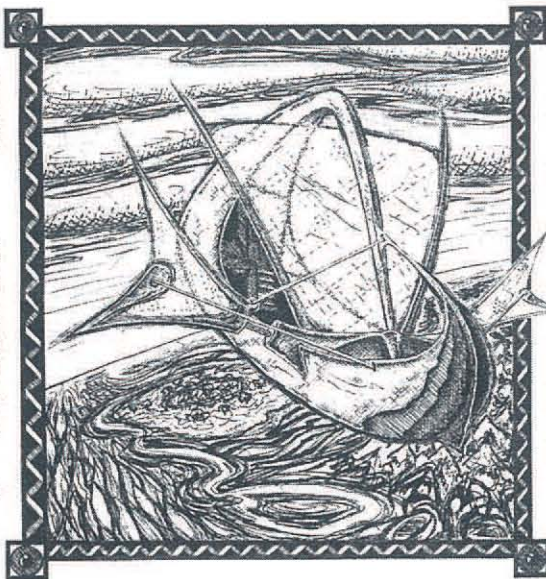
ocean vessels interested in calling, or docks at which to moor. There are still many canal craft, and something of a river trade is maintained amid the anarchy of the area.

The Mabden sea-farers who came into contact with the Nhadragh did what they could to mimic the ancient designs of the seacraft they faced. Mabden versions of the vessels are made of an earthenware substance, waterproofed and treated for strength, which is more durable and of lighter weight than timber. The ships themselves are low and broad but unusually graceful and remarkably swift.

These ships were originally painted in bright colors, and some of the best-protected are still decorated with polished metals and semi-

precious gems. The masts and stern castles of such fanciful and prosperous craft can be liberally festooned with elaborate flags and banners. Their Mabden owners have no idea what these devices signify, for they are simply copies of the original Nhadragh decorations.

It is common knowledge that some of the outlying islands are home to barbarian warlords who possess small fleets of warships. Indeed, a great variety of Nhadragh-inspired warships can be found in the islands, most now in woeful states of degradation and disrepair, and some even stranded on shores, bleaching in the sun with the bones of their last crew scattered about them.



Bro-an-Vadhagh

Vadhagh folk are given over to a life of the mind that seldom takes them from their lonely castles. The world around them, and its oceans, has interest only in an abstract sense. Only rarely, very rarely, is a member of this elder race found aboard one of their small Single-ships.

Vadhagh Single-ships, built for one sailor only, are exquisitely delicate. They seem barely able to support their own weight, let alone weather the gales of unfriendly seas, but appearances are deceiving. If these folk ever set their minds to building larger craft, they would be formidable indeed.

The Mabden of Bro-an-Vadhagh find ocean travel almost as alien as the Vadhagh. The pony tribes of the great northwestern forest think those who float on water are mad. King Lyr-a-Brode does grudgingly permit trading in his capital of Kalenwyr, but its position on the Hlaine-nan-Rye River necessitates the transfer of goods from deep-sea traders to shallow draft river vessels, which must then be laboriously poled upstream. The river barges of the Mabden are simple affairs: low boxes with an oilcloth covering to protect both crew and cargo.

Finally, the feared Denledhyssi occasionally use raiding vessels for fast travel. The outer hulls of their craft are bedecked with the bodies of those slain in raids. The ships of the Denledhyssi are designed for both river and ocean journeys. They are basic and effective, spike-prowed and wide beamed, built quickly and used mercilessly until they fall apart.

Lwym-an-Esh

The Mabden of Lwym-an-Esh are certainly capable of building robust and advanced sea vessels, but they feel little need to do so — their island continent boasts everything a comfortable life requires. The occasional ship that ventures forth on the ocean is more often than not seeking geographical knowledge or fauna samples for scholarly investigation. Lwym-an-Esh does sporadically send trading and even diplomatic vessels to other continents, but never frivolously. Even more rarely, coast-hugging fishing vessels can be spied flying the flag of one of the beautiful walled city ports.

The irony of Lwym-an-Esh is that more shipping can be found inland than sailing the ocean. The land is wide, and stately rivers are home to a vital fresh water fishing trade as well as a healthy number of cargo and passenger vessels.

In response to an increase in Bro-an-Mabden pirate activity, some northeastern cities have begun floating small war-fleets. Their builders and crew alike are inexperienced and the ships themselves are less hardy than might be expected.

Lwym-an-Esh vessels are recognizable by their high prows and stern castles and their brightly painted design.

Elsewhere

Khoolocrah — The Ragha-da-Kheta are a fearful people and their land is girdled by the all-but-impassable Thousand League Reef. Thus they have never really developed sea travel.

SAILING THE SEAS OF THE WORLD OF THE FIVE PLANES

RULES FOR SHIPS and combat between ships in *Stormbringer* (actually *Elric!* at the time) can be found in *Sailing on the Seas of Fate* (Chaosium Inc., CHA 2906). Rather than create a fleet of new statistics for the vessels of the Five Planes, we present a list of correspondences which should allow players to use of the ships from *Sailing on the Seas of Fate* as a basis for local vessels, with only minor modifications.

Bro-an-Mabden

Pirate ship — *Brig*
(Sail, 105 feet, 40 crew)

Pirate Command — *Galley*
(Oar/Sail, 250 feet, 60 crew, 100 warriors, 500 slave oarsmen)

Raider — *Bireme*
(Oar/Sail, 70 feet, 60 crew, 30 warriors)

Large Raider — *Longship*
(Oar/Sail 100 feet, 50 crew, 100 warriors)

Warship — *Trireme*
(Oar/Sail, 180 crew, 50 warriors)

Fisher — *Catamaran*
(Sail, 12 feet, 5-6 crew)

Mabden Drunkman — *Schooner*
(Sail, 95 feet, 30 crew)

Bro-an-Nhadragh

"Nhadragh" Fisher — *Small Trader*
(Sail/Oar, 25 feet, 3-5 crew)

"Nhadragh" Sea Hunter — *Small Cog*
(Sail, 70 feet, 15-20 crew, 1 war engine harpoon)

"Nhadragh" Warship — *Brig*
(Sail, 105 crew, 20-30 warriors)

"Nhadragh" Striker — *Quadreme*
(Oar/Sail, 300 crew, 50 warriors, 4-6 war engines)

"Nhadragh" Boarder — *Trireme*
(Oar/Sail, 200 crew, 100 warriors, 1 war engine)

"Nhadragh" Behemoth — *Galley*
(Oar/Sail, 250 feet, 500 crew, 100 warriors, 2-4 war engines)

"Nhadragh" Explorer — *Large Cog*
(Sail, 95 feet, 20-30 crew)

River Trader — *Schooner*
(95 feet, 10 crew, 20 passengers/100 tons cargo)

River Barge — *Knorr*
(65 feet, 10 crew, 10 passengers/15 tons cargo)

Bro-an-Vadhagh

Vadhagh Single-ship — *Catamaran*
(Sail, 12 feet, 1 crew)

Mabden Trader — *Large Cog*
(Sail, 95 feet, 25 crew)

Hlaine-nan-Rye River Barge — *Raft*
(Pole/Sail, 18 feet, 2-4 crew)

Denledhyssi Raider — *Longship*
(Oar/Sail 100 feet, 50 crew, 100-200 warriors)

Lwym-an-Esh

Trade Ship — *Large Cog*
(Sail, 95 feet, 25 crew)

Survey Vessel — *Small Cog*
(Sail, 70 feet, 15 crew)

River Coach — *Schooner*
(Sail, 95 feet, 10 crew, 20 Passengers/50 tons cargo)

Fisher (River/Ocean) — *Small Trader*
(Sail/Oar, 30 feet, 2-5 crew)

Dowish Battle Sloop — *Schooner*
(Sail, 95 feet, 15 crew, 15 warriors)

Ice Wilderness – It is said that the strange people of this unwelcoming land, the Brikklings, have ships called ice-runners that sail on the frozen surfaces of their home.

The Coral Castles – The Shalafen make countless small craft from living coral and shells, guiding their growth to suit the design requirements. They construct mainly 1 or 2 person fishing craft and occasionally barge-like affairs that can carry as many as a dozen. The coral craft are bright and beautiful, and as they sail the wind makes soft and wild music through the interstices of their coral structures. Their shell-based craft are often drawn, like chariots of the sea, by dolphins or other domestic sea-creatures.

In addition of course, anyone who journeys long and far enough will encounter the occasional mad wizard in a rowboat,

undead pirate ship, or sapphic amazon catamaran, but such encounters are to be expected in any civilized world.

Flying Ships

There are tales of vessels which sail not upon the sea, but in the sky itself. While flying craft would be within the capabilities of a race capable of creating flying cities like that which has crashed to ground upon The Plain of Broggfythus, such knowledge seems to have been lost, or lies forgotten in some dusty library.

Should a gamemaster wish to introduce a flying ship, it is suggested that it be based upon any small sea-faring vessel, most likely a *Small Trader*, or at most a *Schooner* or *Small Cog*. The skills required to pilot such a craft would, naturally, be more involved than those required for similar sea craft.

CHARIOTS

CHARIOTS ARE FOUND throughout Corum's world, and are much more widely used than in the Young Kingdoms. These rules may also be used in *Stormbringer*, where chariots are rare, but might be encountered on occasion.

Speed and Stability

The twin advantages of the chariot are its speed and stability. Properly used, a chariot can provide a highly maneuverable and stable platform from which to mount attacks. Making appropriate use of these two advantages is the responsibility of the chariot driver.

During play the *Drive Chariot* skill is split into a pair of sub-skills, which indicate the relative attention the driver is giving to each of the facets of the chariot: swift movement (*Speed*), and solid platform (*Stability*). Chariot drivers split their skill between these two aspects of charioteering in whatever ratio they desire, although the full skill is used in certain emergency situations.

During combat, the drivers split their skills at the start of each round (in reverse DEX order), and the following processes are adjudicated before all other combat actions.

Speed – trying to get there first

When two (or more) chariots are trying to outrun one-another, the competition is resolved using the *Speed* allotment of the drivers' *Drive Chariot* skills.

Drivers roll against their *Speed*, and the *qualities* of success are compared: *Fumble*, *Fail*, *Success*, *Critical*. For each level of difference, the driver with the better result is able to advance by a *Unit* of distance (described below). A *Fumble* result also indicates that a *Mishap* has occurred, as described in the section of that name, below. Even when none of the drivers actually wish to pull away (e.g. during a melee), *Speed* rolls should still be made for each driver, to check for these potential mishaps.

Example: If one driver rolls a *Success*, while the other *Fails*, the first one pulls ahead (or catches up, if previously behind) by a *Unit*. If the first driver had managed a *Critical*, that chariot would advance by two *Units*, instead.

Drivers who do not allocate any of their *Drive Chariot* skill to *Speed* must still roll – they *Fumble* on a roll of 95-00, and are otherwise considered to have *Failed* for the purposes of working out how much their opponents advance.

Drivers need not advance as far as their results permit; a driver may opt to reduce their level of success (without triggering a *mishap* as a result), and in so doing advance, or even drop back, by a lesser amount.

When three or more chariots are racing, the results for each chariot can be compared to all of the others. When a large number of chariots are involved, they can be split into notional groups which are treated together – a single roll is made of each group, but a *Fumble* result affects only one of them, and the rest are treated as if they had only *Failed*.

Units and Range

Units are used as an abstract, notional way of representing distance. In situations with ranged weapons, though, the gamemaster should figure that a single *Unit* represents a separation of 10 yards, and each additional *Unit* doubles the distance (20 yards for two *Units*, 40 yards for three *Units*, etc.).

Escape

Escape is possible when a chariot has pulled five *Units* ahead of its pursuit. If the driver manages to get a success that is two levels better than all pursuers, he or she may opt to break off and leave the rest behind. Alternatively, any time the chariot in the lead (i.e. ahead by at least a *Unit*) makes a *Critical* and all pursuers *Fumble*, the leader may elect to escape.

Stability – trying to damage something

The driver tries to choose a path that minimizes the disruption to passengers, offering them opportunities to use their weapons effectively (whether at range, or in melee when speeds are matched). Such maneuvering is resolved using the *Stability* allotment of opposing drivers' *Drive Chariot* skills.

In general, drivers roll *Stability*, with the following results:

Fumble, or Fail when opponent Criticals: passengers and driver are unable to attack, and all defend with only 50% of their usual skill.

Any other Fail: passengers attack with only 20% of their usual skill; the driver is unable to attack; all defend with 50% of their usual skill.

Success when opponent gets a Success or better: passengers and driver attack with 50% of their usual skill, and can defend as normal.

Critical, or Success when opponent Fails (or worse): everyone attacks and defends with their full skills.

An inexperienced warrior finds it considerably more difficult to fight from a chariot, although a skilled driver can make up for such a lack of experience. Any fighter with a skill less than **100 - driver's (full) *Drive Chariot* skill**, fights as though the driver's result was one level lower (e.g. a rolled Success is treated as a Fail by that combatant only).

Using the Chariot as a Weapon

The chariot driver may decide to use the chariot itself as a weapon, rather than trying to facilitate attacks by passengers. When attempting this, the driver selects one of the two maneuvers below, and a *Stability* roll is made to determine its

success, but no melee or ranged weapons can be used from within the chariot. Other chariots containing opponents who wish to engage this chariot with conventional attacks compare their *Stability* rolls as normal (above).

Ramming: A chariot can be used to ram a person, a mount, or sometimes even another chariot. The damage done depends upon the *Body Type* of the attacking chariot: *Light* chariots do 3D6, while *Heavy* ones do 5D6. If both chariots are trying to hit each other, they only fail to collide if one of them *Fumbles*, and both do the indicated damage to each other if they hit.

Raking: A chariot with *Wheel Spikes* may attempt to rake another chariot, or, less often, some other target. The attacker must indicate whether the horses, chariot body, or chariot wheels are the target of the attack. The attempt fails if the defending chariot driver manages a better class of success with the *Stability* roll (i.e. the defender rolls a *Critical* when the attacker only manages a normal *Success*). The damage done when wheel spikes hit is noted in the relevant chariot listings (below).

If a horse is targeted: it is permitted an additional *Dodge* roll ($2 \times \text{DEX}\%$) to avoid the blades.

If the body of the chariot is hit: in addition to the damage, all passengers must make *Dexterity* rolls to remain standing, a *Fumble* indicating the passenger is thrown from the chariot.

Chariot Mishaps

When misfortune visits a fast-moving chariot, disaster is never far behind. A driver who *Fumbles* a *Speed* roll should roll 1D6 to determine the nature of the chariot's fate, unless the game-

SPOT RULES FOR CHARIOTS

Obstacles

When the driver must avoid an obstacle, use the full *Drive Chariot* skill to swerve out of the way. All occupants must roll *Dexterity* to remain in the vehicle. If the driver is thrown free, see **Driverless Chariots**, below.

If the obstacle is hit, the chariot takes from 1D6 to 5D6 damage to the *Wheels*, as the gamemaster feels is appropriate for the situation.

Attacks

Melee attacks made into a chariot are usually aimed at the passenger(s) or driver, although it is possible to target the chariot itself, and do damage directly to its *Body* or *Wheels*.

Ranged attacks, however, are less likely to hit those inside a chariot. A normal *Success* does damage to the *Body* of the chariot; a *Critical*, though, permits the attacker to select any occupant as the target.

Being Dragged

When being pulled along behind a chariot (by design or misfortune), one takes 1D6 damage every round, (or 3D6 every thousand yards, if not in combat). Armor protects against this damage, but is eventually worn away, losing a point of protection each round.

Trampling

Being run over by a chariot is unpleasant, to say the least. The potential target is advised to *Dodge*, but if that is impossible or the attempt is failed, roll 1D2 to determine how many horses trample the victim.

Use the horse statistics from *Storm-bringer* for damage. In any case, the chariot's body rolls over the victim for an additional 2D6+6 damage. Armor is not helpful against this damage, although the gamemaster may decide that some forms of magical armor offer (reduced) protection.

Broken Wheels

When a *Wheel* has taken more damage than it has structure points, the driver should immediately attempt a full *Drive Chariot* roll to slow the chariot to a stop. *Success* indicates that all occupants are shaken but unharmed. *Failure* results in a crash, and all occupants must make *Jump* rolls or take 2D6 damage, which armor does not protect against. The horses also take 2D6 each.

Driverless Chariots

When the driver is separated from the chariot, or cannot manage to keep it under control, the chariot continues forward at the whim of the horses. In most situations they slow to a stop within 1D10 rounds, although when terrified they might stampede for much longer. While driverless, a chariot fails all *Drive Chariot* and related rolls, and might roll for a *Mishap* as often as each round (at the gamemaster's discretion).

master wishes to select a particularly appropriate mishap. The **Spot Rules for Chariots** should prove helpful when dealing with these disasters.

- 1-2 *Nothing happens* – the horses stumble for a moment, but regain their footing with no other effects.
- 3 *Something on the road* – the chariot's path is blocked by a rock, a fallen tree, the carcass of a dead donkey, or some other obstacle.
- 4 *A hole ahead* – the driver spots an unexpected hole. If it is small, perhaps it can be ignored (1D6 damage to a random wheel); larger holes can be treated as simple obstacles; the largest holes wrench control from the driver immediately, forcing all occupants to make *Dexterity* rolls on each of the next 1D4 rounds (as the chariot runs out of control), to avoid being thrown out of the vehicle.
- 5 *Dramatic tangle* – one of the occupants (roll randomly) has caught a limb or item in the reins or other equipment. A *Dexterity* roll is required to avoid falling and being dragged behind the chariot. It takes 1D6 rounds to untangle the mess, or a single round to cut the offending straps (resulting in a 20% penalty to all *Speed* and *Stability* rolls).
- 6 *Out of control* – the driver gets a branch in the face, dust in the eye, or is otherwise distracted. It takes 1D4 rounds to regain complete control.

Chariot Structure

The *Body* and *Wheels* of chariots have hit points, just like weapons or shields. If a chariot *Wheel* breaks, the vehicle is about to crash (see **Broken Wheels**, in the **Spot Rules for Chariots**). If the *Body* is destroyed, the chariot breaks up and both wheels come off, depositing passengers and gear behind it (3D6 damage). It takes 1D4 rounds for a chariot to completely disintegrate.

Chariot Specifications

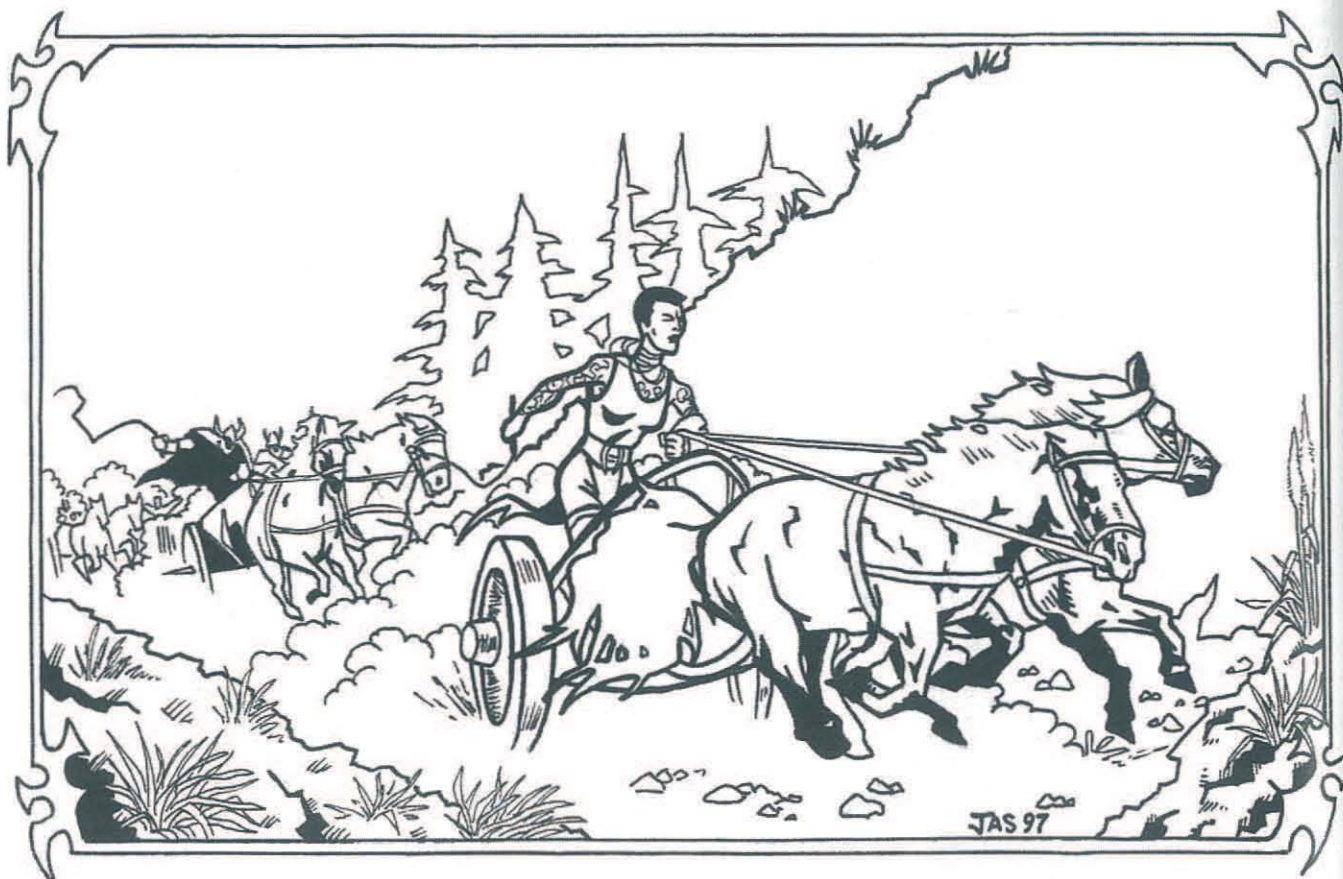
Chariots are described in much the same way that ships are treated in *Sailing on the Seas of Fate*. Each chariot has *structure points* defined for its *Body* and both *Wheels*. The harness and other pieces of the chariot are not explicitly described, but the extra accumulation of weight has been taken into account.

Since chariots are often used in combat situations, space is provided on the back of each character sheet to keep track of the relevant data for a chariot.

Terms

BODY – The bulk of the chariot where the driver and passengers stand and the equipment is carried. Usually protected in front by a large shield-like closed section. Often gaff poles are added to the body to fend off other chariots.

WHEELS – The wheels of the chariot, one on either side of the body, usually large and strong. Sometimes spikes are added to the wheels to rend other chariots and infantry.



STEEDS – The type of motive power most commonly used with the chariot. Such steeds are, unless otherwise stated, basic riding horses which have been *specifically trained* for chariot use. Any adventurer trying to hitch an ordinary riding horse straight to a chariot is asking for trouble. Use the horse statistics from *Stormbringer*.

CREW – The number of occupants, including the driver. Light (or racing) chariots usually carry only two people, but Heavy (or war) chariots can take three, or more. If the passengers are seated, stacked like cargo, the absolute maximum is six.

Chariot Styles

Most of the chariots in *Corum* are based roughly on Roman models, with large shields at the front, a solid base, and an open back.

Chariots in the World of the Five Planes fall into two basic categories: *Light* and *Heavy*. *Light* chariots are used where speed is important – racing, messengers, or basic transport. *Heavy* chariots are almost always used for warfare – smashing through troops of infantry or running down foes. These war chariots

often have additional gear attached to them: gaff poles or wheel spikes for extra damage.

The different design goals translate into bonuses for both of the chariot designs, making it somewhat easier for drivers to use them as they were intended. *Light* chariots receive a bonus of +20% to all *Speed* rolls (as long as the driver puts at least some attention, and skill, towards the speed of the vehicle). In the same way, *Heavy* chariots receive a bonus of +20% to all *Stability* rolls (as long as the driver puts some of his skill into keeping the chariot stable). Contriving is sometimes used to enhance chariots as described in the relevant section of the *Encyclopedia Conjuratoria*.

Notes on Harnesses

The lighter chariots may be pulled by either two or four horses, but the heavier kind almost always require four. The horses are usually connected to a central rig, a long T-shaped pole with a horse on either side. In the case of four-horse chariots the outer horses are attached to the center horses, rather than to the rig directly – four-horse chariots are not like other four horse vehicles, as the horses flank each other abreast, rather than in ranks of two.

CHARIOTS OF THE FIVE PLANES

THESE ARE THE STANDARD CHARIOT TYPES used in the various lands of the Five Planes. Owners often customize their chariots, including using Contriving to enhance their properties. Races other than Mabden do not generally produce chariots, instead preferring to ride horses or (as in the case of the Vadhagh) to travel in carriages.

Bro-an-Mabden

Light Chariot (+20% Speed)

Wheels: 9/9 **Body:** 17

Steeds: 4 Barbarian Ponies

Weapons: None

Crew: 1 Driver, 1 Passenger

Notes: These are chariots used by the barbarians for raiding. They can carry a cargo equivalent of SIZ 40, or three prisoners stacked in with the crew.

Heavy Chariot (+20% Stability)

Wheels: 15/15 **Body:** 25

Steeds: 4 War Horses

Weapons: Wheel Spikes (2D6 dam)
Spiked Chassis (3D6 dam)

Crew: 1 Driver, 1-2 Warriors

Notes: The standard barbarian war chariot, also used in Bro-an-Vadhagh. Heavily armed and armored, it includes short spikes on the underside of the body to lacerate any enemies the chariot might run over. A favorite barbarian tactic is to pull prisoners behind the chariots, secured by ropes to the frame. If they fall they are dragged.

Bro-an-Vadhagh

Light Chariot (+20% Speed)

Wheels: 12/12 **Body:** 20

Steeds: 4 Barbarian Ponies

Weapons: None

Crew: 1 Driver, 1-2 Passengers

Notes: A heavier version of the Bro-an-Mabden Light Chariot, this one used by the southern Mabden. It has slightly larger cargo capacity, SIZ 50, and can accommodate two crew.

Bro-an-Nhadragh

Heavy Chariot (+20% Stability)

Wheels: 14/14 **Body:** 20

Steeds: 4 Riding Horses

Weapons: None

Crew: 1 Driver, 1 Warrior

Notes: Used by Mabden conquerors of the Nhadragh civilization, these are like those of the ancient Celts. The chariot body is reversed, being open at the front and closed at the back. The center poles and yokes of the tack are strengthened, allowing the warrior to climb out on them, poised to combat enemies from this precarious position. Civilian

versions of these chariots are beautifully wrought, enamelled and encrusted with gems and precious metals.

Lywm-an-Esh

Light Chariot (+20% Speed)

Wheels: 8/8 **Body:** 14

Steeds: 2 Riding Horses

Weapons: None

Crew: 1 Driver, 2 Passengers

Notes: These chariots are used for riding around large cities or journeys over good roads. They normally have room for passengers and luggage and are equipped with an inner frame for holding the luggage tight.

Heavy Chariot (+20% Stability)

Wheels: 12/12 **Body:** 18

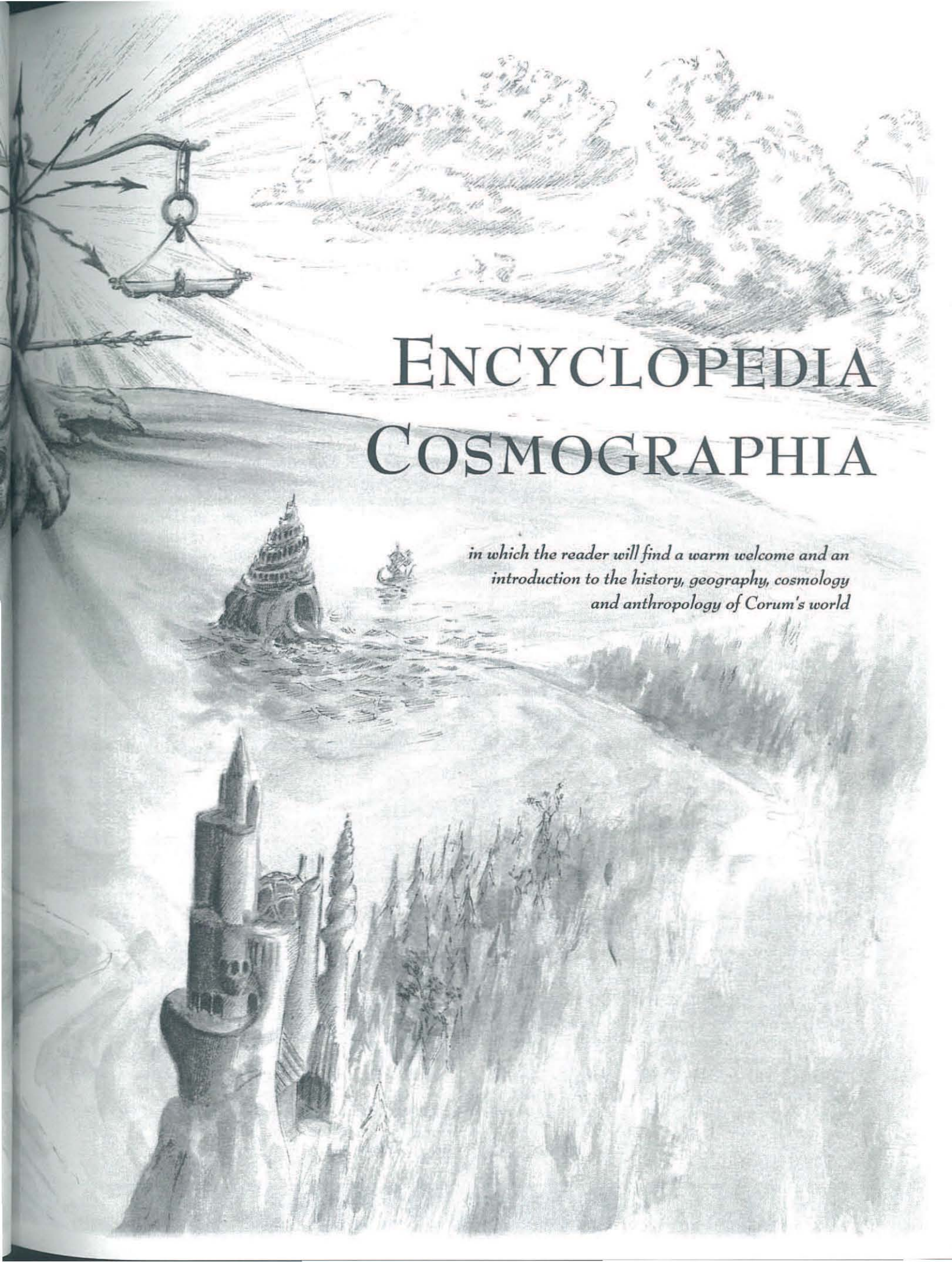
Steeds: 2 War Horses

Weapons: Wheel Spikes (2D6 dam)

Crew: 1 Driver, 1-2 Warriors

Notes: The civilized nation of Lywm-an-Esh uses this as a war chariot. The warriors in the chariot use long spears or javelins to attack other chariots or infantry.





ENCYCLOPEDIA COSMOGRAPHIA

*in which the reader will find a warm welcome and an
introduction to the history, geography, cosmology
and anthropology of Corum's world*

HISTORIA

Including a brief recitation of the saga of Corum Jhaelen Irsei, the Prince in the Scarlet Robe

IN THE ANCIENT DAYS, when the world was round, Lord Arkyn and the Lords of Law ruled over all. Arkyn created the Vadhagh and the Nhadragh, two races of such culture and refinement, such elegance and civilization they were the very embodiments of Law. They ruled the Fifteen Planes and cultivated the arts of music, poetry, painting and sculpture, and finally, war. Thus the Vadhagh and the Nhadragh began to learn enmity and to do battle one against the other. But always it was for them an aesthetic exercise and they crafted beautiful ships, and even cities, which could careen through their planes, taking their warfare with them.

As the Nhadragh and Vadhagh tired of their war and began to settle in isolation in their cities and castles, the heavens erupted in violence. With this conflict came Chaos, and the beginnings of the Mabden, or human peoples.

The Lords of Law and of Chaos did war upon each other — Arkyn and his allies fought against the Sword Rulers: Arioch the Knight, Xiombarg the Queen and Mabelode the King. Law was crushed and in defeat, banished from the Fifteen Planes. Arioch claimed the Five Planes, one of which was the home of the Vadhagh and the Nhadragh. When he became ruler, he set about altering the realm to correspond to the tenets of Chaos.

Arioch made the world flat and created Chaos Lands, where the landscape constantly altered at the whims of its master. And he made the Mabden powerful so that they began to dominate the land.

At the same time, Queen Xiombarg seized the next five planes and subjugated them to the whims of Chaos almost wholly, cruelly destroying her enemies with the power she, as Queen of the Swords, wielded.

Finally, Mabelode, in the last five planes, created a seething mass of chaos stuff, where creatures sprang up and died within minutes, landscapes rose and fell with a breath, and everything was possible.

The Children of Chaos

In Arioch's realm, the Mabden were favored, and they came to dominate the land as the power of the elder races of Vadhagh and Nhadragh decayed. The older of the Mabden peoples respected the elder races and came to emulate them in arts and in culture, often almost equalling them. But the newer Mabden peoples were roughhewn and ignorant. Instead of the high learning and sciences of the Nhadragh and Vadhagh, Arioch gave these Mabden fear and superstition, reliance upon the worship of gods, and ultimately, sorcery.

For many years their fear extended to the elder races, who the more ignorant Mabden believed were *shetanbow*, or demons. Finally, when the Mabden learned they were no such thing and could be killed, almost in a fury of disappointment the more barbaric Mabden set out to slaughter the elder races.

The Coming of the Prince

The two Kings of the barbarian Mabden lands conspired against the elder races. King Cronekyn-a-Drok of the continent of Bro-an-Mabden, the land from which the Mabden peoples originated, and King Lyr-a-Brode of Bro-an-Vadhagh, the cool and lovely lands of the Vadhagh,

joined forces. They sent their agent, the vicious Earl Glandyth-a-Krae against the two elder races.

First the Nhadragh were taken into slavery, a final step in the degeneration which had begun with their first contact with the Mabden people, for they had been more welcoming and tolerant than the Vadhagh.

Next Glandyth and his men, the *Denledhyssi* (meaning murderers), went against the Vadhagh and killed them all, save one. The Prince in the Scarlet Robe, Corum Jhaelen Irsei, was the last of his race, or so he believed. Captured and mutilated by Glandyth, his right eye and his left hand removed on the butcher's block, Corum was rescued by Arkyn and his agents.



Brought to Moidel's Mount, the last outpost of the Sinking Land, Lywm-an-Esh — a country where the more cultured Mabden lived — Corum was nursed to health by Lady Rhalina-a-Allomgyl who became his love.

When Earl Glandyth attacked Moidel's Mount, Prince Corum and Lady Rhalina escaped through the aid of Shool-an-Jyvan, an ambitious sorcerer who wished Corum to battle Arioch on his behalf. Corum hated Arioch, blaming the god for what had happened to his people, and agreed to take Shool's terrible gifts, The Hand of Kwll and The Eye of Rhynn.

The Bane of the Sword Rulers

The Eye and the Hand were parts of the Lost Gods. Corum could see into another realm with the Eye and draw aid from it with the Hand. But the gifts were horrible, for the denizens of this realm were those slain previously by the Hand. Corum embarked on a quest against Arioch in the company of Jhary-a-Conel, a strange wayfarer who seemed to know much about destiny and the construction of the Multiverse.

Many were Corum's trials. He first slew Arioch with the aid of the Hand of Kwll and later journeyed to Xiombarg's plane when she challenged the newly restored Arkyn's power over the Five Planes. Here he encountered a lost city of the Vadhagh, and though overjoyed to find his people still survived, had to journey back to his home plane and battle Mabden sorcery and Prince Gaynor the Damned, Champion of Chaos.

Ultimately Corum slew Xiombarg by tricking the goddess into defying the Balance. Then he was forced to undertake a final quest against the last of the Sword Rulers, Mabelode, when Glandyth-a-Krae gained the Chaos King's aid in bringing strife to the Five Planes, through the sinister Cloud of Contention.

Corum found the Lost Gods, Kwll and Rhynn, and their missing parts were restored to them. They slew the Lords of Chaos at the time of the Conjunction of the Million Spheres, but also slew the Lords of Law, leaving the men and women of Corum's plane to forge their own destinies, without the interference of gods.

Contentment and the Cold Gods

For a time the land was in peace and a new period of harmony brought forth by Corum's deeds. But soon Rhalina died, her mortal lifespan no match for Corum's near immortality. Corum then undertook to answer a summons to the future, where the Mabden people worshipped him as a demigod. Here Corum again came into conflict with gods, for he was forced to battle the Cold Gods, beings of Limbo who sought to devastate the plane. Corum once again journeyed with Jhary-a-Conel, finding more kin in the form of the Sidhi who were much like his own Vadhagh folk. Once again he encountered Prince Gaynor the Damned.

Ultimately Corum succeeded in his tasks but finally met his doom at the hands of his new love Medhbh, a Princess of the Cremm-Croich, the people of that time.

HISTORICAL NOTE

This supplement presupposes the roleplaying campaign using *Corum* is set in that time after the coming of the Mabden, and before the final doom of the Vadhagh. Gamemasters may wish to follow the Saga of Corum and have their adventurers meet with similar fates, but this earlier period offers the richest and most diverse assortment of peoples and beliefs. The gods are astride upon the land, the forces of Law machinate to gain ascendancy over Chaos, and heroes of all kinds may answer the call to adventure.

THE TAPESTRY'S TALE

The following is from a tapestry hanging upon the walls of Moidel's Mount. The tapestry is an ancient and valued source of legends and histories in the land of Lywm-an-Esh.

The Legend of Mag-an-Mag

Mag-an-Mag was a great hero of the land, a popular folk figure, well loved among the Mabden of Lywm-an-Esh. Mag-an-Mag had many great quests with his companion Jharkor-Neelus.

Once, the two were captured by pirates and Mag-an-Mag was dismembered, his parts cast into the sea. Jharkor was beheaded and his head tossed away. Castaways, they were rescued by a sorcerer who replaced Mag-an-Mag's limbs. But the magician could not locate Jharkor-Neelus' head, so instead used that of a bird, a crane.

This suited both Jharkor and Mag-an-Mag well. In return they slew the sorcerer's enemies and left his company, greatly rewarded by him for their efforts.

GEOGRAPHIA

Including discussion of the peoples and lands of the World of the Five Planes

THE GEOGRAPHY of the World of the Five Planes is rich and diverse. So too is the assortment of peoples who populate the lands. Below are descriptions of the countries and their inhabitants.

BRO-AN-MABDEN

THIS GRIM, ROCKY LAND is the original continent from which the Mabden races sprang. It is a country of thick dark forests, hard cliffs of stone and deep, desolate valleys. It is a land of hard people who are brutal and pitiless. Its cities are little more than fortresses though some of the coastal towns are rough and sprawling, home to pirates and raiders. The villagers and farmers scrape a thankless living from the unyielding earth. The climate too is bleak, with frosted, cold winters, summers of withering heat, and spring and fall mere blurring in between.

The People

The cultural level of Bro-an-Mabden is barbaric, and even that term is perhaps flattering. The people are strong and hardy and their society feudal, like most Mabden societies, though without the refinement of other lands. The King, Kronekyn-a-Drok, is a crookbacked half-idiot who holds his people in thrall by the steel and fire of his warrior-lords. The lords call themselves Dukes, Earls and Barons in mimicry – and perhaps mockery – of those of the civilized Lywm-an-Esh, whom the barbarians view with suspicion and some fear. Bro-an-Mabden is closely allied to Bro-an-Vadhagh, and the kings of these lands are in open agreement.

Only Mabden peoples live here. Any others are treated with suspicion, terror or outright hatred. The Mabden sailors hold this in check when they visit other lands, but even so, most of them come openly as raiders or pillagers. The gods

worshipped are those of Chaos: Arag (or Arioch as he is known elsewhere), and the foul, bestial Dog and Horned Bear in one form or other.

The Coast

Along the coasts of Bro-an-Mabden great cliffs rear, interspersed by a few rocky beaches of dark sand and shale. There are few welcoming bays on this coast, so those which do afford good access to the sea are highly prized and have been intensively settled.

These coastal towns are the main access Bro-an-Mabden has to the world beyond. They are combination village, trading center, pirate lair, port and circus. No visitor can come to Bro-an-Mabden without passing through one, and thus they are the most likely places on the continent to number foreigners among their populace.

Coastal Towns And Places Of Interest

Klan-a-Dor

More sheltered than its neighbor Gor-an-Clu, Klan-a-dor provides a strong harbor and is favored by the warships of King Kronekyn's forces.

The town is full of barbarian sailors drinking toasts to the King from mugs the size of buckets. Press-gangs rove the streets with club and net seeking "willing servants of the Kingdom."

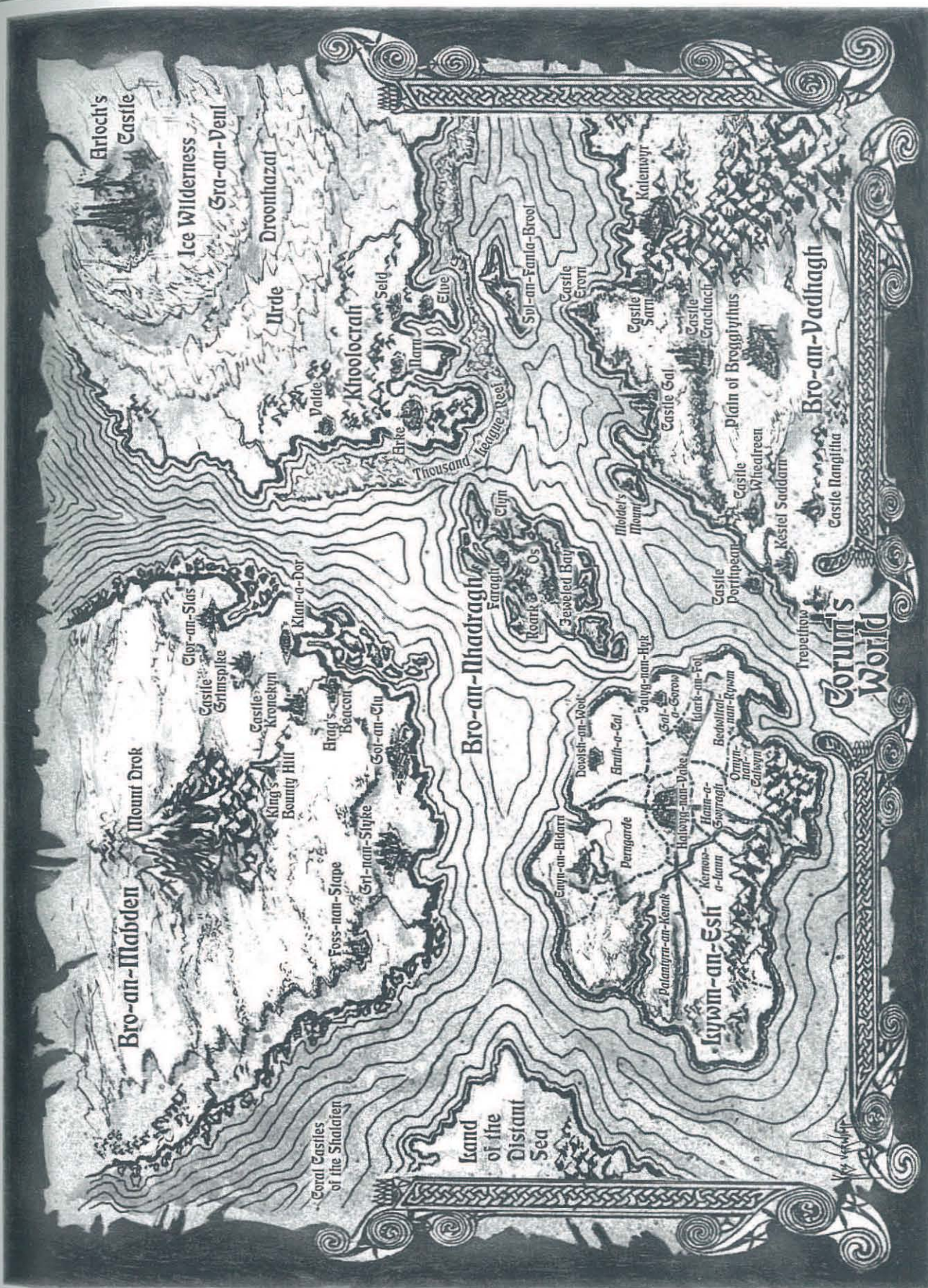
Gor-an-Clu

See the detailed description, starting on page 39.

Gri-nan-Slyke

The most multicultural of Bro-an-Mabden townships, Gri-nan-Slyke boasts whole suburbs of denizens from Lywm-an-Esh, Bro-an-Vadhagh (one has to look hard to spot the difference to natives), a Brikling settlement and even a few tame *shefanbow* in the form of debased Nhadrach captives.





Clor-an-Slas

A pirate township, this place also has a thriving slave market which not only caters to sea robbers, but to those barbarian nobles who have run low on peasants owing to the hard winters and their own brutality. No honest business is run from Clor, but for the hard-hearted this is the town to visit for genuine bargains and exotic treasures from far and wide.

Arag's Beacon

A hill of stone which eons ago was volcanic. Now cooled and dead, the outer rock resembles pumice while the inner is quite shiny. There are enough cracks in the rock that when the locals lower lanterns into the hill, the resulting amplification on the mirror-like inner walls of Arag's Beacon creates pin-points of light that illuminate whole stretches of the coast. On clear nights during a full moon, no lantern is needed, as the glow from the night sky is enough for the beacon to send dazzling beams of reflected moonlight along the coast. The barbarians hold a number of superstitions about the place. A watchman tends the lanterns and makes occasional supplications to the rock, in the name of Arag. Local sailors use its light to navigate safely through the rocks off the coast of Bro-an-Mabden.

The Crumbling Coast

Much of the sheer coastline of Bro-an-Mabden is unstable. Massive slabs of shale or chalky rock are likely at any time to plummet into the ocean, smashing ships unfortunate enough to be in their way. There are few ways to actively avoid such a catastrophe, but those familiar with these waters always post a sharp-eyed look-out in the crow's nest of their ships, to signal if the slightest tremor of the cliffs is detected. The best method of avoiding being crushed is not to be under the cliffs at all. For this reason the coastal waters of Bro-an-Mabden,

save those lower, safer areas near bays are rarely frequented except by those desperate to make secret landings upon the shore. Thus are eagle-eyed youths prized among the crews of Bro-an-Mabden pirate vessels, for they are as able as those with sorcerous enhancement and not nearly as much trouble.

The Pirates of Bro-an-Mabden

Unique to this northern land are the pirates of Bro-an-Mabden. These seagoing thieves often make their raids with official government sanction, being a useful tool of oppression and destruction for King Kronekyn-a-Drok.

Pirates use small sailing vessels like sloops which have shallow drafts for slipping in and out of coastal waters. Some more ambitious pirate leaders have been known to ply their trade in massive battleships, but such titanic vessels are far too ostentatious for effective piracy and such pirates are usually destroyed, albeit in a blaze of glory, by the fleets of Lywm-an-Esh.

Despite their thirst for blood, pirates adhere to strict rules of conduct among themselves. These rules or "articles" usually call for equal shares among pirates (with double for captain and officers), no gambling or fighting among themselves on board ship and no drinking except in allotted amounts and at strictly regulated times. The penalty for violating the articles of piracy is death, or marooning on the Chaos Coast of Urde, which amounts to the same thing.

The Shark

Pirates worship Arag and Chaos through the creature known as The Shark. The Shark, like the Dog and the Bear, may send to worshippers or sorcerers creatures from the Army of the Shark — giant sharks with ruby red teeth. For statistics use the Army of the Bear (on page 121, in the *Inhabitants* chapter),

SERVANTS OF THE SHARK

Pirate Princes of Bro-an-Mabden

Captain Skidd

Ship: *The Silver Prince*

Appearance: A bearded giant barbarian in a conical Vadhagh helm.

Habits: Thinks he is descended from the Vadhagh and has demonic powers. (Fortunately for Skidd his Quartermaster is Hiel-an-Shak, a ferrety sorcerer who uses his magic to keep his captain's illusions intact).

One-Legged Mhike

Ship: *The Greasy Gullet*

Appearance: Tall, elderly, silver-haired, red-eyed and scabrous.

Habits: Attaching a marlin spike to his leg-stump and having himself propelled in a wheeled chair to run his enemies through.

Nance-a-Dayl

Ship: *Harridan's Curse*

Appearance: A colossal woman, with a nose ring and fearsome and graphic tattoos of demons disemboweling men.

Habits: Imitating the actions on her tattoos.

Flak-nan-Jasker

Ship: *Bone Sucker*

Appearance: Three foot nine inches tall, ugly as a hat full of portholes.

Habits: Wears a mask made from a dead dog and barks at oncoming ships. Likes to name individually the flies that congregate around his head.

The Nameless Pirate

Ship: *Ebb Tide's Return*

Appearance: Black clothes, black cloak, closed helm of scarlet.

Habits: None known — he is a mystery of the sea. Whole evenings can be spent in gossip about this enigmatic sailor who has never taken a prisoner and whose crew appear drugged into near insensibility.

Mister Moongrip

Ship: *The Bloody Duck*

Appearance: A skinny, tattooed, feral barbarian with headlice and a missing right eye.

Habits: Collects the right eyes of his victims, goes naked into battle believing his hideous tattoos frighten his enemies into surrender.

replacing the run and walk movement with a Swim skill of 120%.

Shark worshippers are almost exclusively pirates. They delight in making their captives and enemies "walk the plank" in order to feed the ravening sharks which always follow pirate ships. These beasts are almost totem animals to the Mabden pirates, who adopt favorites as ship's mascot.

Typical Coastal Encounters

Wreck

A vessel has been smashed by the crumbling coast. Parties are being organized for rescue or salvage or both.

Gull Swarm

A flock of chaos gulls has descended on a coastal town and settles in, cawing ceaselessly and occasionally attacking townsfolk, until driven off. Use *Chaos Crows* (on page 122, in the *Inhabitants* chapter).

Sea Battle

Out to sea a Lywm-an-Esh trader and a Bro-an-Mabden pirate hulk do battle to the death.

Sankey's Gut

An epidemic of Sankey's Gut has hit all coastal settlements. Named after the pirate chieftain Sankey-an-Suss, this perilous stomach ailment is as unpleasant as it is painful. Lasting twenty-four hours, the complaint makes all sufferers expel from various orifices any food or drink not fully digested, while their skin exudes a putrid, greasy sweat. No fatal cases have been recorded among victims of the disease, though there have been some among onlookers.

Convoy

A convoy of trading ships has arrived from another land. There is much celebration and good trading opportunities.

Inland

The interior of Bro-an-Mabden is alternately rocky and barren, and heavily forested. The main forests lie well in from the coast, forming an almost circular barrier between the coastal areas and the towering Mount Drok in the center.

Peasants scrape a living from the hard soil between the forests and the coast, driven on by their feudal overlords, the barbarian chieftains of King Kronekyn. It is here that the chiefs have erected their mud castles and their teeming towns.

Dominant among these settlements is Castle Kronekyn, a massive castle-city which sits on the borders of the Unbroken Forest, and from where the half-idiot King rules over his land.

Beyond the Unbroken forest lie the mountains and foothills of Mount Drok. Mount Drok is made up of many smaller mountains, all of them ignored by map-makers as mere "fragments of Mount Drok". The forbidding place is said to hold many secrets and strange treasures for those foolhardy enough to brave its slopes.

Inland Towns And Places Of Interest

Castle Grimspike

The home of Baron Grott-an-Drodd, vassal and Warmaster of the King. The castle is constructed of the dark, hard mud of

THE ACCESSION OF THE TOAD KING

SO HIDEOUS WAS THE INFANT who was to become the king of all that, upon his birth, the entire population of the City Regal recoiled in horror. They treacherously arose and expelled the babe and his royal parents from the City, bestowing on that municipality a state of anarchic violence which infested the place for twenty-four years.

The former king and queen exiled themselves and their child on a lonely crag in the foothills of Mount Drok, far from any contact with humankind. There Kronekyn learned to ignore his deficiencies under the loving care of his parents, who told him nothing of his royal lineage until he had reached the age of sixteen and had become a man in all but stature.

Vowing to expunge the wrongs set in train by his birth, Kronekyn set out for the very peak of Mount Drok, where he dwelt in prayer, fasting and isolation for eight long, lacerating years, further disfiguring himself while beseeching the god to intervene. During this time he became known as the "Beloved of Arag".

Meanwhile in the hidden byways of the City Regal a towering, cloaked figure was said to hold whispering converse with all the families whose evil ambitions kept the city in perpetual conflict. This so-called Faceless Prophet offered arcane proofs that the source of the City's misery was located in the innocent couple whose issue had heralded its descent into violence and criminality. But the former king and queen had disappeared. How to discover them?

The City hit upon an insidious plan. It sent out an appeal to its former rulers to rescue the City Regal from the mire of degeneracy into which it had sunk. When the king and queen heard of the appeal, they knew that Arag had finally answered the prayers of their son; and rejoicing they set out on their return.

As they neared the City, a tall shrouded figure appeared and motioned them to the top of a barren hill within sight of the City walls. Expecting a ceremony of welcome, the royal couple were instead grappled by the Faceless Prophet (for it was indeed he) and hurled screaming to the rocks below, while the City's populace, gathered on the walls, jeered and celebrated.

But then a miracle occurred! The Faceless Prophet seemed to melt away – and in his place stood Kronekyn, so abysmally ugly and so redolent with rage that all the clamor of City Regal was hushed. "You traitorous scum! What foulness have you made here?" the Toad Prince shouted, "Murdering your rightful rulers! Have you no shame? I have come too late from my holy mountain fastness. Now I shall surely leave you forever to writhe in your sins!" And he turned to depart.

"No!" implored the populace with one voice, "Do not leave us, Kronekyn, Beloved of Arag! Save us from what we have done! Be our Toad King and rule us forever!"

And in this way, reluctantly, and only because he owed it to the memory of his parents, was Kronekyn persuaded to assume the throne he sits upon to this day.

From the Chronicles of Gallis-nan-Slor, historian by appointment to his majesty, King Kronekyn, Beloved of Arag

the region and stands brooding over the small township which serves it.

Visitors to the Castle must undergo the Test of the Spike before they are deemed worthy to stay within its walls. This ritual is said to involve having an iron spike driven through the body part of one's choice without screaming.

The peasants here are especially cowed, since recalcitrants are made join the troop of Grott's Irregulars, which stage regular "festive" combat against the Kingdom's elite barbarian warriors. These combats are always to the death.

Foss-nan-Stape

This small town lies over one of the rare rich mineral deposits in the land. Vigorous mining has turned the township into one of the more thriving inland merchant centers, whose profits sometimes rival even the coastal towns. Foss is the place for all kinds of weapons, armor and shields. Though the craftsmanship is crude, the metals are tougher than the usual low grade materials employed by barbarian smiths.

King's Bounty Hill

A towering escarpment so-named because it was where good king Kronekyn conferred the bounty of his rule upon the people, after having bested the evil Faceless Prophet and almost rescuing his aged parents from a cruel death. That date has become a holy day. During the festivities, slaves or other captives of the barbarians are dressed as the king and queen regent, treated to a day "in state" and then hurled down onto the rocks to their death at sunset to the cheers of the onlookers. At other times visitors may read its history inscribed in Mabden and crude pictures on brass plaques set into the high stone wall.

Castle Kronekyn (formerly The City Regal)

The castle and the city around it comprise the capital of Bro-an-Mabden. The Toad-King regularly sits upon the Groaning Battlement, a massive throne shot through with fissures in its rock which make a low moaning when the wind is strong. This throne is placed on the highest tower, where the diminutive King may survey his castle and the city beyond.

The Castle is a dread place of hard, stinking mud and misshapen gargoyles. It is Kronekyn's pleasure to surround himself with things uglier than his own visage, thus making the castle a repulsive place indeed.

The city beyond is a typical barbarian city, only larger.

Some of its bustle is dampened by the rigorous security checks with which Kronekyn's Secret Soldiers – a band of slinking assassins in his employ – keep their monarch safe from the designs of others, including his own nobles.

Gamemasters may use the plan of Kalenwyr on page 48 for this city, dropping the Arena and replacing it with a dismal

pen for peasants, vagrants and prisoners where they live out their short lives awaiting the dire pleasure of the King of Hate.

The Unbroken Forest

This belt of thick, benighted forest runs in an *almost* unbroken ring around Mount Drok. In the north it is covered in snow most of the year; in the south certain hardy peoples find refuge beneath its canopy.

The forest is deep, dark and dangerous. Home to giant creatures, wandering insane sorcerers and chaos manifestations, it is a place avoided by all save the most desperate. There are rumors that rare and beneficial plants grow in this wild place but since it is so singularly ugly and bereft of any living thing save the most noxious, these tales seem a little far fetched.

Mount Drok

Said to be barren and lifeless, the reality of Mount Drok belies the lore. Its slopes are a teeming hive of dangerous creatures, from mountain cats to rock snakes. The upper regions of the mountain are snowbound and there are rumors of a primitive tribe of beings distantly related to Briklings who lurk in the ice caves on these inhospitable slopes. Unfortunately no visitor to the mountain's upper reaches has ever returned, let alone found proof. No explorer has managed to scale Mount Drok, since the once-and-future Toad King. Generally those attempting an

ascent are slain by the barbarians before they get anywhere near it. Especially superstitious Bro-an-Mabden (about 97% of the populace) believe that people attaining the summit of Mount Drok can speak directly to Arag.

Typical Inland Encounters

King's Champions

A volatile bunch of drunken semi-morons is challenging everyone to Skullbash, a game where heads are knocked until the winner is merely unconscious and probably brain-damaged and the loser is dead.

Purge

Everyone who is not local or is otherwise different is being enslaved or killed in one of the regular outbursts of paranoia.

Feast on the Hoof

The death of an entire village has meant the wildlife in the area has boomed. Hunters are eagerly sought.

Shefanhow

A crime (murder, robbery, anything) has been committed and a *shefanhow* is blamed. A band of barbarian warriors now seeks the villain for trial by execution.

Dire Storm

A severe storm is passing. During the deluge barbarians are seeking sacrifices to appease Arag and avoid being swept away.



Gor-an-Clu The Swaggering City

Gor-an-Clu is a typical Bro-an-Mabden coastal city. It has a little more dash and élan than most, perhaps because of its association with pirates.



1. Dockland

Dockland covers an area of almost three miles along the most eastern section of the coast. Docks and piers crowd the harbor like a ragged set of teeth. Ships of all kinds are moored here, the most common being the wallowing warships and trader vessels of Bro-an-Mabden. These vessels are always broad of beam and deep, created to carry as much cargo as possible, legal and illegal.

Just beyond the docks themselves is that part of the town which caters almost exclusively to matters nautical. There are taverns for pirates, like The Bloated Rogue, or places where men of culture (such as they are in this land), may partake of more civilized repast. Big Nancy's Eat Well is a good example. Many of these places double as hotels or inns for travellers and their conditions range from clean to downright dangerous.

Some businesses have set up quarters here rather than in Tradertown proper, mostly Shipping Agents, Warehouses, Fish Markets, Usurers, and purveyors of boating equipment. There are some boat-yards here also. The most famous is owned by Korod-a-Klagg, a one-legged ex-pirate who is rumored to be the best shipbuilder in Bro-an-Mabden.

2. Tradertown

Along with a thriving merchant quarter, the Tradertown section also boasts many inns, hotels and bars. Since this is a part of town which caters to those who have travelled from faraway lands, there never seems to be enough accommodation even during calmer periods. On the whole, businesses here are

quieter, cleaner and less rowdy than their Dockland counterparts, though a brawl or a murder victim may still be discovered on the best of nights.

As to the merchants, these are of all kinds, boasting more variety than any town this side of Lywm-an-Esh. There are Tailors, Armorers, Builders, Bankers, Milliners, Sellers of Wares from plates to tables to pets, Tattooists, Stonemasons and Haircroppers, all jostling for space and business in this thriving section of town.

3. Ironwalk

This section of the city is heavily walled and fortified, enclosing the Duke's Court, where the ruler of the town presides.

4. Duke's Court

Duke Bragg-a-Gor himself resides here, in what passes for splendor in barbarian society, as do the nobles of his court: Earls, Counts and Lords. All pay homage to him and attend his every command. They spend the remainder of their time oppressing the rest of the city and surrounding countryside.

5. Scumville

The area in which low-class (a relative term) barbarian residents live. The crime rate is high and so is the mortality rate, but it is by far the most populous residential area in the city, since so many barbarians are denied the riches of the Duke's toadies. Midnight curfews apply here, though there are few brave enough to enforce them, so they go largely ignored by locals.

6. The Festerings

The poorest of the poor neighborhoods. A dangerous and disease-ridden place where only the lowest of Mabden refuse congregate. Aside from beggars, outcasts and the maimed, it is home to unusually vicious criminals, and the terminally insane.

BRO-AN-NHADRAGH (THE NHADRAGH ISLES)

[Note: Moorcock does not deal with the Nhadragh culture in depth, only in passing. The following description, then, is one of the more extreme liberties this book takes with the Chronicles of Corum. See also *The Nhadragh*, in the *Running the Game* chapter, starting on page 107.]

A BEAUTIFUL CHAIN OF ISLANDS in the east, the Nhadragh Isles are both bounteous and splendid. The largest and central isle is Maliful, whereon once sat the city of Os, capital of the Isles. Os was a magnificent creation known as Os the Beautiful throughout the civilized world. Other Nhadragh towns, villages and castles were once scattered across all the isles. Now there are only ruins. All are overrun by hordes of barbarian Mabden, and no trace of the Nhadragh civilization remains.

The climate is sub-tropical, the lands verdant and lush, with glorious beaches, deep forests and wildlife abounding.

The Nhadragh

The shorter, more physically powerful, dark skinned Nhadragh people once rivalled the Vadragh in learning and culture. In many ways the Nhadragh were the opposite of their age-old rivals. While both were creatures of Law, and thus rationalists, the Nhadragh developed a culture vastly different from the Vadragh. They were as unlike in their ways as in their looks.

The Nhadragh who remain in these isles (and there are very few), are utterly desolate. Their once-powerful and beautiful society has been completely shattered by the Mabden barbarians. Every vestige of it has vanished. Os itself is said to have imploded in some fashion, along with its entire population. No trace of the most magnificent city on the World of the Five Planes remains.

The Mabden Conquerors

Bro-an-Nhadragh is mainly populated by barbarian Mabden. There is no order here. Would-be rulers constantly war with one another. Every kind of social and political organization has its practitioners somewhere in the Isles, and every social and political organization will be overthrown tomorrow by some other. This is not anarchy. It is chaos.

Chaos is dangerous, but it is not a continual brawl. Hundreds of rag-tag bands of barbarians espousing hundreds of different ways of doing things live day-to-day in various states of preparedness, making ready for war, guarding territory, glorying in a fugitive victory, brooding over an equally fugitive defeat. Most exist by hunting, fishing or scouring the jungles for edible fruits and tubers. Since almost all the Mabden now here are not native to the islands, nutritional mishaps are common.

There are quite a few settlements dotted over many of the larger islands, although all construction is makeshift at best and most barbarians haven't the slightest idea of town planning beyond fortification. Among the conquerors are a scattered elite of Mabden who lived here before the conquest began. Some of these people actually know something about the geography and resources of the region. A handful have more, or less, accurate stories to tell of the Nhadragh civilization. One or two even regret the conquest.

Maliful

Maliful is the central and foremost of the Nhadragh Isles, once home to the Nhadragh capital Os. Like all the Nhadragh isles it is lush and tropical, a green jewel in a setting of ocean blue.

Settlements

The coast of Maliful is dotted with barbarian settlements. These are transitory places, created to serve immediate needs. The best known settlements of Maliful seem to be:

Os – The ruins of what was once acknowledged the most beautiful city on the World of the Five Planes are surprisingly sparse and uninspiring. No one would take this place as the site of a superior civilization. Today there is nothing worth

MEMORIES OF THE SEA-FARING NHADRAGH

THIS IS WHAT SAILORS KNOW of the once-mighty Nhadragh, spanners of oceans and rulers of the waves.

The Nhadragh not only fished the sea – they also hunted on it. Fishing was done in large fleets, communally-based, whose crews competed and co-operated on journeys that lasted for several days, even weeks. Ocean hunting was less common and the small groups who engaged in it were considered foolhardy by other sailors. They ventured alone in small craft, far out to sea, seeking the Giant Murex, Great Sharks, Deep Serpents, and the feared Leviathan. Their principal weapon was a huge harpoon launched by the entire crew in tandem. The best crews of ocean harpooners were said to achieve an uncanny accuracy and power.

The Nhadragh thought of knowledge as something to be pursued, caught, and brought back for all to share. They were not averse to sending their ships on missions of exploration or study designed to last for years or even centuries (it was this activity that inspired the Mabden of Lwym-an-Esh along similar lines).

In the war between the elder races, the Vadragh used fearful Sky Cities, but the Nhadragh were not without mighty battle engines of their own. They possessed a fleet of Greatships – war-craft so large they were like entire floating duchies, comprised of villages, war towers and vast pasture and farming lands. They also used thousands of ships of many different sizes and designs for specific tasks during sea battles. These were launched in massive fleets that worked in unison like flowing tidal waves and became the stuff of glorious and fearsome tales for countless generations of hardened sea dogs.

Rumors circulate amongst old sea-hands that one of the legendary Nhadragh Greatships still sails among these countless isles, never needing to make landfall, a floating home for a tiny remnant of its original crew. How it could have remained hidden for so many hundreds of years is a deep mystery.

having here. The rubble is inhabited by desperate bands of outlaws, the insane, and those who have lost all hope.

Roark – A strange area in which many different groups exist in close proximity, bound by a kind of a truce in which each constantly skirmishes with all the others but no single band ever seems to gain the upper hand,

Clyn – Situated on a tiny promontory connected to the main island by a pitted causeway, this place is easy to defend,

although the leadership is constantly changing hands because of internal strife, murder and subversion.

Faragh – A bustling settlement in a good harbor, consequently boasting a high population of foreigners. A target for any powerful band, the settlement itself nonetheless tends to remain relatively stable, perhaps because of the income it can generate for rulers who allow “business as usual”.

The Jungle

A teeming trackless jungle broken only by the occasional jutting (volcanic) mountain. See More Bro-an-Nhadragh Encounters, below, for more ideas about jungle exploration and adventures.

The Jewelled Bay

A beautiful crescent bay where it is said gemstones of great beauty and value used to be washed up. Many, many barbarians bands stake out territory around the bay in order to profit from the fabled bounty of the sea. There is constant strife and pillaging. It is difficult to know whether there are actually any gemstones, or whether there ever were.

Typical Malifol Encounters

Mabden Chariot Race

A race is held for the entertainment of a barbarian band. Strange chariots are used, which the Mabden clearly do not fully understand (see page 29). Gambling, drinking and brawling are the order of the day.

Slavery

The adventurers are captured and enslaved by a minor barbarian warlord. They must find a way to win their freedom.

Insane Genius?

A mad Nhadragh sorcerer has apparently escaped from his Mabden “patron”. He approaches the adventurers for assistance, with promises of sorcerous secrets as payment.

Thieves

Brave but foolhardy criminals have made off with a barbarian leader's treasure, and the adventurers know where they are. A chance for some easy loot? Or a way to gain the gratitude of a barbarian chieftain?

The Prophets

A small band of Nhadragh roams the land proclaiming the doom of the Mabden and the triumph of the Nhadragh. But Nhadragh cannot stand each other's company any more. How can such a band exist? Wherever it appears, some disaster befalls local Mabden. Are these Nhadragh crazy? Do they have eldritch powers?

Other Islands

The other islands of the Nhadragh chain are now nameless and are all similar in their makeup. They have beaches of soft, white sand occasionally broken by high, rugged cliffs. Inland, light scrub gives way to increasingly thick jungle peppered with swamps and lagoons. This jungle thins and eventually disappears as the land rises along a central spine or single mountain. The islands are long dormant volcanoes, but Gamemasters seeking the spectacle of an explosive climax to an adventure or campaign may elect to use the encroachment of Chaos to precipitate an eruption. The

weather remains balmy and mild the year around, except for a high season of torrential rain and thunderous storms. Some of the islands have rivers running from the mountain lands, often coursing down beautiful waterfalls on their journey to the coast.

The islands are largely uninhabited aside from the odd Nhadragh hermit or madman, and an occasional bands of marooned (or foolhardy) Mabden. Ruined cities that predate the

Nhadragh can sometimes be found deep in the thickest of the jungles, their great libraries and laboratories rotting into obscurity. Occasionally these once proud edifices may be tended by superstitious lunatics fanning the fires of their own destruction with a mania for the Chaos arts of sorcery.

More Bro-an-Nhadragh Encounters

Ancient Nhadragh

A Nhadragh hermit, old beyond measure, has settled in the jungle. Such an isolated being should suggest countless riddles to the adventurers about the nature of the past and the present. Lost in contemplation and meditation of far-off worlds, the hermit may be drawn out of reverie by meddlers. Angry, philosophic or senile, she or he might aid or hinder, according to whim.

Trackless Jungle

The adventurers have stumbled into a belt of jungle as dense as it is humid and hostile. It takes 1D3 days of wandering to get any kind of bearing without magical or scientific forms of navigation (e.g. flying above the jungle or possessing a lodestone).

Chaos pocket

Chaos has begun to alter the beauty of this island. A small inner area, like an oasis in a desert, has begun the process of transforming into a Chaos waste. For further inspiration see Urde, on page 59, and apply this on a minor scale. Such an area may produce effects beneficial or deleterious.

Swamp Fever

A strange disease infests this island. It might seep into any open wounds by exposure, be transferred by monkey or



insect bite, or emanate from a fetid, moldering swamp. The effects are as a *Major Disease* (found in the *Spot Rules* for *Combat* section of the *Stormbringer* rules).

Storm

A gigantic tempest lashes the vicinity. Within the hour the ocean's placid beauty is turned into a raging torrent of crashing water, cracking lightning, and black and thunderous skies. Vessels should make all haste to reach the nearest coast and batten down, unless they are piloted by the damned or the mad.

Pirate Frenzy!

A ship of Bro-an-Mabden pirates have been brought here by ill winds, rather than design. Now crazed with fear they see most things as the work of *shetanbow*. Little separates them from the animals of the jungle.

BRO-AN-VADHAGH

A SWEET AND VERDANT LAND. Here are rich valleys and rolling hills, deep rivers and tall snow-capped mountains. It is a land of great contrast and great beauty. The Forest of Laahr is located in the northwest of the continent. In it strange creatures roam, not least the Giant of Laahr and his servant, the Brown Man. Vadhagh castles dot this forest and range further south, beyond the Plain of Broggfytus. In the centre of this broad grassy steppe lies a great Sky City of the Vadhagh, crippled and deserted after it plummeted to earth during the last battle with the Nhadragh. It is encrusted with weeds and appears to flicker as it shifts constantly between the Five Planes in its eternal death agonies. A high range of mountains separates the eastern coast from the remainder of the land. Here is the natural wall which shuts in the brutal King Lyr-a-Brode's glowering stone city of Kalenwyr from the rest of his land. The climate of Bro-an-Vadhagh is temperate and, aside from the mountains, comfortable even in the harshest of seasons.

The Mabden

The Mabden of the continent live in villages, settlements and towns spread throughout the land. Many who live near the Vadhagh castles are tolerant of the *shetanbow*. Though they may fear the inhuman lords, they trade openly with them for grain and goods. The King in the east loathes the Vadhagh, as do most of his lords, who control the people in a feudal system in all ways like that of their northern cousins in Bro-an-Mabden. But the King's hatred of the elder race is kept in check by his fear of them. Still his Denledhyssi scour the land and punish those friendly to the gentle Vadhagh folk. The Mabden here worship Chaos in the forms of Arag, The Dog and The Bear.

Allied to the eastern barbarians, but not part of Lyr-a-Brode's kingdom are the Pony Tribes, primitive warriors in brass beast masks who hate and fear anything they do not know.

The Vadhagh

Bro-an-Vadhagh takes its name from the Vadhagh, the elder folk of which Prince Corum is one. These strange people are descendants of the same race which brought forth the Melni-bonéans of the Young Kingdoms. They spend their time in the abstract pursuit of art and learning, wisdom, and subtle sensation. They are a people dedicated to Law, supreme rationalists, eschewing gods and superstitions as uniquely Mabden pastimes. They think of the Mabden around their castles as rather like intelligent beasts, though the civilized Mabden of lands like Lywm-an-Esh impress them more.

The Vadhagh live in isolated castles with their families and servants, rarely venturing out into the world at large. They have a hierarchy of Princes and Princesses, but produce other classes as well. Most Vadhagh live to well over 1000 years, eventually retiring from their community to die quietly.

Vadhagh identify each other by Name Robes, specifically colored robes from which they draw the last part of their names. A Vadhagh adopts a Name Robe as a heraldic emblem. The Robe is all one color and becomes part of the Vadhagh's name. Corum Jhaelen Irsei means in Mabden: *Corum, the Prince in the Scarlet Robe*. Robes are fashioned from the skins of animals from another plane. For their game effects, see *Exotic Treasures* on page 115.

Vadhagh have an innate ability to see into the Five Planes at will. With extreme effort they may also move into those planes (for more information on these abilities see *Plane Shifting Abilities*, in the *Contriving* chapter, starting on page 96). They are a mysterious and unique people, little understood and widely feared.

Vadhagh Customs and Attitudes

The Vadhagh are a courteous people, given to elaborate rituals of etiquette. Yet their politeness seems "emotionless" to the more volatile Mabden. They are withdrawn – but isolated and self-involved rather than anti-social. Vadhagh tend to say very little in almost all situations, but they are also liable to blurt out the baldest truths without taking account of the reactions of others. Most Vadhagh pursue solitary hobbies, like collecting, researching, or creating, and spend most of their days engaged in such activities, serenely disconnected from any other beings. Perhaps this is why rituals of etiquette have

CORUM'S HOUSEHOLD

AMONG CORUM'S HOUSEHOLD are Prince Khlonskey, head of the family, and his wife, Colatalarna, who appears much younger than her wizened husband; Prince Rhanan, Khlonskey's brother; Sertreda, Khlonskey's niece; and Khlonskey's children, a son named Corum and twin daughters, Ilastu and Pholhinra. In addition five retainers share the castle. Though these are distant cousins of the Prince they have no title and so take on the duty of household servants. Vadhagh keep no Mabden servants, their contact with the human race is through hearsay and legend mostly, except for the isolated cases where some indulge in minor trade with Mabden villages, usually in secrecy.

become so necessary to their dwindling number of social interactions.

At the same time, the Vadhagh are "family-oriented". Quite large extended families live in Vadhagh castles, and these families are prone to some of the same ties and stresses one finds in other families. There are tensions and factions and family politics whose effects are visible even behind the rituals to one sensitive in such matters.

Vadhagh pride themselves on their individual idiosyncrasies and their "ivory tower" existences. Believing the world flawed, many have become vain about their sterile attempts at self-perfection. Indeed, contempt for the rest of existence, and especially for other races, is an all-too common character trait among the Vadhagh.

Vadhagh Beliefs

The Vadhagh consider the practice of magic mere superstition and the worship of gods ignorant fear. Their culture has evolved beyond such things. They achieve the results of magic through the application of science. To some their science resembles sorcery — it involves ritual and incantation, and its purpose is the creation of wondrous artifacts.

Vadhagh are fatalistic, and some worry, with justification, that their race is dying or degenerating. Yet they do little about it, save to philosophize in their abstract, distant and withdrawn manner. Even their famous war with the Nhadrach, the other elder race of this plane, was conducted with a sense of aesthetics and, some believe, with no hatred on either side.

The Vadhagh of Bro-an-Vadhagh believe they are the last of their race. In their utter isolation they know nothing of the Vadhagh of the Flamelands or their kin in the City in the Pyramid on Queen Xiombarg's plane, or others like them.

The Vadhagh Castles

Castle Erorn, Corum's Castle, or more correctly his father Prince Khlonskey's, lies on the northern coast, but other castles exist in Bro-an-Vadhagh. Many have lived in isolation from one another for up to thousands of years at a time. The Vadhagh mentioned in the Chronicles are:

Prince Shulag

- * Prince Opash of Castle Sarn in the East — a naturalist and collector of Mabden
- * Princess Lorim of Castle Crachah in the South
- * Prince Faguin of Castle Gal in the North

All appear to be kin of Khlonskey. Lorim is considered Corum's aunt and Opash is first cousin to Khlonskey.

During their war with the Nhadrach, the Vadhagh suffered terrible losses, nearly two thirds of their race. Many empty castles now dot the countryside of Bro-an-Vadhagh, ideal as potential adventuring sites.

Inside a Vadhagh Castle

So long have some Vadhagh castles stood, they might be part of the original landforms. Indeed this is often how they are seen by Mabden. Late in the Chronicles when Corum visits his own future, his castle has become a natural mound. Vadhagh castles usually have moving walls. This allows the interior to

change shape with the whims of the castellan. Colors can also alter. Corum's castle has its shape attuned to the elements and its color to the wind. Thus a castle visited in summer might be a very different affair inside to the one seen in wintertime. Music appropriate to the castle's mood, or even that of an individual chamber, is sometimes piped around the edifice. A list of some potential Vadhagh chambers follows, though it is not exhaustive. No castle will contain all of these chambers, and most only a few, for the Vadhagh in general are specialists. Although many of these rooms may seem familiar as they have been described, all are decidedly odd by almost any save Vadhagh standards.



Armory: Vadhagh have long since given up the art of war, but their castles may still retain its implements, like museum exhibits. Vadhagh swords are usually contrived of metal from other planes, and they favor long-hafted war-axes of delicate and beautiful design. Most weapons have some ornamentation — jewelled pommels or engraved blades.

Art Gallery: Herein may be found paintings on marble, exotic fabrics or glass, and sculptures made from metal, gem stones or strange substances from far-off planes. Or Contrivances that produce exquisite sensations impossible to describe.

Chamber of Vapors: A soft chamber of sweet-smelling fragrances where the Vadhagh go to die when they have become too ancient to continue with life. The fragrances kill them gently. Chambers of this sort can also have a more recreational function. The fragrances can impart visions, or simply be used as relaxants or stimulants. Every castle has one.

Conjuratorium: The stark, triangular chamber where the Vadhagh create their wondrous contrivances. Almost every castle has one. For details see the *Contriving* chapter, starting on page 93.

Conservatory: Usually attached to a garden, for the breeding of arcane and exotic plants too delicate to grow outside. Also may contain beds of seedlings awaiting further cultivation. Oddly, some castles contain conservatories but no gardens.

The Contemplation: A room enhanced with soft light, music and rippling walls to aid meditation and contemplation. Most castles have one.

Garden: All manner of strange flora may be cultivated here. The temperature alters in different sections of the garden to best suit the kind of plant growing there. From many of these plants the Vadhagh concoct dishes for their delicate and discriminating palates, potions for the stimulation of various senses and herbs for surgery. The garden is also usually designed as a work of art and through replanting and tending undergoes frequent metamorphoses. Most castles have one.

Gymnasium: A chamber bedecked with strange constructions which allow the Vadhagh to maintain the fitness of their long, supple bodies. Also allows for the exercise of the mind, with abstract puzzles projected in various colors for the mental enjoyment of the Vadhagh while exercising physically.

Kitchen: Far beyond the normal meal preparation of the Mabden, the exquisite culinary arts of the Vadhagh make the

kitchen as much an artist's studio as a functional area. Almost every castle has one.

Library: May contain many ancient Vadhagh works in manuscript and bound form, very rarely a Vadhagh transcription or translation of a vanished Nhadragh text – or perhaps only one or two recent works by the castle's inhabitants.

Museum: Artifacts from Vadhagh culture and history, ranging from ancient Contrivances beautifully shaped to pieces of what most people would call pure junk.

Observatory: This space, always an adjunct to a planetarium, works somehow like a giant telescope, allowing observation of the movements of the stars.

Planetarium: Giant replicas of the planets in the Vadhagh cosmos revolve around each other in wondrous precision. Charts, tables, books and treatises concerning astrology (in its incarnation as a science) and astronomy reside here.

Surgery: Healing poultices in sculpted bottles and learned treatises on Vadhagh and Nhadragh anatomy line the walls. Brilliant lights and mechanical contrivances can be brought to bear on the central tables for the treatment of the injured.

The Forest Of Laahr

The Forest of Laahr is a great expanse of woodland stretching across the northern and western part of Bro-an-Vadhagh. The forest is home to many mysteries and its temperance of climate

THE COVENANT

ON THE NORTHERNMOST SHORE of Bro-an-Vadhagh there are five settlements of a singular nature. This loosely affiliated group of castles could only have sprung from the distinctive Vadhagh mindset. They are bound by a common goal: understanding. For separate Vadhagh families to have a relationship beyond civility is unusual. For them to work actively together is unheard of.

The inhabitants of the five castles refer to themselves (when they bother to think about such things) as the Covenant of Conception, or more simply The Covenant. The ignorant Mabden, hobbled by fear, shy away from the inexplicable happenings around these uncanny monuments. In their base tongue the castles are called Solens-an-Pentach or *The Five Shadows*.

The Contract

When the last of the wars with the Nhadragh wound to a close, Prince Tar of Castle Whealreen was an empty wineskin containing a trickle of his former self. The conflict had stolen his only and beloved son Tam for no good purpose that he could see. The Prince fell into a dark introspection and after years of brooding, he came to an understanding of the folly of the elder races.

He also came to believe that these new animals, the Mabden, would rise far above their bestial beginnings. If the Vadhagh were to meet this challenge head on they would need to prepare – to co-operate. Plainly Prince Tar had become insane.

The Prince sent forth a proposal to the five families with which Castle Whealreen had the closest ties. He urged them to meet with him, to discuss what might be done to redirect the Vadhagh tendency towards introspective isolation. He suggested a Study of All Things with an eventual view to a Treatise and perhaps even a Document of Direction for the Vadhagh people.

At first there was only one, cautiously positive, reply – from Kestel Saddarn. For many years there was only silence from the other families, until eventually another missive came. It requested that the Prince and his family refrain from ever contacting the inhabitants of Castle Trendrenen again.

Day after day the Prince stood in his Contemplation, viewing his lands through rainbow crystal windows. When he came forth at last he was appalled for war. Taking with him his remaining family and retainers, he struck out for Trendrenen. The Prince

and his kin swooped upon the castle and slew Prince Brade. Tar then personally journeyed to the remaining four castles, bringing with him Prince Brade's severed head. Soon after this Tar and the four other Families came to an agreement. Clearly he was insane, but the four nobles were most impressed by his commitment to his cause.

Now, hundreds of years later, the Castles of The Covenant and their inhabitants will still most often be encountered individually. Although the member families of The Covenant are not exactly sworn to secrecy, they are not given to idle chatter about their goals or methods. It would take some effort on the part of the uninformed (that is to say most people outside The Five Castles) to find much evidence of The Covenant at all.

The alliance of the five is loosely knit: there are no obligations or treaties. It is a simple case of shared direction. On occasion, if the situation suggests, one family may send retainers and even kin to another castle.

Castle Whealreen

At the heart of a vast lake stands a seemingly dormant volcanic island, jagged and shattered by numerous ancient

continued next page

and deep seclusion make it an ideal habitat for the secretive Pony Tribes, the mysterious Vadhagh and the legendary and enigmatic Giant and Brown Man of Laahr.

The Giant of Laahr

The Giant of Laahr is Arkyn, Lord of Law, banished from this plane and allowed only this form. He uses his servant, The Brown Man, to further the causes of Law by aiding any agents of Law in the vicinity. The Giant can assist injured or crippled people, or those in danger, but he does not interfere actively in disputes. The Giant can sometimes be summoned from the forest by skilled Priests of Law, but this is rare. For additional information see **Arkyn Of Law** on page 61.

The local Mabden barbarians, especially the Pony Tribes, are deeply suspicious and fearful of the Giant, although they do not know his true identity.

The Brown Man

Serwde, the Brown Man of Laahr is an ape-like, pre-Mabden creature. Gentle but strong, he is devoted to the service of the Giant of Laahr. Arkyn never allows the Brown Man to get into danger, but the creature is likely to turn up to lend a hand. For more details refer to **The Brown Man** on page 129.

Like the Giant of Laahr, the Brown Man inspires his share of fear among the natives. It is possible that others of his race may survive in the deeps of the Forest.

The Pony Tribes

Tribes of nomadic Mabden barbarians long ago moved into the Forest of Laahr.

Largely hunters and warriors, these Pony Tribes band together in small groups of twenty or thirty. They live in skin tents and can be found almost everywhere in the vast forest.

The Pony Tribes are not unified. Each Tribe has a chieftain and a shaman who promote inter-tribal conflict, and the tribes actively war upon each other. The constantly shifting borders of tribal holdings and loyalties are so complex as to baffle any outsider. Pony Tribesmen know every inch of their part of the forest and to whom that inch belongs at any given time. They are also given to both secret and overt territorial incursion.

Pony Tribe hunters prey on the wolves of the forest for winter furs. The warriors wear iron helmets with brass visors beaten into the form of wicked, barbaric faces.

These faces are said to come in dreams to the men, sent by their shaman, and represent spirits and demons which aid them in their battles. They are also intended to terrify enemies. To this end the warriors also beat metal drums when going into combat.

Those familiar with the Pony Tribes can tell one tribe from another by the style of their masks and the rhythms played on these discordant drums.

The Pony Tribes get their generic name from their shaggy mounts, bred for battle and for wandering. Each Tribe marks its ponies individually. Like the other habits of Pony Tribesmen, these marks are obscure to outsiders, but of blazing clarity to any Tribesman.

The Pony Tribes worship Arag but in a primitive form, almost that of an ancestor spirit. The Dog and the Bear are

eruptions. Set in the side of the caldera is Castle Whealreen, home to Prince Tar and the family Loshi. Castle Whealreen's goal is the study of plant life and its relationship with the planet. The current pattern of Prince Tar's research has led the local flora in some... uncommon directions. In the past few decades the lush plant life on the island has taken what might be described as a puckish turn, as has the very land itself. It is as though these mindless things had acquired sentience. Disease-bearing spines cannot be distinguished from those that induce healing or hallucination. Cool mudpools can cause fearsome burns and treacherous blind-falls lead to bosky dells. One would swear that paths and vegetation alter whenever one looks away.

Prince Tar still rules his house and guides the Covenant he founded. His bald and war-scarred head has the appearance of a cracked egg boiled for too long. It is said in Vadhagh that he has the "eyes of the gods upon him". He is rumored to have entertained Lord Arkyn in his private chambers. It is in this Contemplation, a spherical sanctum that circulates about the castle on cunning tracks, that Tar can most often be found. It is here also that he takes council from his adviser; the head of Prince Brade, which he keeps upon his lap, stroking its lush white hair. He certainly acts crazy enough.

Castle Nangitha

The Castle of family Lewarne sits upon a crater created when the body of one of the fallen Law-lords impacted upon the land. It is suspended above the basin by three curved and buttressed walkways. Through the glass floor of the basement ballroom one can gaze down upon the verdant forest that now fills the crater to overflowing.

The inhabitants of Castle Nangitha have made their study the creatures of the land and sky. Through their telescopes and aetherchannels they observe and on occasion direct the existence of the animals (including a group of Mabden) that live in and about the sanctuary of the crater.

Prince Cunik fought beside Prince Tar in the wars with the Nhadragh. They were as close friends as Vadhagh nobles can be. Yet, unknown to the other members of the Covenant or even his own family, Cunik harbors an abiding (although civilized) hatred for Prince Tar. He finds the Prince's denigration of the great war offensive and sees The Treatise and The Study as a potential betrayal of the future of the Vadhagh.

Castle Porthpean

Squatting off the shore of Bro-an-Vadhagh is the castle of family Morrai. This varicolored tower has the appearance of an ordinary coral castle of the Shalafen, somehow misplaced. It is

actually a gigantic Contrivance that can move under its own power. Only the family Morrai is aware of this.

Family Morrai is responsible for the study of the sea and its creatures. Some of their study is directed from the castle itself but much is conducted from Prince Kiem's ingenious sampling boat, The Curious Murex. Shaped like its namesake, this massive ship makes sea-bed inspections using bathyspheres and scoops up surface samples using a jaw-like apparatus built into its prow.

Kiem's sampling technique shows little discrimination and on occasion has taken Mabden ships in addition to sea-life. It is rumored in certain circles that the bloody war between the warlords Raigin-a-Clu and Korb-a-Shov was due in part to the inexplicable disappearance of a number of their war-ships into the jaws of the Curious Murex.

Within the castle are a number of storage facilities, many of them partially open to the sea. From the Curiosity Room where seafarers and their ships are preserved in situ to the frightening Large Specimen Chamber, it is here that Family Morrai pursues their studies.

Prince Kiem is known as a being of culture and sophistication. He has an abiding love of ancient Vadhagh musical compositions and a soft spot for ocean predators. He is extraordinarily passionate about aquatic life, believing that the future of the World of the Five

continued next page

also deeply feared and regularly appeased by ritual and sacrifice of goats, captives and ill-starred children.

The tribes also share a fear and hatred of *shefanbow*, and the land of Lywm-an-Esh across the water. This includes their near neighbor Moidel's Mount (see page 56). They fear the land because it is being swallowed by the sea; they hate the people because they are different. The warlike Pony Tribes respect only force and brutality. The concerns of King Lyr-a-Brode's men are obscure to them — those of the civilized Mabden of Lywm-an-Esh appear downright dangerous.

Loose bonds of loyalty exist between the Pony Tribes and the barbarians of Kalenwyr. So far only certain tribes have been exploited by the barbarian leaders. It must fall to a leader to come to unite all the tribes.

Typical Forest Of Laahr Encounters

Rogue Wolf

A wolf is marauding in the area. Pony Tribe warriors and hunters are pursuing it after some of their children have been taken. They are likely to view any stranger as evil, the source of the wolf's madness.

Brown Footprints

Strange footprints are seen. It could be the Brown Man or a *shefanbow*. Pony Tribes are keeping to their tents.

Men from the Mount

A small group of Mabden from Moidel's Mount have come across the causeway to forage. They are nervous and suspicious.

Pony Packs

Pony Tribes are on the move to the Plain of Broggfytus to allow their mounts to graze. There are rumors of war between two rival tribes.

The Giant's Gemstone

A weird gem has been found, believed to be the property of the Giant of Laahr. The area is shunned by all locals — only *shefanbow* would dare traverse it.

Strength of Arms

A new chieftain has come to lead one of the Pony Tribes. He begins open hostilities against neighbors to prove his manhood.

Mound of Mystery

A strange verdant mound is discovered in the middle of a clearing. Perhaps it turns out to be a Vadhagh castle. Is it inhabited?

Unseen Guardian

A tall shadow flits through the trees. An exquisitely crafted arrow whispers by the party and kills a snake about to strike.

Justice!

A Mabden village is in turmoil. A dispute has arisen and some of the younger folk seem to think that the *shefanow* of the nearest Castle are the proper ones to resolve it. Not everyone in the village is convinced that this is the best course of action.

Planes lies on (and under) its oceans. The intensity of this commitment often proves unsettling to strangers, and even to members of his own family.

Kestel Saddarn

The job of investigating the dark soul of the universe fell to Family Maradd. The members of the Covenant were so uneasy to take on this subject that in the end the ancient Vadhagh Law of the Straw Draws was employed to determine which family would pursue the study. Little is known about the family Maradd's method of investigation, although it appears to entail the close involvement of their dwelling place.

Kestel Saddarn has come to be known as The Spider. Like a huge beast the structure squats in an unnatural swamp that extends in a perfect circle around its walls. The Spider is possessed of the ability to Plane Shift, and it does so with alarming frequency. There can be few things more frightening than having this skewed and spiked monstrosity appear suddenly in the middle of one's town or one's living room, its massive cracked black exterior glinting ominously.

"The apparition", as the Prince and his retinue call it, is actually the first stage of Prince Sawel's field study program. Wherever it has appeared, the castle then begins to extrude hollow-

tipped tentacles that disperse a fine white sporific dust. Victims of the dust are ingested by the tentacles and deposited in torture rooms, where the limits of tolerance are explored.

Prince Sawel avers that he has little control over Kestel Saddarn's actions. He claims it declared its sentience a number of years ago and after some initial discussions he and the edifice are not currently on speaking terms. The lower rooms are a crumble of crooked passages and dead-ends, choked into disarray by the fragments of things the castle has crushed in various locations on various planes. In many sub-basements undigested casualties still bleed and scream — or so it has been reported by usually reliable sources.

Prince Sawel claims the personal protection of a captured Demon from another plane that calls itself Baron Samn-a-Dai. No one living has ever seen this creature and some malicious tongues have noted that Demons are a form of Chaos.

Trevethow

Trevethow is certainly the most modest of the Castles of The Covenant and possibly even the most unpretentious of all Vadhagh castles. A small two-story affair with a thatched roof, it sits quietly

on a gentle mound within a cosy garden.

Princess Dew is chief among Trevethow's inhabitants. Under her leadership Family Greville have been entrusted with the study of philosophy. In the past century or so, their avenues of investigation have led them far from their original brief. The Princess' inquiring and insightful mind has brought her to an understanding, she claims, of the interconnectedness of all things. This has led in turn to some surprisingly un-Vadhagh conclusions. The folk of Trevethow take responsibility for their actions at all times. They exhibit an unnatural concern for all creatures and they practice a policy of "redistribution of resources". There was an incident, still spoken of, when Princess Dew and her family traveled to a Mabden encampment and distributed sweet cakes to the poor.

The Princess is not renowned for her physical beauty; she is short, quite wide for a Vadhagh, and shaves her head. She is, however renowned for her martial prowess, being adept in ancient Vadhagh combat techniques and the use of a pair of poisoned hat pins of her own devising.

Family Greville does not experience good relations with the other members of the Covenant or indeed any Vadhagh families except, strangely, Prince Sawel.

The Barbarian East

Kalenwyr

Kalenwyr, the Stone City of the Barbarian Mabden, is the seat of King Lyr-a-Brode. For a detailed description see page 48.

The River

The river is called King's River by those under Lyr-a-Brode's rule. Others use the ancient, and purportedly Vadhagh name of Hlaine-nan-Rye. Its source is high in the mountains which separate the barbarian lands from the gentle home of the Vadhagh. Crystal clear, wide and strong, the river runs past Kalenwyr and down to the sea on the eastern coast of Bro-an-Vadhagh. Many villages dot its length near the coast, but in the mountain fastness its current is too swift to be diverted to settlements.

The Nameless Villages

By decree of King Lyr-a-Brode no town other than mighty Kalenwyr is permitted to bear a name. All villages are thus known by physical location (Two Mountain Town, Oak Forest Village) or some notable personage who inhabits it (Fat Mundiss' Place or Karn Bearkiller Town) — or often by several different names (Silted Brook Shire is the same as Mad Twill's Village is the same as Humpy Down, and so on). Eccentric naming of this kind makes the country doubly confusing for outsiders to navigate, a fact King Lyr-a-Brode surely had in mind when he passed his decree.

Most of these villages are small, holding less than one hundred people. The occupants are generally peasant farmers and hunters, though most villages boast a few craftsman of various kinds, whose skills run rapidly from enviable to indifferent.

The villages to the west of the mountains, near the Vadhagh Castles, often actively trade with the Vadhagh for food and goods. Some western villages even seem to have attained a kind of symbiotic relation with a neighboring Vadhagh castle. Villagers tend to hold the Vadhagh in a kind of awed regard bordering on fear, but have none of the hatred of the eastern barbarians. Such villages are sometimes the targets of raids by the easterners, both in reprisal for their association with *shesfan-how*, and as a means of obtaining Vadhagh goods.

Typical Eastern Encounters

Pogrom

A warband of barbarians has decided some person or township has transgressed against them. If a person, the victim is taken to Kalenwyr for torture and execution. A whole town so accused might be razed, and the villagers made slaves.

Cart of Pain

Enemies of Lyr-a-Brode are being paraded about the countryside in a cart. They are guarded by barbarian warriors and Denledhyssi. All have been mutilated in some horrible way, even those who pull the cart. The cart handles have been pushed through the flesh of their torsos and sewn into place, and their hands have been removed.

Vadhagh Trader

A Vadhagh, alone or with a small band, has come to trade with local villagers. The further east the village, the more hostile the reception.

Trial by Strength

Two barbarians have disagreed over a matter of women, land or goods. Their planned combat — with axes, to the death — has brought many merchants and traders to ply their goods among the numerous spectators.

Denledhyssi

A murderous war party of Denledhyssi are scouring the land in chariots, killing everything and everyone who gives them the slightest excuse.

The Plain of Broggfytus

A vast plain stretching across the center of the continent. Its single feature is unnatural: a great sky city lies broken here, a relic of the ancient war between the Vadhagh and the Nhadragh. Its constant shifting between planes causes it to shimmer like a mirage. The weeds and grasses which entangle it remain fixed to this plane, further heightening its surreal appearance. This city is kin to The City in the Pyramid, Gwlas-cor-Gwyr which rests in Xiombarg's realm.

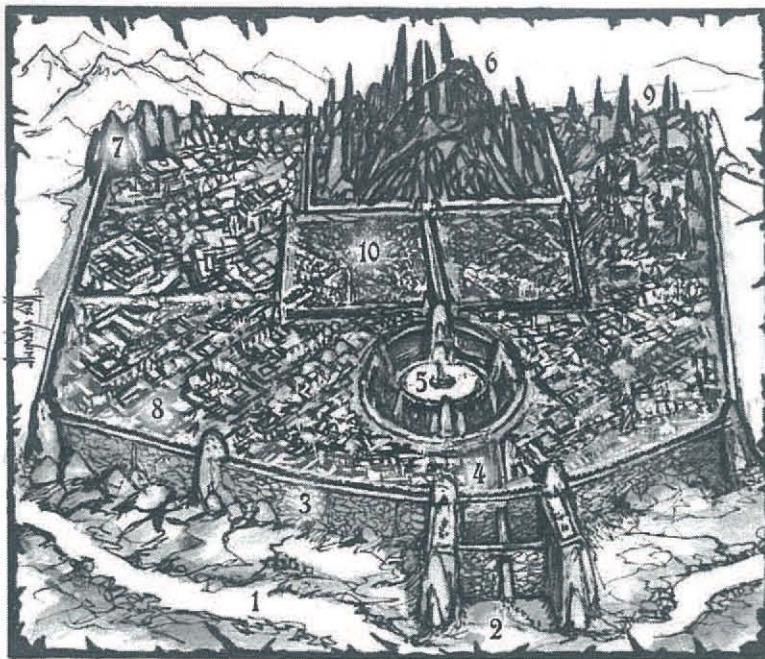


The Mountains

The Eastern Mountains provide a natural barrier between the lands dominated by the barbarians and those in which Vadhagh Castles still stand. These peaks are passable only at key places, known by locals and certain travellers in Kalenwyr. Otherwise the Mountains must be skirted, a journey of some weeks, to allow access to the gentler lands of the greater part of Bro-an-Vadhagh.

Kalenwyr The Stone City

Kalenwyr is the capital of the barbarian Mabden lands of the South-East of Bro-an-Vadghagh. The seat where King Lyr-a-Brode sits, Kalenwyr is a grim stone city in perfect keeping with the dour and warlike people who comprise his strongest and staunchest followers.



1. River

See *The River* on page 47. The river at this point is wide, slow and clear. Occasional craft bearing trade goods and passengers dock at the Stone City, but these are generally crude and their owners tough barbarians, bringing with them little in the way of culture.

2. Gate

The twin stone gates of the city stand open except in time of attack. Though the barbarians are suspicious and warlike, they are also braggarts and smug in their position of power. When they are closed, however, they are able to withstand considerable punishment before being breached.

3. Walls

Dull basalt walls dwarf the buildings in the city, save the few castles of the nobles and the brooding mass of Lyr-a-Brode's palace. The walls appear designed more to hold city dwellers in than to keep enemies outside.

4. Road of Victory

This road is used for Grand processions of the King and his entourage to and from the Arena. At night this street, like all the main streets in Kalenwyr, is lined with guttering brands. On occasion the crucified or hanged bodies and the severed heads of the King's enemies also line this avenue. It is paved with dull black stone.

5. Arena

The palace aside, the arena is the crowning glory of Kalenwyr. Its walls are the same dark rock as those around the city proper. The arena is an enormous circular construction. It consists of seating for 2,000 spectators, a royal box set high above the stone seats of the masses, central gladiator pens and a gigantic chariot racetrack. This track is capable of fitting ten teams of horses abreast. One lap around the track is half a mile. The staging ground for the most appalling barbaric entertainments the Mabden can devise, the arena is lined with brands, for shows may go on day or night. In the very center of the racetrack, with pens on either side, sits a cyclopean statue of Arag in all his hideous glory. Carved by countless slaves over many years the statue is the crowning glory of barbarian sculptural art.

6. The Palace – Castle Kalenwyr

Dark, grim and massive, the palace of King Lyr-a-Brode has not a curve in it. Instead it is all harsh angles and jutting slabs of granite and stone. The main feature of Castle Kalenwyr is its Great Hall, wherein the King's granite throne sits upon the dais of unpolished obsidian. The throne itself is studded with quartz. It is here, guarded by the Asper Guard – giant, insane warriors who protect the King's person – that the King holds court. The court itself is a raucous, boisterous affair, full of brawling, boozing, barbarian nobles.

Elsewhere the Castle is full of narrow stone passages and cold chambers. A temple exists for the worship of Chaos by the King's guests. The common rabble worship in their own temples in

the residential areas.

7. Merchants

The merchants are confined within a specific area of Kalenwyr. Barbarians have a natural distaste for those who make their living by buying and selling, practices which they view as intrinsically dishonest, regardless of how personally scrupulous the merchant in question may be. Merchants come and go often in Kalenwyr – a barbarian who feels cheated can be a deadly foe – and their stores are as likely to be hastily pitched tents as proper trading premises. Tattooists, stonemasons and wheelwrights do particularly well, with weaponsmiths and furriers running second.

8. The Wallow

Inhabitants who are neither merchants nor nobles live in The Wallow. This is also the area in which visitors can find an inn or another place to stay. In Kalenwyr, those who are neither merchants nor nobles are very poor, and The Wallow is a very poor neighborhood. The people who live here are largely servants or slave tenders. Some are craftspeople, peddlers, scavengers, even warriors. Some are full-time criminals. None have much respect for the King's (or anyone else's) rules. The Wallow is a rabbit warren of passages, alleys, decaying buildings, sewage and foul odors. Most of the area is dangerous during the day and lethal after the sun goes down.

9. Grim Hill

Nobles inhabit Grim Hill and spend much of their time in the palace toadying to their King. The structures of Grim Hill are castles rather than houses, each one separated from its neighbor by moat and rampart. Structurally the castles follow the form of the King's palace, all harsh and crude angles.

The foul banners of the noble barbarians compete with each other ostentatiously in bad taste; the most tasteful depict despicable atrocities.

10. Slave Pens

These vast pens are patrolled by armed barbarian guards, who are in turn overseen by Denledhyssi, the elite murderers who serve the King's nobles. A noisome stink rises from the filth the wretched slaves are forced to live in. Slaves do all the dangerous or degrading work in the city and are used by the military as shock troops to gauge the strength of opposing forces. When slaves outlive their usefulness they are sacrificed to the foul gods of Chaos.

THE CORAL CASTLES OF THE SHALAFEN

FAR TO THE WEST of Lywm-an-Esh lie the castles of the sea folk, the Shalafen. They number fewer than five hundred, these people, and live in their castles as the Vadhagh do their own. Like the Ragha-da-Kheta of Khoolocrah, the Shalafen are a folk older than human who have not attained the wisdom or culture of the Nhadragh or Vadhagh. The people are mostly farmers, reaping the rich harvest of the sea instead of the land, though some brave few venture to other lands. Sometimes this gentle folk are targets of attacks by Chaos, as are any non-Mabden race, but their isolation saves them from disaster. The Shalafen worship Arkyn in the form of Cor-Ark, the Green One of the Sea, and are close to aquatic mammals in their abilities within the water.

The Shalafen

The Shalafen are a society of small free-holders. Each castle is a family holding. All members of the family cooperate in wet farming, fishing, maintenance, decoration and the other activities necessary to life and well-being. Thus a Shalafen "farmer" may actually be especially adept at bargaining, for example, because trading is what she does as her primary duty for the family. As a matter of pure practicality, most castles are led by one individual (not always the oldest or even the wisest), but there are some administered by two or more family members, and one or two which are governed communally.

Castles barter with each other and engage in all the kinds of relations one can imagine between small homesteads. Disputes and other relations that cannot be worked out informally between families are held over to be settled at an annual moot (and festival) to which each castle sends one representative.

Some castles are especially prosperous; others barely scrape a living. Some are home to renowned heroes or boast a proud

tradition. Others shelter sly villains and may be dangerous places in which to spend the night.

The priests of Cor-Ark are the only group in Shalafen society not directly connected to one or another of the family castles. There are between thirty and fifty such priests of Law, including a small number who specialize in ritual tattooing (see *Elemental Tattoos*, in the *Contriving* chapter, on page 101). Shalafen priests have no homes. They spend their lives alternately tending one of the magnificent Coral Temples whose majestic spires tower from the sea, or travelling endlessly on pastoral duties from castle to castle in coracles designed to hold three or five.

The Coral Temples

Travellers to the region of the Shalafen will have seen what appear to be clusters of extraordinarily beautiful coral spires jutting up from the sea. These are the sites of the Shalafen Coral Temples. There are three temples, each marked by spires more fantastic and breath-taking than the last. But the true magnificence of the Coral Temples is found beneath the surface in elaborate coral structures — vast caverns, awe-inspiring tunnels, exquisitely modelled recesses, and gracefully twining passageways offering ever more entrancing visions of the never-ending creativity of the ocean's Law.

The Coral Castles

The region in which the Castles lie, in a circle of coral whose circumference is roughly two hundred miles, is the only one the Shalafen know. Consisting of blue waters, bright coral and myriad shoals of fish, this beautiful land is the home of the Shalafen people, and they have never considered leaving it, except briefly and for the most pressing reasons.

Visitors to the area must have very accurate charts of the hundreds of coral reefs or risk tearing out the bottoms of their boats. Within the circle of Castles, there is a Shalafen coral castle roughly every forty miles.

Typical Coral Castles Encounters

Whale Pod

A group of whales is visiting the area. Shalafen treat these creatures as equals and enjoy exchanging information with them in their own tongue, which the Shalafen can speak by blowing into strange twisted shells. Shalafen consider any mistreatment of whales a hostile action.

Fishing Expedition

A Shalafen pair are fishing in one of their small, two-person coral crafts. They act with curiosity but considerable suspicion towards any strangers, especially those who frighten away fish.

Festival of Cor-Ark

During this week-long festival beautiful little boats made of coral are garlanded with sea flowers and paraded between the Shalafen castles. The priests of Cor-Ark receive alms for their Coral Temples. The coral boats are laden with treasures. Consequently the priests are very suspicious of any strangers.

Storm

A storm whips the Coral Castles for a full day. Anyone at sea must make Sailing rolls to keep their crafts from capsizing or being otherwise lost or wrecked. The walls of a castle chamber can be broken and the sea may flood in. Perhaps there is danger of drowning. Something valuable may be washed up on the shore.

Salvage

A large ship has foundered or a castle has collapsed. Shalafen salvagers are investigating. They may hire the adventurers to bulk up their numbers to frighten off competition, or simply try to drive the newcomers away.

Coming of Age

A coming-of-age celebration is to take place in a prosperous Shalafen castle. The owner of the castle is wealthy and has thus decreed that the celebration will last for as long as his beloved daughter can endure the pain of her first Elemental Tattoo. Tattooists, castle dwellers, minor nobles and neighbors eat, drink and make merry while the poor subject of the ceremony bleeds for weeks.

The Coral Castle of Falden Jy Quallac

A Shalafen farmer and warrior, Falden lives with his small family in a typical castle of his people. His interests lie in his oyster and weed beds, though he may be ready to abandon farming for more martial pursuits, if the cause is right.

"Coral Castle" is something of a misnomer, since these structures are built into the coral, rather than constructed out of it. Nevertheless the intertwining of the coral and the castle is thorough enough that strangers tend to believe the edifices are carved from enormous masses of coral itself, an illusion the

Shalafen do nothing to dispel.

Sea Gates

Great coral-encrusted gates open to allow the sea to flood the underchamber of the castle. When the underchamber is dry, Shalafen ships and other equipment can be dry-docked and repaired. When the gates are opened, the underchamber is flooded, providing a haven for tame dolphins and seals they keep.

There is also a small dock in here which always has enough water at its base to take the Shalafen's coral-decorated craft. The craft rarely hold more than four Shalafen, and thus can be easily accommodated here beneath the castle.

The sea gates are backed with an elaborate sluicing device for clearing the underchamber of water when the need arises. Flooding and clearing take only half an hour each to accomplish.

Wet Farms

Just beyond the castle lie oyster pens and weed farms. They are protected by a judicious planting of aggressive, poisonous plants.

Dolphin Pen

This small area adjacent to the wet farms are the good weather housing for the tame dolphins and seals which the Shalafen employ as riding beasts, guardians and domestic animals. When bad weather strikes, the creatures are sheltered behind the sea gates.

Salt Chamber

A rock chamber with a circular in-ground pool of saltwater, this room is the leisure center of the castle. Swimming and soaking are what people do here. The north wall is made from sea sponge, and murals are often created on it – tiny flecks of shell, impressed into the sponge which adhere for two days. Like the ocean, the sponge wipes away traces of Shalafen handiwork by expelling the shells from itself after this time. The Shalafen find this most aesthetically and philosophically satisfying.

Spring House

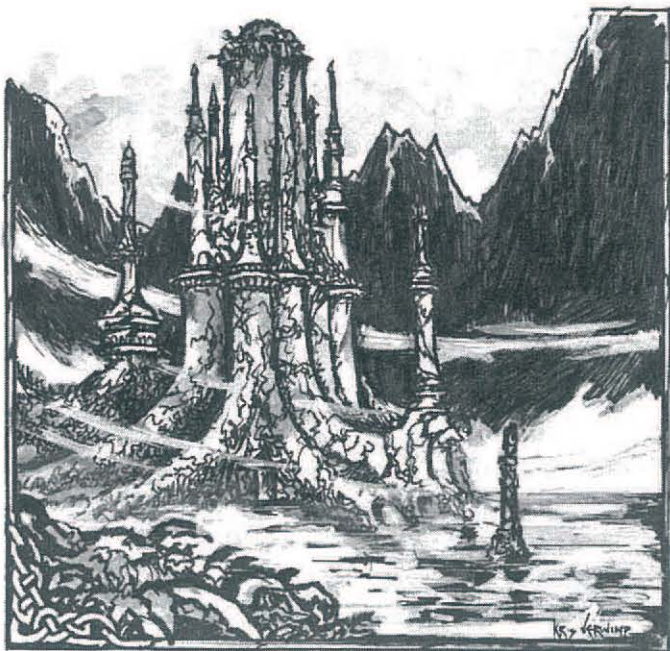
The living area of the family. These private quarters are thus called because they are decorated with all the beautiful flowers of the sea, softening the utilitarian sparseness of the rest of the castle.

Turret

The uppermost tower of the castle, the turret is combination study and observation post. The windows allow vision in all directions, ensuring a good vantage to observe any movement on the ocean. In times of peace – and these are many since the Shalafen do not war among themselves – the turret serves as a weather observation post.

Temple

A small shrine to Cor-Ark stands in all but the most perverse Shalafen households. This one is enamelled with shell to reflect the small candles made from fish oil which stand in its central altar. The room is big enough to fit seven people at their devotions.



DROONHAZAT

A VAST, TRACKLESS DESERT, Droonhazat is entirely waterless and supports no life. A bleak yellow and brown world whose barrenness is matched only by its enormity. To tread on its sand is to expire.

Some say that a herd of roaring crimson cattle whose shoulders touch the sky and whose refulgent horns are lost in the clouds roam the desert. Some say that what they leave behind, if only it could be harvested, would be worth a god's ransom.

GRA-AN-VENL (THE FLAMELANDS)

THESE CHAOS LANDS border the desert wastes of Droonhazat. Unbearably hot, full of flat obsidian, rivers of lava and slippery rock, this entire land is afire. The only way in is to somehow breach the barrier of fire which surrounds the country, the only way out is through a gate shaped like a lion's mouth. This massive structure is a gigantic yellow rock, the last remains of the city which once stood here. This gate though, leads to the throne of Arioch.

The Vedagh

Miraculously there are people living here, in caves beneath the Lionrock, where some water runs. Though still hot, the place is cool enough to support life. These people are the "Vedagh", led by Queen Oorese, an ancient and proud lady who plucked out her own eyes rather than see what Chaos and Arioch have done to her once beautiful land. The folk number just over fifty and are Vadhagh, as their name suggests, and are in all other ways like their kinfolk. The Queen's warriors

wander the Flamelands riding hideous beasts indigenous to the place, eternally seeking another way out of the land, and revenge upon the Chaos Lords.

ICE WILDERNESS

THE ICE WILDERNESS is, as its name suggests, a land of snow and sleet and ice. The whims of Arioch have placed it alongside the Flamelands although it is in all respects the opposite of that fiery kingdom. Some forests survive here, and though the land is constantly frozen there is sufficient game to sustain life.

The Briklings

Those of the Ice Lands are called the Briklings. They are a practical people. Though they might seem callous to those of more civilized society, they are fiercely protective of their own. The leaders are often the women of the tribe. Women are also likely to be religious leaders and wield magical power. These women worship another aspect of the Horned Bear, a great white snow bear with giant yellow horns.

The Brikling are a proud race and, while insular, lack much of the rampant xenophobia of other barbarians of the World of the Five Planes. Nevertheless they react to strangers with suspicion. They respect might, but also wisdom, and distrust blatant shows of magic (which they believe is the province of their wise women) or technology. Brikling society maintains a complicated system of oral law that requires a lawbreaker to make amends to his victim, either through money or labor. This includes the crime of murder. They know no ruling caste except their headwomen, who are chosen for their insight, wisdom, magical understanding and sometimes even might.



The Forests

The most densely populated region, the forests of the Ice Wilderness, differ markedly from the towering hardwoods of Bro-an-Mabden and the softer, more lush forests of the southern continent, Bro-an-Vadhang. Stands of pine and fir are common, and exist in dense but isolated patches, rather than the great runs of trees that can be seen elsewhere in the north. Some of the forest has been cleared by the Briklings, who use the wood for boats and buildings, but the trees are respected as necessary to the survival of the tribes for the shelter they provide and the animal and plant life they harbor.

Snow foxes, hare and geese inhabit these regions, the latter in the lakes and steep bays that dot the area. Summer and spring are short, confined to but a quarter of the year. Winter nights are long with daylight averaging only three or four hours.

Typical Forest Encounters

Storm of the End Time

A terrible and unrelenting storm has set in. Local wise women fear the wrath of the Horned Bear. Human sacrifices are sought.

Feud

A blood feud rages between families. Strangers are seen as imported warriors brought in by the opposition.

The Icelands

A massive expanse of snow and ice, the Icelands of the Ice Wilderness are home to only the most hardy of creatures. Walrus and some seal exist on the coast, as do some bird life, such as penguins, but ice bears dominate. The few Briklings who wander here are lunatic outcasts from the tribes. The land has been known to shift at the whims of Chaos, which causes greater alteration of landforms than any natural thawing or seasonal change. This hardly matters, since occupants are so few and since the landscape is monotonous in any case, covered in ice, snow and cold. Sometimes hunting parties venture here from the forests, for the pelt and meat of the bear are prized and furnish the sacred ceremonial gear for the worship of the Horned Bear. But such parties are rare and comprised of the stoutest, bravest warriors, bound to their quest.

Typical Icelands Encounters

Chaos Flows

The whims of Chaos rearrange the land. A great ice sea springs up and the Briklings rush to make use of its bounty before it closes again.

Thaw

A sudden thaw threatens an early break up of the ice. Fishermen and their companions are torn between taking advantage of the extra bounty and the dangerous conditions of shifting ice and hungry ice bears.

The Hunt

A Chaos Creature, one of the Army of the Horned Bear, has wandered into the Ice Wilderness after devouring its summoner and her kin. A hunting party journeys to placate it, or drive it off.

A Brikling Stead

The Brikling stead is made up of a longhouse, a barn for cattle, a small slave pen and the farmland itself. The farm below is inland but many are on the coast or by a river or lake so that fish and blubber may supplement the diet of the inhabitants.

Barn

A mud enclosure with stout walls and roof for keeping cattle, sheep, goats or pigs safe.

Longhouse

The main house of the Brikling clan, its central living quarters, meeting hall and place of worship all combined under one roof of stout wood. The folk sleep in cubicles that are quite large and blocked off from the main area of the hall by hanging animal skins. Always kept warm, the longhouse is the center of a social unit that is quite cosy – if one is accepted into Brikling society. (And if not, there is usually plenty of room in the Slave Quarters.)

Shrine

A small shrine to the Horned Bear exists in all Brikling longhouses. These have a clay pot burning with herbs before a rendition of the Bear. In lonely stark spots between steadings, a larger version of these shrines may be found. Locals make pilgrimages to them to refill their herbs, light them and sacrifice an animal – usually a pig. Sometimes this is done at regular feast days, but it is more often confined to phases of the moon, or times when disaster seems to threaten the community and the blessing of the Horned Bear is deemed necessary.

Slave Quarters

The slaves of the Briklings are mostly hapless barbarian wanderers. Legends tell of southerners, even Nhadragh, being made captive, but they are probably exaggerated. Rarely do slaves come from within the Brikling community itself: if they do, it is usually for a fixed term to pay off a debt or crime. Briklings are not as brutal to their slaves as other barbarian Mabden. They may be stern and require much hard work, but eventually a slave becomes part of the household and is often rewarded with freedom after long service. In the summer slaves sleep in pens isolated from the family, but in the winter, for the sake of survival, they too come into the longhouse. The pens are small, and constructed of mud and wood, not much better than a cowshed. Like the longhouse, skins and furs of herd beasts and forest animals serve as bedding. The slaves are not confined, and their freedom is not otherwise curtailed. Escape is death, either by the unfamiliar elements or at the hands of kin who hunt down the escapee. In the matter of slaves, as in all things, the harshness of the Brikling land demands pragmatism: captives who are useful are enslaved. Others are sacrificed to the Horned Bear.

Tombs

The Briklings construct tombs for their dead. The dead are buried in family groups, mirroring the way a family shelters together in life in the stead. The tombs are shallow and constructed of stone, with a large stone cover. Three strong people might lift the cover-stone, though anyone other than

the immediate family would take such an action as an insult. The dead are sometimes buried with possessions, and some of these are quite valuable (perhaps even magical in the case of possessions of Brikling heroes). But grave-robbery is frowned upon, attracting swift punishment. Visitors should embark upon it at their own risk. At the tombs are large stones whose script bears the stories of the heroes of the family thus entombed. Such a family tomb is situated close to the steading.

KHOOLOCRAH

THE LAND OF KHOOLOCRAH is hot and hilly, bordered by coasts of black, high cliffs. It is partially protected from the Mabden lands by the Thousand League Reef, which few can cross. Khoolocrah is home to many strange beasts not found in the lands of the south.

The Ragha-da-Kheta

The people of Khoolocrah are the Ragha-da-Kheta. They live in cities and villages, their buildings are dome studded, flanked by minarets and covered in glorious mosaics. Enthroned in the capital of Arke, their King Temgol-Lep embodies all the best and worst traits of his subjects. The Ragha-da-Kheta are a strange, cowardly, fatalistic people – archetypical victims of the two-dimensionality common to most allegorical figures. They are not Mabden and believe rightly that Arioch means to slay the non-Mabden races. They are resigned to their demise, yet combine this with fear and cowardice. They worship Arioch in the vague hope of forestalling their fate, a hope they can barely bring themselves to entertain. The people wear clothes sown with a multitude of feathers. They carry large bird-claw clubs, unique in all the Five Planes. They speak their own language, related to Mabden but sharing certain features with the tongue of the elder races.

The Mabden

It is rumored that a small number of Mabden long ago founded an inland city in Khoolocrah, far away from the coastal dwellings of the Ragha-da-Kheta. Their culture is said to reflect the elder folk with whom they are most familiar, just as Lywm-an-Esh mirrors the Vadhagh.

The Hills

Khoolocrah's hills at first appear arid and lifeless, but pockets of settlements can be found, small towns occupied by those who prefer not to live in the cities. Towards the coast these

settlements are found less often, as the capital of Arke absorbs most of the nearby population.

Typical Hills Encounters

Migration

A herd of wild beasts, kin to the riding animals of the Ragha-da-Kheta, sweep across the arid landscape. They attack if provoked, but prefer to flee. For their statistics, see page 120, in the *Inhabitants* chapter.

Hunting Party

A party of Ragha-da-Kheta hunting a herd of the roaming beasts mentioned above. In search of additional mounts, they view outsiders as an unfavorable omen, perhaps even abandoning their hunt. If encountered at night, they may try to drive off the party or kill them, both stealthily.

Sandstorm

A dust-storm has blown up, lancing in from the desert. All travellers must seek shelter. Locals erect tents made of hide, but are wary of sharing their refuge with strangers.

Pilgrims

A pilgrimage of mad cultists, followers of a deranged version of the fatalistic beliefs of the general populace has come down out of the hills. They seek a place they believe is favored of Arioch, a landform of peculiar shape or rare variety. Their fatalism predisposes them to interpret everything as an omen, including chance meetings with adventurers. The omen may be good or bad, the pilgrims may react amicably or with hostility, depending on the gamemaster's whim and the adventurers' Luck.

Assassin's Burial Ground

The adventurers stumble on the secret underground burial ground of a society of assassins. The place also holds everything the society's victims were carrying hidden among its labyrinthine chambers. The society considers the possessions of victims of assassination to be impure. As for the bodies, they have been buried, ironically, with some ceremony out of fear of the gods. Fanatical guards and cunning,

deadly traps dot this necropolis, making it far from easy pickings.

Cities

The cities of Khoolocrah are its lifeblood. Perhaps because of their arid setting, the Ragha-da-Kheta are an urban people. Or it may be fear that drives the Ragha-da-Kheta together to find whatever comfort they can from the withering whims of the Chaos Gods. The cities are very old, as are the people,



although they are properly referred to as elder *folk*, for they are neither as ancient nor as pure as the Nhadrach and the Vadhagh.

Though comparatively youthful the Ragha-da-Kheta are still highly cultured. Their arts of mosaic and dome building are marvelled at even by one such as Corum. Arke, the major city of Khoolocrah, is both example and epitome of the city-builder's craft.

Because of the fear and the resulting ruthlessness of its inhabitants, the cities of this land can be dangerous to the natives and lethal to strangers. Most strangers – indeed most events out of the ordinary – are seen as being directed by the hand of Arioch, and thus carry the baggage of some ominous meaning known only to the wise ones.

Shopping in the cities of Khoolocrah can net adventurers many exotic and ingenious items. This is the one place in the World of Five Planes where objects imbued with sorcery can be bought: fetishes crafted by Ragha-da-Kheta sorcerers from decaying and dead materials. But buyers must beware. Ragha-da-Kheta fetishes have very limited life spans and it is by no means unknown for them not to function or even to produce effects that actually harm their purchasers.

Major Cities

Arke

The Royal capital. See the detailed description, below.

Seld

An ancient trading port from the days when the Ragha-da-Kheta were a vigorous race. Now its spires and minarets decay and its embittered folk look enviously south to the new city of Elve and its Mabden allies. Some suggest a great war will erupt if Seld can lure enough brave Mabden mercenaries to their cause. Others say that the Pashah of Seld has set killers on the ruling family of Elve.

Narn

Known as the night city. Because of a reading of the Wise Ones no-one ventures in the streets by day, since it is now believed this is an affront to Arioch. At night, of course, all manner of crime and vice can flourish.

Elve

A port city, new and brash. It boasts of its rivalry with the older Seld. Those few Mabden who are trusted by the Ragha-da-Kheta thrive here. It is said a Mabden named Kroll-a-Khly has discovered a way through the Thousand League Reef and profits tremendously by the trade he alone can bring. It is also said that he will murder any stranger who claims to have found this or any other way through the reef.

Valde

A mystery city. The oldest of the cities of this land, now it has lost contact with the others. Once known as a center of learning, it is now only a rumor. The tales tell that the place has degenerated into a cesspool of deranged infidels who slaughter anyone who comes near. Owing to their abject fear of the unknown, no Ragha-da-Kheta has ever tried to test the rumor.

Typical Khoolocrah City Encounters

Pageant

An annual pageant makes its way down the broader, main streets of the city. A hushed crowd flanks the procession, fearful of making any noise that might sound like an uprising, and alarm the servants of the always nervous King.

Deserted streets

An ominous warning from the Wise Ones has been cried out over the city. It might never happen or it may be imminent. The foretelling could be anything from a storm of dust and frogs to the arrival of the adventurers. Consequently the streets are utterly bereft of life, expect for the odd stray chicken, or mindless beggar, desperate to find shelter.

Potentate

A rich man or woman is travelling with a large entourage, swanning through market places, snapping up the best of everything, making the adventurers outlandish offers for any treasures or unusual items they might obviously carry. Or the marvellous entity is incognito and being hunted by a rival family.

Fakir

A sorcerer-performer is peddling his act on a street corner. Most of his act is fakery but a little reveals genuine magical knowledge, and of a kind unknown to the adventurers. Does he know what he knows? Might he be persuaded to part with his secrets?

General Alert

The King believes, yet again, that assassins have been sent against him. The city guard detains and questions anyone unusual, including the adventurers.

Arke

The capitol of the Ragha-da-Kheta, Arke is a walled desert city glimmering with mosaics and minarets. From a distance it appears shimmering white, but on closer inspection its building surfaces are mosaics constructed out of thousands of multicolored stones. Nowhere else in the World of the Five Planes is such decoration employed.

1. The Gate, Walls and Entrance

Entering the city requires passing the guards at the single tall, narrow gate which breaks its high wall pattern in geometric designs. A set of walls within the gate acts as a maze to confound attackers sweeping into the city, but trusted visitors (those admitted by Royal decree) are blindfolded and guided through the maze by city guards. The main road beyond is broad and lined with trees and leads directly to the Palace.

2. The Bastion

This walled inner courtyard, the size of three city blocks, contains the public riches of the city. Glass statues, mosaic walls, golden lampposts, exotic flora and fauna, pathways of gems are but a few of its treasures. The area is for the pleasures of the King and his favoured few. The guards here are fanatics, and the penalty for trespassing is instant death. As a further



deterrent traps are laid throughout the area, both mundane and magical in nature. The centerpiece of the Bastion is a golden mosque. Unused for anything but the funerals of Kings, it is filled with jewels and treasures of all kinds – and the most deadly traps of all.

3. Merchants and Mabden

The merchant quarter is filled with fixed shops and transient stalls. The din of yelling, haggling and bartering always drowns out even the cry of beasts in their pens. The stink of animals, rare perfumes and scented oils, and exotic foods can overwhelm all but the most hardened shoppers. Unluckily for the Mabden of the city the residential area allotted to them backs onto this merchant quarter. A circuitous, drab hodge-podge of buildings, with apartments crowded upon each other, the Mabden area is both tiny – less than a block – and poor. No Mabden is allowed to reside elsewhere, and specially designated guards patrol the area constantly. The Mabden of Khoolocrah are usually outcasts from their own people and generally pitiable. Anyone too brash is perceived as a threat and almost always ends up dead.

4. Residential

The residential sector is for local inhabitants only. The streets are all named poetically and not always accurately, though they often contain a descriptive: The Street of the Fifty Olive Trees (where there seem to be only three) or The Avenue of the Blind Leper are examples. The living quarters range from palatial residences with fountains, gardens and mosaic walls to smaller, more modest houses, to crumbling brick buildings jammed with many apartments on multiple stories. The rich buildings are placed on the city's hills, the poor quarters lower down. This is because the richer places catch the breezes and thus the stink of the more crowded quarters is carried away.

5. The Finger of Arioch

The only minaret in the city. Within its imposing white tower reside the Wise Ones, strange priests and priestess who are said to communicate with Arioch, and who relate the god's will to the people of Khoolocrah.

Wise Ones are chosen from birth. They usually have an innate power to plane shift and thus to see into Arioch's realm in one of the other Five Planes. Wise Ones only give their pronouncements on designated Holy Days. Fifteen of these exist in the annual Khoolocrah calendar, roughly one every twenty five days. The pronouncements are always given in song – a ululating wail sung from the top of the tower by one of the city's Appeasers. None dare ignore or deny the pronouncements of the Wise Ones on pain of death, from the King to the most humble beggar.

The Appeasers, who sing and also perform the sacrifices to Arioch, live separately from the Wise Ones and are invariably men. Despite their religious significance they are considered essentially impure. Since they are already damned, they can perform the

blasphemy of giving public utterance to the thoughts of Arioch, and undergo the impurity of slaughtering humans and animals for the sacrifices necessary to appease the Lords of Chaos. The Wise Ones wear only black, the Appeasers only red. The Appeasers also have ritual tattoos, often patterns of dots, on their skin. Appeasers are the last born sons of last born sons of the poor. Only from this rank are they chosen.

6. The Garden of Stone

A mosaic garden whose pathways tell the story of the Raghad-Kheta and the fall of the Lords of Law and rise of the Sword Rulers of Chaos. All of the trees and plants are replicas in white marble of now long-dead flora from the days when Khoolocrah was a fertile garden spot.

7. The Oasis of Kings

The Palace itself, which stands in the centre of the city. The walls of the palace are decorated with mosaics of predominantly blue, white and gold. The craftsmanship of the palace is sufficiently fine to earn the begrudging admiration of a refined Vadhagh like Prince Corum. King Temgol-Lep rules here, comporting himself in a massive high headdress of peacock feathers, a brightly-feathered cloak and a kilt of gold. He sits under an awning in the top of the palace, in a courtyard, complete with fountain, reached by an enclosed walk. His throne is of gold, decorated with a design in rubies. Three key flagstones in the courtyard open on dungeons beneath the Palace where those whom the king sees as threats are kept. The flagstone trapdoors are activated by a lever in the doorway beyond the throne.

The rest of the Palace is given over to servants, warriors and hangers-on. The King's quarters lie behind the courtyard and he rarely leaves them, for fear of his enemies or simply of the wrath of Arioch.

LYWM-AN-ESH

A LUSH AND TEMPERATE LAND, Lywm-an-Esh for the most part boasts a climate as civilized as its people. The fields and vales are bedecked with glorious colored flowers, the winters are moderate and much of the land settled into acreage tended by Mabden farmers. To the south lie high mountains, from which runs the River Ogyn, traversing much of the country on its way to the sea. The architecture of the land varies from the thatched-roof houses of the Mabden villages to beautiful cities with few walls and broad, sweeping avenues. The continent itself is gradually sinking beneath the waves, a slow process whereby the coast line is slowly eroding as the oceans overwhelm it. Many of the more ignorant Mabden view the land with some suspicion because of this. In Corum's future he finds Lywm-an-Esh has sunk to a small island, the waters finally taking their toll.

The Mabden

The people of Lywm-an-Esh answer to a group of Dukes, Counts and Earls who serve the King. The society holds to the same feudal patterns as other "civilized" Mabden communities on this plane and the nobility inspire great loyalty among their soldiers and citizens. The culture of Lywm-an-Esh is a sometimes uneasy mix of Vadghag and perhaps (who knows?) Nhadrach sophistication with Mabden superstition. The land itself is broken into a number of Counties or Duchies under the King. The people are unused to the arts of war, even those who pursue it under the aegis of their Chaos gods.

The lords of Chaos and Law are both worshipped here by various sections of the community, though the nobility tend towards Law. Chaos is represented by Urleh, vassal god of Arioch and Law by Ilah, vassal god of Arkyn. These two exist side by side in an atmosphere of fierce but friendly rivalry. A special place is reserved in the hearts of Lywm-an-Esh's people for the artists, singers and players for whom the land is famous.

The people represent the finest flowering of Mabden life, combining the learning and artistry of the elder races with the energy and forthrightness of short-lived Mabden.

The Duchies of Lywm-an-Esh

Each of the duchies and counties of Lywm-an-Esh are described below. The map on page 35 uses dotted lines to show the borders between these political areas.

Aruth-a-Cal

A county on the eastern coast, often the victim of pirate insurrection from Bro-an-Mabden. Its major city is Dowish-an-Wod ruled by Count Wydlin-nan-Aruth, a hardy warrior who suffers few fools or interlopers in his city. Of all Lywm-an-Esh's cities Dowish is perhaps closest in spirit to a barbarian town. The city watch are constantly on the alert for barbarian spies, sent by their masters to report when the county's coffers and silos are at their fullest.

Bedwilral-nan-Rywm

The duchy of Bedwilral-nan-Rywm is one of the most beautiful realms of the land. Its capital Llarak-an-Fol is not walled, and its houses are of stone and timber, brightly painted. Duke Gwelhen of Bedwilral is ruler here. The Duke's men are known by their blue livery, in contrast to the brown and purple worn by the City Guard. Duke Gwelhen himself is somewhat short of stature, but compensates with a commanding nature. The land also boasts a gorgeous plain of blossoms that greets visitors from the east.

Gal-a-Gorow

A small county but one which makes up for its lack of size in intrigue. Count Davvys, his sister Lady Elinyor and their respective families are some of Lywm-an-Esh's most cunning plotters. The Count spends a great amount of money sending ships to gather information from all parts of the world. No tidbit is so small that he is unable to turn it to a political advantage at some future juncture. Gal-a-Gorow is on the eastern coast, and occasionally suffers raids from the Mabden barbarians of the north, though less often than Gal's neighbor, Aruth-a-Col. The main settlement of Gal-a-Gorow is Jalyg-nan-Hyk, a small walled city famous for its fine steel swords and the foppery of its nobles, all pitifully vying for the favor of the conniving Count.

Haun-a-Gwyrach

A close neighbor of Ornyyn-nan-Calwyn, this county is unlike the other duchies and counties of Lywm-an-Esh in showing a strong bias towards Chaos. Its ruler, Count Alidak finds the strictures of Law stifling and is known as something of an adventurer, lover, and poet. His current companion is a powerful Priestess of Chaos, Winaa-nan-Haun. The county is perhaps most famous for the Mad Poets of Urleh, a group of bards who sing rather than speak, and have a sinister reputation as an order of murderers hiding beneath their comic appearance.

Kernow-a-Laun

This duchy stretches between the lands of the southern mountains and Lywm-an-Esh's capital Halwyg. The River Ogyn, Lywm-an-Esh's major river, flows through this duchy and its neighbors Palantyrn and Haun. Its ruler, Duke Yoqin, is perhaps the best loved of Lywm-an-Esh's rulers after the King himself. A gentle man, he likes to think of himself as an adherent of science and logic. Despite tolerating, even encouraging, the Church of Chaos within his borders he still sponsors Scientific Contests. Advances in the arts of Contrivance are rewarded with a castle workshop, a steady supply of crystals (an average of 12 annually), apprentices, and helpers, as well as a small stipend from his court. The competition, understandably, is fierce. Last year's winner incinerated herself in her tower workshop after requesting that it be rebuilt: some have suggested that the hand of Chaos played a part, though the trusting Duke will hear none of it.

Moidel's Mount

Though hard off the coast of Bro-an-Vadghag, separated by a mere causeway, Moidel's Mount is in fact an outcrop of

Lywm-an-Esh. The land between it and its mainland has now sunk beneath the sea. Hardly large enough to be called a "Duchy", the Margravate is a grassy projection of mountain upon which sits a slender stone castle, home of the Margrave of Allomgyl and his wife Rhalina. Beneath the island are great sea caves where giant bats live, tamed by the Margrave's men to serve as mounts in battle. The neighboring Pony Tribes of the Forest of Laahr fear this island, and thus the Margrave holds would-be enemies of his sinking kingdom at bay.

Ornyn-nan-Calwyn

This duchy is in the high and rugged country of the Southern mountains, though it is not so precipitous as its immediate neighboring duchies, and certainly mild compared to Bro-an-Vadhagh. Recently the seaside towns have had to be rebuilt upon the coastline's rocky cliffs, the tide has been steadily rising and never retreating quite as far as it should. Whether the process of the continent vanishing beneath the waves is accelerated in this location, or this is some bizarre manifestation of Chaos, none know. The rising waters are not enough to imperil the towns in the near future, but certainly sufficient to swamp the lower neighborhoods within a few decades. Now only transients live in the lower towns, and moneyed landowners are happy to have them for the rent they will pay on otherwise doomed land. The ruler of the duchy, Duke Eden-a-Lowwen is rumored to be suffering from a similar decline: an incurable disease is slowly robbing him of his faculties and eroding his looks. His predatory twin sons, Evyn and Elden practice stricken expressions, mimicking concern for their fast-dwindling sire.

Palantyrn-an-Kenak

This western duchy is the country's largest, extending from Enyn-an-Aldarn in the north to beyond the southern mountains. Its natives are more insular than others in Lywm-an-Esh. Its ruler is Grand Duchess Myllu who maintains the duchy until her son, the young Duke Abnos comes of age. For most of the year guards stringently patrol the borders checking on strangers, for the Duchess suspects the plotting of family members. Forbidden by tradition from raising a hand against the young Duke themselves, she fears they might import foreign assassins to harm him. The duchy opens its borders willingly to outsiders once each year for the occasion of the Spring Blessing, when both Law and Chaos compete with spectacular ceremonies and parades to bless the crops of the coming spring. Law and Chaos encourage any and all to join the ranks of their orders.

Perngarde

Near the shores of the beautiful Lake of Calenyn lies Lywm-an-Esh's most ancient city Enyn-an-Aldarn, capital of Perngarde. The library of Enyn-an-Aldarn contains a vast store of knowledge concerning the early history of the Mabden of Lywm-an-Esh and many tomes of Vadhagh and Nhadrach lore, though most of it is untranslated from High Speech.

Perngarde's ruler is Count Pern, a wizened and scholarly man who prefers to leave governing to his two sons, Allonyve and Annyne, who are altogether more aggressive and warlike in their outlook.

Typical Lywm-an-Esh Encounters

A Contest

Priests of Ilah and Urleh have met in a public test of their respective Temple's abilities. The entire affair has the aspect of a religious carnival and attracts citizens and merchants from near and far.

A Recital

Poets from many counties have gathered to present the best of their works to the populace. Though the poets are somewhat condescending and more interested in scoring points with their elite patrons than creating enduring works of art, the recital is well attended and politely regarded. The event might be disrupted by the unruly poets of Urleh.

A Performance

A group of travelling players are presenting "The Fall of Shalod" about the triumph of Xiombarg and the fall of the Lord of Law, Shalod. The play is performed as either comedy or tragedy, depending upon the audience. (Before mixed audiences things get pretty strange.)

A Wedding

The son or daughter of the local duke or count is getting married with much pomp and splendor. All visitors to the land receive flowers to wear upon their breasts and free lodgings for the three days of wedding celebration. Those not wearing flowers are said to be insulting the wedding party.

An Intrigue

Tension exists between a town's city guard, and its duke's men. The adventurers are approached by an emissary of one of the factions to spy on or act against the other. A large sum of money is offered.

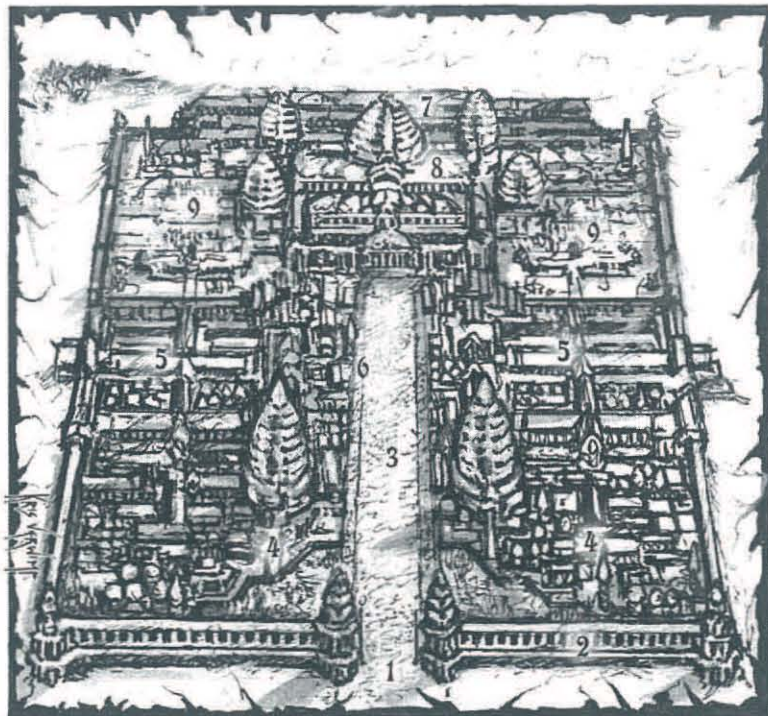
A Stoush

A local war has developed over some stretch of land between counties or duchies and the peacemakers, even the Royal ones, have failed. Raiding and violence erupts with each side claiming historical and moral justification.



Halwyg-nan-Vake The City of Flowers

Halwyg is the capital of Lywm-an-Esh and lies at its center. The city is reached by four major thoroughfares called Great Ways, broad white roads that radiate far to the north, south, east and west. Halwyg is a walled city, but its blockades and bastions are more decorative than functional. Corum finds it a poor retreat during a siege. Halwyg is an old city of soaring spires and pale stone. Its ruler during Corum's time will be old King Onald-an-Gyss. On the king's death his young son, Onald, succeeds.



1. Gate

Some half a mile from Halwyg all four main roads meet. An equally broad thoroughfare leads from here to the main gate of Halwyg-nan-Vake. The gate is unguarded and its doors stand open. Around the walls are depictions of mythical beasts brilliantly worked in stone.

2. Walls

The walls of Halwyg are low. Guards parade them, but this is mostly for show. The watch mainly focus on what is happening within the city, in case drunkards or criminals should be at large, rather than worrying about threats from without. The City Guard can, however, muster over 200 men at a pinch. Though civil unrest is virtually unknown, the coming conjunction of the million spheres brings with it an increased tension between the adherents of Chaos and those of Law.

3. Avenue

A broad avenue cuts through the city from the gate to the palace. The city is simple in design, and from this central avenue all of its districts may be easily reached. Horse drawn

carriages ply their way along the streets. Like much in Halwyg they are more for show than they are for use, often adorned with fantastic shapes and artwork or decked in flowers. Carriage fare is expensive and unlikely to be used by locals in their day to day business, unless deliberate ostentation is required.

4. Mercantile Neighborhood

This is the bustling commercial heart of Halwyg, all manner of business is conducted here. In the course of a single thoroughfare one can find offices of the grand houses of finance, artisans offering quality products as diverse as poetry and chariots, as well as the more mundane likes of smiths and washermen. The mercantile neighborhood never truly closes: those tradespeople who do close up are replaced by others who only open at night, like innkeepers and hoteliers. Visitors will find prices are slightly more expensive in Halwyg than elsewhere, but the quality of the work is generally worth the extra cost.

5. Lower Residential

This residential neighborhood is for the poorer citizens of Halwyg, although poor here is a relative term: Halwyg has little in the way of an underclass. Despite the city's reputation for gentle whimsy, this district is strictly policed by the city guard, and those without sufficient means are quickly evicted. Like all Mabden lands, Lywm-an-Esh has a criminal class, but the City of Flowers is home to relatively few lawbreakers. The rare exception are the Love Thieves, who make their living by blackmailing indiscrete members of the ruling families caught in unwise liaisons.

6. High Temple of Law

The Lower Residential section houses the High Temple of Law, a plain, one-storey building without ostentation, prominently displaying over its portal the single straight arrow of Law. This is the most important temple of Law on the World of the Five Planes.

7. Upper Residential

The residential section for the city's elite, Halwyg's nobility and wealthier merchants live here. Grand carriages ply the streets of this district, delivering merchant princes into the Mercantile Neighborhood for the day and returning them in the evening.

8. Palace

From a distance the palace appears to be a castle of flowers. Flowers, plants and vines cover every surface, from its paths to its towers.

9. Gardens

Beautiful gardens stretch either side of the palace. They are substantial in size and each section takes the better part of a day to walk through at a leisurely pace. To properly examine the wealth of flora and fauna on offer here would take at least a week. The gardens include a zoological section, as well as

many free-roaming birds and animals. In the western sector lies the Maze of Hearts, a gigantic labyrinth constructed in the shape of a heart, with thorns and roses intertwined. It is a favorite place of assignation for lovers. It is popularly believed that lovers who enter from different gates of the maze and find each other within will know true love and happiness; those who find another exit before they find their beloved are doomed to tragedy.

SVI-AN-FANLA-BROOL

ROUGHLY TRANSLATED as The Home of the Gorged God, this small island will one day be the home of a great sorcerer, Shool-an-Jyvan, whose power will come directly from Ariocho himself. For the time being, however, there is no one here.

An empty castle, fully apportioned, and a garden where the plants are alive and first caress, then devour, their victims, can be found nested near the top of the island's central, once volcanic, peak. This might provide a comfortable place to stay and make one's home, if the landlord's name weren't Ariocho.

URDE

THE CHANGING LAND, as it is also known, supports no life. It constantly shifts with the whims of Chaos and its master Ariocho. Sometimes an inland sea with a crust of coast, other moments solid land, this weird and warped place is but a hint of what those planes dominated wholly by Chaos are like.

OTHER MYSTERIOUS LANDS

The Land of the Distant Sea

FAR TO THE WEST, beyond the known lands, lies The Land of the Distant Sea. For the purposes of this supplement gamemasters may consider the lands whatever they require, and they are thus left blank on the map. Corum finds others of his own race, the Vadhagh, in far off lands, so it is suggested this conti-

nent may hold other elder races, or elder folk, as well as lost tribes of Mabden, whose cultures may be different from those of the known world, but who bear sufficient similarities for them to be considered kin. Thus even if the history of Corum is followed and some races are destroyed or degenerate, the adventurers may find strangers here who can continue to make a doomed race a viable player choice, without sacrificing the integrity of the world environment.

Further Lands

Moorcock has not included in the World of the Five Planes many of the cultures and races which go to make the generous diversity of our own time. Gamemasters who wish to send adventurers to lands which reflect Asian, African, Islamic or any other culture not paralleled in Corum, may populate The Land of the Distant Sea with just such areas.

The Thousand League Reef

THIS MASSIVE REEF acts as a natural barrier between the lands of the Mabden and the Chaos dominated lands of the north, realms of ice and fire and worse. Some experienced sailors know ways through the reef, but they number few. There is something unreal and unnatural about the reef, which is often tinged with a pink mist and is sometimes the wandering place of The Wading God.

Tanelorn

ETERNAL TANELORN exists on Corum's plane, as it does on all planes, in one form or another. On this plane however, its location is a great secret. Later, in the future of the world, Tanelorn takes the form of strange standing stones in Bro-an-Vadhagh, but in the Five Planes of Corum it is a giant blue metropolis. Silent and almost sinister, the Blue City is of so many differing hues of blue as to seem wholly new colors. The beauty of Tanelorn is breathtaking and its peace eternal. The god Kwll resides here as a statue, unable to leave or to act until its missing hand is returned. Though the city appears empty, that is simply because of Tanelorn's isolation. Locating Tanelorn for Corum adventurers would require a great quest, since Corum himself had to visit many planes before finally locating the still blue city. Gamemasters may place Tanelorn wherever they wish, provided it is inaccessible and remote. It could be in the Land of the Distant Sea, on a strange uncharted island, or even reachable via other planes of the multiverse alone — as Corum had to find it — and not physically accessible from this plane.

COSMOLOGY

Including some privileged glimpses of the gods of the Five Planes

MANY OF THE GODS of the Five Planes will be familiar to denizens of the Young Kingdoms, yet, even with those gods whose names chime notes of recognition, there are differences here. A discussion of gods, their spheres and cults follows. For information on *Allegiance*, see *Allegiance* (on page 19, in the *Adventurers* chapter), and *Allegiance Rewards* (on page 112, in the *Running the Game* chapter).

THE GODS

CORUM'S WORLD is one of five planes whose fate and destiny are interlinked since they are ruled by the same god. Beyond these five planes are two further groups of five, dominated in their turn by a god per group. These gods are *The Sword Rulers*, the lords of Chaos. The *Lords of Law* are in the process of being banished from all Fifteen Planes, although their influence can still sometimes be felt, and their worship occasioned. In addition to these, there are vassal gods of the more powerful deities and the Lost Gods, two great entities whose power has been apparently neutralized.

The Pantheon Of Chaos

Arioch, Knight of the Swords (also known as Arag)
Arioch is the Sword Ruler most familiar to those of Corum's plane. Arioch rules this plane and the four planes which intersect with Corum's own. He resides in a great castle upon a mountain at one edge of the world, reached only through the Lion's Gate in the Lands of Flame. Barbarians know Arioch as Arag, a huge filthy giant Mabden, acrawl with humans who act like lice upon his cyclopean hide. To civilized peoples, he is Arioch, his form a man of great beauty dressed in black and

silver. Regardless of his form he wields a jet black sword carved with peculiar designs, a sword which could be the brother to Stormbringer itself. Arioch has defeated and banished Arkyn from these planes, and may be destined to be slain by Corum.

Urleh

A vassal god of Arioch, Urleh is worshipped by those people of Lywm-an-Esh who follow the ways of Chaos. Urleh is depicted as a Sword Bearer — a squire in the service to his master, the Knight of the Swords. Urleh reflects the benign, and perhaps more useful, side of Chaos, and his priests in Lywm-an-Esh often aid the communities they serve. Yet he is still a Chaos god, and thus frequently encourages both violence and destruction.



The Dog

This revolting god mirrors well the people who serve it. A foul god of the eastern barbarians and a vassal of Arioch — this time in the form of Arag — The Dog is a stinking beast which stands upon its hind legs and feasts on human flesh for its sacrifices. It speaks to its devotees in a harsh, guttural voice. It is indeed a dire and difficult master.

The Bear, or The Horned Bear

Another vassal of Arag, this creature is brother to The Dog and god to the Mabden barbarians. It has the form of a great black bear with enormous horns curling out from its head. Often The Dog and The Bear give sorcerous aid to their followers, in the form of hideous creatures patterned after their own shapes and known collectively as The Army of the Dog and The Army of the Bear.

Xiombarg, Queen Of The Swords

In Corum's Fifteen Planes Xiombarg is a beauteous woman with rich auburn hair, wielding a sword which shines like the sun. She governs five planes and is more powerful than her

brother Arioch. Her realm is one of increasing chaos, with rivers of milk white and a plain of dried blood. Most of her enemies on those planes have been destroyed. However, the Vadhagh of Gwlas-cor-Gwrys, the City in the Pyramid, remain her mortal foes. Corum is eventually responsible for the destruction of Xiombarg when he tempts her onto his own plane in defiance of the Balance, and she is slain by its cosmic judgement against her.

Mabelode, The Faceless, King Of The Swords

As the mightiest of the Sword Rulers Mabelode dominates a realm of utter chaos. Huge lakes of excrement give birth to raging beasts; landforms and animals spring to life only to be obliterated a second later. Even things which may be accidentally pleasing – a farm, a landscape, beautiful creatures – are spawned and wiped away a moment later. Mabelode himself is a massive humanoid being with long, flowing hair and a face with no features at all. Mabelode wields a golden sword from which a thousand shadows bursts forth, writhing like smoke to dance in the air. Corum incites the Lost Gods, Kwl and Rhynn, to slay Mabelode.

Teer, Duke Of Hell

A disgusting vassal of Mabelode. Twice as big and twice as broad as a man, Teer has huge porcine tusks and a repulsive leer. He lives in a shimmering castle built entirely of blood – the blood of men, women, even gods. Teer welcomes all visitors and will bargain for their blood, or at least for that of their companions. His foul-smelling and revolting castle resides on Mabelode's plane, as does his foul-smelling and revolting person.

THE SWORD RULERS' PACT

EACH OF THE SWORD RULERS, Arioch, Xiombarg and Mabelode, have had their hearts removed from their bodies and stored in places banned to them. No god is able to enter a place banned to it. None of the Sword Rulers can touch their own hearts and thus can never replace them in their own bodies.

In the *Corum* books, Arioch gives Shool the Sorcerer sufficient power to send mortal warriors to try to steal his heart. Arioch hopes to have one succeed so that he may take his heart back from that warrior and thereby gain the power to move to planes other than his own and conquer them.

The Lords Of Law

Arkyn Of Law

In the period covered by this book, Arkyn has been banished by Arioch. Yet even in banishment Arkyn retains a nebulous presence and his worship goes on – as does that of his vassal god Ilah. Arkyn inhabits the Forest of Laahr, where he is known as the Giant of Laahr and viewed with much superstition. In this form he is twelve feet tall and ten feet broad. He has a dark face, revealing sadness, concern and doom. The rest

of his body refuses light, and though in outline manlike, no other detail of it is certain. Arkyn is served in this form by the Brown Man of Laahr and sometimes communicates through his temples to his Priests and Seers.

Later, when Arkyn is restored to power, he takes the form of a handsome man, tall and comely, dressed as a noble of Lywm-an-Esh. He aids Corum in the fight against Chaos in the other ten planes, but is finally slain by the Lost Gods when they rid Corum's world entirely of such beings.

Cor-Ark

Cor-Ark, is an aspect of Lord Arkyn worshiped by the Shalafen, and usually depicted as an enormous man made of swirling water and wearing the coral lands of the Shalafen as a crown.

Ilah

A vassal of Arkyn and the "native" deity of Lywm-an-Esh. Ilah is often in competition with his Chaos opposite Urleh. He is depicted as a wise old seer with kindly eyes and the robes of a Priest of Law. Often he aids his followers with their day-to-day problems, providing them with the science they require to meet their needs.

Shalod of Law

Once Shalod was Queen Xiombarg's most powerful opponent, her opposite number, as Arkyn is the opposing deity to Arioch. Now he has fled her plane, his armies destroyed by The Queen of The Swords. It is not clear where he may be, nor what powers, if any, he may have now. His lawful worshippers like King Noreg-Dan, the King Without A Country, recall him well. He is little known on Corum's plane but those who do remember him either as a symbol of the futility of Law (if they follow Chaos) or as a figure full of tragedy, representing the sacrifice of Order to Entropy.

The Lost Gods

Kwl and Rhynn are two brothers, gods lost in the mists of time. They owe allegiance to neither Law nor Chaos nor even to the Balance, only to each other. They are nevertheless bound by rules of their own choosing. One of these rules was that they never fight each other. One day they forgot this law and fell to battling: Rhynn knocked off Kwl's hand, and Kwl carved out Rhynn's eye. At this they were punished, each banished to a semi-sentient state until the Eye and Hand are somehow reclaimed by their owners.

The Statue

Kwl has been left to stand in the city of Tanelorn until his left hand is given back to him by its bearer's own free will. Kwl is a dazzling greenish being with four arms, four legs, and a block-like torso. He has a large human head but no nose, just nostrils set into his head. In this statue form two of his arms are folded and two lie at his sides. One of the arms at his side is missing its hand. His eyes glitter, resembling clusters of jewels.

The Wading God

Rhynn became The Wading God, a creature fated to wander the Fifteen Planes dragging behind him a giant net with which

he searches the oceans for his lost eye. However, he cannot see the eye whenever it and Kwl's hand are together.

Corum finally releases the Lost Gods from their bondage by giving Kwl back his hand and flinging Rhynn's eye, unaccompanied by the Hand at last, out into the seas. The gods repay him by slaying his enemies, the hosts of Chaos led by Mabelode, but they also slay Corum's allies, the Lords of Law.

No worship is offered the Lost Gods. Their names and feats are legendary, but that is all. Much legend has built around the Wading God, though none relate him to Rhynn, and all believe him to be a being who searches for his lost soul. Many an adventurer of Corum's time can relate a tale of being swept up by the Wading God and deposited, unharmed, miles from their destination. Kwl and Rhynn act as agents of fortune for Corum throughout the Scarlet Prince's quests. Many times he is helped by the seemingly random acts of the Wading God, and by the Hand of Kwl, which acts of its own volition, often saving his life. To any adventurer seeing the Wading God it is a portent of great and momentous things, an ominous sighting, a harbinger of triumph or doom.

Other Vassal Gods of Chaos and Law

No gods other than these are mentioned in the Chronicles of Corum. However, this does not mean that there are no other gods among the Fifteen Planes, particularly vassal gods.

The Cosmic Balance

The Balance appears as a giant set of scales, weighing one side against another in reaching its cosmic decisions. It appears on behalf of Arkyn and Xiombarg during the Battle of Halwyg

and falls in favor of the Lord of Law, slaying Xiombarg for her transgression. Those who serve the Balance usually do so unwittingly, believing themselves faithful to either Chaos or Law, until the truth of the results of their actions are revealed.

THE FIVE PLANES

THE FIVE PLANES currently ruled by Arioch are those most familiar to denizens of Corum's world, itself referred to as The World of the Five Planes, for its symbiosis with the neighboring four.

Because of Arioch's dominance, or perhaps because that dominance is so recent, the five planes have a closer relationship than others of the multiverse. There is a tenuous link between them. This results in the process of plane shifting being easier within these five planes than those planes ruled by Xiombarg, Mabelode, or the spheres of the Multiverse beyond the Fifteen Planes.

The Other Planes

Moorcock gives little information about the other four planes, except to say that physically they bear a strong resemblance to Corum's home plane.

On all these planes Chaos and Law are on the same relative state as in Corum's. Gamemasters may wish to base campaigns on these planes but they must remember that each plane presupposes a different gaming environment, no matter how physically or cosmically similar they all may be.



The Conjunction Of The Million Spheres

A momentous time is approaching in the realms of Corum, the Conjunction of the Million Spheres. Already signs of its coming are evident: moving between the planes by certain entities has become more frequent and threats from beyond the wall of the planes are also abounding. The coming Conjunction, long predicted in Corum's world, is said to stand for

great and sweeping change, the reversal of all hitherto taken for granted. The Conjunction sees Corum's world bereft of gods, with the fates of mortal beings left suddenly in their own hands. Although it is some way off, the coming Conjunction lends a cosmic strangeness to adventuring in Corum's world, where all things may soon be possible, and doom and triumph walk hand in hand.

RELIGIOUS PRACTICES OF THE FIVE PLANES

WORSHIP OF THE VARIOUS GODS of the Five Planes is more or less formalized in most of the cultures which revere them. However, members of one religion may well not be aware that another culture offers tribute to the same deity under a different name, and in a very different manner.

The Worship Of Law

The gradual triumph of Chaos has banished the Lords of Law from these planes. As a result, formal and codified worship of the gods of Law is largely unheard of in the World of the Five Planes. There is a church of Law in Lywm-an-Esh, and the Shalafen revere Cor-Ark, but there is little else.

The Beleaguered Gods

The church of Law in Lywm-an-Esh is essentially the Church of Ilah, vassal god of Lord Arkyn of Law. Through Ilah's intervention Arkyn is worshipped, but for the time being has been banished to the Forest of Laahr (see page 44 in the *Geographia* chapter) and cannot be Summoned.

Much of the nature of the church in Lywm-an-Esh derives from the nature of the country itself. Reasoned and civilized, its people worship Law in precisely the same way. They tolerate the activities of the church of Chaos – indeed, healthy competition for the spiritual leadership of communities exists between these two groups – and only frown upon adherents of Chaos when they come in the shape of Mabden barbarians from the north and east.

The Church of Ilah is one of knowledge, sagacity and aesthetics. It has none of the warlike aspects many other Law worshippers adopt. It is ill equipped to stand against the more brutal ravages of Chaos.

The Church also lacks a cohesive plan. It appears to react to situations rather than initiate them, something that drives more aggressive initiates into the arms of Chaos.

Ilah's Church and its priests are heavily patronized by the ruling nobles of Lywm-an-Esh, including the King's house itself. The Church of Chaos makes capital of this, agitating the poorer members of society and promoting class bias. The

commoners' sympathy often lies with Chaos only because their rulers support Law.

The Priesthood

The priests of Law in Lywm-an-Esh spend much of their time supporting and aiding the spiritual needs of the communities which they serve. Priests are usually also seers, and can move into other planes mentally, in order to commune with their god Ilah. Training for the priesthood of Law is arduous. One must spend at least ten years fasting, wandering and learning. For this reason most priests are more elderly – though better trained – than the Priests of their Chaos rival, Urleh.

The priests wear grey or white robes, plainly made, and bearing only the straight arrow of Law as adornment. Their temples are triangular in shape and sparsely decorated. Temples of Law exist in most towns of Lywm-an-Esh, and a central High Temple stands in Hahoyg-nan-Vake.

The Law of the Sea

The Shalafen of the Western Ocean are also followers of Law. Their formal practices are less "civilized" but their belief is more immediate and intense than is the norm in Lywm-an-Esh. They worship Law in the form of Cor-Ark, an aspect of the Law god, Arkyn. The Shalafen do not have organized devotional services, but do have shrines within their castles dedicated to the god. The head of the household usually serves as a kind of priest, and there is in addition a small sect of the religion whose followers undertake the ceremonies and rites of passage usually found in traditional societies (birth, initiation, marriage, death, casting out, etc.) as well as the practice of Elemental Tattooing (see page 101 in the *Contriving* chapter). The Shalafen are the target of attacks by Urleh of Chaos, though so far they have managed to survive against such incursions.

The Unbelievers

While the Vadhagh follow precepts of Law and are instinctively sympathetic to the cause of Law upon the World of the Five Planes, they are rationalists and do not subscribe to any religion. They believe that gods are a Mabden creation and the

product of superstition and warped science. In this sense they are the ultimate children of Law, eschewing devotion to any gods in the cause of supreme rationality.

It is said by some Vadhagh that the world is fast becoming "a Mabden dream" and they are trapped within it. How true this is will become clearer after the genocide of the Vadhagh by the Denledhyssi and the beginning of Prince Corum's saga. Alas, for the Nhadragh it is already too late. With their culture destroyed, they no longer know what to believe.

The Worship Of Chaos

Chaos, in its many forms, is worshipped in many ways across the Five Planes. While the same gods are honored, the style of the offerings and rituals varies widely.

Temples to Chaos dot the countryside of all lands in which it is worshipped, though in the civilized countries they are exquisite works of architectural art, while in barbarian lands they are hovels with fearsome decorations and ghastly services.

Chaos Exquisite

The Church of Urleh in Lywm-an-Esh represents everything that is positive and artistic in Chaos. A vital part of the community, Chaos in Lywm-an-Esh fills a gap often felt by citizens dealing with the more aloof priests of Ilah of Law.

The Church sometimes sponsors political agitation and is more grounded in the daily reality of life than is Law. Its Priests enjoy fomenting the local populace for one reason or another and delight in scoring points off Law, making its causes look weak or hopeless and its practitioners foolish.

The Church of Urleh recognizes Arioch as the Knight of the Swords and Lord of Chaos upon their plane, but distances itself from the practices of barbarian Chaos-worshippers. It believes that Chaos and Law should actively strive against each other but not in open hostility, for it is also a great believer in the aesthetics of Chaos, and thus prefers subtlety and finery to coarse brutality.

Urleh often appears to the priests of Chaos and makes his whims known. At times it is difficult for the priesthood to justify its pacifistic posturing, as Urleh's, and by extension Arioch's, demands run contrary to this, and must be fulfilled. This disparity between policy and action is one of the reasons the nobles distrust Chaos, preferring the certainty of Law.

Chaos Barbaric

While the Church of Lywm-an-Esh presents Chaos at its most benign, its worshippers among the barbarian Mabden show the ugly, twisted side of Chaotic nature. Arag (a brutish aspect of Arioch), the Dog and the Bear are foul and pestilent gods who demand rites of utter depravity, something their rancid devotees are only too happy to perform.

These rites take less the form of ritual worship and more a kind of placating and wheedling on the part of the barbarians, as they try to convince their gods to aid them in some way or another.

Members of the cult of Arag are always barbarians. Arag is widely worshipped, while the Dog and the Bear are exclusively deities of the murderous killers under King Lyr-a-Brode. The gods of the barbarians instill fear and hatred of others into



their worshippers. The cult is dedicated to the task of wiping out every non-Mabden race upon the earth. Currently the barbarians are fearful of the Vadhagh, but soon their courage will be bolstered, and blood will flow across the land.

Members of the warrior elite who worship Arag's vassal gods can summon them through use of sorcery and much human sacrifice. Cult members who follow the Dog are called Brothers of the Dog, while adherents to the Bear style themselves Sons of the Horned Bear. No women worship either of these gods, preferring Arag.

Those Doomed to Die

The Ragha-de-Kheta, the elder folk of Khoolocrah, are the only elder group who do not worship or follow Law. Cowardly people that they are, they have sunk to the worship of Chaos and hope to placate Arioch in his hatred of them, at the same time as they are resigned to the fact they will all be slain. This kind of craven fatalism is unique to the Ragha-da-Kheta.

The Church of Chaos in Khoolocrah is dedicated to fawning over Arioch. Ragha-da-Kheta are rarely contacted by Arioch, and no vassal god exists to serve the land. Thus they must always second-guess the whims of their master. This sometimes leads to hilarious as well as tragic contradictions on the part of those connected with the church.

Priests of Chaos

Priests are often sorcerers, but this is not mandatory. In barbarian lands the preference is to use an expendable sorcerous go-between, and lately the Nhadrach have seemed especially well-suited to the task.

- * Priests of Chaos in Lywm-an-Esh dress in outlandish finery, especially on state occasions, often trying to outdo each other in the extravagance of their robes. For day-to-day wear the usual garb is black, with a decorative silver sword, to show allegiance to the Knight of the Swords, and the eight arrows of Chaos radiating from a single hub, stitched upon the breast of the garment. It takes two years of successful study (and two years of lay teaching) to attain priesthood. A knowledge of sorcery is certainly looked on as an advantage.
- * Priests of the barbarian lands, Bro-an-Mabden, Bro-an-Nhadrach and Bro-an-Vadhagh, are generally deranged psychopaths who dress in hideous garb of dried entrails and sack-cloth, so as to instill as much fear as possible into their worshippers – fear being one of the few things all Mabden intuitively understand and accept. They are sometimes sorcerous, though they may hide these practices from their brethren, who have an innate distrust of things they do not understand. Usually sorcerous barbarian priests like to affect that their magic is the work of the gods, and nothing to do with them. This threadbare trick continues to work because this is what the people truly want to believe.
- * The priests of Ragha-da-Kheta wear flowing robes of purples or blacks and speak in whispers, always, so as not to offend the gods. Their often futile services generally last for hours, and many have undergone The Ritual of the Debased Form, to alter their shapes into more servile postures. This ritual is reserved for senior priests, which it takes five years of study and grovelling to become. Priests in Khoolocrah regularly train as assassins, rationalizing

their murders as the will of Arioch. They are among the most deadly killers in Corum's world.

Non Cult Gods

The Lost Gods, Kwll and Rhynn, do not have functioning Cults on the Five Planes. It appears that Xiombarg and Mabelode are also unknown here.

Invoking Deities

In the world of *Corum*, the Lords of Chaos and Law are Invoked using the same chances as in *Stormbringer*: 1% for those with allegiance, or POW x 3% for agents. The procedures and outcomes are precisely the same – except that there is always an additional chance (determined by the gamemaster) that any deity of Law is too weak to respond even to a successful Invocation. Indeed, the best chances for invoking a deity of Law at something like its full strength are to be found on planes other than the fifteen most directly connected to Corum's world.

BARBARIAN PRIESTS

... spit three times whenever Law is mentioned, observed, or just believed to be somewhere lurking around.

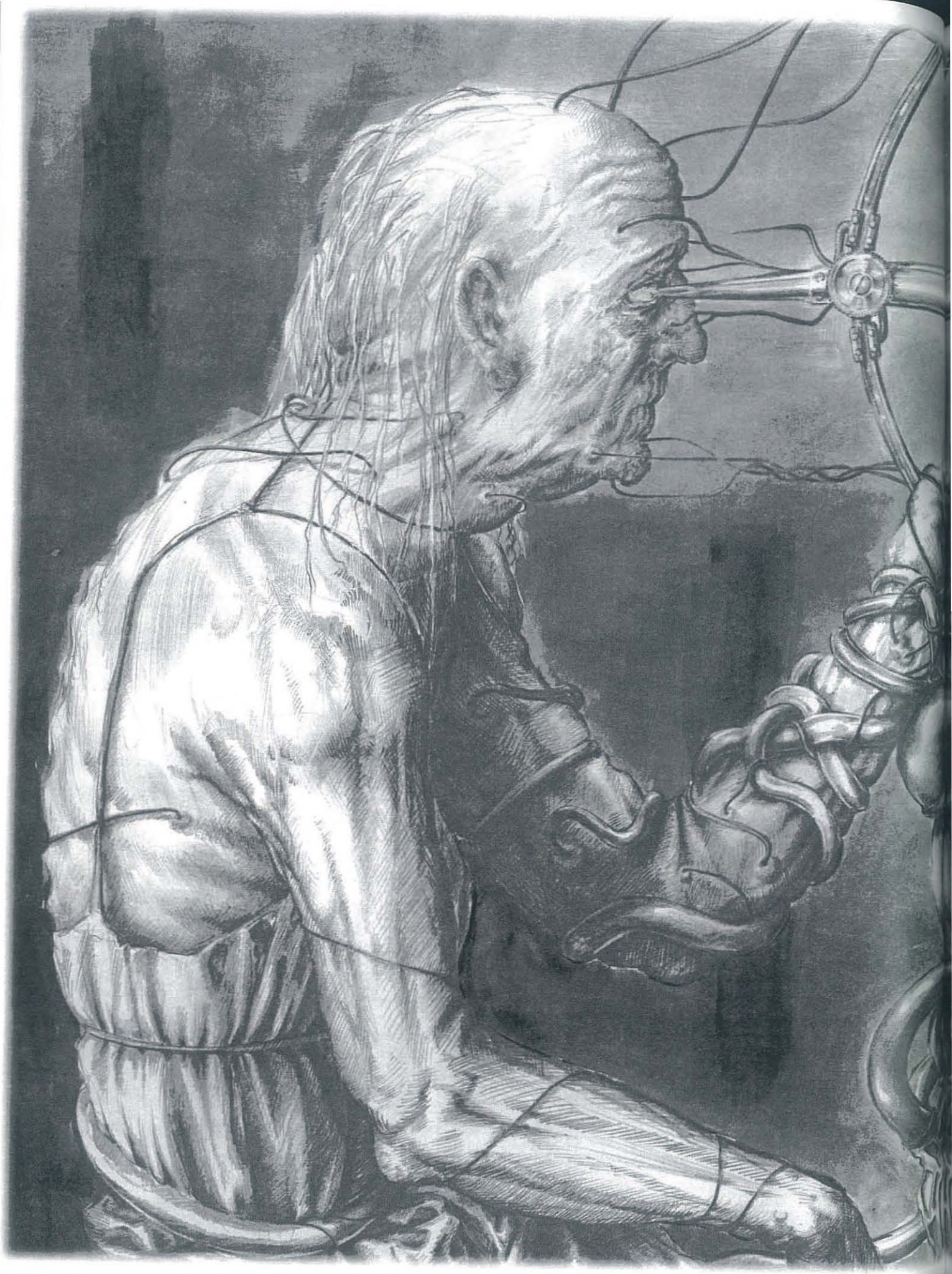
...hop on one leg eight times before their warriors enter a battle, trusting that this pious observance will summon good will from the Sword Ruler.

...wear a tonsure as a mark of their priesthood, the front part of their scalps being shaved to the crown.

...urinate on the threshold of their property and others (if desired) to prevent the scourge of Law from creeping in unbeknownst.

...weave the knuckle-bones of Law believers into their stinking beards.

...are firm believers in alcohol as the tonic of Chaos.





ENCYCLOPEDIA CONJURATORIA

*in which are set forth the skills of conjuring; the
arts of Summoning and Sorcery and the
cunning of Contriving and Science*

PHILOSOPHY

A discourse on the basic principles underlying the wonders of Law and Chaos

THE MAGIC OF THE FIVE PLANES is in sharp contrast to that of the Young Kingdoms. While some of the effects may be similar, the philosophy behind them is quite different. There are no elementals, and demons are rare and usually limited to the Greater breeds. Sorcerers *summon* Chaotic Effects or Chaos Creatures. The seers of Law *Contrive*, using techniques of a scientific nature, but strange enough to be considered magical by most.

Plane Of Chaos, Plane Of Law

Though Arkyn is banished from this plane it must be remembered that Arioch, who rules this and the adjoining four planes, is the weakest of the Sword Rulers. Arkyn still has some influence as long as his creations, the Nhadragh and the Vadhagh, exist upon the earth. Thus the balance of this plane is the same as the Young Kingdoms, though for very different reasons.

The Sorcery Of Chaos

Chaos, through the intervention of Arioch and his vassal gods, gives its devotees fantastic powers through the ability to call magic into being. Some Chaotic Effects are as simple as a gust of wind, others as complex as a thunderous storm of acid. All are "summoned" in much the same way that those more skilled in sorcery call upon Chaos Creatures, Demons, or even the Dukes of Hell themselves.

A dark penalty is exacted for the constant use of Chaos. Practitioners run a high risk of becoming creatures of Chaos themselves, shambling mockeries of humans. Good standing with the Lords of Chaos has its price: they are quick to exploit the servitude of mortals.

The Science Of Law

Those surviving peoples who worship Law in the Five Planes do not summon otherworldly help, but apply a kind of technology, so weird as to be practically sorcery when compared to the science of more lawful planes (like our own). They use *Contriving* to craft wondrous creations to aid them in their

stand against the forces of Chaos. They also seek to duplicate the innate ability of the Vadhagh to see and move among other planes. Manipulators of science in the Five Planes are often called seers, as a sign of a mystical approach to their craft. The term scientist is used only by those enlightened races who further their knowledge in this area without recourse to gods.

Perceptions of Magic

As in the Young Kingdoms, sorcery is viewed by Mabden with pathological superstition, particularly among the barbarians. Some Mabden, however (including King Lyr-a-Brode's Denledhyssi) have overcome such irrational fears, and now employ degenerated Nhadragh sorcerers to further their ends.

Conversely, many of the Vadhagh who have had little contact with Mabden are so ignorant of the workings of Chaos that they believe sorcery is no more than Mabden superstition. They believe that the workings of the Five Planes can be explained through structured scientific inquiry. Ironically, to the ignorant Mabden the science of the Vadhagh is virtually indistinguishable from the sorcery employed by followers of Chaos.

The Nhadragh have, of course, had ample contact with the Mabden, and some of their race have been pressed to pursue sorcerous knowledge. Very few of the remaining Nhadragh harbor any illusion about the imaginary nature of Chaos sorcery, and none, it would seem, devote themselves to whatever Lawful science their once matchless civilization may have pursued in the past.

The Ragha-da-Kheta — as an elder race in the Five Planes — were previously aligned to Law, but having desperately adopted the worship of their would-be destroyer, Arioch, they have whole-heartedly embraced the practice of sorcery. Sorcery is generally employed by Ragha-da-Kheta priests to find ways of delaying the inevitable demise of their race. There are also those in their cities who truck in Chaotic trinkets.



SORCERY

The methods and madness of calling upon Chaos for magical effect

IN CORUM'S WORLD, the forces of Chaos are not bound by tradition, as is the case in the Young Kingdoms. Here a sorcerer calling on the forces of Chaos is summoning wild magics and attempting to bend them to her will, much as demons are summoned in Elric's world. Creatures of Chaos, and even Demons, can be summoned here, but so too can the raw magical stuff of Chaos, the infinitely varied *Chaotic Effects* that can be woven together by the canny sorcerer into a single *Sorcerous Meld*.

But even as this style of Chaos sorcery holds the potential to be more varied and perhaps more powerful than its counterpart in the Young Kingdoms, it is also fraught with a lot more risk. In the World of the Five Planes (and beyond), Chaos has a nasty tendency to dig its hooks deep into its servants, warping their flesh and tearing at their souls.

Sorcery in a Chaotic World

In Moorcock's multiverse, Chaos is often expressed in randomness and uncertainty. We have decided that the Chaotic art of sorcery in Corum's world must surely be shot through and through with those qualities. If sorcerers always knew exactly what actions would produce their desired ends, they would be acting according to some principle of Law. In the world of Corum that should not happen. Sorcery is the practical side of Chaos and, sad as it may seem to some, Chaos is what sorcery is designed to produce.

Any sorcerer who complains "that's not faaaaair!" clearly has a lot to learn about Chaos.

Note: The rules for Resistant Targets, Resistance Table Procedures, Magic Point expenditure and recovery, spells cast on objects, discarded weapons, maximum attack damage, and spells cast on persons all conform to the ones in *Stormbringer*, as does the advice for those who do not themselves use magic, although in *Corum* they may congratulate themselves more on that decision, if they witness the fate of friends who do.

Memory Limits

As in *Stormbringer*, INT plays a part in limiting the amount of magical knowledge a character can keep in mind. Once you run out of mental space, you need a grimoire.

Individual Chaotic Effects occupy 1 INT of mental space. No one keeps complete Sorcerous Melds in mind – that would be an open invitation to occupation by the forces of Chaos, an unhappy prospect – instead Melds are created by combining those simple Effects the sorcerer keeps in mind.

Chaos Creatures and Demons each occupy 2 INT per entity (not breed). It would be highly dangerous, not to mention foolish, to maintain the knowledge of too many of these powerful entities, since each one demands a separate pact – it is better to trade with one exclusively until it dies or becomes tired of you, then move on.

Readying and Dismissing

Corum sorcery relies upon the concepts of readying and dismissing magical knowledge from *Stormbringer*; Chaotic Effects are brought to mind as though they were spells of as many points as the most basic level of intensity (described below) required, which is usually only one, and thus takes only a single round. When readying summonings of Chaos Creatures and Demons, allow ten rounds per rank of Chaos Creature, and ten minutes for Demons.

Enchanted Items are Rare

The creation of fixed items of great power is generally the province of Law and their Contrivances. Sorcerous enchantments on items usually run to the temporary and expedient; for example, a Sorcerous Meld cast on a weapon or mundane item. Gamemasters may introduce enchantments, as in *Stormbringer* but such magics should be strange, ancient, and rare. Alternatively, desperate, if foolhardy, adventurers may set such a thing as the pact price with Demon or Creature (although



such requests may be overruled by the gamemaster). These rare items have a permanent single or melded Chaotic Effect within them. Expect a fearsome price.

Learning Sorcery

The only characters who can learn sorcery are those with a POW of 16 or over. Those electing to begin as sorcerers or Priests of Chaos begin with knowledge of 1D8 Chaotic Effects and/or Chaos Creature summonings, at their discretion. Those who have, or attain, the requisite POW of 16 but do not begin their adventuring life with summoning knowledge must seek such knowledge out. There are several avenues to explore when seeking knowledge of Sorcery, any of which might (or might not) help both beginners and more advanced devotees.

Mentor

Adventurers can learn or expand their sorcerous knowledge through the agency of a mentor or master. Barbarian mentors tend to be Priests or shamen dedicated to one of the Chaos entities. Civilized mentors might be Priests of Chaos or sorcerers, either wandering or ensconced in ancient towers. Remember though the caution about being taught in *Stormbringer* – mentors and teachers charge stiff prices and in *Corum* generally have some hidden motive in taking on a pupil.

Grimoire

Grimoires contain lists of Chaotic Effects, and Chaos Creature and Demon summonings. Grimoires need not be books or scrolls. Madben pirate Priests often have grimoires inscribed on shark skin; shamen of the Bro-an-Vadhagh barbarians are as like to have summonings carved in baked tablets of dried dung; the civilized lands of Lywm-an-Esh boast grimoires in tapestries, effigies and friezes. Grimoires which contain the secrets of the summonings of Chaos Creatures and Demons are generally separate from regular books of Chaotic Effects, and well guarded. These forbidden tomes are not discussed or idly displayed in polite society. The exponents of Chaos in civilized lands fool themselves that their understanding of Chaos has eliminated foul creatures and dislike being reminded of Chaos' darker side. In barbarian society, where fear rules, summoning grimoires are far too precious for their possessors to take the chance of tempting assassins and thieves.

Scholarly Research

The rules governing scholarly research in *Corum* are the same as those of *Stormbringer* with the exception that spells are not the products of diligent research, but individual Chaotic Effects. The best library in the Five Planes is in Halwyg-nan-Vake, the City of Flowers (see page 58). Others dot Lywm-an-Esh but libraries in the barbarian lands are strictly private affairs, jealously guarded. A Vadhagh castle may or may not possess a useful library. All Nhadrach libraries have utterly disappeared.

Pact

A pact with a Chaos Creature or, more usually a Demon, may involve the transferal of sorcerous abilities and knowledge of summonings. The price of such an agreement will always be high and potentially soul destroying; the foul things of Chaos offer few bargains. For more details consult the Demon and Chaos Creature summoning entries in this chapter.

The Process of Sorcery

When using Chaos for magic, a sorcerer *summons* one or more *Chaotic Effects*, and combines them together into a single *Sorcerous Meld*.

A Catalogue of Chaotic Effects is provided later in this chapter; it is a register of what Chaos can do for the sorcerer who knows how to ask. While it is possible to use a single Effect, greater power can be evoked when a few Effects are used together, either to provide a novel delivery method for some means of damage, or to enhance the impact by combining different types of Effects into an entirely new whole.

Focal Points

A Sorcerous Meld cannot spring out of mid-air. Summonings must be done through focal points. Sorcerous Melds always manifest through some such focus. The focal point is usually a Chaos symbol. For example, you might have a focal point cut into one of the walls of your room. When a thief you do not know enters, you release the Dazzle Attack you have prepared against just such an eventuality – and it flares up brightly over there on the wall, distracting the thief as it stuffs up her vision.

Some sorcerers elect to use carefully prepared and stable foci, while others might scratch a symbol in the dirt before them. Many sorcerers opt to have Chaotic symbols worked into their clothing or jewelry, for easy access.

Some wily sorcerers like to use Chaos symbols worn by others as focal points, which usually adds to the overall impact of the magic. Acid suddenly pouring from your throat jewel can be quite disconcerting. To achieve this sort of feat, the



sorcerer must successfully overcome the victim's POW on the Resistance Table. The victim is aware that some sort of magical tussle is taking place, but not necessarily anything else. Successfully using someone's own Chaos symbol as a focus also means that you do not need to make any further roll to hit that person.

Chaotic Effects

Sorcerers know how to summon different Chaotic Effects. When creating a Sorcerous Meld, a sorcerer first selects the Effects to be summoned. The Effects are summoned one after another, before they are all combined together into a single Sorcerous Meld.

It takes 1D8 rounds to summon each Chaotic Effect.

The descriptions attached to each of the Effects listed in A Catalogue of Chaotic Effects (starting on page 73) detail the nature of each Effect, and how the investment of Magic Points affects its *intensity* (for example, how much damage the Effect can do).

Once the intensity of an Effect is determined, the sorcerer makes a **Luck** roll for that Effect to ensure that it has been summoned as intended. A Failed roll means the Effect will not happen and **all Magic Points invested in that Effect are lost**. (However, time permitting, one can always try again.) A Fumbled roll takes the sorcerer to the Sorcerous Disasters table below, and is pretty embarrassing, to say the least.

Levels of Intensity

The power of each Chaotic Effect is expressed in terms of *levels of intensity*. Sorcerers usually decide what level is likely to be required to achieve a given result and then invest sufficient Magic Points to summon an Effect of that intensity.

In the five planes that Arioch rules, 3 Magic Points are required for each intended level of intensity – so that an Effect of level 4 intensity would require an expenditure of 12 Magic Points.

What “intensity” means varies with, and even within, different Effects. The description of each Effect in the section below contains an indication of what “intensity” might signify in the case of that Effect, but it is possible that inventive adventurers will come up with alternative aspects of the Effect to “intensify”, and the gamemaster should be open to reasonable suggestions.

Damage is one sort of power that is expressed in the idea of intensity. Normally, damage in an Effect like Darts is 1D8 per level of intensity. A level 4 intensity Darts Effect would do 4D8 damage. Things could get messy.

In some cases the sorcerer may have to choose between different kinds of intensity when she is putting together her Meld. Is the intensity of that Air Effect going to reflect the damage done by a gust of wind, or what mass the wind can move? It can't do both at once – and if you want both, you'll just have to summon the Air Effect twice.

SORCEROUS DISASTERS

A SORCERER SHOULD BE VERY CAREFUL about what she is doing, and needs a generous helping of luck on her side at all times. If any of the Luck rolls required for creating and casting a Sorcerous Meld are **Fumbled**, a disaster ensues, and she is probably caught in the middle of it. All of the expected Magic Points are lost, and a D100 is rolled on the following table (unless the gamemaster has a more appropriate fate in mind):

01-05	Violent explosion at focus, accompanied by much dense and acrid smoke. If focus within one foot, sorcerers are deafened and choked with stench.		somewhat peeved Chaos Creature. Consult Summoning Chaos Creatures (starting on page 84) for the grimmer details. Pre-generated creatures are available there.	88-93	Mental Corruption: summoner's player must move 1D6 points of INT to one other characteristic.
06	Random Chaotic Effect arrives, or opposite of summoner's intended Effect.	56-64	The summoner vanishes completely, only to reappear in exactly the same place 1D8 hours later.	94-95	Summoner and bystanders disappear, all drawn to one of the planes of Chaos rampant, Xiombarg's or Mabelode's, as the gamemaster chooses.
07-29	Effect appears as desired but acts on the sorcerer (or on innocent bystander).	65-70	Summoner vanishes, drawn to a random land from where he or she must get home alone. Roll 1D6: 1 Lywm-an-Esh; 2 Bro-an-Mabden; 3,4 Bro-an-Vadragh; 5 Bro-an-Nhadragh; 6 Khoolocrah. Gamemaster chooses precisely where.	96-97	A Demon appears, eager to pact. See Summoning Demons on page 90.
30-41	A gate to another plane of the Multiverse opens. Use the The Multiverse Generator , on page 113, or simply invent a plane. The summoner and friends can enter it, but for every day it stands, roll 1D00: 1-50 it closes; 51-99 something large and curious comes out of it; 00 it begins to devour the home plane.	71-80	Chaotic Corruption: two rolls are instantly made on the Chaos Trait Table (page 92).	98	Enter The Dog or The Bear hungry for appeasement. Neither will leave before satisfied.
42-55	Instead of an Effect the summoner has called forth a	81-87	Astral Corruption: summoner's player must move 1D6 points of POW to one other characteristic.	99	Arag or Arioch appears, whichever caters to the summoner's concept.
				00	Summoner turns inside out. All skills fall to base chance. His or her disgusting body continues to function normally, though it terrifies onlookers. APP is zero.

Sorcerers have a greater amount of control over the level of intensity of an Effect in a Meld than they do on other aspects of it, like its range and duration. Most of the time their intentions in matters of intensity are met in the final sorcerous product. However, occasionally Chaos may be rolling the dice behind the screen, and in that case even the best laid plans ...

Magic Points Limits

In Corum's world a sorcerer may only invest a number of Magic Points equal to twice their Chaos Allegiance in any given Meld. That means that Shelik-a-Bukie, a slow and slimy beginning sorcerer with only 5 in Chaos Allegiance, can only make Melds using 10 Magic Points, maximum, whereas his sister, Sheel-a-Bukie, who has been at the game for many years and has the carapace to prove it, regularly invests 120 Magic Points in her over-the-top displays.

Chaotic Modifiers

The Amount of Chaos in the World

Some planes are more Chaotic than others. The Chaotic level of Arioch's planes pales by comparison with those of Xiombarg, or Mabelode himself.

The Magic Point cost per level of intensity is different on planes more or less affected by Chaos than Arioch's. On the five planes of the Queen of the Swords, Xiombarg, sorcerers invest only 2 Magic Points for each level of intensity they hope to produce. In Mabelode's realms, it is a one-for-one deal: 1 level of intensity for 1 Magic Point. On more Lawful planes where Chaotic sorcery is yet possible, the costs are likely to be much higher than on Corum's world.

In Arioch's realms (including the World of The Five Planes), sorcerers can call on up to twice their Chaos Allegiance in Magic Points for any single Meld. However, on the planes ruled by Xiombarg, Shelik-a-Bukie would be able to do Melds involving up to 20 Magic Points, twice what is possible for him under the rule of the Knight of the Swords – and it is said that there is no limit at all on Mabelode's five planes.

The Sorcerer's Chaotic Allegiance

For every 5 points of Chaos Allegiance they possess, sorcerers acquire an additional 1 Magic Point free (from the air or whatever) to use in any Effect in a Meld. Shelik gets just one freebie, but his sister gets twelve, almost equal to her personal stock of Magic Points. No wonder she is such a horror.

These free Magic Points cannot be deployed in excess of the limit imposed by the sorcerer's Chaos Allegiance. No matter what, Shelik can only make Melds of 10 points, tops.

The only other limit on the use of these free points is that they can only be employed to enhance an Effect, not to create it. That is, the sorcerer must have spent at least one point of her own on the Effect into which any free points are invested.

Melding Sorcery

When all of the Effects of the Meld have been crafted separately and all the Chaotic modifiers in play taken account of, the sorcerer is ready to blend them together into a whole. Now the range, duration, and a complete description of the Sorcerous Meld come into play.

In general, a Sorcerous Meld manifests instantaneously at the focal point (that is, it has no appreciable duration or range). However, some Effects are not so obliging. For example a sorcerous Boat would likely be no use at all if it just winked in and winked out. Mostly, you would want it to stick around at least long enough to get you across the stream – so the Boat has a built-in duration of a couple of hours.

The adventuring sorcerer may wish to (or may have to) spend additional Magic Points to add range or increase the duration of a specific Meld. From 1 to 5 additional Magic Points may be used to enhance range, and the same can be spent for extra duration, for those interested in a relaxed day of punting on the jolly old river without getting wet.

Range

Suppose you want a Dazzle Attack to surprise intruders at the door rather than emanating from the focal point incised on the wall. You will have to put some range in the Meld.

The maximum possible range of a Sorcerous Meld is as far as the sorcerer can see. Ranged sorcery is limited at night and for those who are visually challenged. To achieve the maximum range the sorcerer will have to use 5 Magic Points in addition to those already in the Meld. Fewer points will result in a shorter range.

How many points for how much range? Well, that's hard to say for sure. Chaos rolls the dice for sorcerers, and Chaos is, well, chaotic. Most of the time the sorcerer (with a little help from the gamemaster perhaps) will invest just as many points as needed – or even a bit more. (It should usually take about a point to get that Dazzle across the room to the door, shouldn't it? Maybe I should put in two just to be certain). Ultimately, the gamemaster's assessment of the situation, perhaps bolstered by an additional Luck roll, will determine how well the sorcerer has met the range requirements of Chaos – *this time*.

Striking distant targets: If your Sorcerous Meld is to be fired or thrown at a target, your skill at firing or throwing things comes into play. Suppose you want that Dazzle Attack to manifest itself way over there just at the edge of the forest. You mix 5 Magic Points in, just to be sure you've got the range – and then you let go! – with a 23% chance to hit corresponding to your putrid Bow skill – and it lights up the scarecrow in the wheat field to the left when you fail your missile attack roll. Hmmm – there is a Chaotic Effect called Skills which you might want to learn some time to mix into future ranged Melds.

Duration

The chaos of Chaos is exquisitely incarnated in its impermanence. Most of the products of sorcery on Corum's world are unlikely to endure for more than a couple of minutes.

That is, 5 Magic Points usually buys you only a few minutes. How many minutes? You haven't been paying attention, have you? Sorcerers have to make more or less informed guesses when they try to fool with the duration of a Meld, just as they do when they fool with the range. They can be pretty certain, almost positive ... but Chaos is Chaos for a' that.

Suppose you want that Dazzle Attack to cover your escape through the back window with a brief mini-fireworks display. A point or two ought to be all that is needed for such a modest

request of Chaos, and in most cases that would certainly suffice. But today being Thursday, and the cat being a tabby and all ...

Conflicting Durations: A clever sorcerer may decide to Meld a sorcerous *Boat* with a *Baffle Attack*. The Boat has a default duration of some hours. The Baffle Attack goes off for only an instant. What about the Meld? Well, the first answer is that the sorcerer decides whether she wants the kind of Baffle Attack that pops up a Boat for a confusing moment or the kind of Boat that Baffles all boarders for a full hour. And the second answer is that she gets what she gets. Both are true.

Description

The penultimate step is to describe the nature of what you intend to produce — just so the forces of Chaos (and the gamemaster) are clear about what they are abetting in this instance. If at this point the gamemaster determines that you ought to have done things differently, there may be a chance to rectify matters — or at least to learn what your Meld is actually going to produce as distinct from what you thought it would produce.

Each Sorcerous Meld successfully launched gains the sorcerer a point of Chaos allegiance. Further, each time you come up with a new Meld, one you haven't used before and consequently one with a new description, you gain an additional point of Chaos allegiance. What an incentive, eh? Indeed, Chaos is a real mother of invention.

The Casting of the Meld

Now that you have determined all of the attributes of your Meld, you have to make it all work.

You make a final Luck roll for the Meld as a whole. As before, Failure means you lose all Magic Points invested in the Meld, but you are free to start all over if you have the time — and a Fumble means you must roll on the Sorcerous Disasters table and take the consequences.

One more round must pass, and then the Meld is ready.

The Meld remains ready to launch for up to a number of hours equal to the largest number of Magic Points used by any single Effect in the Meld.

The Meld is launched instantaneously — that is, in DEX rank order in most combat situations. (If your DEX is 11 and your opponent's is 10, the Meld goes off first; if the reverse, the opponent's attack comes off first). Obviously, if you are ambushed or otherwise surprised or distracted, you may not have a chance to cast the Meld when you should.

Finally, at the time of unloosing your Sorcerous Meld upon the world, you must roll on your Chaos Allegiance to see whether you have been "blessed" with a Chaos Trait (see Chaos Traits on page 91).

Repeated Uses

A Sorcerous Meld may be used repeatedly by paying the same Magic Point cost on the next round and making only the final Luck roll to launch the Meld again. However, if the sorcerer allows the Chaotic forces to dissipate for even one round, or wishes to change any aspect of the Meld, the process must be started afresh. The sorcerer gains no Chaos allegiance points for repeated immediate uses of the same Sorcerous Meld and need only roll to check for a Chaos Trait at the initial casting.

A CATALOGUE OF CHAOTIC EFFECTS

Air

This effect can create a whispering breeze or a raging hurricane. Wind can knock missile weapons aside (though a Critical attack always ignores such attempts); shift objects, even quite heavy ones, although not usually with fine control; may produce air for breathing underwater (depending upon the duration of the Sorcerous Meld); with sufficient STR, it can even carry a person, allowing flight at their maximum land-based MOV; and of course focused gusts of wind may batter foes.

Note: Other elementally-based Effects (Earth, Fire, or Water) may be used to neutralize Sorcerous Melds that use this Effect, provided they are of an equal or greater intensity.

Intensity: depends upon intent, with most simple tasks requiring only a single Level, as suits the gamemaster. Consider the following suggestions, though:
parry missiles at 20% per Level;
may move 1D8 SIZ per Level;
force of 1D8 STR per Level;
1D8 damage per Level, etc.

Armor

Creates Armor equivalent to the Demon Armor in *Stormbringer*. The Effect is dispelled when either the duration is up, or the wearer is killed. As a magical protection, this can be cast even on clothing. If cast on existing armor, adventurer gains this protection in addition to the armor's rated protection. The appearance of the protection is up to the sorcerer. It might be scales, a thick and

crusty hide, shimmering light — even something ludicrous.

Intensity: 1D8 protection per Level.

Duration: 1D8 rounds, by default, to a maximum of a few hours.

Attributes

The sorcerer can increase or decrease his or her own attributes, or those of any companions. Each Chaotic Attribute Effect affects only a single attribute. Instantaneous multiple attribute changes can be achieved though the melding of several instances of this Effect at the same time, each with a different target.

If the sorcerer wishes to alter the attributes of a target who resists (shrinking the SIZ or STR of an opponent, for example) then the sorcerer must first win a POW vs. POW challenge. The alter-

ation of attributes may well lead to changes in figured values, like Hit Points and Damage Bonuses.

If additional Hit Points are gained, these magical points are the first to be lost, the target's true Hit Points not being reduced until all of the sorcerous ones have been consumed.

Note: Attributes are not skills. Players wishing to alter the latter should turn their attention the Skills Effect.

Intensity: 1D8 added to attribute per Level.

Duration: 1D8 rounds, by default, to a maximum of a few hours.

Baffle Attack

This effect might take the form of a confusing series of images and/or sounds, or perhaps a narcotic poison. Regardless of the nature of the attack, the victim must match their CON against the Potency of the attack. If the victim fails to resist the POT, all skills are reduced by an amount equal to twice the POT, for several hours. There is no effect if the victim resists.

Note: The duration of the Sorcerous Meld refers to the presence of the method of attack, and not the time that the target is affected — once the attack has taken place, the baffle effect itself is not really magical in nature.

Intensity: 1D8 POT per Level.

Range: may attack a yard or two away, by default.

Bile

This vile and potent corrosive liquid might be used as part of a formidable weapon, but it can also be used to burn through substances which bar the sorcerer's path. The damage the bile inflicts should be measured against the armor points of any object it touches. If any damage exceeds the object's defences, the bile has eaten through.

In the case of personal armor, damage in excess of the target's armor are inflicted upon the wearer. Bile is usually poured directly through a focal point. To be used as a weapon, bile is most often melded with another Chaotic Effect providing a method of delivery. Remember this is sorcerous bile, not an acidic product of Law or Science — it hisses green and renders up an effulgent stink.

Intensity: 1D8 damage per Level.

Duration: by default lasts a scant few moments before it evaporates, leaving its stench behind.

Blessing of Chaos

Afflicts the recipient with a random temporary aberration from the Chaos Trait Table. Targets who are not convinced of the benevolent nature of this process may force a Magic Point vs. Magic Point challenge on the Resistance Table.

Intensity: 1 roll on the Chaos Trait Table per level.

Duration: 1D8 rounds, by default, to a maximum of a few hours.

Boat

This Effect creates a sailable craft. The SIZ of the boat indicates the total volume of passengers and/or cargo it can contain. It commonly resembles a weird metallic craft, although other forms have been known to manifest, and it is always clearly of Chaos design. Boats usually have small sails and gain their momentum from the wind, although sorcerers may wish to stipulate otherwise, if becalmed.

A sorcerer may summon the Boat over a cart, box, or even the remains of a smashed boat. In such situations, the SIZ from the Effect is added to the original SIZ of the item. In this way, a sorcerer may transform a large crippled craft into a fairly cheap Chaos vessel, but the Chaos mark will always show. In these cases the boat is usually a lumbering perversity, unlikely to please most salty sea dogs.

Intensity: 10 SIZ per Level

Duration: some hours, by default, to a maximum of several weeks.

Body Part

Body Part is used to replace parts of the sorcerer lost in combat or through stranger causes. The replacement part works in all ways like the owner's genuine one. The replacement part is commonly temporary — a new leg to aid a recently crippled person to escape immediate danger, for instance. Entire heads cannot be replaced, but must be dealt with part by part (eyes, ears, noses, throats, and so on and so on at the gamemaster's whim). Perverse individuals may even wish to add temporary extra limbs or parts with this Effect. A focal point of some sort must be projected or attached onto the

host. A POW vs. POW confrontation on the Resistance Table is in order for unwilling hosts.

By themselves, foreign parts like wings are not functional when summoned onto a non-flying being. For wings that genuinely fly, or spider legs that go up walls, and the like, sorcerers should look to melding in additional Effects.

Note: A new body part summoned onto one that already exists, supersedes the original part only in appearance. If, for instance, a sorcerer replaces some Mabden nose with a pig's snout, the new part will only smell things like a human nose, but it will look (and sound) like a swine's.

Intensity: from 1 to 5 Levels per body part (gamemaster's determination), depending upon size.

Duration: 1D8 rounds, by default, to a maximum of several hours.

Bonds

This Effect is only useful for restraining beings that have Magic Points. It creates invisible magical restraints. The victim cannot significantly move a limb, finger or anything while the Effect lasts, although breathing and other life-sustaining functions are unimpaired. The target may attempt to break out by pitting their Magic Points against the Resistance of the Bonds. Each such attempt costs the bound target a Magic Point.

Intensity: 1D8 Resistance per Level.

Duration: 1D8 rounds, by default, to a maximum of a few hours.

Bug Eye

A Bug Eye effect temporarily replaces the sorcerer's own orb. The eye is a large multifaceted orb. The eye can see in an 180-degree hemisphere.

Intensity: the basic Bug Eye described above requires 2 Levels; additional Levels might add 20% to Search, if the gamemaster is feeling agreeable.

Duration: 1D8 rounds by default, to a maximum of a few hours.

Chain of Being

Allows up to eight people to pool their Magic Points for immediate use in a summoning (including another Sorcerous Meld). Unlike Sorcerous Battery (see below) this is a very temporary Effect. The Magic Points pooled are

stored in the sorcerer's focal point, where they must be used to power another Sorcerous Meld or summoning that is started immediately, or they are lost.

The participants in the Chain of Being must have agreed on the use of the Magic Points they are donating. In some cases they may simply grant the sorcerer *carte blanche*, but it is possible to stipulate what can be done with the magical energy, if the participant knows something of how such things work. Without some sort of agreement (however uninformed) none of the Magic Points are available to the sorcerer — this doesn't preclude the use of coercion to force consent.

Note: the Sorcerous Meld with the Chain of Being is separate from the Meld or summoning in which the Magic Points are to be used.

Intensity: 1D8 Magic Points may be stored per Level.

Duration: by default, the Magic Points must be used immediately, but it is possible to postpone their use by a maximum of up to a few minutes.

Color Projection

Multi-colored lights temporarily cover the intended target, crafted by the sorcerer's will to make whatever shapes are desired. This Effect may seem innocuous at first, but it can be very helpful. Sorcerers often use it to confound the superstitious and fearful (of which there are many), to create magical messages, or to project Chaos symbols at range which can then be used as the focal points for summoning further Chaotic Effects (this Effect should be part of the Sorcerous Meld which the sorcerer intends to project from the new focus).

The target of this Effect cannot resist its effects (which are simply coherent light), although they can move away once they know a projection is present (which is not soon enough to prevent a Sorcerous Meld from taking effect).

Note: Color Projection is not blinding, even when summoned onto a target's face (indeed it enhances the features rather attractively). For blinding, see the **Dazzle Attack** Effect, below.

Intensity: 1 square foot covered per Level.

Darts

This creates thorns, spikes, etc., which fire *simultaneously* outwards from the focal point. The small Darts are quite powerful at close range, or may be used to blanket an area and affect a number of targets, a combination which makes them useful in a variety of situations.

The damage done by the Darts may be split evenly between as many targets as the sorcerer wishes, as long as they are all in the same general area.

Note: The sorcerer uses her *Dart* skill to aim the projectiles, but only a single roll must be made, regardless of the number of targets in the area.

Intensity: 1D8 damage per Level.

Range: a couple of yards, by default, to a maximum of perhaps 100 yards.

Dazzle Attack

This attack creates some sort of visual disturbance that automatically blinds or otherwise distracts its target unless there is an opaque barrier in the way. It is reasonable to allow the target to attempt a Luck roll (and thereby avoiding the attack by having closed her eyes) in any situation where she might be at all wary. If Dazzled, the target is treated as though in darkness for the duration of the Meld.

Note: the *range* of the Meld determines how far from the focus the Dazzle manifests, but it is only able to affect targets within a range of a few yards for each Level of Intensity.

Intensity: one target per Level; if more people are affected than explicitly identified, choose randomly between all other bystanders, including the sorcerer.

Duration: an instantaneous flash, by default; if the duration is increased, the Luck roll to avoid may be called for each round.

Demon Ear

Allows the sorcerer to be heard by, or hear (separate effects, requiring separate summonings of the Effect in a Meld) a target who is at some range — intervening barriers to sight block the Effect. The target may be either friend or foe, and no resistance is possible, since it is simply a matter of audibility.

Note: the *range* of the Sorcerous Meld only determines how far from the focus the target(s) of this Effect may be, and

does not affect what the Ears are able to "hear".

Intensity: one target per Level.

Duration: a few moments, by default, to a maximum of a few hours.

Demon Sight

Allows the target (often the summoner) to see, and determine the nature and relative power of, Effects and magical entities. The Effect can be used to detect the aura of Chaos Creatures, Demons, and Champions of both Law and Chaos. It is also useful for detecting Field of Chaos. Usually Demon Sight can detect the presence of Contrivances but nothing is revealed about the devices. It can be used to discern whether a stone is actually a Crystal, and even roughly how much POW it can contain (see Crystals, in the *Contriving* chapter, on page 100).

Note: the *range* of the Sorcerous Meld only determines how far from the focus the target(s) of this Effect may be, and does not affect how far the Eyes are able to see.

Intensity: one target per Level.

Duration: a few moments, by default, to a maximum of a few hours.

Dust Cloud

This Effect generates a swirling cloud in a hemisphere around the focal point. All creatures within the cloud are blinded for as long as the cloud remains.

Intensity: covers a few yards per Level.

Duration: 1D8 rounds by default, to a maximum of about an hour.

Earth

A mass of earth is called into being in whatever form the sorcerer desires: a sturdy wall, or some more complex shape; a platform or outcropping, perhaps intended to lift something; a hammer or fist shape used to smash foes.

Artistic sorcerers might sculpt the earth into a clay creature. The Art skill of the summoner determines how successful such representations are when compared to reality.

Most often, the Earth has an associated SIZ, which is used to represent the mass of the earthworks, or how much can be carried by it. This SIZ may be summoned into being or taken from nearby free earth, or some combination of the two.

Sorcerers may wish to simply manipulate existing earth (to burrow through it, for example). In general such feats are twice as easy as creating earth — double the amount of earth affected for each Level of Intensity.

Note: Other elementally-based Effects (Air, Fire, or Water) may be used to neutralize Sorcerous Melds that use this Effect, provided they are of an equal or greater intensity.

Intensity: depends upon intent, with most simple tasks requiring only a single Level, as suits the game-master. Consider the following suggestions, though:
1D8 SIZ per Level;
burrow at 1D8 MOV per Level;
1D8 damage per Level, etc.

Elements

See *Air, Earth, Fire and Water*.

Emotional Control

This Effect allows the sorcerer to manipulate the victim's emotions. The victim resists the attempt using POW vs. the POT of the Effect. If the victim fails, he is unable to resist the force of the emotion the sorcerer has chosen for him. Once the Effect's *duration* has passed, the victim may attempt to throw off the false emotions every five minutes with an INT vs. POT challenge.

Multiple castings of the Effect do not cancel each other out, or cause an emotional breakdown. Instead, each round roll 1D6 for each Emotional Control (regardless of the relative intensities) — the Effect with the highest roll shapes the victim's responses for the round. When two or more Emotions are tied for the highest result, the victim is confused, and thus immobilized, for the round. When resisting multiple Effects (after the durations have passed), a single INT resistance is made against the average POT of the Effects, and success negates them all at once.

Some sample Emotional Controls, and suggested reactions, are listed below:

Depression: victim mopes around, oblivious to any outside stimuli, and initiates no activities.

Fear: flee in panic from all living things. If cornered, roll 1D6: 1-3 indicates total collapse, sobbing in terror; 4-6 indicates a terrified berserk attack.

Hate: fosters an intense hatred towards one person or object. The victim acts maliciously when the object of hatred is nearby, often slandering the person or object whenever possible.

Hunger: the target attempts to eat anything that looks vaguely edible. In some situations dangerous items such as glass, rope, nails etc. might look edible...

Insane Lust: pursue the nearest animate being (or perhaps even object) with every intent of ... well, you know ... even if the target might not be ... fully compatible.

Rage: attack the nearest animate being in a berserk rage.

Intensity: 1D8 POT per Level.

* The cloud of contention in *The King of the Swords* might be a powerful summoning of the Rage Emotional Control, granted through the auspices of a Demon.



Empathy

The sorcerer must succeed in a Magic Point vs. Magic Point challenge to uncover the emotional state of the target. Increased intensity allows for a deeper understanding, as adjudicated by the

game-master. This Effect does not work on creatures which lack emotions, such as animated statues, or on any being with INT 4 or less. The sorcerer can read the emotions of only one subject at a time.

Intensity: 2 Levels required for the basic emotions, to a maximum of around 5 Levels for deeply twisted and complex personalities.

Field of Chaos

A Chaotic Field is a dangerous place to call upon the magical forces of Chaos. When within such an area, Chaotic Effects which are summoned target the sorcerers, rather than their intended victims. Chaos itself is powerful within the Field, changing the Level of Intensity as well: roll 1D4 to determine how many Magic Points are required for each Level (see *The Amount of Chaos in the World* on page 72); this can really mess up a Sorcerous Meld in a big way.

Unlike most Chaotic Effects, Fields of Chaos lie dormant after they are created, until someone attempts a Sorcerous Meld within their confines. At that point the Field is triggered and its *duration* begins.

It is rumored that there are naturally-occurring areas which behave in the same way. The game-master should experiment with these concepts wherever suitable.

Demon Sight is able to spot both Fields of Chaos and their natural counterparts.

Intensity: covers a yard or two per Level.

Duration: note that natural Fields may last considerably longer than summoned ones.

Fire

Sorcerers often use Fire to attack, but it is also useful to provide light and heat, melt metals, ignite fuel, or even line invisible objects with flame so that they may be seen.

For attacks, the sorcerer may project the flame burst from a focal point, or combine it with the **Weapon** Effect. Clever sorcerers may work out other ways to use Fire in attacks, but sorcerous fire acts like normal fire for the purpose of igniting and damaging items,

including mundane weapons. There are spot rules in *Stormbringer* for this sort of thing.

Note: Other elementally-based Effects (Air, Earth, or Water) may be used to neutralize Sorcerous Melds that use this Effect, provided they are of an equal or greater intensity.

Intensity: depends upon intent, with most simple tasks requiring only a single Level, as suits the game-master. Consider the following suggestions, though:
light a few yards per Level;
1D8 damage per Level, etc.

Freezing Attack

This Effect allows the summoner to project a field or cone of intense cold. In addition to doing damage, those whose weapons are exposed to such a blast must make a Luck roll at the beginning of the first combat they enter after suffering a Freezing Attack. Failure results in the weapon snapping. Magical weapons, and all armor and shields, are unaffected.

Intensity: 1D8 damage per Level.

Range: a yard, by default, to a maximum of around a hundred yards.

Gore

The sorcerer adds a claw- or horn-like weapon to any appendage. This Effect is often melded with the Skills Effect. Multiple Gore weapons are achieved by melding multiple Gore Effects.

Intensity: 1D8 damage per Level.

Duration: 1D8 rounds by default, to a maximum of several hours.

Healing

This Effect allows the sorcerer to heal any damaged organic being. One casting works on a single wound only, and multiple uses on the same wound are not possible. Physik may be used on wounds which have not entirely healed through sorcery.

The target of a Chaotic Healing Effect usually gains one point of Chaos Allegiance, and the result is always at least an ugly scar with seemingly melted flesh. Often there is an unpleasant smell associated with such Healed wounds, and the sensation of Chaos crawling through your body is decidedly uncomfortable.

By adding *duration* to the Sorcerous Meld, particularly clever sorcerers have, on occasion, provided healing in advance

of the wounds – each new wound knits over, using as many Levels of the Effect as are required; this may appear to be some form of regeneration, but it is not really, and once the duration has been exceeded, any unused Healing is lost. Used in this way, the target gains a point of Chaos Allegiance for *each* wound healed.

Intensity: 1D8 damage healed per Level.

Insect Wall

The sorcerer summons a seething wall of horrible extra-dimensional insects. They chew on any organic substance within the mass. Once the wall is erected it is immobile, but subject to standard *duration* rules.

Intensity: 1D8 damage per Level; also, covers roughly a yard per additional Level.

Duration: 1D8 rounds by default, to a maximum of several hours.

Knowledge

Through the agency of this Effect, the sorcerer is able to tap into vast amounts of knowledge in specific areas. The information is in very specific spheres like “myths about Tanelorn”, “striped creatures of World of the Five Planes” or “desert songs from the nomads of Khoolocrah”. The Effect cannot reveal private or one-of-a-kind information like “the location of Kwill’s hand?” but only general matters such as might be covered by a scholarly tome or an encyclopaedia, and definitely not the details from a grimoire or other any other description of the specifics of the magical workings of Law or Chaos.

An INT × 3% roll is required to make sense of the information received. The Knowledge Effect does not add to the summoner’s existing knowledge (or skill) of, say, the *Natural World*, but instead supersedes it in matters relating to the specific knowledge consulted.

Intensity: usually 2 Levels are required for each piece of information, although sometimes even that is not sufficient (at the game-master’s discretion).

Lens

A transparent membrane which attaches itself to the eyes of the sorcerer and other targets. Any attack which affects vision by harming or hindering the eye is

partially negated. Thus sorcerers may have some protection against Dust Cloud, Dazzle Attack, Mist, Shadow Void, and similar Effects, not to mention physical attacks on the eye. The exact nature of the partial negation is somewhat variable, as well as dependant upon the situation. Effects might be entirely negated with a successful Luck roll, or the penalties reduced (perhaps in line with darkness rather than blindness), for example, as the gamemaster sees fit. When damage is involved, the membranes provide 1D8 armor for the eyes, the value for which is rolled when first needed, and treated as fixed from that point onwards.

Intensity: one eye per Level.

Duration: 1D8 rounds by default, to a maximum of several hours.

Loathsome Stain Attack

A Stain may be used to mark a path, trail, object, or creature. As a useful side-effect, any invisible or intangible creatures hit by the Stain become visible. Those hit by the stain have their APP reduced by 1D8 until the it wears off.

Intensity: one Level is required, although additional Levels might allow the mark to glow in the dark, or make it noticeable using other senses, perhaps.

Duration: 1D8 rounds by default, to a maximum of about a month.

Make Whole

While this Effect cannot be used to repair enchanted items or Contrivances, it can be used to repair most other inanimate items. Any item affected in this manner retains some indication of the touch of Chaos, whether in the form of an obvious warping, a covering of odd scales on the affected portion, or just the appearance that the object is not quite complete.

The reinforcement afforded by the Chaos in this Effect is somewhat short-lived, but sometimes the item in question retains its fixed state after the Effect has worn off. The sorcerer should make a Luck roll for each item to see whether the effect is permanent.

Intensity: 1D8 SIZ can be repaired per Level.

Duration: several minutes, by default, to a maximum of several days (or permanent, with the Luck roll).

Membrane of Chaos

This Effect summons a thin organic tissue that covers an opening like the skin of a drum. The area which can be so covered is many yards, as the membrane stretches quite extraordinarily. Enormous openings, though, might require more than a single use of the Effect.

Creatures other than the sorcerer are able to pass through the membrane in one direction, but not the other, as decided by the summoner when it is created. The summoner can pass freely in both directions.

Attempts to force through the living wall match the person's Magic Points against the membrane's POW. Success allows passage, and a Critical success dispels the wall, entirely. The Split Chaos Effect can also be used to dispel the membrane.

Intensity: 1D8 POW per Level.

Duration: many minutes by default, to a maximum of several days; however, sacrifice of POW equal to the Level of Intensity makes the Effect as permanent as a thing of Chaos can be.

Mist

Generates a cloud of damp gaseous material which obscures vision and deadens sound within its radius. The Mist usually radiates from the focal point equally in all directions. The Mist follows the focal point, so if it shifts, so too does the fog.

Inside the Mist, bowstrings and slings stretch and rot within a round of exposure. People caught within it lose visual and verbal contact with anything that is not close enough to be touched. Those so affected lack the ability to co-ordinate attacks, whether melee or missile.

Intensity: a radius of 1D8 yards per Level.

Paralysis Attack

If the Potency of this Attack overcomes the CON of the target, then he is paralyzed at least for its duration. The paralysis freezes up the victims musculature, usually leading to a fall. The victim's ability to think is unimpaired, but any movement or action is impossible. Once the Sorcerous Meld has expired, the target may move again with a successful CON $\times$ 1% roll, which may be attempted every five minutes.

It is possible to summon this Effect into a focus point or symbol, where it

will lie dormant until brought in contact with a target. In this way, a sorcerer with a Chaos symbol on her hand might charge up and then set out to hit an opponent with a "stunning palm" using her Brawl skill. A weapon with a Chaos symbol carefully inscribed on it might be used in a similar fashion, although a Luck roll would be in order to ensure the symbol comes in contact with the victim.

Intensity: 1D8 Potency per Level, and an extra Level if to lie dormant in the focus before activating.

Path of Planes

This Effect allows a powerful sorcerer to travel the planes of the Multiverse. The Effect is usually cast onto an existing craft of some sort; it is possible travel without such a vessel, although it is said that the sensation of falling through the cracks in reality is quite unpleasant (the gamemaster might require INT $\times$ 1% rolls to avoid losing one's mind for a time).

The Path can only provide transport to planes already known to the sorcerer. The trip is strictly one-way (although a return journey can be attempted, of course), and takes a random amount of time. The traveller(s) appear anywhere within a radius of 1D8 miles from the destination nominated by the caster; luckily it seems that they never materialize within a solid object. If no specific destination is chosen, the craft appears near a large source of Chaos, be it a temple, some hidden enchantment, or perhaps a sorcerer's lair, at the gamemaster's discretion.

Intensity: the equivalent of 1 SIZ may be transported per Level (a large number of which are required to move even a single person).

Quills

Creates nasty barbed Quills which are launched from the focal point towards a single nominated target, one after another, using the sorcerer's Dart skill, at a rate of 4 per combat round. Quills automatically penetrates any non-magical armor, making substantial holes (reducing its defensive power by 1 unless the wearer makes a Luck roll). Once inside, Quills damage the target and completely evaporate. Magical armor does not stop the Quills, but such armor is undamaged by their passage.

Intensity: a single Quill, doing 1D4 damage, per Level.

Range: 1D8 yards by default, to a maximum of about 100 yards.

Duration: as long as required to discharge all of the Quills, and no longer.

Seeing Eye

Creates an eye of some sort, often a sparkling jewel-like object, but at other times a gnarled and moist knuckle-mass, or something less familiar. The sorcerer is able to see through this Chaotic orb, even when it is some distance from her. The viewable area is a function of the intensity of the Effect, as is the maximum distance from the sorcerer. Altering both aspects from their basic values requires a Meld with includes a couple of instances of this Effect.

The orb lies dormant until activated by the sorcerer (something she may do at range), after which time it lasts only as long as the duration of the Meld, or until the sorcerer gets too far away. The sorcerer must remain in a trance-like state to see through the Eye, oblivious to her immediate surroundings. Once its work is done it melts.

Intensity: a viewable radius of a few yards per Level; the sorcerer may be several yards away per Level.

Duration: 1D8 rounds by default, to a maximum of several hours.

Seer of Chaos

This Effect allows the summoner to see into the distant past of the location where she stands. If she wants to see the past at some other location, she must travel there. Watching a year of the past takes an only hour and shows all of the events which occurred there, but nothing which cannot be seen, including sounds, smells, thoughts, and motives. A Luck roll is required to clearly observe the details of a particular event; a Fumble shows something cryptic, or dangerously misleading.

Note: Range and duration are usually of little use with this Effect.

Intensity: watch about a year per Level.

Shadow Void

A Shadow Void is devoid of any light at all. When summoned, such a Void is usually centered upon the focal point, and extends equally in all directions. Any who are caught in a Void are unable to

see anything, even if it is right in front of their eyes; other senses are unaffected.

Intensity: a few yards per Level.

Duration: 1D8 rounds by default, to a maximum of about an hour.

Shape Change

With this Effect, the target takes on the likeness of another creature and its appropriate attacks, but retains the target's original SIZ and Damage Bonus. In this way, a Shape-Changed human becomes a big, strong mouse, but a small, weak bear. The Effect lasts for normal duration but can be dispelled by the touch of a true creature of the adopted form.

Intensity: one target per Level.

Duration: 1D8 rounds by default, to a maximum of an hour.

Skills

This Effect grants sorcerers skills abilities they have not learned. Virtually any skill on the *Corum* character sheet is available to the sorcerer, and even specialist skills which are not widely available, including *Million Spheres*, *Distant Seas*, and most of the more culturally-specific skills.

Some Chaotic Effects may be temporarily enhanced by melding them with a Chaotic Skill Effect. The chance to hit for an Effect like *Color Projection*, which is based on one of the sorcerer's ranged attack skills, might be boosted by melding with a summoned Throw Skill of appropriate Intensity; or the chance for a successful teleportation could be increased by melding the *Traversal* Effect with a special Traverse Skill.

Another popular combination is that of *Unseen Hands* melded with a Skill. Using such techniques, a sorcerer might make it possible for her Boat to seemingly pilot itself, for example.

The sorcerously-created Skill does not add to the recipient's current skill, but replaces it. So, if a sorcerer calls upon three Levels of Potion Skill, she gains the Potion skill at 60%. If her original skill was 65%, it drops to 60% for the duration of the Meld, the sorcery overriding the native skill she already possessed.

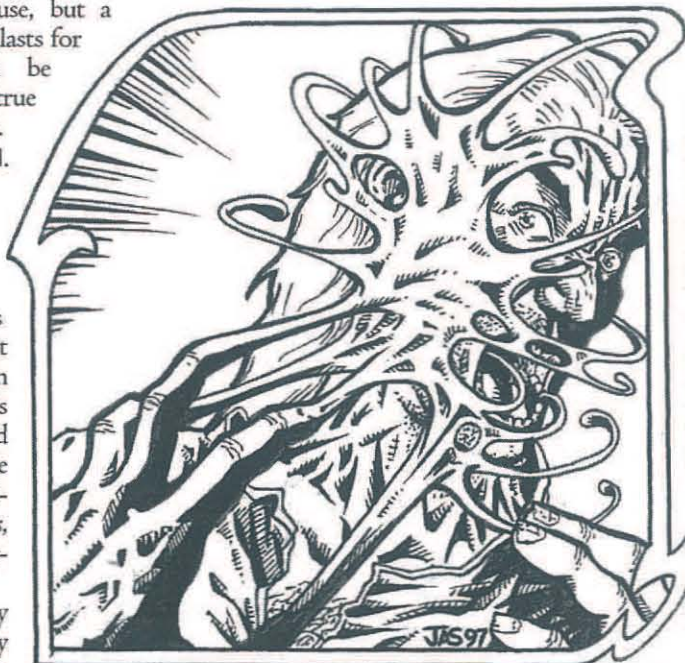
Intensity: +20% skill per Level.

Sleep Attack

Use of this Effect causes the target to fall into a deep slumber. The target may resist the Potency with his POW on the Resistance Table, and if he is successful, the Effect cannot be used against him for another hour.

Once asleep, the target will not awake for 20 - CON hours, with a minimum of an hour.

Intensity: 1D8 Potency per Level.



Smother

This Effect creates a mask of slippery flesh which clings to the victim's face, and tries to crawl into any and all openings. The mass of flesh makes it almost impossible to see, hear, or breathe. Every round the victim must roll a multiple of his CON or start to suffocate. The *basic multiple is 10*, but increasing the Level of Intensity lowers that value. Once suffocation has started, resistance is no longer possible, and the victim takes 1D4 damage per round.

The Smother soon dissipates, but many targets are unwilling to wait for that to happen "naturally" — it vanishes when it takes any damage at all. However, only magical weapons or other Effects can harm the hideous mask.

Intensity: lowers the CON multiplier by one per Level after the first.

Duration: 1D4 rounds by default, plus 1D4 per Magic Point (up to 5).

Snout

Confers on the target an animal-like Snout that grants the ability to *Track* by smell with a skill based on CON. The same value also replaces the *Scent* skill for the duration of the Effect. The Snout gives a broader range of smell than normal scent, to the extent of even allowing the tracking of gold or diamonds.

Intensity: CON x 2% per Level.

Sonar

The ability to see in the dark by use of a bat-like sonar ability. While the Effect is active, the focal point emits a high-pitched squeal, and the target is able to interpret the echoes to create a rough picture of the surroundings. Sonar does not give incredibly detailed images, so it would be difficult to distinguish between a tiger and a black bear on all fours, but the Effect does allow the user to operate in conditions where vision, but not hearing, is hampered (including the effects of *Dazzle Attack*, *Dust Cloud*, or *Shadow Void*, but not *Mist* and *Sound Void*).

Intensity: "see" a few yards per Level.

Sorcerous Battery

Like *Stormbringer's Brazier of Power*, this Effect is designed to store Magic Points for later use. The Sorcerous Battery allows the sorcerer to use any focus to stockpile magical energy for later use. Magic Points are spent twice during the process, once while assembling the Meld, to establish how many points the focus can hold, and then, when the Meld is finally cast, the sorcerer expends the points as they are stored in the Battery.

Unfortunately, a Battery is not permanent, and eventually the points stored within it begin to fade away. As long as some still remain, however, it is possible to recharge it back to its set potential without resummoning the Effect — a round of concentration is all that is required. It is possible to use the same focus for a new Battery, but any existing stored Magic Points are lost, and the focus's potential is determined anew.

It is only possible for the sorcerer to put her own Magic Points into a Battery, although many have tried (and failed) to create a Meld with the Chain of Being Effect. There are no such limitations on the use of a Battery — anyone who knows there are points stored in a Battery can draw upon them for any summoning (either Chaotic Effects, Creatures, or Demons).

Intensity: is able to store 1D8 Magic Points per Level.

Duration: about an hour by default, to a maximum of a few months.

Sound Void

A Sound Void is devoid of all sound. When summoned, such a Void is usually centered upon the focal point, extending equally in all directions. All caught in a Void are unable to hear any noise at all, even if a cacophony is being made right in front of them; other senses are unaffected, but those relying upon Sonar are unable to function within the Void. It is worth noting that sounds made within the Void are inaudible to those outside as well.

Intensity: a few yards per Level.

Duration: 1D8 rounds by default, to a maximum of about an hour.

Spider Climb

This Effect causes the target's hands and feet to exude a substance that adheres to any surface, permitting movement across walls, ceilings and other obstacles. The target uses her Climb skill (and may want to consider a meld with the Skills Effect). Any obstacle with a SIZ less than the Climber's can be crossed without even making a roll. Spider Climb also allows the target to hang from ceilings or tree branches (even upside-down, if desired) for the duration of the Effect.

Intensity: 1D8 MOV per Level, to a maximum of twice normal land MOV.

Duration: 1D8 rounds by default, to a maximum of about an hour.



Split Chaos

Chaos is unpredictable, and it doesn't take much to destroy what little cohesion is present in a Sorcerous Meld. Split Chaos is just enough to ruin the day for any sorcerer; by injecting a bit more Chaos into an existing Meld, it is often possible to make it all fall apart.

The Effect calls forth a vortex of raw Chaos energy and sends it out to interfere with an indicated Meld (no additional ranged weapons skill is required for this Effect, as long as it is within range). The sorcerer who called up the Split Chaos vortex pits her remaining Magic Points against the Magic Points invested in the Meld she wishes to undo. Success dispels the Meld, and Failure means it remains. A roll of 99 or 00 (a Fumble) adds 1D8 Magic Points to the intensity of one of the Effects in the Meld, or to its duration or range.

Any Sorcerous Meld may be undone in this way. However, summoned entities, (Chaos Creatures and Demons) cannot be dismissed using Split Chaos.

Intensity: one Sorcerous Meld per Level.
Range: a few yards by default, up to as far the sorcerer can see.

Stinger

With this Effect, a sorcerer summons a prehensile tail, complete with a barb that can deliver a powerful venom. The tail can reach up to 2 yards, and attacks using the sorcerer's Stinger skill (a Meld with Skills is recommended for the neophyte). When it hits, the Stinger does 1D8 damage, and any attack which wounds the opponent has a chance to poison him. Match the POT of the poison against the victim's CON on the Resistance Table. If the victim doesn't resist, the venom does damage equal to its POT. If the victim does resist, he takes damage equal to half the venom's Potency, but he is now immune to the poison from this Stinger.

Intensity: poison of 1D8 POT per Level.

Duration: 1D8 rounds by default, to a maximum of about an hour.

Telepathy

This grants the summoner the ability to speak directly with other minds. It is easier to communicate with creatures that understand a language you know, and others (including most beasts) require twice the intensity to contact.

To successfully use Telepathy on an unwilling target, the sorcerer must overcome the target's POW with her own, using the Resistance Table.

Those the sorcerer wishes to contact must be within range, and apparent to one of the sorcerer's senses (e.g. vision). Telepathy allows two-way conversations, and does not permit the sorcerer to plunder the other person's mind for thoughts or images. It is also important to realize that Telepathy does not act as any form of hypnotism.

When multiple targets are used, the sorcerer decides who can talk to whom.

Intensity: one similar mind per Level, or one dissimilar mind for each two Levels.

Duration: 1D8 rounds by default, to a maximum of less than half an hour.

Tentacle

The sorcerer manifests some sort of tentacle-like appendage. It might be a prehensile scaled tail, a slimy sucker-tipped tentacle, or perhaps animate hair. There are many possible uses for such an appendage, and the summoner must select a single aspect to be affected by the intensity of the Effect, although several Effects can be melded together to build a general-purpose Tentacle. In attack the Tentacle grapples and crushes, ignoring the opponent's armor.

Intensity: 1D8 damage per Level; or a reach of several yards per Level; or 1D8 STR per Level.

Duration: 1D8 rounds by default, to a maximum of about an hour.

Transmute

This Effect manipulates the molecules of a substance, temporarily changing it into something else entirely. Common examples include: Lead to Gold, Stone to Water, and Flesh to Iron.

If the caster attempts to Transmute a living target (or even something worn by a living being, like armor) the sorcerer must overcome the target's POW on the Resistance Table.

When the *duration* of the Meld has passed, the substance reverts to its true form. Canny merchants often require that transactions are conducted over a period of at least an hour, to avoid finding their payment has turned from gold back into clay.

Note: Despite some of the rather extreme transformation possible, this Effect never kills its target.

Intensity: 1 SIZ for every 2 Levels.

Duration: a few moments by default, to an hour, at most.

Traversal

Traversal allows the summoner to effectively teleport herself and others over great distances, instantly. The Effect is limited to sorcerer's current plane — those who need to travel to other planes should look into the *Path of Planes* Effect. While Traversal is not quite as expensive as that Effect, it will still tax most sorcerer's resources.

Traversal has a significant chance to go wrong. When the sorcerer first uses the Effect, she starts a *Traversal* skill at her POW $\times$ 3%. While it can be increased with experience, many simply meld in a

Chaotic Traversal Skill. Failure on the *Traversal* skill roll sends the travellers to a destination of the gamemaster's choice. With a successful Luck roll, the travellers are only there for 1D8 rounds, before being drawn back to their starting point, and whatever situation they were first trying to escape...

Intensity: 3 SIZ per Level.

Unseen Hands

The titular Hands in this Effect can be used to carry out a number of simple tasks, from basic lifting to more complex tasks (when melded with the *Skills* Effect). The Hands are not bound by conventional restraints, and may, for example, lift an object high into the air, or manage all the stations required to steer a boat at the same time.

The major limitation on the Hands is that once summoned for a particular task they cannot be redirected, nor can they communicate in any way. So, Hands which are called upon to "sail this boat" cannot be later given updated directions ("avoid that rock!") or alternate orders ("tip those boarders into the sea!").

When moving objects, the Hands are able to maintain the speed of an average walk, around MOV 4. It is also possible to instruct the Hands to *Throw* items, although their chance to hit is no better than Base, by default; damage is calculated using the Hands' STR and the object's SIZ on the Damage Bonus table.

Intensity: 1D8 STR per Level.

Duration: 1D8 rounds by default, to a maximum of about an hour.

Vampire

This Effect has the ability to drain characteristics from a target. The Vampire Effect make a summoner's hand (or other likely appendage) into a deadly magical weapon — if the affected limb touches an opponent's skin and the sorcerer wins a POW contest, a number of characteristic points are siphoned off for use by the sorcerer. Only a single characteristic is affected, and it must be chosen when the Effect is being summoned. The Effect can only be used for a single attack (regardless of whether the POW contest was won), before it must be summoned again. The drained characteristic points, however, remain for the full *duration* of the Meld.

Note: Reducing STR, CON, or POW to 0 kills the victim. Anything with characteristics can be the victim of the Vampire Effect.

Intensity: 1D4 from a single characteristic for every 2 Levels.

Range: never more than the wearer or bearer of the focal point.

Duration: 1D8 rounds by default, to a maximum of a few days.

Vapor Cloud

This Effect summons a toxic gas cloud. Beings caught in the cloud must match the Potency of the gas with their CON on the Resistance Table. Failure results in damage equal to the Vapor's Potency, and even those who succeed take half that amount of damage. Only one aspect of the Cloud can be intensified in the Meld (its Potency or radius), and only a single Cloud may be present in a given Meld. The cloud lingers for the *duration* of the Meld, but dissipates at the end of any round in which it does damage.

Intensity: 1D8 Potency in 1D8 yard radius for 1 Level; additional 1D8 Potency, or 1D8 yards radius, per Level.

Duration: 1D8 rounds by default, to a maximum of a few minutes.

Ward

Summoning this Effect requires a set of Chaos symbols which serve to outline the area covered by the ward. Small creatures tend to avoid Wards instinctively, and intrusion by anything larger causes the Effect to raise the alarm (the nature of which is determined by the sorcerer when she is summoning the Effect) for the *duration* of the Meld. The Ward is dormant until it is triggered, and may last in that state for several years.

Sorcerers frequently meld Wards with other hostile Effects, with the intent of discouraging any further incursion.

Intensity: covers a radius of roughly 5 yards per Level.

Wasps

The Effect summons an angry swarm of buzzing, stinging insects. The swarm automatically hits all those within it each round, doing 1D8 damage. Normal armor affords protection, but other than fire, or immersion in water, most weapons are useless. Those under attack by the Wasps suffer a -20% distraction penalty to all skills. Multiple overlapping

swarms do the same damage, and cause the same penalty, as a single swarm, so the Effect is rarely present more than once in a Meld.

Intensity: a radius of 1D8 yards per Level.

Duration: 1D8 rounds by default, to a maximum of a few minutes.

Water

Water may be useful in a variety of ways: it might be poured on enemies, used to flood places, or melded with Air to create a torrential storm. The Effect can also be used to control existing bodies of water; it is even possible to command water to keep afloat those who are unable to swim. Water can also instantly rust mundane metal weapons and armor, doing damage to their Hit Points. Water may also be directed as a high-pressure spout, causing normal damage to a target (with a successful ranged weapon skill use).

Note: Other elementally-based Effects (Air, Earth, or Fire) may be used to neutralize Sorcerous Melds that use this Effect, provided they are of an equal or greater intensity.

Intensity: depends upon intent, with most simple tasks requiring only a single Level, as suits the gamemaster. Consider the following suggestions, though:
may move 1D8 SIZ per Level;
force of 1D8 STR per Level;
1D8 damage per Level, etc.

Weapon

This Effect creates a magical Weapon for the sorcerer. The Weapon type must be specified during the summoning, and even rare styles are available. All damage done by the Weapon is magical, as it is sorcerous in nature, but it is wielded in exactly the same fashion as a real version

(using the wielder's skill — this Effect does nothing to improve the sorcerer's abilities). Missile weapons arrive with around ten missiles.

Weapons are often melded with the appropriate Skills to increase the user's chance to hit. If the sorcerer wishes the weapon to act on its own volition, the Weapon should be melded with **Unseen Hands**. An enhanced Weapon is possible through melding with other Effects, most often one of the **Elements**.

Intensity: most one-handed weapons require 1 Level, and most two-handed ones require 2 Levels, at the gamemaster's discretion.

Duration: 1D8 rounds by default, to a maximum of several hours.

Webbing

This Effect generates a small net of sticky strands of webbing, much like those spun by spiders, which is propelled from the focal point. Beings hit by the Webbing (which requires a *Net* skill roll) are immobilized until they can break free (or the Meld runs out of *duration*). To escape, the target must cut the snare by attacking it, eliminating its STR in hit points. Those outside the Web can help the target, but damage those caught in it, unless they take at least as many rounds as STR remains in the net. To cover a larger area, sorcerers often include this Effect a few times in a given Meld.

Intensity: 1D8 STR per Level.

Range: just surrounding the focal point by default, to a maximum of less than 100 yards.

Duration: 1D8 rounds by default, to a maximum of several hours.

Wings

Wings allow their wearer to fly. The Wings must be able to support the SIZ of their owner, and anything else she

wants to carry. The speed with which the Wings can carry this load is somewhat hard to predict, although the sorcerer can increase the intensity to gain speed. Adding to both the speed and the carrying capacity, however, requires that the Effect be included at least twice in the Meld.

The chance to *Fly* begins as a skill equal to the winged character's Agility Roll. The *Fly* skill can raise through experience, and regular users may soon find themselves to be capable flyers (or very frustrated and sore).

Intensity: carry 16 SIZ at 1D8 MOV for 1 Level; add 1D8 SIZ, or 1D4 MOV per additional Level.

Duration: 1D8 rounds by default, to a maximum of several days.

Zap

An electrical charge which discharges from the focal point. This charge has a chance equal to the damage rolled as a percentage of magnetizing (or demagnetizing) any iron object it hits.

Note: Without *range* this Effect is only able to target whatever is touching the focal point. A ranged weapon skill roll is required to hit the target.

Intensity: 1D8 damage per Level.

Other Effects

Virtually anything is possible, as long as your gamemaster approves. Chaos is, of course, incredibly varied. The above list should provide a decent starting point for those designing their own Effects.

Effects that are too spectacularly successful, however, may prove impossible to summon more than once. Don't blame the gamemaster though: you are subject to the Balance just like everyone else.

RAGHA-DA-KHETA FETISHES

THE ONLY COMMON EXCEPTIONS to the rule that Chaos cannot be bound into items are the fetishes made and sold by Ragha-da-Kheta sorcerers.

These fetishes only produce a limited range of effects, all of which are in some way related to the Ragha-da-Kheta's over-arching paranoid fear, and their craven dissembling.

Each fetish takes **1D10 hours** to make, and requires certain organic materials and at least **one successful Luck roll** to complete, in addition to a **successful Fetish Craft roll** (not all Ragha-da-Kheta Sorcerers are fetish crafters). A Failed Luck roll means a wait of the 1D10 hours until a new attempt can be made. A Fumbled Luck roll means that the fetish cannot be attempted again for 1D10 weeks.

A fetish usually contains a single Chaotic Effect, but not a complete Sorcerous Meld (or, not usually). The fetish maker must pay the cost in Magic Points for whatever Effect is to be embedded in the fetish (referred to as the *Embedded Chaotic Effect* in the descriptions of the sample fetishes below). Some fetishes exhibit Effects peculiar to the Ragha-da-Kheta (examples below); the gamemaster determines the cost for such oddities.

Each fetish takes a toll on both the maker and the wearer, by **increasing their Chaos allegiance by one point** (for those which make use of Embedded Chaotic Effects) or **two** (for those which are unique to the Ragha-da-Kheta). For the maker, this is *in addition* to any Chaos allegiance gained by summoning the Chaotic Effect embedded in the fetish.

Fetishes usually cost a great deal to buy. In addition, they have limited life spans. And, to make matters worse, Ragha-da-Kheta sorcerers have been known to sell fake fetishes, or at least fetishes that do something other than what the buyer expects. These latter are sometimes forged to look like a popular fetish such as **Love Me, Do!**

A fetish must be worn to be used – that is, it must be next to the wearer's skin. So long as a fetish is not worn, it is not subject to disintegration (thus it is possible to come across a perfectly preserved hundred-year-old fetish that causes a loathsome disease when it is picked up, and subsequently dissolves into dust).

Some Popular Fetishes

Love Me, Do!

Fashioned from sperm, saliva, salt, and sweat, this fetish adds **CHA** (up to species maximum), when worn. The fetish lasts for two weeks before falling apart.

Embedded Chaotic Effect: **Attributes** (CHA).

Adds 1 point of Chaos allegiance.

Missed Me!

This fetish is made of dried toe jam and sparrow feathers. When worn, it confuses those who would attack the wearer. The fetish has a two month life-span.

Embedded Chaotic Effect: **Baffle Attack**.

Adds 1 point of Chaos allegiance.

Not There!

This smelly fetish is made from rat urine, decaying toad's eyes, and moldy straw. It renders the wearer invisible – or at least very hard to see – for several minutes for each *Level of Intensity* (see page 71) the sorcerous crafter puts into it, and requires **two successful Luck rolls** to complete. Once the time limit of a *Not There!* fetish has been reached, it disintegrates into dust.

No equivalent Chaotic Effect.

Adds 2 Chaos allegiance points.

I Know What You Did!

For each *Level of Intensity* the sorcerer puts into it, this fetish of lime twigs, cock's combs, paper bark, and dried skunkweed adds 20% to the wearer's *Paranoid Analysis* skill. The fetish has a 10% chance of disintegrating each time it is used, but does not have any other fixed life-span.

Embedded Chaotic Effect: **Skills** (Paranoid Analysis).

Adds 1 Chaos allegiance point.

Something You Ate!

Enables the wearer to poison the food or drink of others by touch (with a Potency of 1D8 per *Level of Intensity* the sorcerer has put in the fetish, which requires **two Luck rolls** to complete). The fetish is a cluster of nuts infused in an essence of deadly nightshade and crow's guts. When worn, it is always on, although the poison does not affect the wearer. The fetish lasts one day.

No equivalent Chaotic Effect.

Adds 2 Chaos allegiance points.

Your Worst Nightmare!

Suffuses wearers with a fearsome aura, causing all who perceive them to be terrified, but not quite to the point of flight. Can help in gaining information, and even in winning fights. The fetish itself is just a dead mouse. Best of all, it lasts a whole week.

Embedded Chaotic Effect: **Emotional Control** (Fear modified).

Adds 1 Chaos allegiance point.

SUMMONING CHAOS CREATURES

CHAOS CREATURES play a more important part in the *Conum* setting than they do in the Young Kingdoms. In *Conum* often a threat to an adventurer's safety can come from some hideous monstrosity native to another, Chaos-ridden, plane. (Also, see *An Ill-Considered Thought* on page 87.)

The Pact

Chaos Creatures must be summoned from other planes and then negotiated with. The resulting agreements are called *Pacts*. The Chaos Creature extends regular service, on call, to the sorcerer, and in return the sorcerer agrees to give the Creature something as a fee each time it is

called.

Pacting with Chaos Creatures gives the sorcerer access to the often formidable power of the creature, but is a dangerous undertaking. The brutes are unpredictable when summoned and merciless in demanding their pact price from their so-called masters.

Chaos Creatures cannot terminate a pact, nor can summoners. The Chaos Creature is always theoretically on call, even if it has been years since the sorcerer last desired its aid.

The Nature of Chaos Creatures

Chaos Creatures are usually gross, foul, impatient and cruel. There are exceptions, though generally only in outer appearance. A Chaos Creature may act churlish or morbid or sarcastic. Underneath it will still be gross, foul, impatient and cruel. However, Chaos Creatures really do desire to perform their pacted service and, especially, to receive their pact price. Only inflicting misery alleviates the otherwise constant misery in which they exist.

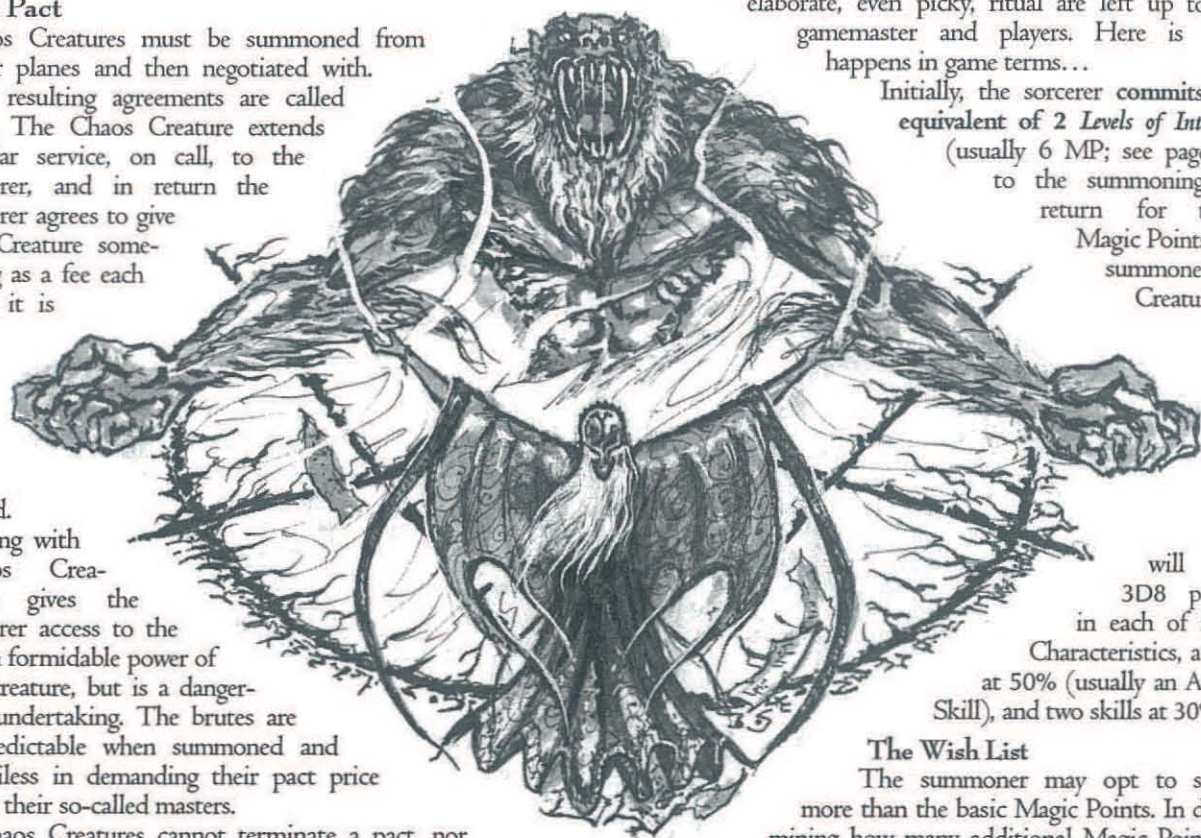
Chaos Creatures are highly individualistic. A pact is made with only with an individual, and not with any of its brethren. Each Chaos Creature considers itself the only representative of its kind. This may well be the case. Rumors persist, however, that there are at least some breeds of Chaos Creatures. Why, no one knows.

The First Summoning

The Ritual

It usually takes quite a bit of time and preparation when a Chaos Creature is first summoned (but see *An Ill-Considered Thought* on page 87). The details of what should be an elaborate, even picky, ritual are left up to the gamemaster and players. Here is what happens in game terms...

Initially, the sorcerer commits the equivalent of 2 Levels of Intensity (usually 6 MP; see page 71) to the summoning. In return for those Magic Points, the summoned Creature



will have 3D8 points in each of its 7 Characteristics, a skill at 50% (usually an Attack Skill), and two skills at 30%.

The Wish List

The summoner may opt to spend more than the basic Magic Points. In determining how many additional Magic Points to spend, the sorcerer should be guided by the knowledge that each Magic Point can add an additional 1D8 to one of the Creature's Characteristics. There is no limit to how many Characteristic points a Chaos Creature may have, and thus there is no limit to how many Magic Points the summoner may sacrifice. Alternatively, each Magic Point can be used to buy a 10% increase for one of the Creature's skills. Chaos Creatures usually have only a limited number of skills, as shown in the Chaos Creature Creation box on the next page.

The summoner should note down the number of D8s assigned to each of the summoned creature's Characteristics, as well as which skills are being sought and the percentages assigned to each.

Novice summoners may be under the impression that they are able to entirely control the appearance, Characteristics, and skills of the Chaos Creatures they summon. However, this is not the case - Chaos is not subject to that kind of control. These notes are more like an advertisement for the kind of

Chaos Creature you want. What actually shows up for the job is a different matter.

The Form of the Creature

Once the sorcerer has assigned all of the Magic Points she desires, the gamemaster (standing in for Chaos) secretly determines the Creature's form, as described in the **Chaos Creature Creation** box, below, to build a picture of what the summoned creature looks like.

The Luck of Chaos

After the general appearance of the creature has been determined, the summoner must succeed on a **Luck** roll in order for the creature to possess the configuration of Characteristic dice and skill percentages the summoner requested and sacrificed for.

If the sorcerer's Luck roll **Fails**, Chaos (in the person of the gamemaster) assigns the dice and percentages to whatever Characteristics and skills seem interesting. The gamemaster can do almost anything in this situation, but must use only the number of dice and the percentages established by the summoner.

However, if the summoner's Luck resulted in a **Critical**, the Chaos Creature arrives with max'd out stats, and in a generous mood.

A **Fumble** on the Luck roll indicates that none of the summoner's requests are likely to have been respected, and the Creature has just been waked from a really nice dream.

The Abilities of the Creature

In any case, the gamemaster alone rolls the appropriate number of D8s (3D8, plus 1D8 for each Magic Point sacrificed for the Characteristic) and notes down the actual number for each of the Characteristics. There is no reason for the sorcerer to ever know the Creature's actual statistics.

The gamemaster also assigns the skill percentages for the creature at the same time (50% to a skill, 30% to two others, plus an additional 10% to a skill for each Magic Point assigned to skills). Optionally, the gamemaster may distribute another 50% among whatever creature skills seem interesting.

Note: If the summoner is on an unfamiliar plane, it is possible that she has invested more (or fewer) Magic Points than required to meet the initial summoning cost (two levels of

CHAOS CREATURE CREATION

Skills

This table lists all the skills that Chaos Creatures usually know. The sorcerer may select a skill from the list, or it can be used to randomly generate the skills for a new Chaos Creature – roll 1D10.

- 1 primary Attack
- 2 Climb
- 3 Dodge
- 4 Hide
- 5 Jump
- 6 Move Quietly
- 7 Swim
- 8 Throw
- 9 Track
- 10 secondary Attack (or something unexpected)

Form

When creating a creature, the form is almost always random (unless the gamemaster has a particular creature in mind). Two 1D20 rolls should be made when each Creature is summoned. The first roll determines the dominant form of the creature. The creature largely appears as described. The second roll gives an additional Chaotic blend. This means limbs, one or more features, or some other aspect of the creature is determined by the second roll.

- 1 **AVIAN**
Flight, feathers, scales, claw attack, beak attack
- 2 **REPTILIAN**
Scale armor, cold blooded, claw

- attack, bite attack, poison bite attack, crush attack
- 3 **INSECTOID**
Carapace armor, six legs, mandible attack, poison sting attack
- 4 **MOLLUSCOID**
Skin armor, water-breathing, tentacle attack, beak attack, secretion attack
- 5 **PISCINE**
Fish-scale armor, water-breathing, spine attack, bite attack
- 6 **ARACHNOID**
Spiky hair, multi-eyed, eight legs, bite attack, poison bite attack, web attack
- 7 **EQUINE**
Short fur, horse legs, horse head, bite attack, kick attack, trample attack
- 8 **BOVINE**
Short fur, bull legs, bull head, butt and/or gore attack, kick attack
- 9 **FELINE**
Striped fur, cat head, claw attack, bite attack
- 10 **CANINE**
Dog fur, dog head, drool, bite attack, knockback attack
- 11 **ANNALID**
Segmented body, carapace armor, mandible attack, bite attack
- 12 **URSINE**
Bear fur, bear head, hug attack, claw attack, bite attack

- 13 **ELEPHANTINE**
Elephant skin, elephant head, trunk attack, trample attack
- 14 **SAURIAN**
Scale armor, runs on back legs, claw attack, bite attack, kick attack
- 15 **PRIMATE**
Ape fur, ape hands, ape feet, claw attack, bite attack, throw attack
- 16 **RODENT / VESPERTILOID**
Rodent/bat fur, rodent/bat head, claw attack, bite attack, flight, blood-drain attack
- 17 **SERPENTINE**
Scale armor, no legs, bite attack, poison bite attack, constriction attack
- 18 **MARSUPIALOID**
Big black eyes, cuddly (if somewhat rancid) appearance, tail, leaping, pouch containing small version of self, kick attack, poison spur attack, claw attack, butt attack
- 19 **VAPOROUS / FLUIDIC**
Gaseous, liquid, semi-solid, poison attack, gas attack, acid attack, alkaline attack, vomit attack, spray attack, injection attack
- 20 **DEMONOID / UNDEAD**
Demonic appearance and some abilities, OR Risen dead, weapon attack

intensity in costs 6 Magic Points in Corum's world, but only 4 in any of Xiombarg's planes, for example). In such cases, the gamemaster apportions the excess (or subtracts the deficit) Magic Points to whatever Characteristics or skill seem appropriate or interesting.

The Arrival of the Creature

Then the summoned Chaos Creature appears.

The Name of the Creature

The Creature introduces itself by name (another aspect determined by the gamemaster). *The creature's name is extremely important, for that is what binds the creature to the summoner.* Each creature has its own individual name. That name alone, uttered aloud in conjunction with the expenditure of a single Magic Point, will suffice to summon this creature again, later.

The Price of the Creature

The creature now names its pact price. In fact, the summoner has already agreed to pay this price, merely by summoning the creature and hearing its name. Creature pacting is truly a seller's market.

Since the creature actually does not have a voice of its own, it is the gamemaster, again, who determines the foul thing's price. Usually (but not always) the price reflects how tough the Creature is — tougher Chaos Creatures tend to demand higher prices — but, since it is Chaos we are dealing with here, it is possible that some very tough creatures work cheaply, and that some pretty wimpy ones demand the head of the summoner's beloved, or something.

Determining the Pact Price

The pact price demanded by a Chaos Creature can be conceived of as a *Thing* taken from a *Victim*.

Things

Roughly in ascending order of value, the Things a Chaos Creature might want are:

A facial feature, a digit, a random meaty chunk, a single limb, a dispensable organ, upper or lower or right or left halves of bodies, an indispensable organ, an entire dead body, an entire living body, Characteristic points.

Creatures often wear sacrificed Things as trophies, serving as a grisly reminder of the summoner's pact.

Victims

Roughly in ascending order of value, the Victims from which Things are taken are:

A minor enemy of the summoner's, a stranger, an acquaintance, a friend, the summoner, a more powerful sorcerer, a ruler or other powerful person, a major enemy, a loved one.

Generally speaking, minions of Chaos are not likely to be included as Victims; however, rules are made to be broken.

Summoners who do not agree to pay the price demanded, face the wrath of the summoned creature. Chaos Creatures don't fool around: they attack immediately.

To begin with, this involves a full-scale, no-holds-barred physical attack. Then it tries to nab body parts, Characteristic points, or to simply kill or drag off the cheating summoner (no matter that the original Pact may have specified, say, a scalp from some stranger, the beast wants the summoner's scalp now — and, it must be admitted, with some justification).

"Dragging off" can leave the summoner alive, but only after unspeakable torture, and facing at least 1D10 weeks of mental and physical recovery.

One might try to charm such an angry critter. Roll (APP + POW) / 2 against its POW on the Resistance Table. If the summoner *Criticals*, then the damned thing thinks the summoner is too cute, or too cool, and leaves peacefully. If the summoner merely *Succeeds*, some form of persuasion can be attempted, with the gamemaster the judge of its effectiveness (but a price must be paid for a deal to be struck). If the summoner *Fails*, it's on for real, as already described above. If the summoner *Fumbles*, there is no chance to even defend against the creature's initial onslaught. *No matter the result this time, the bond between creature and summoner can never be broken* (except, presumably, by magicks yet unknown), which means both that the summoner can again call upon the Creature using its name and a Magic Point, and that the Creature's price always remains the same (and it is furious every time it is called and the price is not paid).

Chaos Creatures are somewhat reasonable; they (usually, often, sometimes) understand that one might not have the pact price ready in one's purse — at least not the first time. They allow what they deem to be a reasonable amount of time for the sorcerer to get the price (a matter of minutes for a bit of the sorcerer herself; days for the fresh body of one of the sorcerer's enemies, and so on). *However, this generosity covers only the first summoning; after that, the creature expects instant gratification and is not likely to accept anything less.*

Some summoners think they are smarter, more persuasive, and just generally badder than a Chaos Creature. Local burial grounds are full of really smart, really badass summoners.

The Service of the Creature

Once summoned and paid for, the creature awaits instructions. One cannot expect a Chaos Creature to do just anything, though — each is a specialist (mostly they specialize in destruction, but there are some who can do other stuff, like seeing into other Planes). Well-prepared summoners know in advance what they want done, and have planned for a creature capable of accomplishing the deed (mostly destruction, as we said).

Chaos Creatures who are told to do something they reckon they cannot do, simply won't do it, even though they have been paid. However, they do hang around until they get a job they feel they can accomplish. The stupider Chaos Creatures are both more likely to undertake impossible tasks, and also less likely to do things they could do. Most Chaos Creatures, even very dumb ones, have an instinct that warns them against self-destruction. The frantic command: "Wipe out that ravening horde!" is most likely to impel the average creature to wipe out only one or two of the enemy before returning whence it came.

Calling on the Creature Again

And, of course, the Pact with the creature is for life. At any time that the Creature's name is uttered by the summoner and one of the summoner's Magic Points is voluntarily committed to the task, the Chaos Creature will reappear, demanding its price and ready for service in exchange.

Some very friendly, or very eager, creatures have been known to show up even when they have not been called for. Experi-

enced Sorcerers say that unsummoned creatures have no right to a Pact price and are not actually able to attack if the price is not produced on demand, no matter how much they threaten. That is what experienced Sorcerers say.



An Ill-Considered Thought

"It was a time of ... misshapen creatures who could be summoned by an ill-considered thought"

— The First Book of Corum

At any time that any character (player or NPC) throws two Fumbles in a row, a Chaos Creature has been summoned by the luckless roller.

The Creature takes 3D8 Magic Points from its unwitting summoner, and these Points are used in its creation. It is impossible for this to result in a loss of more Magic Points than the adventurer's currently has (but remember that 0 Magic points means unconsciousness). No Magic Points are required for the involuntary summoning itself — and the summoner has no control over what has been called up. The Creature is entirely the gamemaster's creation.

The gamemaster may roll the appropriate dice, as described in *Chaos Creature Creation*, on page 85, using the snatched Magic Points as seems fit, or may scan our *menu de dégustation*, below, for a suitable beast.

Such a newbie definitely wants its pact price — otherwise it turns nasty — and it will perform a service. However, it doesn't announce its true name (even if requested as its service), and thus cannot usually be summoned again. (A very stupid creature might be tricked into giving its correct name.)

Binding

Chaos Creatures can be bound into items. It costs 3 permanent POW, just as an eternal Demon binding in *Stormbringer*, after a POW vs. POW struggle with the brute on the Resistance Table (no Chaos Creature is dumb enough to *want* to be bound).

Binding in no way mitigates against the need to pay the pact price. The creature still arrives whenever summoned by name, demanding its due price and ready to attack if the price is not granted. However, the item can be used by anyone to gain the Creature's services, as long as they know its name.

Thus binding in Corum is always for an eternity. Evil sorcerers or lackeys of Chaos have been known to leave such items around, temptingly labelled with the bound Creature's name, that hapless fools may be drawn into a relationship with the foul minions of Chaos. ("What's this? FAA ... ZER ... OOTH ... BHAPT-Ulp!"). Such an item, if broken, frees its bound Creature, who may then appear to thank the person responsible or to devour him, at whim or according to the liberator's Luck.

Sample Creatures

Some sample Creatures are provided here for the reader's delectation. Gamemasters may choose any of them, or simply use these ideas as guidelines for their own efforts, or even combine two or more for a walking perversion. Remember, Chaos Creatures are individuals, and not *breeds*. Possibly this is because they are all infertile.

Bhracct (Feline/Vespertilioid)

This frail appearing creature has strong armor to protect it. A feline with leathern bat-like wings, it likes to swoop down on its victims. It is stupid and stubborn, and it squeaks and cannot purr, making it a thoroughly unpleasant companion. It enjoys toying with its prey.

STR 17	CON 7	SIZ 14	INT 7	POW 9
DEX 12	MOV 10-fly			HP 11

Damage Bonus: +1D4

Abilities: *Armor*, 1D10 leathery skin

Bite 45%, damage 1D8

Claw 60%, 1D8 (+1D4)

Wings, flight at 50mph, ability to carry things up to SIZ 9

Skills: *Navigation* 40%, *World of Five Planes* 50%

Pact Price: One entire living stranger of foreign race to the summoner.

Bhughhatt (Insectoid/Vespertilioid)

This creature has a sturdy carapace of armor and resembles an upright cockroach with a bat-like face. It drains souls if it

succeeds in touching its opponent with a successful Brawl. Bhugbhatt is suspicious and withdrawn.

STR 19 CON 16 SIZ 20 INT 15 POW 18
DEX 14 MOV run-10 HP 18

Damage Bonus: +1D8

Abilities: *Armor*, 2D10 carapace

Drain Soul, POW vs. POW, drains 1D8 magic points until zero, then 1D8 POW until death.

Skills: Brawl 50%, Climb 40%, Swim 40%.

Pact Price: An entire living enemy of the opposite sex to the summoner's own.

Bowdgie (*Avian/Canine*)

Bowdgie is a giant hawk with a great dog's head. The creature enjoys swooping down on prey and biting, taking what is left back to some lair to claw apart. Aggressive and unfriendly.

STR 28 CON 26 SIZ 27 INT 5 POW 26
DEX 22 MOV Fly-10 HP 27

Damage Bonus: +2D8

Abilities: *Armor*, 1D10 dank feathers

Bite 120%, 2D10

Claw 60%, damage 1D8 (+2D8)

Wings, 50 mph flight, can carry things.

Skills: Dodge 40%, Navigate 110%, Five Planes 60%.

Pact Price: One dead elder race member (Nhadrigh or Vadhagh only), killed by the summoner in the last eight hours.

Frhegg (*Elephantine/Avian*)

This stunted, gnarled elephant has enormous wings. It flies through the air and drops on opponents crushing them under its mass. Guaranteed to inspire hilarity right up until the final crunch. Silent and taciturn in personality.

STR 11 CON 19 SIZ 16 INT 18 POW 16
DEX 20 MOV Fly-8 HP 18

Damage Bonus: +1D4

Abilities: *Armor*, 1D10 leathery skin

Gore 40%, damage 1D8 (+1D4, if charging)

Smash 90%, kb+1D10+8 (+1D4)

Wings, fly at 50 mph

Skills: Jump 50%, Scent/Taste 30%

Pact Price: Scalp of summoner's acquaintance. Summoner must have known victim more than 24 hours.

Ghleap (*Saurian/Arachnoid*)

This Chaos horror is a large upright saurian monster with spider legs. It can climb up sheer surfaces and bite its foes. Its personality is morose and gloomy.

STR 21 CON 12 SIZ 16 INT 5 POW 16
DEX 14 MOV 10 (run) HP 14

Damage Bonus: +1D8

Abilities: *Armor*, 1D6 leathery hide

Bite 50%, damage 1D10

Climb 90%, can cling to ceilings etc. for up to 9 hours

Skills: Dodge 50%, Move Quietly 40%

Pact Price: One entire stranger, living or dead.

Grandis (*Primate/Marsupialoid*)

This terrible, ugly ape-thing is capable of bounding over huge distances. Its dank, greasy fur helps protect it in combat.

Otherwise it relies on brute strength and it jabbers ceaselessly in a long-forgotten tongue.

STR 24 CON 16 SIZ 22 INT 10 POW 13
DEX 18 MOV Leap-12 HP 19

Damage Bonus: +2D8

Abilities: *Armor* 1D6 greasy fur

Claw 60%, damage 1D8 (+2D8)

Leap, automatically 3 yds high and 50 yds long, carries passengers to SIZ total 24.

Skills: Climb 90%, Throw 40%.

Pact Price: An entire stranger, living or dead, of the same sex as the summoner.

Groolbahk (*Ursine/Canine*)

Groolbahk is a foul hybrid servant of the Dog and the Bear. Often it acts as a go-between for the pair. Lacking powers it uses brute strength and formidable fighting skills, when not otherwise busy toadying to its Chaos masters. Jovial but suspicious, Groolbahk is an unpleasant companion.

STR 26 CON 32 SIZ 28 INT 12 POW 40
DEX 37 MOV run-7 HP 30

Damage Bonus: +2D8

Abilities: *Armor*, 2D10 greasy, matted fur

Bite 150%, damage 3D10 (+2D8)

Full Shield 90%, damage kb+1D4 (+2D8), 22+9 hit points

Skills: Art: Message Recall 90%, Dodge 100%, Hide 50%.

Pact Price: Limb from a loved one.

Hiissik (*Serpentine/Serpentine*)

Hiissik is a strange snake creature. Walking upright it attacks with a poisonous bite. Yet it has a sinister persuasiveness and can often coax stupid opponents into dangerous situations. Charming and elegant.

STR 30 CON 28 SIZ 23 INT 11 POW 14
DEX 15 MOV Run-6 HP 26

Damage Bonus: +2D8

Abilities: *Armor*, 1D8 scales

Stinger 70%, 1D8 (+2D8), and poison POT 28

Skills: Dodge 50%, Fast Talk 50%, Oratory 80%.

Pact Price: The feet of a man killed by the summoner in the last eight hours.

Pachydor (*Elephantine/Saurian*)

A giant mammoth-like monster with a great saurian tail, this creature uses both tail and tusks in combat. It also has a most sensitive nose and can track prey. By turns cheerful and gloomy.

STR 18 CON 32 SIZ 29 INT 10 POW 21
DEX 18 MOV HP 31

Damage Bonus: +3D8

Abilities: *Armor*, 1D10+1D8 shaggy hair

Gore 40%, 1D8+2 (+3D8)

Smash 110%, damage 2D10+1D2 (+3D8)

Snout, track recent scent trail at 160%, 99,00 loses trail.

Skills: Insight 60%, Scent/Taste 50%.

Pact Price: 1 Characteristic point from summoner.

Shaakal (*Serpentine/Bovine*)

A gigantic walking snake with the massive horns of a buffalo. Biting and goring are what it does best, and it has a prehensile tongue with which it can drag prey into its mouth. Totally inscrutable.

STR 21 CON 37 SIZ 41 INT 10 POW 24
DEX 31 MOV run-6 HP 39

Damage Bonus: +3D8

Abilities: *Armor*, 1D10+1D2 scales

Bite 50%, damage 1D8

Gore 120%, damage 1D8+2 (+3D8)

Tongue 70%, STR or pulled towards mouth, 7 yards range.

Skills: Dodge 40%, Move Quietly 60%.

Pact Price: One friend of summoner.

Snarlus (*Feline/Vaporous*)

This cat-like creature is sheathed in a poisonous mist. Anything it touches has a chance of being paralyzed. It has a weird sense of humor, and likes to perform what it thinks of as practical jokes.

STR 11 CON 13 SIZ 16
INT 11 POW 16 DEX 9
MOV 14 (walk) HP 15

Damage Bonus: +1D4

Abilities: *Claw* 60%, damage 1D8 (+1D4), and *Paralysis*

Fog, automatic, exudes a stinking cloud 8 yds wide by 16 yds high. The smell makes those exposed to it easy to track for the next 24 hours.

Paralysis, on touch or successful claw attack, temporary paralysis, ends when target rolls CON x 1%.

Skills: Track 40%

Pact Price: A digit or similar morsel of flesh belonging to summoner.

Snydal (*Demonoid/Demonoid*)

A more philosophical Chaos Creature than most. The thing resembles a flayed man except its skin looks like green marble and its eyes black onyxes. It serves to heal, to impart knowledge and occasionally censure. Its attack is its ability to drain souls, which never does in combat, always waiting for a quite moment to slip it to an opponent. It exudes cynical charm and an urbane, if mordant, wit.

STR 15 CON 24 SIZ 11 INT 25 POW 34
DEX 24 MOV walk-5 HP 28

Damage Bonus: +1D4

Abilities: *Drain Soul*, POW vs. POW, drains 1D8 magic points until zero, then 1D8 POW until death.

Knowledge, 75% chance to answer reference questions.

Suture 100%, restores 10 hit points, but leaves repulsive scars.

Skills: Dodge 100%, Insight 80%, Move Quietly 120%.

Pact Price: 1 Characteristic point of summoner from APP, INT or DEX.

Sprodfhorg (*Rodent/Fluidic*)

This noxious creature is to all outward appearances a giant rat. However it also carries a deadly flammable liquid which seeps through its filthy hide and burns like fire. The creature's ingratiating obsequiousness makes it, if anything, even more repellent.

STR 24 CON 31 SIZ 24 INT 9 POW 30
DEX 26 MOV walk-7 HP 28

Damage Bonus: +2D8

Abilities: *Armor*, 1D10 spiky fur

Bite 100%, damage 2D10

Gout Fire, 80%, damage 1D8, 8 yds range

Skills: Dodge 90%, Move Quietly 100%.

Pact Price: A sorcerer, killed by the summoner in the last 8 hours.

Vasdajaag (*Vespertiloid/Demonoid*)

A demonic bat creature which never engages in hand to hand combat, but uses its demon fire power to scorch its foes at range. A cheerful and vulgar fellow.

STR 19 CON 14 SIZ 21
INT 19 POW 12 DEX 17
MOV fly-11 HP 18

Damage Bonus: +1D8

Abilities: *Armor*, 1D8 red leathery skin

Gout Fire 70%, damage 1D8, range 7 yards

Skills: Art: Bad Jokes 20%, Dodge 50%, Fast Talk 30%.

Pact Price: One blue eyeball, plucked by the summoner in the last 12 hours.

Whonne (*Annalidoid/Equine*)

A caterpillar with a horse's head which delivers a fearful bite. This creature is also excellent at tracking and can follow almost anything. It laughs with a braying whinny at any violence perpetrated on Mabden or elder races.

STR 7 CON 20 SIZ 19 INT 12 POW 10
DEX 8 MOV 3-creep HP 20

Damage Bonus: +1D4

Abilities: *Armor*, 1D6 carapace

Bite 90%, damage 1D10+8

Skills: Move Quietly 50%, Track 90%.

Pact Price: One entire enemy of summoner.

Chaos Creatures in Your Game

Different styles of gaming will treat the summoning of Chaos Creatures quite differently. A great deal of leeway has been allowed here for gamemasters to make summoning a relatively commonplace, and even slapstick, occurrence — or to make it so terrifying and catastrophic that no sane adventurer attempts it. This is deliberate. Both gamemasters and players are cautioned not to ruin their game by misusing these rules.

SUMMONING DEMONS

SUMMONING GREATER DEMONS — the only kind available to adventurers on this plane — is both difficult and dangerous.

The procedures are the same as those described in the *Stormbringer* rules. However, Demons summoned to the world of Corum tend to subscribe, more or less roughly, to the principles of exchange outlined below in **Services and Prices**.

In very Lawful places Demons can only intrude over sacrificed life forms, essentially taking the place of the sacrifice. In the *Chronicles*, Ertel summons the Demon Yyrkoon to take the place of a crucified monkey after the Lords of Law are dominant on Corum's home plane. For each summoning he does, Ertel also loses a year of his life. However, during the recommended time frame for the game setting, in the World of the Five Planes the sacrifice of a living being is unnecessary, since Chaos is still dominant.

Services and Prices

It would seem that in the world of *Corum* each Demon summoning takes a year off of the life of the summoner (add a year to the summoner's age).

The service a Greater Demon is to be asked to render should always be determined in advance (because bored unbound Demons can become very impatient very quickly). One could ask for some arcane knowledge (a summoning or ritual), an enchanted item, transportation somewhere (a far-off plane), or some other matter of vital import to the adventurer.

Theoretically it is in a Greater Demon's power to do almost anything, but all Demons are perverse and will rarely directly accomplish what is asked. If the adventurer demands "Kill my enemy!" then the Demon may produce some dire weapon suitable for doing just that and consider the bargain struck; or arrange for an accident twenty years in the future.

Lethally impatient without something to occupy them, many Greater Demons happily spend any amount of time bargaining, until they sense that their summoners have become stubborn — at which point they simply vanish. Ultimately, the onus is on the summoner to make the best use of what the Demon offers.

The service of a Demon is generally a once in lifetime business, because of the severity of the price demanded in return. Some Demons — especially those who agree to perform instantly and exactly what the sorcerer asks ("grant me eternal life") — do not reveal the nature of the payment they will exact (changing the sorcerer into a cockroach), giving the summoner only one chance to change her mind.

In most cases, however, the Demon's price must be paid first, before the service is granted.

Demons are very good at giving summoners the impression that whatever is asked of them has been misconceived. They divide tasks into four categories: *Petty*, *Mundane*, *Extravagant* and *Impossible*. The first two are not worth their attention, and the second two contain services that no one in their right mind could expect any Demon to accomplish.

Petty Tasks

A gift of some valuable item or magical tool for a negotiated period of not more than one year; a temporary affliction on some other person; a temporary enhancement of some Characteristic (exact number of points determined by the Demon).

Price: turn a neutral person to the service of Chaos. This might be done by persuading such a person to call upon Demonic help, to pact with a Chaos Creature, or in some other way to acquire points of Chaos allegiance.

Mundane Tasks

A permanent magical artifact; a permanent affliction upon a rival or foe; or a permanent small advance in a Characteristic (not over 5 points, and determined by the Demon)

Prices: the defeat or destruction of some minor menace to Chaos: a Lawful temple active in the name of Arkyn, or a Champion of Law; turning to Chaos a Vadhagh or a notably Lawful Mabden; prosecution of a war against a small Lawful state or race on one's home plane.

Extravagant Tasks

Death to my enemy; a particularly potent Chaotic Effect as an ability for one year; a position of power; instant travel to an enemy or love; a permanent increase in a Characteristic (not over 10 points, and determined by the Demon)

Prices: defeat or destruction of a major menace to Chaos. For example, the summoner may be expected to raise an army against a Lawful country or race on another one of the Five Planes. Aid in reaching a far-off plane might be given, but always begrudgingly.

Impossible tasks

Immortality, invulnerability, mass destruction, three wishes, etc., etc.

Prices: impossible. Over the millennia, Demons have become extremely adept at working out payment that nullifies the boons that thinking beings appear to value most. Immortality may entail a life lived infinitely slowly, invulnerability life lived as a mist. Or the price of an impossible task may be one or another form of eternal misery. Whatever it is, most sane beings will not think the boon is worth it.

The Curse of Chaos

The curse of Chaos is the price exacted if a summoner has had recourse to the same unbound Demon for the same or similar service more than once. Demons dislike serving someone twice: it implies the dolt ill-used their aid the first time. In return for the repeated service, the Demon now requires the summoners themselves become demon pawns. This entails an immediate three rolls on the *Chaos Trait Table*, applying them all, and then swearing servitude to the Demon for life. Those in servitude can be called on to do tasks at a moment's notice. Once they die they become (Lesser) Demons themselves.

CHAOS TRAITS

THE HIGH POWER of Chaotic Effects, and the ability to negotiate with powerful Chaos Creatures and Demons, may give *Corum* summoners the idea that they have things all their own way. This is not the case. In *Corum* there are high costs for those who consort with the powers of Chaos.

Increasing acts of Chaos are reflected in the accumulation of Chaos allegiance points. But it does not take an Apotheosis to become a Chaos horror. That option is available far earlier. Each Chaos allegiance point equates to a 1% cumulative chance to gain a *Chaos Trait* through a roll on the table overleaf. These traits are physical and mental disfigurements which reflect the deterioration of the adventurer through the corruption of Chaos. Since the chance is cumulative, a sorcerer who has gained 10 Chaos allegiance points has a 10% chance of gaining a Chaos Trait.

Checking for Chaos

A Chaos Trait test must be made whenever the adventurer's gains one or more Chaos allegiance points, and the resulting allegiance is greater than her allegiance to Law or to Balance (not to their combined total). The allegiance point gains for the summoning of Sorcerous Melds, Chaos Creatures, and Demons are reviewed in *Allegiance Rewards* (on page 112, in the *Running the Game* chapter).

If the unfortunate adventurer rolls under her Chaos allegiance as a percentage, she instantly develops a Chaos Trait, the nature of which is determined using the *Chaos Trait Table* on the next page.

- * Gamemasters may, if their bookkeeping is up to it and they feel kindly enough, discriminate between allegiance points gained by sorcery and other ways; but the chronicles mention non-sorcerers who fall prey to the corruption of their Chaos masters. Thus the awful truth is that any who follow Chaos are in line for these "rewards".
- * Gamemasters may also wish to apply allegiance points to willing recipients of Chaos benefits, those who have Chaotic Effects cast upon them, for instance.

Busy sorcerers, and others who frequently acquire Chaos allegiance, will soon find some of the Traits doubling up. The process eventually changes them into shambling mockeries of their true selves. The powers of Chaos are great, but so too is the price of acceding to those powers.

Eluding the Embrace of Chaos

Some may wish to defer their inevitable fate, and may be willing to pay any price. For them two ways exist to avoid the corruption of their chosen life, at least for a time:

Other Allegiances

So long as the adventurer has more allegiance points in Law or the Balance than in Chaos, there is no need to make a Chaos Trait roll, as the adventurer has not fully given herself to Chaos. Thus someone with a Balance total of ten who gains a rise in Chaos allegiance from seven to nine need not make a roll — allegiance to the Balance has saved them from corruption.

Eventually, however, this balancing act is going to fail. Those committed to Chaos lack the opportunities, and usually the will, to seriously commit to the Balance or Law.

Split allegiances generally displease summoned entities and may even drive them away before any pacting or bargaining takes place. Any significant other allegiance demands explanation from the jealous powers of Chaos, whose near total victory on this plane means that they have no use for followers of doubtful loyalty.

Divine Invocation

Another way to avoid an unwanted Chaos Trait is through the successful invocation of a deity. When it is indicated (by rolling under her Chaos allegiance) that an adventurer must acquire a Chaos Trait, she may attempt to invoke a god, with the usual (often slim) chance for success. The deity in question may or may not be interested in the petty problem of a Chaos Trait.

If a Chaos deity is called upon, it is likely that it will demand some fabulous service or some other equally high price in return — and that the Trait will only be removed *after* the service is performed. Of course, success in the service of Chaos usually means that the adventurer earns more Chaos allegiance points, and thus another (and greater) chance to gain a Trait.

Thus do the Lords of Chaos ensnare those who would be their allies.



CHAOS TRAIT TABLE

Once sorcerers have established they have earned a Chaos Trait, they roll 1D20 on this table to discover the nature of their new affliction.

- | | | | |
|---|--|---|---|
| 1 | Hand is altered to hoof or claw of animal. Lose 2 DEX and 1 APP. Roll further 1D6. 1-3 is left hand; 4-6 indicates right. | drone of Chaos for the duration of the scene. Friends and foes are forgotten; only the will of the Chaos Lords is followed. | <i>bringer</i> rules as an innate ability, to the value of the person's POW. Gamemaster's choice as to ability or figure randomly. |
| 2 | Foot, as above, with DEX loss only (as foot can usually be concealed). | 9 | Foul stench from person. Lose 3 APP. |
| 3 | Tail sprouts, ugly, but prehensile and useful. Gain 1 DEX and lose 1 APP. | 10 | Take a step towards becoming mindless Chaos drone. Lose 3 INT. |
| 4 | Features take on animalistic cast. Lose 2 APP. | 11 | Weird persona. Under stress or in combat person always adopts another personality utterly at odds with their regular one. |
| 5 | Body becomes misshapen. Lose 1 DEX, 1 CON, 1 APP. | 12 | As above, but the new personality dominates during the nighttime hours. |
| 6 | Sores on body – inanimate. Lose 1 APP. | 13 | Lethal beauty. Gains 10 APP, but also Poison Touch POT 15, which is always on. |
| 7 | Sores on body – animate. Sores roam over the body altering color and gibbering and drooling like mouths. Lose 3 APP. | 14 | Randomness. Unable to make a decision without resorting to a random method. (Tossing a coin etc.). |
| 8 | Personality damage. When in combat, or otherwise under stress, attempt an Idea roll: Failure means person forgets own identity and becomes slavish | 15 | Demonic feature. Apply one demon ability from the <i>Storm-</i> |
| | | 16 | Chaos tongue. Can only speak in gibberish (except for chants needed to implement Sorcerous Melds). Writing and comprehension of both spoken and written texts are unaffected. |
| | | 17 | Bitterheart. Become utterly cynical and destructive to self and others. |
| | | 18 | Chaos attractor. Jinxed. Any opportunity for ill luck always befalls those around person (or self, if alone). |
| | | 19 | Body rot. Begin to disintegrate. Lose 4 CON and 3 APP. Then halts until the same Trait is rolled another time. |
| | | 20 | Chaos horror. Apply 3 Chaotic Effects the sorcerer favours as permanent abilities. |

SORCERY IN OTHER PLANES

Stormbringer Magic in *Corum*

Stormbringer adventurers are in for a shock in the world of *Corum*. They cannot cast their spells. They cannot summon Lesser Demons, Elementals, or Beast and Plant Lords – and the things that can be summoned are intent on deadly bargains. Their bound objects behave well enough, but sorcerers do not know that they risk changing into Chaos horrors until the moment of reckoning (the acquisition of allegiance points) arrives. Some tutelage may prepare the newcomers for some or all of these differences, and may even instruct them in how to convert their spell casting to the summoning of Sorcerous Melds, if the gamemaster desires.

Corum Magic in the Young Kingdoms

Corum adventurers are in for some nasty surprises if they visit the Young Kingdoms. That plane is not quite as thoroughly steeped in Chaos as *Corum*'s own, thus affecting the Magic Point cost for each Level of Intensity purchased for Chaotic Effects (and Chaos Creature summonings). It is suggested that perhaps 5 Magic Points are required for each level, but the final determination is left to the gamemaster. On top of this, every time sorcerers attempt to summon a Sorcerous Meld,

they get a vicious slathering Demon as well as whatever Effects were desired. The Demon has to be dealt with. Pacted Chaos Creatures *may* appear as they should, but are apt to be moody and demand renegotiation at a higher pact price. As in the reverse situation, some tutelage might ameliorate the negative consequences of the translation.

Corum Magic in Other Planes

As in the Young Kingdoms, *Corum* sorcery is usually less effective on other planes, apart from the designated fifteen planes which make up this part of the Multiverse. The gamemaster should privately work out how many Magic Points are required for each Level of Intensity – a crucial piece of information only revealed by (often deadly) trial and error. Chaos Creatures already pacted with can be called forth, but no first-time summonings may be made. Those Chaos Creatures who do appear, are unpleasantly surprised and insist on a higher pact price for the extra effort involved. Their abilities, however, are unaffected.

For more details regarding traveling to other planes, see *The Multiverse* (starting on page I13).

CONTRIVING

An examination of the arts of science and the Law

LAW IN THE WORLD OF THE FIVE PLANES differs greatly from Law in the Young Kingdoms. Seers (or scientists) in Corum's world wield the powers of Law by *Contriving* implements. This is a semi-mystical process not to be confused with science as we know it.

Seers learn certain *Precepts*, but also the appropriate chants, and they must work in triangular spaces upon triangle-shaped benches. Even the rationalist Vadhagh work this way, they simply eschew the references to deities.

The process of Contriving is long and arduous, but rewarding, for those who make a stand against the hordes of Chaos need strong weapons and the aid that greater knowledge brings.

Three Precepts of Law

Law, bounded by the triangle, works in threes. Thus there are three main Precepts of Contriving, each on its own the basis of simple Contrivances. Once all three Precepts are learned they may be combined into complex Contrivances that are as powerful as magic, and feared as such by the superstitious. The use of Law takes longer and requires perhaps more dedication, but its magic is as powerful as Chaos, and its products well nigh eternal.

Quality

The first of the Precepts is Quality. With this Precept, seers learn to Contrive objects which are of superb quality. Armor Contrived in accordance with this Precept protects for its maximum points and a Quality-Contrived weapon does maximum damage when it hits. But weapons and armor alone are not all that may be Contrived: a Quality ship's hull maintains its integrity except in the most unusual circumstances, as does a Quality chariot wheel or body.

Mechanics

The second of the Precepts is Mechanics. A seer who knows this Precept can Contrive mechanisms of clockwork (or stranger) design that become riding beasts, functional

devices or servitors. Implements of this kind are often fragile (unless combined with Quality) but can run indefinitely. Mechanical Contrivances are also any complex implement which goes beyond the day-to-day understanding of the non-seer. The Precept may also improve performance and range in some circumstances.

Plane Shift

Having learned the Precept of Plane Shift, seers are initially able to gaze into other planes. Later, those who thoroughly understand the Precept learn to step into the other planes

using only the power of their will. The Vadhagh are born with these abilities. More knowledgeable and powerful seers learn to confer Plane Shifting abilities on implements. A Plane Shifting cloak is to all purposes a cloak of invisibility (Prince Corum has one in *The Oak and the Ram*). Likewise, a Plane Shifting spear can neither be seen, nor dodged, nor blocked — until it strikes.

The Science of Combining

Eventually the seer learns to combine all of the Precepts in single items. This is a difficult task, and must be facilitated with the aid of a Crystal of Law (see *Crystals* on page 100).



Learning Contriving

Mabden or Nhadrach who would Contrive must have at least 16 INT to understand the principles involved. Vadhagh, on the other hand, are born with an innate sense of the mindset behind Contriving. Even the stupidest Vadhagh can be taught how to Contrive.

An adventurer wishing to learn, needs someone or something to do the teaching. A teacher might be found among the seers of the Church of Law, or any Vadhagh who knows the Precepts. However, folk willing to act as teachers are rare, especially among the insular Vadhagh, but they can be found by those who are sufficiently devoted to the search.

Scholarly tomes of Precept learning are also rare, since access to such material is usually guarded by the Church of Law. No one knows for certain whether there are written Precept texts among the Vadhagh or not (they certainly do not need them). Books of Precepts are never found for trade or sale, but some enterprising adventurers may *very occasionally* find such relics in ruins or stranger places. No book contains more than one Precept (or knowledge of Combining.).

The Learning Process

The aspiring seer must spend (40 minus her INT) weeks in **uninterrupted learning activity** to master the first Precept she tries. This means no adventuring, no other learning, no friends, no sex, just bread and water: **total physical, mental and emotional isolation**.

At the end of that time, non-Vadhagh adventurers may attempt a roll of INT $\times$ 1%. If the roll Succeeds, the Precept is learned. If it is Failed, the adventurer must begin again, taking the same number of weeks, and making the same roll at the end of the time (this process may repeat several times before the aspirant gives up or succeeds). If a Critical success is attained, the period for learning the next Precept will be the same as for this Precept (rather than the longer time indicated below). If the roll is Fumbled, the adventurer must begin again with a new teacher or a new book, for the ones used have proved incompatible with this adventurer's inner being.

In the same position, an aspiring Vadhagh seer attempts a roll of INT $\times$ 2%, and otherwise is held to the same general outcomes. However, Success also grants Vadhagh students an additional 5% chance when learning the next Precept.

The second Precept attempted requires (40 - INT) $\times$ 2 weeks of continuous isolated study. The same rolls are attempted and the outcomes are the same as for the first.

The third Precept takes (40 - INT) $\times$ 4 uninterrupted weeks to learn, ending with the same rolls and outcomes.

Learning the principals of Combination takes (40 - INT) $\times$ 6 weeks of continuous lonely study, **once the other three Precepts have been mastered**. All students of Combining add 10% to their chance to learn it, but otherwise all rolls and outcomes remain the same.

- * Vadhagh already know Plane Shifting and do not have to learn it. However, in order to adapt this Precept to Contriving, they need to study the Precept just like anyone else, spending a number of weeks equal to (40 minus their INT) going over the principles. At the end of that period they have only to succeed on an INT $\times$ 5% roll to have understood how to fabricate Plane Shifting Contrivances.

Precepts and Practice

Principles are learned through the Precepts. Contriving any specific item is merely a matter of properly applying the appropriate Precept(s).

The basic, or simple, Triangle of Contriving involves the seer, the object and the Precept as apexes. Triangles of Combining, or second-degree triangles, extend the basic triangle into three dimensions, as a pyramid, with Combining as the fourth apex. Each additional Combined Precept involves a new

pyramidal thought structure, attached to the previous one through a common Combining apex. Or, at least, that is how the seer Delu-fou-da used to explain it to his students - when he had any.

The Art Of Contriving

Think of Contriving as the art of making useful things with unusual properties. The forces of Chaos can produce spectacular Effects, but these tend to be fairly short-term. Law, however, can craft devices that can function productively for eons. That is what Contriving is all about.

A Chaos sorcerer can cause quite a bit of destruction pretty much at a moment's notice. The seer of Law, on the other hand, needs many days to Contrive even the simplest of devices. It is also the case that although the Effects of Chaos seem well-nigh infinite, the Contrivances of Law can do only what the three Precepts and their Combination allows. Thus the seer of Law must always plan ahead and act cautiously to counteract the impetuosity of Chaos.

The Making Process

Contriving something is a long and painstaking process. The seer must first have the required implement from which the Contrivance is to be made. Thus if a Quality sword is to be Contrived, a normal sword must first be procured. Then the implement is altered to perform the function of a Contrivance of Law. If Combining is to take place there must also be one Crystal (see page 100) for each Precept in the Combination.

All Contriving work must be done within a triangle, either the bench on which the seer works, or the chamber that holds the bench and apparatus.

Seers spend a full day in Contrivance for each Magic Point the device is to contain. The number of Magic Points needed for a device to be successfully Contrived depends on the Precepts used and the size of the item. Normally the seer must invest all the required number of Points in a Contrivance at the beginning of the process. The length of time is fixed and inflexible: there is no such thing as instant Contriving. However, desperate seers may shorten the time a Contrivance takes by using up a Crystal and expending permanent INT in addition to Magic Points, as discussed below.

Once the time has been taken, and the Magic Points invested, the Contrivance is complete. No die roll is required. Such is the strength of Law.

Contriving is tiring, even on the minor level the Vadhagh employ when they look into other planes. The cost in Magic Points gives a rough impression of the fatigue induced by the intense concentration required to produce a working Contrivance. Seers are not be able to do much immediately after Contriving.

Quick Contrivance

Quick Contrivances are unstable and against the philosophy of Law. Many hardliners eschew them as dabbling in Chaos. The higher one's allegiance to Law, the more likely it is that this kind of work is scorned.

Any Crystal suffices to create a Quick Contrivance. For each 10 Magic Points required for the Contrivance, the seers invests

1 INT, permanently, into the Crystal. The Contriving is then wholly fuelled from the Crystal. However, the time of Contriving in this way is only one day for each point of INT in the Crystal, rather than for each Magic Point. The Crystal is wholly consumed in the process. After the Contrivance is finished, the seer makes a Luck roll. Failure means the Contrivance won't work anyway; a Fumble results in the explosion of the item and 1D10 injury to the seer. All INT and Magic Points are lost with the Crystal, regardless of the outcome.

- * Creating a Quick Contrivance earns 2 points of Chaos allegiance for perverting the intentions of Law.

Memory Limits, Encyclopaedias

Like the Chaotic Effects of Chaos, the Contrivances of Law use memory. The knowledge for crafting each individual Contrived item occupies 1 INT in Mabden memory, even for Combined Contrivances. Elder race members can remember how to Contrive items twice as efficiently (that is, each item takes up .5 INT). Once her memory limit is exceeded, a seer must resort to the use of an encyclopaedia. Use *Stormbringer's* grimoire rules for encyclopaedia storage and recall, except that entering information in the encyclopaedia is time consuming. Allow a day for each entry.

Quality Contrivances

Quality enhances objects so that they excel in performance. No object may be Quality Contrived more than once. Anything crafted can be Contrived into an item of Quality. Most non-combat Quality items are unbreakable except in the event of a fumbled Luck roll or an Impale by opponents. A Quality Contrivance does not replace its user's skill, rather improves the results. Thus a Quality lute even when played unsuccessfully sounds more beautiful than any ordinary lute, although listeners may still hate the tune.

Weapons, armor, and vehicles of war warrant more specific discussion:

Weapons

Melee weapons of Quality always do maximum damage when they hit. Missile weapons double their rate of fire. Double the armor points of all weapons.

Armor

Quality armor deflects damage at a fixed rate, always the highest possible rolled amount for its type. Thus Contrived Quality half plate always deflects 9 points, and soft leather always deflects 5.

Chariots

Chariots employ hit points like weapons. Double these for both the body and the wheels of Quality chariots, while halving the number of steeds needed to draw the chariot. Thus a Quality Heavy Chariot requires only two steeds to draw it, in spite of being twice as resistant to damage.

Another way of Quality Contriving a chariot adds 10% to its Speed or Stability modifier (see Chariots, starting on page 26), but this is a separate operation to the one that increases its resistance.

Cost for Quality Contriving

Trying to codify everything in the *Corum* universe with a SIZ statistic would be ludicrous. The following examples (and some common sense) should guide the gamemaster: a Quality item the size of a sword uses 10 Magic Points in its creation; one the size of a suit of armor uses 20; a Quality Contrivance as big as a chariot requires 50; ships range from 50 for rowing boats to 200 for battle craft.

Examples of Quality

Finetooth, the Contrived Long Sword

A shimmering silvery long sword, *Finetooth* always does 11 points of damage when it hits, and can only be broken by a single blow doing 40 points of damage. It took ten days, and thus 10 Magic Points, for the legendary seer-smith, Teyr-Nan-Broban to Contrive *Finetooth*.

The Good Ship Steadfast

The hull of this merchant ship has been Contrived. Super strong, it repels anything the ship strikes or that strikes the ship. Only a Critical success allows a projectile to pierce the ship. It must have taken an unknown salty seer at least 100 days (and Magic Points) to Contrive such a sturdy vessel.

Hot Wheels

Hot Wheels is the popular name for a Contrived chariot created by Horsedust, a renegade seer and racing fan who has dedicated his life to the need for speed. In a once-in-a-lifetime fluke involving a bonanza of Magic Points he won in a side bet and the consumption of a great deal of distilled potato juice, Horsedust worked out a way to modify a heavy war chariot into a speed demon. *Hot Wheels* actually adds 30% to the Speed component of its driver's Drive Chariot skill, while retaining its Stability modifier of 20%. No one knows how this impossible task was accomplished, what time it took, or its Magic Point cost (and no one on the regular circuit races against *Hot Wheels* anymore anyway).

Mechanics Contrivances

Those who understand the Precept of Mechanics can fabricate the most amazing machines. What such machines can do, however, is limited by the level of technology in the world of *Corum*. It is not possible to Contrive flying machines or biological weapons, for example. But if the seers of *Corum* cannot make gatling guns, they can make heavy bows that fire continuous streams of arrows which burst into flame upon impact.

Many of these complex constructions can work unsupervised. A Mechanical boat continues to row without sailors; a staircase may raise and lower those who stand upon it.

In most cases the reason for applying the Precept of Mechanics is to add a skill to a device. Only one skill can be Contrived into any single device. Such skills always operate at 90%. This skill percentage always replaces the ability of the user. A Mechanical lute will always play at 90%, even when used by a musician whose skill is 100%, because the lute plays itself.

Any ranged Mechanical Contrivance doubles the normal range for such an item, even weapons. Thus a Mechanics aid for the eye might allow the viewer 90% on Search, and double the range of sight, much like binoculars (another kind of

Mechanical eye might function like a microscope); a Bone Bow would have a skill of 90% and a range of 270 yards.

These things, however, are fragile. They have a 50% chance of breakage after extended use or rough handling, and once broken the item may have to be Contrived anew. A Fumbled skill result during use requires such a roll for breakage. Consult the **Mechanical Breakage Table** below to determine the extent of the damage. Combining Quality with Mechanics reduces the chance of breakage to 25%. Perhaps this fragility is an effect of the Chaos prevalent in the World of the Five Planes.

Cost for Mechanics Contriving

Contrived Mechanics require twice the Magic Points that a similar Quality item would. Thus a Mechanical hand uses 10 Magic Points, an item the size of a sword 20, a suit of armor 40, and so on.

Examples of Mechanics

Petal's Arm

The Mabden seer Fwyll-pin-Mowar had a companion, Petal, who lost her right arm in combat. Fwyll Contrived a Mechanical replacement. Not only did the arm work of its own accord, obeying the muscle ends of the owner's severed part, but Petal's Throw and Brawl were enhanced (to 90%) because of the arm's Mechanics. However any time her arm was jarred or used to block a



weapon, it had a tendency to break. Once, it began to beat poor Petal unmercifully and Fwyll finally had to dismantle it. The original arm took Fwyll 20 days to Contrive, but it took only a few minutes to take it apart.

Unnamed Navigation Aid

This navigation aid consists of a chart and compasses. The chart is made from interlocking plates of metal and multiple pairs of mechanical compasses fit into it. The entire Contrivance is Mechanical. The navigator turns the chart's interlocking spheres by use of a handle on the side. When he wishes to plot his next course and distance, he rotates the appropriate charts, sets the compasses to where he wishes to go, then places compasses in the points where he is beginning, ending and stopovers. The Contrivance operates with a Navigation skill of 90%. While it finds the way, Salty Hog, a rather dim and dirty man who knows nothing of navigation and thinks he has lucked upon an enchanted item, sits back and brews some herbs, collecting top wages from

every captain in Gor-an-Clu. Surely it would have taken an accomplished seer at least 10 days (and a similar number of Magic Points) to create the wonder.

MECHANICAL BREAKAGE TABLE

THIS TABLE can be used by the gamemaster to discover the nature of the breakage in a Mechanical Contrivance. The gamemaster should either select an appropriate result, or roll 1D10:

- 1 The Contrivance is slightly broken. Six hours of skilled repair fixes it. No further Magic Points need be expended.
- 2 The Contrivance is severely broken. One week of repair is needed. An investment of half the original Magic Points must be made again, in order to make it work like new.
- 3-7 The Contrivance is destroyed. A new one must be created to replace it.
- 8-9 A hidden malfunction which is undetectable except in use. A lute that locks its Mechanics so that it will not stop playing once it has been plucked, Mechanics that become dangerous, etc.
- 10 The Contrivance explodes and does 1D10 damage to the person holding it, or nearest to it. The victim may apply armor against the damage. If item is held in hand consider a Major Wound to blow the hand off.

Plane Shift Contrivances

To understand Plane Shifting Contrivances, one must first understand Plane Shifting itself, and how it can be used by those who understand its Precept.

Abilities

Some aspects of Plane Shifting are natural abilities for the Vadhagh. Other seers learn these abilities as skills in the course of learning the Precept of Plane Shift.

The abilities of Shift Vision and Shift Self are the first things that Mabden and Nhadrach seers learn when studying the Precept of Plane Shift (no, this does not mean that if you fail your learning roll you have learned these abilities anyway!). Vadhagh are born with both of these abilities and it is said that the Nhadrach used to be born with them too, although that does not seem to be the case now.

Shift Vision

The ability to see into other planes. The seer must maintain full concentration, and cannot perform any other action while using Shift Vision. To see into any of the Five Planes that make up Corum's world takes a single Magic Point per minute. To see into any of the ten remaining Fifteen Planes costs 5 Magic Points per minute. To see into farther planes requires 10 Magic Points per round.

Shift Vision may be employed to discern whether a given stone is a *Crystal* and, if it is, the POW it can contain.

Any Contrivance based on more than one Precept (that is, any Combined Contrivance) can immediately be seen in all of the Five Planes by those who use Shift Vision. Shift Vision may even be used to work out some of what such a Contrivance can do, and its relative power. This usually only takes one minute of Vision, costing 5 Magic Points.

Shift Self

The ability to move one's self into other planes. Concentration has to be maintained to the exclusion of all else. To get to and stay in any one of the Five Planes consumes 5 Magic Points per round, 10 are required for any of the remaining ten of the Fifteen Planes, and 20 for access to yet further planes. And at these rates, no one can come with you.

Once Plane Shifting has started, the consumption of Magic Points cannot be halted except by returning to the original plane. This happens when it is willed by the seer, or when the Magic Points run out (which also results in unconsciousness). Plane Shifting through one's ability alone is always temporary. For trips of longer duration a Contrivance is required (or else a turn to Chaos).

- * Any use of the Plane Shifting to travel to a designated target plane requires a successful *Million Spheres* roll unless the seer is already familiar with the plane. If the roll Fails, it is simply not possible to work out which plane is the one desired.
- * Moving into far off planes without looking into them first has its dangers. The gamemaster may request a Luck roll, which if Failed, indicates the seer has Shifted into danger; a Fumble leads to extreme danger, perhaps Shifting between ferocious combatants, or onto some Demon's dinner plate.

Shift Others

It is possible for seers to take quite large items, including people, with them (briefly) into other planes. This takes extra exertion as well as further knowledge of the Plane Shift Precept – even for a Vadhagh. To Shift Self and one Other to one of the Five Planes costs 10 Magic Points per round, 20 for a swift round-trip for two to any of the remaining ten of the Fifteen, and 50 for the temporary getaway of a lifetime to planes unknown. Only one person or person-sized object can be moved in this way by a seer.

As in the case of Plane Shifting one's self, the consumption of Magic Points is continuous once the process has started, and is not be halted until the seer returns. No one knows what happens to things dropped on another plane during these brief visits. They are never there when you go back, even if it is immediately after you have dropped them.

Plane Shift Contriving

A Plane Shifting item appears to vanish when the item moves into other planes. A lute that has been Plane Shifted may make music invisibly (or might make invisible music); a Plane Shifting vehicle allows its passengers to escape certain destruction; such a weapon can strike without warning. In combat, Plane Shifting hand to hand weapons halve an opponent's Dodge and Parry skills. The Vadhagh, and some devotees of Law, occasionally manage to see into the planes and detect Shifting objects, but usually not fast or reliably enough to avoid the penalties in combat; they could spot a Shifted boat, though.

All Plane Shifting objects larger than a person's size can carry people with them. This is true for of cloaks which Shift and thus obscure those beneath their folds. Smaller Contrivances may allow parts of the anatomy to move into another plane alone, usually the eyes or hands.

WHAT HAPPENS WHEN I PLANE SHIFT?

ADVENTURERS ARE SURE to rely on the possibilities that Plane Shifting presents for escapes, adventures and avoiding trouble. The following points may help make clear the process of Plane Shifting.

Fixed Position

Delu-fou-da said: "Imagine two adjacent planes as two rooms next door to one other. By Plane Shifting you are stepping through one room into another. The planes always remain relative to one another. If the north-west coast of Lywm-an-Esh allows access to a forest in the next plane, that forest will always be there. The exceptions are the Chaos-ridden planes which are constantly in flux. On those planes you cannot step into the same river twice."

Walking one hundred yards north on one plane will bring you one hundred yards north on another. This is a good way to sneak up on someone, or sneak away. Unwelcome surprises may be physical – one might step into another

plane and want to move a few paces north so as to ambush some unwary villain, but find that directly north on this plane is a chasm billowing smoke; or someone waiting for you.

New Planes to Explore

It is most likely adventurers will not be simply revisiting the same planes, but journeying afar to new and wondrous places. For planes that are going to figure prominently in the adventurer's future the gamemaster may wish to use the *The Multiverse Generator* (starting on page 113).

Spur of the Moment Excursions

Imagine the situation: a horde of howling barbarians descends on the adventurers, one of whom can Plane Shift. Deciding that discretion is the

better part of valor that person Shifts, and, depending on temperament and how it is done, does or doesn't take anyone else. Where do such people end up? They may only want to remain a moment, so an entire world and culture is inappropriate. The gamemaster makes a Luck roll for the adventurer. With a Critical, a positive event is impending; with a simple Success the place is unoccupied or the adventurer's reception is likely to be otherwise neutral; a Failure indicates that something untoward is about to take place; a Fumble means the situation is pretty dire: occupants are hostile, outnumber the adventurers, are Demons – or all of the above. The gamemaster decides on an appropriate – or even wildly inappropriate – event.

The duration of the Plane Shifting effect in a Contrivance is a single hour for each Magic Point invested in the Plane Shifting aspect of the Contrivance.

The use of Plane Shifting Contrivances requires no skill, but a successful *Million Spheres* roll must be made in order to locate any specific plane the adventurer might be seeking.

Becoming separated from a Plane Shifting device usually means the person is stranded when the time runs out and the item Shifts back to the plane of origin (which it does regardless of whether it is close to its users).

- * There are rumored to be one or two extremely rare Plane Shifting items which are somehow bonded to beings rather than to their planes of origin. The arcane skill to Contrive an item of this sort seems to have been lost in the mists of time.

Cost for Plane Shift Contriving

Like Mechanics, Contrived Plane Shifting takes twice the Magic Points that a similarly-sized Quality item does. Thus a Plane Shifting cloak requires 40 Magic Points, a small Plane Shifting rowboat 60, and a Plane Shifting tower 400.

Examples of Plane Shifting

Entrance Portal

A Contrived Plane Shifting slab placed before a wall allows entrance to the room within, not through a door, but via another plane, allowing only wanted guests through, and leaving others lost among the spheres. The Lady Corwellyn Contrived one of these using 50 Magic Points stored in a Crystal. It took her fifty days of constant secret labor.

Planar Vision Devices

These rather common Contrivances usually take the form of two Contrived Plane Shifting lenses set into a helm. The lenses are intended to be used to follow the movements of those who would shift planes to avoid attack. Each of these lens takes 10 days (and Magic Points) to Contrive.

Combination Contrivances

"There is no Precept of Combination. Combination extends the Triangle of Law into the world of three dimensions. Making Law in the real world is hard work and takes a long time. Study hard and work hard and learn the Precept of Combination."

— the seer Delu-fou-da

Combining the Precepts of Quality and Mechanics usually results in a Contrivance which operates supremely well and has only a 25% chance to break in usual circumstances, due to its sturdy nature.

Combining the Precepts of Quality and Plane Shifting usually results in a Contrivance which functions to its maximum effect invisibly (through other planes).

Combining the Precepts of Mechanics and Plane Shifting into a single Contrivance usually results in something that automatically moves into other planes, at a given signal or sign, or one which can locate whichever plane is desired (with a 90% chance using its own *Million Spheres* skill).

A special instance of Mechanics and Plane Shift Combination allows for the Contrivance of devices that can be *Disguised* (90% of the time) from the prying eyes of Shift Vision — that is, devices whose inter-planar abilities cannot be spotted.

Combining all three Precepts in a single Contrivance is a formidable task that requires long weeks of endeavour. Perhaps the strange weapons deployed by the forces of the City of the Pyramid, which kill without touching, are some form of Tri-Preceptual Contrivance (a Quality weapon which Mechanically sprays a poison that Plane Shifts until contact).

Combining also allows the possibility of adding additional skills, through Mechanics, to a single device. The extraordinary Bone Bow described earlier might be made self-repairing in this way (although of course its owner would have to, er, feed it the bone, and other components it would need to fix itself).

Cost for Combined Contrivances

Simply add together the Magic Points for each individual Precept functioning in the Contrivance. This total is also the number of days needed to complete the Contriving. A further complication is that Crystals must be used. All Combined Contrivances require a Crystal component for each extra Precept employed in the fabrication. They also use a Crystal for each additional Contrived skill Combined into the device.

To Contrive a Quality lute to produce extraordinary music invisibly and which is usually disguised as a stuffed rabbit to those who look between the planes requires 10 Magic Points for the Quality, 20 for the good playing, 20 for the ability to disguise itself, and 20 for the Plane Shifting — and takes 70 days of continuous work to manufacture. Three Crystals are needed for the Contrivance, which should ensure the lute (and the rabbit) is quite attractive.

Examples of Combination

The Planar Walker

The Mad seer Oberus has created a Contrivance like a chair with enormous human-like metal legs for walking about and controls on the chair's right arm. This Contrivance can Plane Shift; thus set in the center of the chair's back there is what seems to be a simple decorative Crystal. Passengers (or victims) sit in the chair, which then walks them into another plane — without any effort on their part. Of course, if the chair receives a jolt in the other plane there is a 50% chance the passenger is stranded there as well as a 50% chance that the chair itself is broken and can't Shift back. Oberus spent 80 days (and Magic Points) Contriving this.

The Flapping Kite

A seer working for Duke Yoqin of Kernow-a-Laun has Contrived a kite which he says can fly itself. (Actually it requires a pilot, but provides a 90% skill.) The kite has a release to drop bricks or acid bombs on its targets. The missiles Plane Shift so that the craft does not appear to be attacking until the missile impacts. The Quality missiles do maximum damage. The seer wants to make the missile release Mechanical, to lessen pilot error. The kite is a simple Contrivance, but the missiles are complex — each one takes 15 days (and Magic Points) to Contrive. One wonders why the Duke continues to fund the project.

A BARGAIN CONTRIVANCE 'CYCLOPAEDIA

THIS IS A LIST of some of the most common Contrivances set out in the form of a catalog, to remind entrepreneurial seers that there are business opportunities here. Other examples can be found in the previous sections relating to the individual Precepts, and Combining. All Contrivances are based upon an item that already exists. Seers then apply the Precepts they have learned to the mundane item to Contrive it into something rare and fabulous.

Our Big Bargain! Quality Light Chariot

This Big Bargain last chance sell out item looks like a standard Lywm-an-Esh light chariot. But when you lift the hood, you find that it has been Contrived so that it now has 28 HP in its body and 16 in each wheel. *Va-vu-voom!* This fabulous chariot could be pulled effectively by *only one horse*, if there are any horses with the training for the job. Cost: 50 Magic Points & days.

Our House Brand Quality Barding

This metallic armor, made exclusively in house for our customers only, fits perfectly over a standard horse's head and back. It is made of a special shimmering silvery metal that we obtain at great expense, and is very, very light. Best of all, this barding protects for 9 points of damage day in, day out! Only while stocks last.

Cost: 30 MPs & days.

Steel Bite Surprise

A truly fine Quality Mechanics Contrivance that is set on the ground and locks onto someone's leg when stood upon. It has 90% skill in its chosen weapon, Serrated Teeth, which do 1D6 damage per chomp. Once it strikes a victim it automatically opens and resets for the next bite. The victim must stand in precisely the place the trap has been set. The Steel Bite Surprise rarely malfunctions. (Sorry, no refunds!)

Cost: 30 Magic Points & days.

The Little Wonder:

Our Most Popular Mechanical Firemaker

This iron machine is the size of a helmet and produces on command a fire large enough to fill its opening. The fire can be

used to ignite things, cook small portions of food, warm weary travelers, or event to provide light. It is useless as a weapon unless someone happens to try to pick it up while it is in operation, when it can give a rather nasty burn. (Sorry! No refund for burned customers!)

Cost: 20 Magic Points & days.



Where's the Queen? Our Plane Shifting Throne

Perfect for rulers with enemies, since the entire seat can Shift into another plane, carrying its occupant with it. An elegant silver and brass throne encrusted in jewels. The *Extra Grande* model is, of course, much bigger.

Cost: 40 Magic Points & days
(50 for the *Extra Grande* model).

Top of the Line! Combined Mechanical, Plane Shifting, Quality Sword

This sword, an elegant long sword with room for a pair of gorgeous Crystals and a Mechanical device in the hilt, delivers 11 points of punishing damage and can take a cosmic 40 hit points before it even looks any the worse for wear! The Mechanics bestow on the very worst swordsperson an attacking skill of 90% – let your arm relax and the sword will do the work for you! This amazing sword also Plane Shifts constantly in combat, halving your opponent's parrying and dodging abilities. (We cannot guarantee

this item against breakage beyond 25%.)

Cost: 50 Magic Points & days;
also requires two Crystals (not included).

The Hollow Man:

Combined Quality and Plane Shifting Armor

You could be wearing this suit of exquisite Vadhagh armor, which protects against 9 points of damage and allows its wearer to Shift planes at will! Imagine what they'll say when they lift the visor and there's nobody home! A powerful item and much prized, with a beautiful Crystal housing wrought into the breastplate.

Cost: 60 Magic Points & days; and one Crystal (not provided).

CONTRIVING IN YOUR GAME

YES, YOU HAVE READ CORRECTLY. The seer pretty much defines the Contrivance and, as long as the Lawful rules are followed, is guaranteed to produce what has been defined.

Appropriate Technology

The basic rule is that any object can serve as the basis for a Contrivance, but that no Contrivance can be made that exceeds the technical expertise of its Contriver. Thus a seer from the World of Five Planes might use a blunderbuss, if she found one, as the basis for a Contrivance for sucking up dirt, but not for anything that used gunpowder to shoot projectiles.

This is a simple rule, but it could prove contentious. Someone may argue, for example, that the physical principles of Corum's world contain all the technological possibilities of our own — and thus that a flying machine can be Contrived. Indeed, there are flying objects in the Corum saga itself.

For the purposes of this supplement we have determined that the technology behind the flying ships from the City of Pyramids exceeds what any ordinary inhabitant in the setting would know (at least at the start of the campaign). Your setting need not mirror ours absolutely, however.

Mishaps

The temptation of a world in which there are Contrived mishaps is very great. Imagine the absurdity of Contriving gone awry. Perhaps there is a chance of failure and the game-master intervening to produce a bunny lute that only plays one very stupid tune over and over and over. After all, Chaos is

powerful in Corum's world; maybe Contriving isn't what it used to be.

Visibility

Gamemasters should remember that very powerful Contrivances — and some sorcerous items as well — can often be seen simultaneously on all Five Planes at once. This is true of the Shifting city near Corum's home which the Prince can admire in many aspects on many planes.

Contrivances on Other Planes

Contrivances do work on other planes, but they cannot be replaced if damaged beyond repair unless an exact match for the original base equipment is there *and* the technological level of the plane matches or exceeds that of Corum's.

Other Plane Forms for Contrivances

The technology of other planes can extend the kinds of devices which can be used on Corum's world. Moorcock employs such Contrivances (a flying ship and the weapons to destroy an army) at the climax of *The Queen of the Swords*, but he never allows the major characters to use them regularly.

We suggest the following rule: for each day away from its home plane, an interplanar Contrivance has a cumulative 10% chance to deteriorate and no longer work. Of course, such a device cannot be repaired on the World of the Five Planes because the technology of that plane is not as advanced as the technology of the plane that produced the Contrivance.

CRYSTALS

CRYSTALS ARE CONTAINERS for POW and Magic Points. They can be used by a seer to provide additional Magic Points, or to fuel a Quick Contrivance. And, as we have seen, they are essential components of Combination Contrivances.

Seers intending to Contrive an inter-planar bunny lute like that described in **Combination Contrivances** are not likely to have 70 Magic Points in their head, as it were. However, even a seer with only 5 POW (5 Magic Points away from oblivion) who has been able to latch onto a couple of Crystals (POW 4 and POW 3, let us say), can Contrive the bunny lute without using up a single point from that precious personal supply.

Crystal Power

Crystals are ranked not by monetary value but by the amount of POW and Magic Points they can hold. Crystals attune themselves to those who concentrate on them and make a successful Luck roll, and at that time their POW capacity is learned. A Crystal stores ten times that capacity in Magic Points. Thus a POW 10 Crystal could hold either ten points of a seer's POW, which would be permanently lost to the seer,

or 100 Magic Points, which could be placed in the Crystal over time and regenerated as usual. Most Crystals are around POW 2 or 3.

Demon Sight and Shift Vision are both able to identify Crystals and their POW capacity.

Crystal Use

The instructions in **Quick Contrivance** (page 94) explain how to use Crystals to fill rush orders — but this technique is not only Chaotic, it also burns up Crystals entirely.

The deft Combining Contriver knows how to use Crystals both for extra Magic Points and as physical elements of the resulting Contrivance. Those POW 4 and POW 3 Crystals used to fuel the bunny lute above will probably be crafted into the lute itself, along with a third Crystal of any POW whatever in order for that wonderful (and cute) instrument to work as intended.

Once a Crystal is committed to use within an item it cannot be used for some other purpose. Removal from its Contrivance

turns the Crystal to an ordinary stone – valuable, but no longer a conductor of Lawful energies.

Crystals are priceless items, and seers hoard them accordingly. They do not appear in open markets, but may form part of the treasury of great nobles, or lie in sorcerer's lairs and seer's citadels, protected by who knows what. Some say that Crystals are more easily procured on other planes. But, as we have noted before, some say a lot that is not true.

- * A Crystal used to store Magic Points need not contain all the points needed for a Contrivance. A seer might have 20 points in a crystal and put ten points of her own into a 30 point Contrivance.
- * Any Crystal can be used in a Combined Contrivance, provided it is POW 1 or more.
- * Although Crystals are inherently things of Law, they can be, and are, employed by the servants of Chaos.

ELEMENTAL TATTOOS

A VERY SMALL GROUP OF SHALAFEN are keepers of the secrets of Elemental Tattooing. They are nomadic, travelling the seas of the Shalafen in groups of three or five. When they appear near one of the Castles of Coral, such groups are always invited as guests, and treated with generosity and respect. The Tattooists are often skilled in traditional shamanistic crafts (herbalism, medicine, forms of divine worship and communication), but their defining trait is that all of them know the skill of Elemental Tattooing – more or less well.

This sect of Elemental Tattooists is the closest thing the Shalafen have to seers, if only because theirs is a skill based upon Law. In point of fact, anyone with sufficient allegiance to Law could learn the range of skills associated with Elemental Tattooing. The *skill* gives the Tattoo its properties, not the Tattooist. And anyone who could figure out the long, complex, and bloody process of incision, obtained the correct ingredients, and used authentic patterns would be able, in time, to incise at least some Elemental Tattoos. In practice, however, knowledge of the skill has never passed outside the sect (but see the *Exotic Treasures* chapter, starting on page 115).

Despite the great expense, time and suffering involved in being Tattooed, many Shalafen desire Elemental Tattoos as a mark of the favor of Cor-Ark, although it is rare to find any, even among the Tattooists themselves, who have more than one or two incised on their flesh, and it is popularly supposed that any more would kill the recipient. The sect of Tattooists depends upon the income it derives from Tattooing, which is shared equally among all sect members in an annual gathering.

The Nature of Elemental Tattoos

Elemental Tattoos are very large, each occupying at least one quarter of a Shalafen's body surface. Intricate patterns are slowly cut and pricked into the skin, and the wounds are rubbed with compounds made from powdered coral and sea herbs which produce an extraordinary range of rich and vibrant colors. Skin is not the only medium that can be Tattooed in this way. Any surface that can be more or less permanently cut or pricked can be Tattooed. On any surface, Elemental Tattoos appear as elaborate abstract patterns of amazingly vivid tones.

The power of the Tattoo depends upon the number of weeks it has taken to incise (see examples below), and each Tattoo requires that the Elemental Tattooist make a **successful**

skill roll for each week of incision. A Failed skill roll means that the tattoo has been completed at the level attained by the week of the failed roll, and cannot be further enhanced. A Fumbled skill roll means that the tattoo has been spoiled and will never function.

Any Elemental Tattoo takes a long time to incise and is quite painful. A person who is being Tattooed cannot do anything at all strenuous – physically, mentally or psychically – and is in pretty much constant pain.

Elemental Tattooists are also able to remove tattoos, requiring the same time and the same amount of pain as the original incision, and leaving a lot of scarring in its place. It is rumored that some Elemental Tattooists are able to incise curses as well as blessings, but this may simply be a sailor's yarn.

All of the known tattoos are in some way connected with the oceanic life of the Shalafen. Some of these are:

Tattoo of Direction

Adds 5% per week of incision to the recipient's *Navigation* skill.

Tattoo of the Way of the Sea

Adds 5% per week of incision to the recipients *Way of the Sea* skill.

Tattoo of the Breasted Wave

Adds 5% per week of incision to the recipient's *Swim* and *Surf* skills.

Tattoo of Water Breathing

For each week of incision, allows recipient 1 minute under water. A six-month tattoo allows the recipient unlimited time under water.

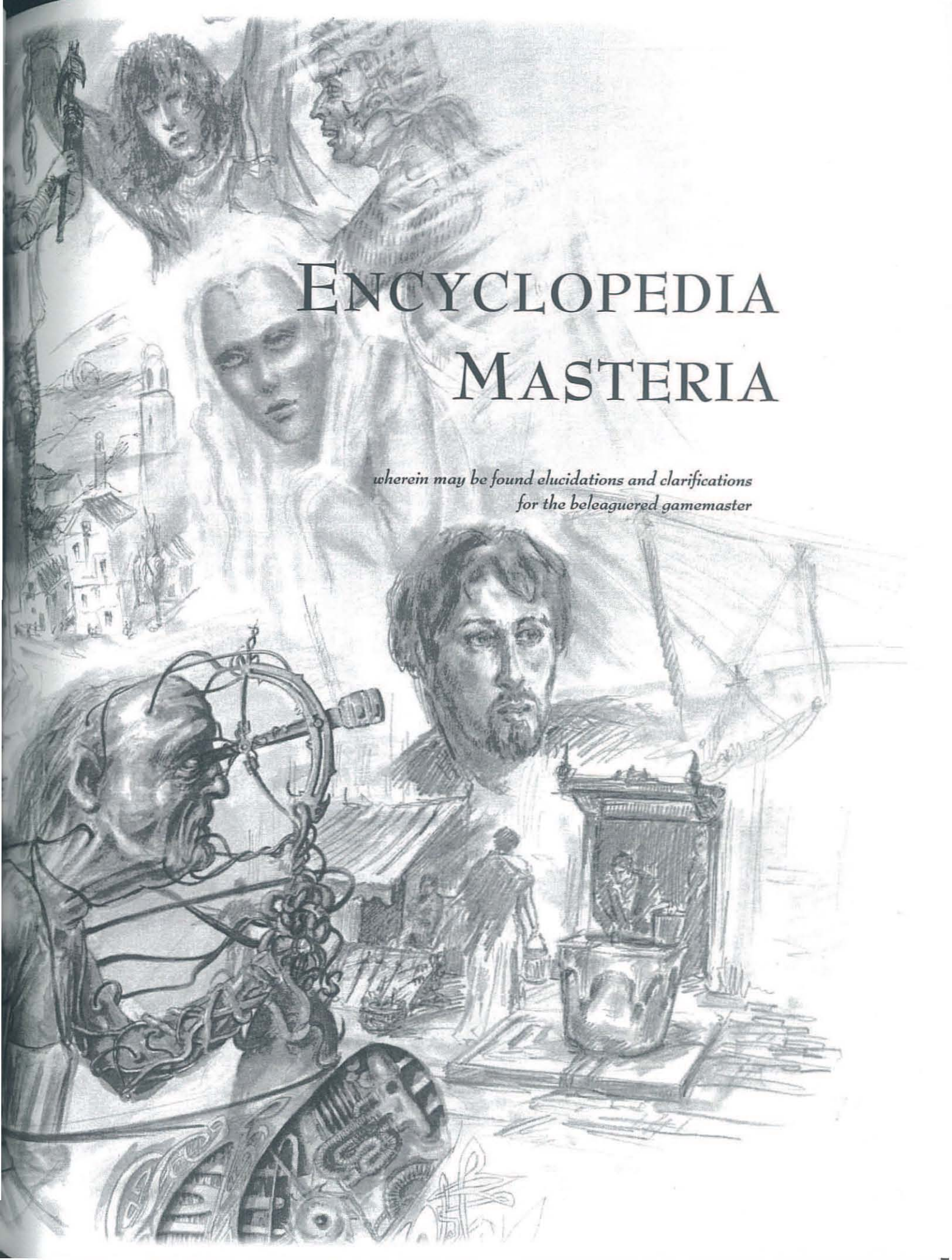
Tattoo of [Ocean Species]

Adds 10% skill in communicating with and understanding the behavior of a given oceanic species for each week of incision. The bond with the totem species is obviously quite strong, but it never makes the species' flesh taboo.

Tattoo of Favoring Winds

Incised on a vessel, adds 1 MOV for each week of incision even in a dead calm. No matter how many weeks of incision, one cannot exceed what would be a reasonable oceanic speed for the incised vessel (or else the vessel breaks apart).





ENCYCLOPEDIA MASTERIA

*wherein may be found elucidations and clarifications
for the beleaguered gamemaster*

RUNNING THE GAME

A true accounting of the way things are in the Corum setting

ADVENTURES IN THE WORLD OF CORUM can create an atmosphere that is quite different from adventures in Elric's world — an atmosphere which goes beyond the mere geographical and cultural differences in the environment of the World of the Five Planes.

With the Conjunction of the Million Spheres looming, any and everything is possible. The adventures of Prince Corum himself take place on a truly cosmic scale and gamemasters should seek to capture a little of this if they want to adhere to the spirit of the chronicles of the Prince in the Scarlet Robe.

On Corum's world the threats can be quite strange. They often originate on other planes of the Multiverse. The stakes are enormous, and the adventure high. This does not mean every *Corum* session need be earth-shattering, simply that there is a "fate of the cosmos" dimension more pronounced in the saga of Corum than elsewhere in Michael Moorcock's writings of the Eternal Champion.

Gamemasters should feel free to let their imaginations alone dictate what can or cannot happen in a *Corum* roleplaying session. This said, there are certain categories of adventures which can aid in striking a gaming note in harmony with the adventures of the Prince in the Scarlet Robe himself.

Heroic Roleplaying

Corum belongs to that genre of fantasy regularly called High Fantasy. High Fantasy deals with characters who are instrumental in determining the fate of a world. In the saga of Corum, the Prince in the Scarlet Robe is the prime instigator of the banishment of all gods from his realms.

While it may be impossible — or simply undesirable — to allow your adventurers such grand and far-reaching influence over their world, gamemasters should try to make the adventurers feel they are a significant force in this environment.

This can be most easily done in *Corum* by making certain every so often there is an adventure set before the adventurers that has large and tangible consequences and allowing them to feel the repercussions of the things they do.

Thwarting the Gods

All of Corum's adventures concern his battling with one deity or another. In the first trilogy his enemies are the Sword Rulers, in the second the Cold Gods. This reflects Moorcock's concerns with free will and the nature of humankind, and adventures within this category touch the very heart of the *Corum* Chronicles.

It might be counter-productive for gamemasters to allow adventurers to slay the gods of Chaos (in the stories, after all, this role is reserved for the Scarlet Prince) but there are other options to be explored.

Destroying Minor Gods

This option mirrors the actions of Corum in miniature and allows players to recreate some of the cosmic triumphs of the Scarlet Prince. Corum is only able to best the gods he faces by being both clever and inventive (and by having incredible luck). Probably the most satisfying god-destroying scenarios will also

adhere to the this time-honored folk tale tradition.

Battling Superstition

Much of what the Mabden gods, especially the Chaos Lords, represent in *Corum* is fear and superstition, which can often result in terrible trials for humankind. The Lords of Law are the embodiments of more stable and ordered religions, though in the end even these are dispelled from Corum's world. Adventurers may battle against the forces of superstition, fear, ignorance and even blind faith in Law. The most innocuous object or person can become the focus of a great adventure if many believe that object or person is even an unconscious source of divine power. Adventurers who advance the cause of reason and commonsense to the



detriment of Chaos, Law (or even the Balance) may be said to be preparing the way for what the Prince of the Scarlet Robe will eventually, albeit unwittingly, accomplish.

Defeating the Plans of the Gods

The gods cannot act overtly, even in Corum's world. They cannot harm living creatures directly, and must do so through the agencies of their followers. So says the Law of the Balance. When the adventurers thwart these agents they are thwarting the whims of the gods themselves. Gamemasters in a *Corum* session may wish to make explicit the desires of the gods, through dreams, portents, powerful agents like Prince Gaynor the Damned, or the word of priests of those deities. Thus the most ordinary task can be charged with meaning, if it stands in the way of, or advances the cause of, the gods themselves.

The Cosmic Quest

A cosmic quest involves some aspect of the other planes. This does not necessarily mean interplanar travel, just that other worlds of the Multiverse impinge on the adventurers' own.

Cosmic gamemasters should strive to make the adventurers feel their own world is just one tiny facet of the enormity that is the Multiverse itself. A cosmic quest liberates adventurers from the narrow day-to-day activities that might engage them otherwise, and allows them glimpses of their own existence from genuinely cosmic perspectives. Some examples of this kind of adventure follow.

An Extraplanar Object

Some objects may grant more or less limited access to one or more planes. Other objects may be grand cosmic intersections. The item in question can take many forms, from an ancient Contrivance somehow saved from a lost civilization, to a seemingly normal object which actually exists on all five planes at once, suggesting latent power unseen on the World of the Five Planes.

Such items easily become the focus of people's desires. Madmen barbarians may wish to destroy them, or the scholars of Lywm-an-Esh and the elder races may desire them for study. And who knows why the gods would want such things?

The scenario *Jewelled Destinies* (starting on page 137) is designed to introduce adventurers to just such an interplanar object.

An Extraplanar Being

A person — or other entity — from another plane dropped into the adventurers' life is guaranteed to cause consternation. Such a person might be adversary or friend, a helpless figure in great need or a neutral catalyst to the actions of others.

Beings from other planes can have valuable or forbidden knowledge; can be fleeing from tyrants; can be determined to wreak havoc upon the World of the Five Planes in order to further their own desires.

Such entities might include members of elder races, Demons, devices with the semblance of life, or complex Sorcerous Melds imbued with the life-force of Chaos.

An Extraplanar Voyage

Last comes the voyage to other planes. This kind of adventure should be used very sparingly. Constant voyaging to other worlds takes the novelty and enjoyment out of it for both the players and their adventurers. On the other hand, there are any number of reasons for having to make an extraplanar journey: finding some rare or precious item or substance not found on the World of the Five Planes; retrieving somebody from some other plane; coincidentally coming in contact with a strange portal or vehicle that allows interplanar access.

The scenario *A City That Is Not* (starting on page 148) is an example of a very limited extraplanar sojourn.

Championing the Underdog

Prince Corum often finds himself on the side of those who are outclassed — in numbers, power or position — by their enemies. A tendency to side with the outsider is a hallmark of the Moorcockian hero. Corum takes this one step further by always siding with the disenfranchised or the disadvantaged. Should the adventurers have no such inclinations, gamemasters can contrive to place them in positions where they have little choice.

Side by Side

The adventurers are accused of the same thing as the underdog. Accusations range from theft and other crimes to social trespasses, like being *shetanhow* or outcast or simply different. Or the adventurers find that they have become underdogs themselves.

Financial Persuasion

The adventurers are hired on to aid the underdog. In this case they needn't have overdeveloped consciences, but their employers might. Adventurers might develop sympathy for their charges by being constantly in their company and having to look out for their interests, even for strictly mercenary motives.

The Enemy of my Enemy...

The adventurers and underdogs find they have the same goal. When this occurs, the adventurers are acting for those less fortunate simply by following their own desires.

Quests and Services

Let the rules help. The quests and services required of adventurers in return for the aid of Demons or Lords of Chaos provide some comparison when gauging when more cosmic adventures should come into play, and give ideas for the kinds of adventures these could be. An avatar of Law might request the adventurers' services — at first through a priest to test their mettle, later in person for more serious business. When the adventurers have the power to summon or invoke powerful entities, they are undoubtedly ready for the major leagues.

The Grand Design

A major characteristic of heroic fantasy is the greatness of the quest — the feeling that all of the heroes' actions are being bent towards some major outcome. In the works of Michael Moor-

cock that outcome is sometimes a doomed one, but an overriding sense of destiny exists none the less.

Gamemasters can evoke this feeling without making the players feel "shoe-horned" by allowing characters to embark on adventures that have many obstacles to overcome before a final objective is met, or have major consequences within a more closely-defined area.

Many Paths to One Goal

Adventurers should sometimes encounter scenarios which are but a part of a burgeoning whole, the great picture coming closer and closer with each subsequent adventure. This cumulation of incidents lends to a simple group of scenarios a new grandeur — perhaps the actions of fate.

Big Fish in a Small Pond

Since gamemasters should avoid allowing adventurers to dictate the course of their entire world history, it might be appropriate to allow them to have considerable influence over a relatively small community (a town or a ship), group of people, or even county.

Forging Champions

Eventually the players are likely to crave greater things, higher ideals or some lofty ambition on behalf of their players. In this case only the genuine epic quest suffices and gamemasters should pull out all stops to render a sufficiently grandiose adventure. Such things should still have their limitations, but threats to the Multiverse, the Balance, or quests for Tanelorn are the order here — or see the material on *The Nhadrach*, starting on page 107.

The Consequences of Heroism

By portraying the repercussions of their actions, gamemasters can warn adventurers who tend to act thoughtlessly and callously by making them live with the consequences of what they have done — or encourage players to feel good about what their adventurers have achieved over the course of a campaign,

when those achievements can be depicted as positive and beneficial. A few possible consequential adventures are:

Aiding the Threatened Race

The Vadhagh are constantly under threat in the World of the Five Planes. Helping any member of this beleaguered people is a forestalling of the fated day when they all must fall beneath Arioch's heel. Seeing them thriving and surviving, and allowing such aided people to be stalwart non-player character supporters of the adventurers, makes for genuine satisfaction.

Destroying Tyranny

Despots thrive in Corum's Chaotic world. Ridding a populace of such a person should result in the township or village thriving, and becoming a place where the adventurers are always made welcome.

Rescuing or Saving an Important Personage

If the adventurers themselves have not attained some significant rank, then aiding those who have done so already brings, aside from the obvious rewards, the satisfaction of watching the beneficent nature of a good leader or priest's actions, or the discomfit of witnessing the horrors a powerful evil character might perpetrate.

The Pleasures Of Mere Existence

Finally, there are those adventures which mirror the daily life and activities of the adventurers. A life spent lurching from one major catastrophe to another saps the energy and patience of the greatest heroes. Even Corum had moments where no great calling bid him and he could relax and get on with his life.

These are the times in a Corum campaign where more mundane adventures and goals can be pursued. In no way should these be boring, simply more tangible and less cosmic exploits than the grand quests that lie behind and before them. Such scenarios might also be used at the start of a campaign, before the heroic destinies of the adventurers have become fully apparent.

These scenarios may be motivated by the adventurers being hired, wishing to expand personal fortune or knowledge, or aiding other party members in these aims.

The scenario *The Prince Who Cried For Love* (starting on page 142) is a fairly frivolous example of this sort of adventuring.

Exploration

Many places in the World of the Five Planes are little known. Even close neighbors sometimes remain ignorant of one another, largely due to xenophobia. Scenarios which explore unknown cities, lands and places could be the most common kind of early adventure in the world of *Corum*.

Wealth

The need for adventurers to swell their coffers is often sufficient for them to undertake the most perilous adventures. These can be as modest as finding a job to keep the wolf from



the door to looting an entire fabled kingdom. Trading voyages and caravans also come under this heading.

Revenge

Many adventurers act to redress wrongs done against them or others. Taking revenge upon against enemies — or foiling their enemies' attempts to settle accounts with them — can while away many hours of game play. Feuds can sometimes lend an element of implacable destiny to a simple act of vengeance.

Power

Often money is not enough, adventurers crave the company of those elite who rule the society in which they live. Such ambitions take much energy and sometimes many years to fulfill.

Minor Rescue

The person in question is not really very grand or unusual, but important to the adventurers and/or their personal ambitions.

Minor Quest

The item sought for is not so much vital to the interests of the world at large, as it is something which the adventurers crave for whatever reasons.

Background Reading

Michael Moorcock's novels about Corum are the obvious source material for a Corum campaign. A list of the books is in the introductory chapter. But other material exists. Any book of Moorcock's which deals with the Eternal Champion and his incarnations, or any facet of the Multiverse, can be useful for getting a feel for the cosmic dimensions of the wider framework in which Corum adventures take place. Beyond even these, Michael Moorcock cites his own sources for the Corum books as the tales of Cornish legends, which might be of interest to gamemasters who would like to follow in a fine author's footsteps. He mentions the following books as dealing particularly with the mythical side of his material:

The White Goddess by Robert Graves

Myths and Legends of the Celts by Compton Mackenzie

The King of Ireland's Son by Padraic Colum

The Golden Strangers and *The Great Captains* by Henry Treece

These books are worth finding and consulting, though one or two may require a little detective work to track down. And any book on the old Celtic legends can be revealing about the bedrock on which this wonderful fantasy sequence is built.

Elder Race Characters

Some players are going to want to create adventurers from the elder races, and there are no pressing reasons to prevent this. Such characters should perhaps be limited, if only to perpetuate the mystique that surrounds these dying peoples (although a whole party from a given race might be quite interesting).

Parties with Elder Race Members

Mixed-race or elder race parties will be treated as outsiders or worse by Mabden in most circumstances. The world of Corum is one of strong ethnic tensions exacerbated by a long history of interracial violence. Thus even the rational Vadhagh are unlikely to be comfortable in the company of a mixed group. Interpersonal obstacles will need to be overcome within a mixed adventuring party as well. Players need to know this in advance, so that they can make informed choices about their fictional futures.

If a decision has been reached to opt for a racially-mixed group, players need to devote some serious thought to the reasons why their characters are willing to risk the hatred and scorn of their peers to team up with those of other races, and/or the circumstances which can lead to their personal recognition that the party's interpersonal bonds outweigh all others.

Bonding Scenarios

Here are some hooks for a new multi-racial party, designed to give the characters reasons to bond with one another. It is even possible to combine two or more of these together into one, long introductory campaign.

Injustice

Some or all of the adventurers witness an injustice perpetrated on one or more of the soon-to-be party.

Wages of Fear

A job no one in their right mind would do creates a ragtag group of loners, outcasts and opportunists who find they work well together.

Held for Ransom

The scenario begins as the last member of the party is brought to a pirate ship or bandit camp where the others are also held captive. The captors are trying to extort money from communities by kidnapping the unwary. The adventurers may be harassed, even tortured — and must find a way out of their common predicament.

Busting Out

The adventurers are imprisoned. They plan and execute an escape together.

The Nhadragh

In Michael Moorcock's books, the Nhadragh are pretty much a blank page. We know that the Nhadragh were also adherents of Law, that they boasted a civilization to rival that of the Vadhagh, that the two races fought a long and debilitating war which ended in victory for the Vadhagh, and that the Nhadragh were later totally overwhelmed by hordes of Mabden barbarians, inspired by the Lords of Chaos.

Lack of knowledge in this case can be turned to the advantage of a game set in the world of Corum.

In the first instance, this book has determined to treat the Nhadragh as a people without a history or a culture. The basic assumption is that the Mabden conquest has in some way entirely destroyed both the physical and the mental elements of whatever gave the Nhadragh what we would call an ethnic identity.

This assumption may be played out in Nhadragh characters who are nothing more nor less than physical beings. With no past and no future, a Nhadragh might be the archetypal existential loner.

But it can also allow the gamemaster, working in conjunction with players, to create what the Nhadragh have lost. The possibilities are endless and, we say with all due modesty, very "Moorcockian".

What appears in the rest of this section is the outline of one such explanation of the Nhadragh. Clearly it is offered only as speculation, for Moorcock says nothing about any of this. At the same time, it would seem that the rediscovery of the Nhadragh might well provide the basis for just such a epochal, heroic campaign as would best suit the world of *Corum*.

The Civilization of the Nhadragh

The lost civilization of the Nhadragh was based on expanded powers of the mind. This is the reason that so little – virtually nothing – of the materials of that civilization can be found today. For, *there were no materials* – or, at least, no materials as we understand them. *With the important exception of food*, solid things were in fact made literally from the air through psychic Nhadragh power and disappeared back into the air when that power no longer fueled them.

Moreover, the maintenance of this material-mental world depended upon the power of *groups* of Nhadragh. The larger the group, the larger and more complex the structures it could generate and support. In game terms, this means that the Nhadragh fueled their world by pooling Magic Points. A Nhadragh community is defined by a constant ebb and flow of *mana*. Individuals can draw upon the community's power as the community draws upon individuals. This, and this alone, is what "economics" meant to the lost Nhadragh civilization.

In a very limited sense during this time there was no such thing as an individual Nhadragh – that is, a Nhadragh without a community. When an individual or a small group of Nhadragh for one reason or another left the community, they brought with them Crystals suffused with power which sustained their separate existence and provided a means of communicating and, more importantly, *communing* with those whom they had left behind.

Such a civilization, based almost entirely on energy rather than matter, had only at best a tenuous hold on what we would call "history". For the Nhadragh, all time was one. What had been and what were to be were always confused in an eternal becoming which was always already there.

A Realm of Sailors

The Nhadragh were once the greatest and most eager sailors of the World of The Five Planes. Whether it was exploration, settlement, fishing, hunting, war or trading the Nhadragh did

it, and did it in ships. The only consistent tales of the past civilization of the Nhadragh are those the sailors tell (see page 40), and they are all about ships and sailing.

Nhadragh Psychology

The gamemaster will know more about Nhadragh psychology than those playing Nhadragh characters, and at times it will be up to the gamemaster to communicate with players about what they may be feeling. This is a touchy business in running a game, and probably the best rule of thumb is to keep this kind of interference to a minimum ("get out of my head!"). Here are some ideas about how Nhadragh psychology may have worked. You can see (or create) some practical illustrations in the scenario *A City That Is Not*, starting on page 148.

The Community

In spite of the overweening importance of the group, Nhadragh civilization was not a case of "hive mind". Instead, individual Nhadragh behaved much as individuals in other civilizations behave: there were criminals and saints, hypocrites and truth-tellers, lazy sods and workaholics, and everything between. The unique Nhadragh group psyche simply "flowed around" each individual's actions, creating a pattern of communal action in which each specific act had a place (*Sun Chasing*, a sport intended to reflect this principle in action, is briefly described on page 159, in *A City That Is Not*). In some ways, then, there was nothing totalitarian or utopian, or even particularly unusual, about this civilization. It was just another way that people acted in groups.

Nhadragh were, of course, deeply committed to their communities – but this dependence tended to show itself in positive rather than negative ways. That is, Nhadragh were not fearful about their group's survival or paranoid about protecting it. Instead, they may have suffered from too much faith in the ability of their groups to overcome adversity. They dwelt on the good points about their group and ignored the bad. The peculiar Nhadragh time-sense even allowed groups to break up temporarily and re-form later without unduly distressing any individual member.

The Nhadragh had utterly no notion of personal excellence. Individual actions may or may not have been notable, but the idea that someone who won more chariot races than anyone else, for example, deserved special attention or was a special being would have seemed really stupid to the Nhadragh. *Group* excellence now – community excellence – that was something different. The larger Nhadragh cities even produced something like a "gang culture", the vestiges of which may perhaps still be discernible in the contemporary Nhadragh underground.

The Vadhagh-Nhadragh Contrivances

At some point, eons before the tension between Vadhagh and Nhadragh erupted into war, the two elder races knew a brief



period of harmony and collaboration. During that time certain devices were made that combined the Vadhagh talent for Contrivance with the psychic powers of the Nhadragh. Some of these items are described on page 118, in the *Exotic Treasures* chapter. These items are a kind of material link to what the Nhadragh once were, because they work through drawing Magic Points from Nhadragh. However, no Nhadragh has known of these devices since some time during the War of the elder races, when the Vadhagh systematically destroyed all known examples and suppressed the knowledge that had made them. The true use of these special Contrivances can only be discovered by accident.

Nhadragh-Inspired Items

Mabden who lived in proximity to the Nhadragh from time to time copied the designs and the materials, such as they were able, of Nhadragh items. This accounts for the existence of "Nhadragh" ships, chariots, weapons, and even some rare and exotic jewelry.

The Destruction of Nhadragh Civilization

Just as we are not really well-equipped to understand how the psychic energy based civilization of the Nhadragh actually worked, it is not really possible to discover what exactly caused the destruction of that civilization.

It seems likely, however, that the seeds of its ultimate disappearance were planted ages before the Mabden invasions began. A scholar of rare accomplishment and independent mind might hypothesize a connection between the Vadhagh's almost hysterical destruction of everything connected with the Vadhagh-Nhadragh Contrivances and the subsequent Vadhagh victory in the elder race war. Suppose some machine had been built which somehow disrupted the communal connections which gave the Nhadragh their power and their identity. Slowly and insidiously weakened by they knew not what, the Nhadragh finally capitulated. But once started, the process could not be reversed. With horror (one hopes) the Vadhagh responsible watched for centuries as the ultimate weapon ran its genocidal course and the barbarians of Chaos rode in to claim the last blasted fruit of the triumph of Law over Law.

The Nhadragh Today

For the Nhadragh everything that was not mere survival was to be found in communal living. The final destruction of their communities by the Mabden was the destruction of their civilization. The power of the Nhadragh had created even the physical elements of that civilization: its buildings, weapons, works of art, written records, kitchen implements — in short, *everything*. All this is gone now.

But something else, far more precious, was destroyed in the destruction of Nhadragh communities: the communal genius itself. Whatever the Nhadragh had known that bound them together and created their unique power vanished as their communities were ripped apart, leaving a race of bewildered, demoralized beings who are aware that they have lost something, but have no sense of what that might be.

No Nhadragh remembers even an instant of what their civilization once was — and no Nhadragh ever will. The memory of the entire race has been wiped away forever. Individual Nhadragh shun each other, as if driven by a compulsion they cannot control (which may be indeed the case). Their lives are empty, or rather, filled with longing for something beyond dreaming, beyond feeling. Many are mad by now, and many more will descend into madness in the coming years. For today, they follow occupations that can be pursued in isolation, within the dregs or on the fringes of the society of their Mabden conquerors. The Mabden use many of them as slaves, and the most powerful barbarians lure or coerce promising Nhadragh into becoming sorcerers.



The Underground

From time to time one hears whispers of other Nhadragh — a band of survivors living outside, or possibly somehow within, the anarchy of the isles of Bro-an-Nhadragh. No reasonable person considers this at all likely. It is a pitiful story, obviously concocted to soothe the pain of degradation and inevitable doom.

But, of course, it is true.

Quite by accident, several Nhadragh have made the independent discovery that it is possible to ease the torment of their current existence by concentrating on a Crystal. Still others have learned that in some way Crystals can forge a bond between individuals, and that such Crystal-bonded people can live

communally, seemingly healing the despair and disorientation that are all they remember of life.

Individuals with this knowledge have shown some aptitude in recognizing others like them, and in this way an underground of resisting Nhadragh (and even some mixed) communities has been created. Some groups within that underground are actively working to drive out the barbarians. Some others, including a group calling themselves only "The Community of Tomorrow", are attempting to discover what they can about the civilization that seems to have vanished so completely. Still others have begun to learn some unusual ways to use their minds.

The Phantom Greatship

There is another story that might also be true. It tells of a Nhadragh Greatship that somehow survived the epic wars and remains hidden in the islands waiting for the right time to

reveal itself and its crew again. Here are some stats for a fabulous Greatship anyway:

Greatship / Battle Barge: (no source of motive power; 160 Crystals embedded in the structure; room for up to 10,000 people; 8-32 war engines standard). Such a ship can be kept operational with a crew of 7-10 bonded to each other and the ship. The most advanced Nhadragh Greatships had been crafted with watertight population areas so as to allow them to sink like stones in minutes to avoid detection and then to resurface at will.

Going Underground

Although the underground is always seeking new recruits, underground members are also pragmatically paranoid. There is also some rivalry between different underground groups. It should take considerable time and several conspicuous deeds before Nhadragh adventurers and/or their companions are "qualified" to be approached to join an underground group.

In fact, the most effective strategy for treating the underground is not to mention it in your game at all. After all, an effective underground is an invisible underground. If the first time that the adventurers hear of the underground is when one of their Nhadragh number is approached to join, the impact of this clandestine group will be all the stronger.

Nhadragh in Adventuring Groups

It is reasonable that Nhadragh in their current conquered state might, in the right circumstances, be able to bond productively with a group of beings who were themselves not Nhadragh. Bonding would depend on a growing sense of mutual trust and interdependence. This bond might develop slowly over time or might manifest itself suddenly. The Nhadragh would move from moody loneliness to the beginnings of very positive feelings about the group and its members and would feel more and more secure and even happy within the group. (Such a character would be great for keeping the party together!)

It would be the business of the gamemaster to keep those playing Nhadragh in this situation apprised of their changing attitudes — until finally the group becomes the most important thing in the lives of the Nhadragh.

Nhadragh Awakening

How will Nhadragh characters begin to sense what they may be? What powers should they be given? What impact should this have on the party of adventurers?

A Crystal makes a handy mechanism. A Nhadragh might discover an unusual sense of peace and well-being by gazing into its depths, and thus become bonded to the Crystal.

Suppose a Crystal-bonded Nhadragh were also a member of a strongly-bonded group of various beings. It might happen that, quite inadvertently, the Nhadragh would discover the ability to use the Magic Points of the others — to store them in the Crystal perhaps. This ability would extend only to the members of the Nhadragh's "primary" group — presumably the band of adventurers. And it could only happen in that one group, the group of which the Nhadragh felt she was an essential part. *A Crystal used for this kind of bonding ("Communing") cannot be used for any other purpose, even temporarily.*

Alternatively, a Vadhagh-Nhadragh Contrivance might inadvertently trigger the beginning of Nhadragh awakening by fueling itself with a Nhadragh's Magic Points — or even with Magic Points taken from the group with which the Nhadragh had (unconsciously) bonded. A Nhadragh might — or might not — have some kind of instinctive understanding of what has occurred.

After a time no Crystals or other devices would be needed. The Nhadragh would draw at will on the Magic Points of the others. Later — on all their knowledge and skill. Later still — sharing all of this with all the others. Effectively, the group would have become something like a Nhadragh community operating through a single nodal being. This would very quickly physically and psychically exhaust that node, so that the communion could only function for a very short space of time.

Other abilities — "mental" or "psychic" powers — might also be acquired over time at the gamemaster's discretion. However, the key thing about Nhadragh abilities in this way of understanding them is that they are tied to communities. A band of (mixed) adventurers should only awaken a very tiny fraction of the power that a whole civilization of pure Nhadragh once had.

The life-span of a Nhadragh who has awakened becomes the equivalent of a Vadhagh's life-span. The age of an awakened Nhadragh is ten times her age before awakening (thus a sixteen year old becomes one hundred and sixty). This new age produces no physical change, nor are any skills increased thereby. *However, an awakened Nhadragh can learn the skills of Shift Vision and Shift Self from anyone who knows them within a day* (see page 96 in the *Contriving* chapter).

It is possible that as Nhadragh adventurers begin to shake off the psychic trauma of conquest, they may develop tastes and talents for the sea and sea-faring.

A Nhadragh Campaign

Two of the scenarios in this book might be used near the beginning of a campaign based upon the rediscovery of the civilization of the Nhadragh. Such a campaign would obviously seem to require at least one Nhadragh player character.

The quest to discover what has been so utterly lost surely should not merely be the fantasy equivalent of an archeological expedition. It should have world-shaking consequences. It is even possible that the restoration of the Nhadragh could be a feat to rank with Corum's own. Adventurers should be expected to have to voyage between the planes, to encounter peoples unimagined, to confront and even outwit gods known and unknown, to ally with or defeat Champions of all sorts.

The final restoration of the Nhadragh will not be achieved in the span of one campaign. It will take thousands of years of despair and struggle before it is accomplished. Your adventurers will only be able to mourn the loss of what has gone before as they lay the groundwork for what they hope will be the future.

At the end of the first Chronicles of Corum, the Prince discovers that although he has been striving to re-establish the gods of Law, what he has done banishes all gods from his plane. Perhaps this unexpected result is produced partly

because of the actions, unknown to Corum himself, of those who sought for and found the wellsprings of the Nhadragh. Perhaps what your adventurers do will ultimately insure the triumph of the Balance.

Names in Corum

Corum character have distinctive and charming names. These names are often tri-partite (in three parts), though often the person is known only by the first or, at least, regularly called only by that one. A Cornish-English, English-Cornish dictionary may help provide inspiration for the names of both characters and places, since the Cornish legends were Moorcock's own source.

Mabden Names

Mabden names are always separated by -a- / -an- / or more rarely -nan-. Often -a- and -an- stand for "of", "from", or sometimes "with". In this case the latter name of the three stands for the place from where the adventurer hails, as it is for both Glandyth-a-Krae and Jagin-a-Barg. There is no hard and fast rule for this, however, and players should adopt what sounds right. Gamemasters should beware: this kind of naming convention has a propensity for attracting joke names.

Elder Race Names

The Vadhagh have three distinct and separate names but are commonly known only by the first, thus Corum Jhaelen Irsei. This was once true for the Nhadragh as well. However, with the loss of their culture, the Nhadragh now tend to be known by only one name, signifying their debased, rootless condition. This name has often been bestowed in contempt by their Mabden conquerors.

The Ragha-da-Kheta use two names hyphenated: (King) Temgol-Lep.

County, Duchy and Town Names

These should reflect the habit of naming which the peoples themselves have adopted. Mabden towns tend to have -a- or -an- or -nan- in them, and Vadhagh castles most often have only one name. Going on what is known now, it appears that the Nhadragh adopted a highly variable naming practice in which a major city might have been known by only one syllable (Os, for example), where a tiny village might have a name that could be translated as "You Graze On This Side Of The Meadow While We Graze On The Other Side Of The Meadow And The Middle Shall Not Be Grazed At All Except In Times Of Drought".

Coins and Gems

For the convenience of gamemasters and players, the monetary system of *Stormbringer* has been left largely intact for the World of the Five Planes. However, because of the cultural differences in the various lands, the kind of money available is radically altered.

The basic units of currency remain the same, as does the purchasing power, but the following changes apply.

Barbarian Lands

There are no silver or gold coins indigenous to the barbarian lands of Bro-an-Mabden and Bro-an-Vadhagh. Some travelers bring them, but the coins are likely to buy much more than their actual worth because of the higher value placed upon the actual metal.

Strangers who flash this kind of money around indiscriminately are likely to be robbed very soon. All bronze coins are in ready circulation and the barter system of goods for goods, goods for services, and services for services, thrives.

Lywm-an-Esh

All the coins of *Stormbringer* are available here, with the obvious exception of Melnibonéan currency. There is also the Royal currency of the realm.

This consists of the Kheun, or note — a paper note backed by the Royal House and worth 5 large gold, and the Brass Gem, a beautifully worked coin with a gem set into its middle, always a diamond. These coins are worth 5,000 large gold and are the

equivalent of Melnibonéan money. The Brass Gems of Lywm-an-Esh, sometimes known as "Lywms", are highly prized elsewhere, but the paper money is considered useless by those who do not trade with them. Barbarian pirates have been known to burn entire shipments of paper money in fury at finding Lywm-an-Esh ships "empty" of valuables.

Bro-an-Nhadragh

The Nhadragh never had any use for money. All coinage here comes from someplace else. In the period during which the *Corum* game is set, the ranges of coins available in the Nhadragh Isles is the same as that in the Barbarian Lands, above. At the same time, quite a lot of counterfeiting goes on here. It is rare to find a coin that would be worth its face value if melted down. Most of the time, this makes no difference to monetary transactions, but sometimes the situation can be exploited by sharp traders.

The Vadhagh

The Vadhagh also do not use money of any sort. They trade in gems when they must, or barter with the Mabden near their castles.



The Ice Wilderness

Barter only. Coins are usually regarded with suspicion, magical talismans of wealth that the Brikling have not learned to master. Some Briklings hoard them, and the paper money of Lywm-an-Esh, for the good fortune that they are supposed to bring, but would never consider using such items for trade or exchange.

Other Lands

All other lands may be considered to use bronze coins and barter, with the exception of Khoolocrah, where the full range of currency is available.

Gems

The gem types of the Young Kingdoms are also available here, with the same relative exchange rate, depending of course upon the country where the gem is being exchanged. Vadhagh are the most likely people to use gems as currency under anything more than exceptional circumstances.

Crystals

The Crystals of Law are rare minerals which are used in Contriving. These crystals correspond in color and value to the Eight Great Gems of *Stormbringer*, except that the base value of each crystal is ten times that of the corresponding colored gem. In a rare handful of those books a few Vadhagh scholars have confessed themselves particularly baffled by the uses to which the Nhadrach may have put Crystals. Unfortunately, it would seem that whatever those uses may have been, that knowledge is no longer available to those Nhadrach who have survived the destruction of their civilization.

THE MONEY-CHANGER'S CREED

ADVICE HANDED DOWN by Glabnik-an-Conn, a merchant who regularly trades with the barbaric peoples of Bro-an-Mabden:

- ✱ Never give paper money to barbarians
- ✱ Never take a coin that weighs less than its container
- ✱ Always save *shefanhow* money for *shefanhow*
- ✱ Never swap gold for coins of any sort
- ✱ Always wash money from Khoolocrah
- ✱ Carefully weigh each coin from Bro-an-Nhadrach
- ✱ Never believe the following:
 - The money is still on my ship
 - My promissory notes have been accepted by the King
 - I'll deliver it in the morning
 - It's a new kind of currency
 - I can give you a map that reveals the location of a vast treasure
 - Let's do the deal at my place, it's safer
 - It's okay, they're just relatives

CHAOS, BALANCE & LAW POINTS

THIS TABLE SHOWS possible allegiance point rewards for various deeds. Only a single allegiance should increase for each deed, and the gamemaster is responsible for adjudicating which force is appropriate where more than one is listed.

In *Corum* passionate commitment is important – actions taken half-heartedly or under duress should never be rewarded with allegiance points, no matter how glorious the outcome – only actions taken with the entire mind and soul behind them should be recognized.

The adventurer...	chaos	balance	law
accepts Chaotic healing	1	–	–
aids someone of another race	–	2	2
bests someone in skill	–	–	1
brings item from other plane	–	-1	–
learns contriving	–	–	2
learns sorcery	2	–	–
makes a new Contrivance	–	–	1
pacts with a Chaos Creature	3	–	–
pacts with a Greater Demon	5	–	–
performs a disgusting act	1	–	–
slays <i>shefanhow</i>	2	–	–
slays Chaos Creature	–	1	1
uses a Sorcerous Meld	1	–	–
uses a new Sorcerous Meld	+1	–	–

Allegiance Rewards

Although Chaos dominates the fifteen planes, this has no effect on the way in which adventurers' actions determine their allegiances to the forces of Chaos, Law or the Balance. Whenever Maalaf-ap-Fenallan, a perfectly ordinary market trader, out-bargains someone else in a nose-to-nose contest of skill, he gains a point of allegiance to Law. Whenever he does whatever it is he does with piglets that causes them to run squealing when he appears, he gains a point of allegiance to Chaos. If he were to bring a piglet here from another plane, he would lose a point of Balance.

One who dutifully serves Chaos may compromise herself by aiding Law. This occurs most often in the mundane world rather than the realm of the metaphysical, but that is not always the case, and it is possible to win the disapproval of the gods. The gamemaster and players should be guided by circumstance, common sense, and adventurer intention.

A follower of Chaos who drags a priest of Law away from an onrushing cart is doing a natural and humane thing. Few remark upon such acts, other than to praise the adventurer's bravery. Yet a barbarian warrior who sides with a Vadhagh or Nhadrach may be ostracized, or even killed, for the transgression of the customs and loyalty to Chaos. Such happenings can never be properly measured in simple game rules, but allegiance points should certainly be awarded in those situations.

THE MULTIVERSE

SPACE DOES NOT ALLOW for a detailed discussion of the many, many worlds of the Multiverse – nor could it ever. Moorcock's Million Spheres are beyond the scope even of an encyclopedia. However, *Corum* gamemasters, more than their *Stormbringer* counterparts, may find themselves conducting adventures set beyond the planes of their heroes' home sphere. To get around the dilemma of having an entire Multiverse to fill, the gamemaster may wish to explore a number of possible solutions.

Other Works by Moorcock

The Tale of the Eternal Champion is a long one and encompasses many worlds, some merely mentioned, others richly detailed. There are plenty more ideas to work with in Moorcock's other Eternal Champion books; and he's still writing material.

Stormbringer Worlds

One obvious foreign plane is the Young Kingdoms. Indeed, if adventurers were not aware of the geography of the Young Kingdoms they might visit Elric's plane multiple times before discovering it is in fact the same place. Imagine someone visiting Pikarayd, Vilmir and the Unknown East; they could easily mistake them for separate planes.

There is also a *Hawkmoon* supplement, at least, to be published by Darcyside Productions following this volume.

Other Game Products

Many fantasy worlds are detailed in role playing games. Most of these would make excellent foundations for one of the worlds of the Million Spheres, provided the gamemaster is conscious of the overall Moorcockian setting.

There are going to be some situations where either none of these options are available, or the gamemaster cannot afford the time to locate or translate material. At that point a method of rapidly outlining a new plane might be useful...

The Multiverse Generator

Here is a down-and-dirty method for generating the basics of a new plane. No set of tables can ever replace gamemaster inspiration, but it may help to enhance it, or to hold the fort when invention flags. So, get your dice out.

Step One: Reason for Journey

Roll 1D8, or choose one, or combine two, of the entries below. Once the adventures finally reach their goal on this plane, obstacles like guards, puzzles or rivals should beset them.

- 1 Rescue. A friend or enemy has been moved into another plane and must be brought back.
- 2 Item. A critical item needs to be retrieved.
- 3 Betrayal. The adventurers are forced or tricked by a foe to get something that will aid that enemy.

- 4 Revenge. An mortal foe has escaped to this plane, but will not escape the adventurers' justice.
- 5 Allies. The adventurers seek temporary allies against a creature, device or magic from potential ally's home plane. Ally armies are impossible to transport – individuals only may make the trip, and may be trapped. Another adventure might be wrung from efforts to return them.
- 6 Tanelorn. Some clue of the way to find Tanelorn lies here. Should not be definitive unless gamemaster intends to retire heroes involved.
- 7 Information. Some vital knowledge can be discovered here that can aid the adventurers at home.
- 8 Resurrection. Perhaps a fallen lover can be brought back to life by an item or a ritual practiced here. [This quest is doomed. Such a thing is impossible].

Step Two: Dominant Power

It is crucial to determine which is the dominant force on the plane. In *Corum*'s world Chaos is dominant. If you don't have a pre-existing impression, roll 1D6:

- 1-3 Chaos
- 4-5 Law
- 6 Equal (i.e. the Balance)

Step Three: Antagonists

Even if outright war is not being fought, some menace is simmering under the surface of apparent stability. Who are destined to be the antagonists in this battle? One side is most likely Law and the other Chaos, with a few brave adherents of the Balance trying to set things right. But is it human against human as in *Hawkmoon*'s Tragic Millennium? Or is it elder race versus human as in *Corum*'s Five Planes? Or is it even elder race versus elder race, as in the early history of the Five Planes? A 1D6 roll helps to establish this:

- 1 Elder Race versus Elder Race
- 2-5 Human versus human
- 6 Human versus Elder Race, roll a further 1D4:
 - 1-2 Elder Race follows Chaos (like Melnibonéans)
 - 3-4 Elder Race follows Law (like Vadhagh)

Step Four: Technology Level

The level of technology on the plane is of great import. Roll 1D10 on the following table.

Note: Weapons brought back from the Early Modern and the Modern/Post-Enlightenment periods simply do not work in places like the Five Planes and Young Kingdoms, nor can they be duplicated or created by Contriving.

- 1-3 Stone or early metal technology. Tribal cultures. Cities built around central temples. Some extraordinary monumental structures.
- 4-8 Medieval. Similar to *Corum* and *Stormbringer*.
- 9 Early Modern. Firearms are new, as in the Elizabethan age.

- 10 Modern/ Post-Enlightenment. The gamemaster must choose how modern. Is it equivalent to the days of the British Empire? Is it similar to early in our century, our own time, or even the future?

Step Five: Setting

The setting is the backdrop against which the adventure takes place. The adventurers are unlikely to have the time or the inclination to explore an entire world. A succinct and dramatic backdrop is more important. Roll 1D8, or select an appropriate entry. Some of these ideas are really only going to work in the Medieval period of the Young Kingdoms and Corum's World. You might want to revise the technology of the plane in such situations, or use this list simply as a springboard to other ideas of the same kind.

- 1 A strange isolated city, crumbling into decay.
- 2 A powerful ruler holds court where champions try to defeat an insidious foe.
- 3 A group of smaller communities with their own internal enmities are struggling to defeat a foe from a dominant neighboring land.
- 4 A land of nomads and exotic cities perched on the edge of a vast desert and beset by demonic forces.
- 5 A gigantic flying vessel, the size of city, is being besieged by the creatures or machines of an enemy, as it seeks a promised land.
- 6 The rulers of an ancient and physically isolated continent feared by all plot against their enemies.
- 7 A land totally created by artificial means, magic or science, is now threatened by dissolution and destruction.

- 8 A coastal fortress where things come out of the sea and the weather and temper of the lands have been radically altered by high forces.

Running an Interplanar Campaign

Adventuring on another plane should not be merely an excuse to book a tour to strange new places and encounter weird and alien peoples. Moorcock has his heroes journey beyond their own worlds for crucial reasons, most of them life-threatening, many world-threatening.

Do not mistake the randomness of generating a quick background as a replacement for a well-thought-out adventure where the challenge lying on a far-off plane bears some relation to the one encountered at home. For this reason, the Multiverse Generator does not seek so much to define the physical and technological realities of new planes as to suggest their political, philosophical and metaphysical dimensions. With rare, well-considered exceptions, most planes should probably be on the same or earlier technological level as the Young Kingdoms or the World of the Five Planes. The best-known adventures of the Champion Eternal work themselves out against a low-tech fantasy background, and it would seem that the spirit of the *Corum* game may be most effectively evoked against a similar background.

Adventurers should be seeking some definite goal on another plane. They may get sidetracked into local affairs, but they should never go into other planes merely on a whim or to satisfy their curiosity. Nor should they undertake an interplanar quest lightly. Three such adventures in a hero's lifetime is plenty.



EXOTIC TREASURES

*Telling of the marvelous, the stupendous and astounding artifacts of the five planes,
the like of which set adventurers of all kinds atremble*

MANY TREASURES ABOUND on the Five Planes. Certain of the rarest artifacts possess enormous power; some are even fragments of gods themselves. Below are some exotic treasures, a few of which are mentioned in the *Chronicles of Corum*. The first three are intended for Corum himself, so gamemasters might wish to keep them away from adventurers. (This is not difficult, they are forbiddingly hard to claim). The others are more commonplace, but are still strange by everyday standards and may be somewhat more easily obtained by a party of adventurers.

The Heart Of Arioch

The Heart of Arioch is kept in a chamber within the god Arioch's castle in the center of the world (see page 60 in the *Cosmology* chapter). The chamber is reached through a vast hall and lies behind a massive door, which ten warriors would have difficulty opening.

The jewel-like heart is a soft deep blue and quite small. Shining like a gem in the shape of a heart, it beats, emitting rays upon each throb.

It sits upon a plinth on a dais on a platform at the edge of nothingness. The way to this platform is along a massive ramp over a gulf of terrible emptiness. Those who would seize or destroy the heart must face the obstacles of this ramp: searing and freezing winds, spectral voices, faces which seem to be familiar staring out of the void. Finally the rays which the heart shoots forth transfix those who try to grasp it. Around the dais stand many Mabden, frozen in aspects of reaching for the heart, their eyes alive and screaming silent warning.

Only Corum, with the Hand of Kwll, can withstand this.

The Eye Of Rhynn

The eye of one of the Lost Gods (see page 61 in the *Cosmology* chapter) winds up in the keeping of Shool-an-Jyvan. The eye is

jewelled and faceted. Its colors are blues, blacks and deep reds. Resembling nothing so much as the orb of a giant alien insect, the eye has a jewel-encrusted patch which fits over it.

The eye can see into an area of space and time never before observed. Whether this is a shadowy reflection of the Fifteen Planes, a strange kind of Limbo, or both, is open to conjecture. Whatever the place is, it is inhabited by dark figures which live a kind of malevolent half-life. The hand of Rhynn's brother,

Kwll, may summon these creatures.

In order to function when worn by mortals, the jewelled Eye of Rhynn must replace one of their eyes. The patch covers the eye and allows the person to see as though both eyes were normal. Only when the patch is raised is the strange dark place accessed.

Corum is given the Eye by Shool and though he wears it for a time, he eventually casts it back into the sea for the Lost God Rhynn to retrieve.

The Hand Of Kwll

Like the Eye of Rhynn, the Hand of Kwll eventually finds itself in the temporary keeping of Shool-an-Jyvan. The Hand is similarly jewelled. It is a left hand, with five fingers and a thumb.

The Hand of Kwll can reach into the place that the Eye of Rhynn reveals. The Hand then draws aid from that place. The shadowy, unspeakable figures who inhabit it come forth to battle for their summoner, each claiming as pact price one of the summoner's foes. The pacted foes in turn become undead minions awaiting their turn to win death by seizing another life, and so the terrible cycle continues ad infinitum.

The Hand also possesses great strength and the will of the god Kwll. Thus it often saves Corum from threats that it senses, but of which he is not aware. Corum wears the Hand until he returns it to Lord Kwll who stands in the Blue City of Tanelorn.



Books of the Precepts of Law

Books containing full instructions in the various Precepts of Contriving do exist, but they are extremely rare. There may be only one, or at most two, such books for any Precept in the whole of Corum's world. They can be recognized by their titles: The Book of the Precept of Quality, The Book of the Precept of Mechanics, The Book of the Precept of Plane Shifting, and The Book of the Precept of Combining (this latter is apparently nonsense to anyone without knowledge of all of the other Precepts). Each volume is also a Contrivance itself, with properties of the gamemaster's choosing.

Bounty of the Crimson Cattle

The fabled crimson cattle of Droonhazat are the source of at least two natural treasures encountered only by the very lucky or the most worthy.

Cheese

The milk of a crimson cow is thick and viscous, brilliantly white with overtones of pink. It is supposed that drinking this milk fresh from the udder will grant eternal life, and some aging persons of means may want to organize expeditions to test the rumor firsthand.

Such people may or may not know that a rare delicacy found only very occasionally among a trader's treasures is actually cheese made from that milk. The cheese is dark pink in color and extremely hard (it seems as though it is all rind). It has no universally recognized name and may be called almost anything. Many of the traders who happen upon the cheese have no idea of its real power. For even the smallest nibble will grant 1D8 years of immunity from disease and poison. A word of warning, though: the cheese is easily forged and quite a lot of what is claimed to be the real thing is actually fake.

Dung

Crimson cattle pats are immense. They are roughly circular and at least the diameter of a person's height. Before they harden in the pitiless sun, the pungent-smelling dung in them can be used as protection against the deadly sands of the desert of Droonhazat. The protection lasts for 1D10 hours, which may perhaps be enough time to find another fresh dropping. Dried dung is very good as manure, and there used to be a lively trade in supplying the stuff for Vadhagh and Nhadrakh agriculture. Only a handful of people in the world, however, are aware of the protective properties of the fresh stuff.

Captive Sprites

Barbarian forest dwellers have been known to capture the sprites who dwell in numbers near the rivers. Captured sprites can be kept in pottery or wooden vessels, where they die within a few days for lack of food. No one knows what they eat. The barbarians believe that a living captured sprite increases one's chances for good luck. This is the case, for the sprite is attempting frantically to bribe its captor with the only thing of value that it possesses. Sprites can be bound into objects by those with the spiritual power and the arcane knowledge to do so (a handful of sorcerers), but they die in those objects too within a few days. Sprites live 1D4 days in captivity. The

possessor gains a Luck roll increase of 10% per sprite each day that it is still alive (and one Chaos allegiance point if you are heartless enough not to free them immediately).

Dirty, Musty, Scruffy Scrolls

Some nasty old scrolls might contain recipes for powerful Ragha-da-Kheta fetishes — and it is possible that any Sorcerer would be able to make the fetish by following the recipe.

Recipe for Shela-kra-Krow's Fetish

Makes the wearer completely invulnerable for 1 minute per 10 Magic Points put in by the fetish maker (see *Ragha-da-Kheta Fetishes*, on page 83). Disintegrates after time limit exceeded. Requires tail feather of one of the so-called "iron crows of Khoolocrah", a palace-protected species, as well as thousand-year-old swamp mud and some of the potential wearer's fingernail parings. Increases the maker's Chaos allegiance by 4 points and user's Chaos allegiance by 2 points.

Recipe for Molk-na-Braw's Fetish

When brushed against base metal, turns all of it that is in one contiguous piece to gold (one link in a chain, for example, or one elephant-sized lump of lead). Each 10 Magic Points put in the fetish allows one use of it (see *Ragha-da-Kheta Fetishes*, on page 83). Disintegrates after last use. Requires naturally flaming sand (for cooking it), a pint of venom from the purple-and-yellow adders found in the island jungles of Bro-an-Nhadragh, a species of dried seaweed ("fissoyamu") native to the northern shores of Bro-an-Vadhagh, eleven slug corpses and a handful of common hemp. Increases the maker's Chaos allegiance by 4 points and user's Chaos allegiance by 2 points.

Sharkskins

Dried and treated skins of large predatory fish, each containing what look like visual instructions and a pattern for incising a very elaborate tattoo, designed to cover half the body. With about 6 weeks for study and practice anyone with skill in tattooing would be able to reproduce the tattoo with a chance of success equal to their skill in *Tattooing*, although it is clear that to do so could take many weeks and would be bound to be very painful for the recipient.

There is nothing at all on any of the sharkskins to indicate precisely what, if anything, these tattoos are. To anyone who is not a Shalafen, they are likely to appear to be mere decoration. Shalafen will recognize them as Elemental Tattoos, but will not know what kind of Elemental Tattoos they are.

The Elemental Tattooists of Shalafen already know all that these sharkskins can teach, but although the skins represent knowledge stolen from the sect, members are very unlikely to admit that to any outsider. Apparently the sharkskins were the work of one renegade apprentice, perhaps her notes. Only five are known to have been made and of those five the contents of just three are known to the Elemental Tattooists.

Wind Raiser

Enables the recipient to control the force and direction of the wind in any visible area for 1D4 hours before falling unconscious for 1D12 hours. Takes 2 months to incise.

(When mastered, gives 10% in *Elemental Tattooing*, or +15% to an existing *Elemental Tattooing* skill).

Storm Queller

Enables the recipient to calm natural storms but sends him or her into a coma for 1D4 days immediately thereafter. Takes 3 months to incise. (When mastered, gives 10% in *Elemental Tattooing*, or +15% to an existing *Elemental Tattooing* skill).

The Mark of Joon-Ah

Brings consistently bad luck to whatever or whomever it is incised upon. Those experienced in the detection of Chaos can sense that there is something seriously wrong with this sharkskin. Takes 2 weeks to incise. (When mastered, gives 05% in *Elemental Tattooing*, or +20% to an existing *Elemental Tattooing* skill. In addition, incising this tattoo on anything adds 3 points of Chaos allegiance to the Tattooist; incising on a person adds 5 points).

Shield of Arkyn

Does such a thing really exist? For eons scholars have speculated that there must be a shield whose power would be proof against Arioch's jet black sword, but perhaps this is just wishful thinking in a world doomed to Chaos.

The Tear of Cwyllech

(or the Globe of Future Nations)

Each plane or group of planes has its own version of the Globe of Future Nations first mentioned in the Elric novel, *Revenge of the Rose*. In Corum's world, it is known as the "Tear of Cwyllech" and is said to be possessed by King Maligaunt the Screaming, ruler of a plane known as the Sundered Isles, which can be reached through certain sacred places across Lywm-an-esh.

Cwyllech was a giant who once carried the Multiverse upon his shoulders, doomed by the Lords of Chaos to this duty for his insatiable curiosity. Cwyllech's torment was such that his tears absorbed some of the stuff of the Multiverse, and fell upon the earth in all its myriad forms.

The tears solidified and became perfect globes of a pale blue crystal, the size of a man in diameter. Those who are pure of heart (i.e., Balance-aligned) may gaze into the heart of the Tear of Cwyllech and see how the earths of the future grow and prosper. Those of impure nature (i.e., aligned to Law or Chaos) see only the death and misery caused by their aligned force in the future. People witnessing such misery are plagued forever with some of the weight of the Multiverse carried by Cwyllech (manifesting in any number of doom-laden ways — depression, insomnia, nightmares, failed dreams, irreconcilable loves, etc.). For most, then, this is a doleful treasure indeed.



Treasures Of The Vadhagh

Among the treasures of the Five Planes are certain habiliments and devices of the Vadhagh of such alien strangeness as to confound all explanation. These items are gained only upon the death of the Vadhagh possessing them. In very extraordinary circumstances a Vadhagh might gift such an item to someone, otherwise they can only be found amidst the plunder of the Vadhagh-hating Denledhyssi and their like.

Vadhagh Cloaks

The name robes of the Vadhagh are always one solid color. Each cloak is made from the skin of a certain kind of beast from another plane. The Vadhagh are mostly not interested in what these beasts are called, but they know that they are odd bat-like things whose soft wing membranes provide the substance of the cloak.

Vadhagh cloaks provide points of 2 armor, and are never themselves ruined. Something may cut through them, and injure the wearer, but the cloak itself reknits seamlessly.

Vadhagh Arms and Armor

Even if they are not Contrived, Vadhagh armor and weapons are superior to those of Mabden manufacture. Vadhagh armor is generally silver and consists of conical helm, byrnie and gauntlets. Because of its superior quality it protects for 1D10. Though giving the same protection as Mabden Plate, the armor weighs the same as Mabden ring mail. Because of the body form of Vadhagh, however, only a very few tall and slender Mabden can effectively wear Vadhagh armor.

There is only a 25% chance a Vadhagh weapon will break on a Fumble that indicates weapon breakage. (This chance increases to 50%, of course, if the weapon has been used as the basis for a Mechanical Contrivance).

Vadhagh Contrivances

The *Contriving* chapter contains descriptions of a number of Contrivances which may be considered exotic treasures.

Unicorn Horns

For a full Unicorn (*sic*) description see page 121. These small animals have a single horn in the head. Mabden have allowed much folklore to grow up around these creatures. Belief exists that unicorns can guide people to treasure and that their horns are magical. Such things are not true. However, unicorn horns are still valuable artifacts.

Ground down, horns yield an opiate which grants visions of the Fifteen Planes (similar to the ability of Vadhagh, only more wild – flashing images and strange sensations). Especially fine powder also grants visions of the planes beyond those.

Vadhagh-Nhadragh Contrivances

Vadhagh-Nhadragh Contrivances are machines made by Vadhagh that make use of the lost powers of the Nhadragh. They are testimony to collaboration, and perhaps friendship, between the two elder races in the dim far-gone years before they made war on each other. Although these items are themselves rare, far rarer is any knowledge of what they can do. Still, they function when they are in contact with a Nhadragh, perhaps hoping, if machines can hope, that one day they will be of use again.

The Cunning Copper Parrot

Someone somewhere owns a one-of-a-kind beautifully fashioned mechanical copper parrot that can manifest a very useful power. It is not likely that the owner is aware of this power, though. If, however, the parrot were held in the hands of a Nhadragh, it would automatically draw Magic Points from its holder at the rate of 1 per hour. During this period it would verbally translate any language used on the World of the Five Planes spoken in its presence into a language understood by its holder. It would do this in a parrot-like screech unless the holder was aware of how one twisted its head to raise and lower the volume, and we can't imagine how anyone would know that.

Pathfinders

There are several Pathfinders in existence. Most folk take them for talismans or brooches, since each has a Crystal embedded in it and is of a size to fit comfortably in the palm of one hand. They are ornately crafted of various metals and no mechanism is apparent in them, except to a Vadhagh skilled in the art of Mechanics. Even such a Vadhagh would not know what these things are for. When held by a Nhadragh, the Crystal begins to glow softly. If the Nhadragh consciously plans to go somewhere, the Crystal glows more brightly when the bearer moves in the correct direction. This is true even for places whose location the holder does not know.

Mother's Comforts

Once one knows what to look for, it is really surprising how many of these useful Contrivances can be found in Bro-an-Nhadragh (we are talking about the difference between rare and scarce, mind). They appear to be intricately carved beads. The carvings, however, are very unusual – unlike anything known. Their origins, reach back into the golden age of cooperation between the Vadhagh and Nhadragh races. At that time for a few years there was a fad for these beads among the mothers of the Nhadragh, who had their children wear them so that they might always be found. For, once attuned to an adult Nhadragh (held briefly in the hand), the bead can guide that adult to it by means of a sweet musical vibration, apparent only to that adult. Within a year or so, of course, the children had taken to "losing" their beads with such regularity that the fad disappeared as quickly as it had started. It is even possible that particularly gifted Nhadragh kids may have "re-programmed" certain of the beads in misleading ways.

Bafflers

It is quite likely that the Vadhagh came to regret the collaboration which produced Bafflers. Nowadays only a very few are still in existence. They manifest themselves as invisible (i.e., Plane Shifting) Contrivances of no known use. Each Baffler is flat and irregularly shaped. Once excited by the touch of a Nhadragh, the Baffler grabs 5 of the Nhadragh's Magic Points. It is then "set off" if the one who excited it is drawn into combat nearby. A "set off" Baffler emits a high frequency sound for 5 combat rounds, giving everyone within a 10 metre radius, except the one who excited it, excruciating headaches that make any action impossible.

INHABITANTS

A cornucopia of creatures, common folk, and respected persons, both friend and foe

EXCURSIONISTS in the World of the Five Planes will encounter strange beasts both natural (Lawful) and unnatural (Chaotic) as well as beings of various races from all walks of life and – if the journey is especially blessed or cursed – larger-than-life personalities from the pages of Corum's saga itself. What follows in this chapter is only a sampling of what one might meet along the highways and seaways of Corum's world.

Natural Animals

All animals native to the Young Kingdoms are also found in the Five Planes. The following descriptions give gamemasters a breakdown of where those animals are most commonly encountered in Corum's world.

Some animals are included which are not given statistics in *Storm-bringer*. If this is the case, their descriptions follow, overleaf.

Aside from those creatures which require statistics, there are many other kinds of (unmentioned) flora and fauna in the Five Planes, with most of the smaller animals and most plants represented.

Bro-an-Mabden

The rocky northern lands are home to Baboons, Bears, Dogs, Eagles, Forest Bears, Horses, Mules, Pumas (use Lions), Poisonous Snakes, and Vultures (use Condors).

Bro-an-Nhadragh

These more tropical islands contain abundant bird and insect life, as well as other animals. Here may be found Crocodiles, Jaguars (use Lions), Monkeys, Tigers (use Lions again, adding 1D6 to SIZ and STR), and Snakes (both poisonous and python types). Not all of these creatures co-exist on the same islands. Gamemasters should place the animals as they require.

Bro-an-Vadhagh

The deep forests and high mountains of Bro-an-Vadhagh sustain Apes, Eagles, Bears, Hawks, Horses, Barbarian Ponies, Unichorns, and Wolves. The plains give rise to Dogs, Horses and Snakes.

Lywm-an-Esh

The gentle lands of Lywm-an-Esh have little in the way of ferocious wildlife. What animals do live here, besides the domestic, are Dogs, Eagles, Hawks, and Wolves.

Khoolocrah

Aside from the Riding Beasts the Ragha-da-Kheta have trained, Khoolocrah is inhabited primarily by Bears, Dogs, Hawks, Horses, and Snakes.

Ice Wilderness

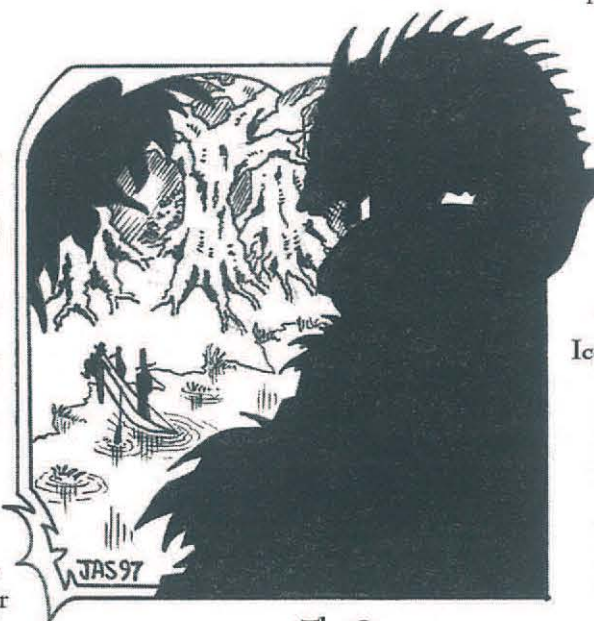
These snow-swept lands are famed for their Mastodons, Polar Bears (use Bears with maximum size), Snow Tigers (whiter, bulkier, and a lot shaggier than their southern counterparts: use Lions, adding 2D6 to SIZ and STR), and Wolves.

The Oceans

Beside the Dolphins, Whales (both of which are detailed in *Sailing on the Seas of Fate*), Murex and Sharks, the oceans of the Five Planes teem with all kinds of aquatic life big and small.

Other Lands

Many of the other lands and islands of the Five Planes are too Chaos-warped to give rise to indigenous life. Exceptions to this general rule include the Crimson Cattle of Droohazat and the Beasts of the Flamelands, but little is known about the more remote lands of Corum's world, and perhaps there are more creatures than have been catalogued by this generation of scholars.



Beasts of Gra-an-Venl, Riding

There were about a score of them, mounted on beasts whose bodies were covered in thick, scaly skin resembling plate armor. They had four short legs and cloven feet, a nest of horns jutting on heads and snouts and small, red eyes gleamed at them.

— *The Knight of the Swords*

Naturally aggressive, these alarming looking creatures have been trained by the Vedagh of the Flamelands as riding animals. The beasts make up for very poor eyesight with powerful hearing and sense of smell. They can survive the most intense heat, including open flame.

STR 4D6	(avg. 14)	CON 6D6	(21)
SIZ 6D6+8	(29)	INT 2D6	(7)
DEX 2D6	(7)	POW 2D6	(7)
MOV walk-5, run-10		Average Hit Points:	25

Average Damage Bonus: +2D6

Weapons: Head Butt 55%, damage 2D6+db

Trample (only downed foe) 75%, 3D6+db

Armor: Scales (1D8+2)

Skills: Listen 90%, Scent/Taste 95%.

Beasts of Khoolocrah, Riding

Corum had travelled less than a mile before the bizarre cavalry came racing towards him — warriors mounted on long-necked speckled beasts with curling horns and wattles like those of a lizard. The spindly legs moved quickly, however....

— *The Knight of the Swords*

These creatures are aggressive, but trained by the Ragha-da-Kheta as mounts, perhaps that race's only act of bravery.

STR 3D6	(avg. 10-11)	CON 3D6	(10-11)
SIZ 3D6+12	(22-23)	INT 2D6	(7)
DEX 4D6	(14)	POW 3D6	(10-11)
MOV run-11		Average Hit Points:	16-17

Average Damage Bonus: +1D6

Weapons: Bite 55%, damage 3D6+db

Armor: Leathery skin (1D4-1)

Skills: Dodge 45%, Jump 65%, Scent/Taste 75%.

Cave Bats

Now Corum saw a dark shape hovering over him. It had great wings that spread four times the length of the largest eagle's. But it was not a bird and, though its wings had a reptilian appearance, it was not a reptile. Corum recognized it for what it was. The ugly, apelike face with its white, thin fangs was the face of a gigantic bat. And the bat had a rider on it.

— *The Knight of the Swords*

Giant cave bats are sometimes ridden by the Mabden of Lywm-an-Esh. They make stunning mounts in service against enemies. The riders speak to the creatures in a shrill, strange language all their own, which the bats understand and obey.

The animals live in caves beneath the sea cliffs in Bro-an-Vadhagh, though any underground environment might house them. They sleep during winter and though not Chaos Crea-

tures as such, their nature is chaotic, and thus they are sometimes difficult to press into service against Chaos.

Bats attack by claw and bite. If a claw attack is successful the bat may try to grapple and carry small opponents aloft so as to drop them from a great height. Victims may attempt STR vs. bat's STR to break free.

Some 10% of tropical bats are *vampires*, and drain 1D4 CON per round after a successful bite attack. The CON returns if the bat is detached and bite healed before death. Unlike other bats, the vampires are found only in the tropical Nhadragh Islands and cannot be tamed.

STR 1D6+12	(avg. 15-16)	CON 3D6	(10-11)
SIZ 4D6+24	(38)	INT 2D6	(7)
DEX 2D6	(7)	POW 3D6+3	(13-14)
MOV fly-9		Average Hit Points:	24-25

Average Damage Bonus: +2D6

Weapons: Bite 45%, damage 3D6+db (vampire: +1D4 CON)

Claw 55%, damage 5D6+db

Grapple 25%, damage special

Armor: Leathery skin (1D2+1)

Skills: Dodge 75%, Fly 100%, Scent/Taste 55%, Search (Radar) 65%.

Crimson Cattle

There were herds of crimson cattle that roared and were taller than castles.

— *The Knight of the Swords*

These frightening, but bountiful, beasts can be found, in herds, in the deserts of Droonhazat. Crimson Cattle have no reason not to be peaceful, since there is little in this world that can harm them, and almost everyone is terrified of a red roaring cow the size of a cathedral. One way to venture out on the deadly desert is on cattle-back. Travelling this way has its perils, however. That tail can reach almost anywhere on the animal... and what sort of flies must there be that can torment such cattle?

STR 20D6+200	(avg. 270)	CON 40D6+200	(340)
SIZ 20D6+300	(270)	INT 3D6	(10-11)
DEX 4D6	(14)	POW 4D6+50	(64)
MOV amble-100		Average Hit Points:	305

Average Damage Bonus: +32D6

Weapons: Gore 20% (vs. man-sized), damage 6D6+db

Trample 40% (vs. man-sized), damage 10D6+db

Tail 100% (things on body only), 3D6+db

Armor: No weapon has ever penetrated crimson bovine hide.

Skill: Roaring 90% (deafens those who hear it for 1D10 days).

Monkey

Now Ertel gave the monkey something to sniff and the beast became quiescent. Ertel positioned it against the frame and took nails and a hammer from his pouch.

Methodically, he began to crucify the monkey while it gibbered and squawked and blood ran out of the holes in its little hands and feet.

— *The King of the Swords*

There are many kinds of monkeys in the Five Planes, most in the isles of Bro-an-Nhadragh. Smaller and less aggressive than

Baboons, these creatures are generally nimble climbers. Below are statistics for an average monkey. If a smaller more agile creature is required, remove one point of SIZ for each point of DEX added, and vice versa.

STR 1D6	(avg. 3-4)	CON 3D6	(10-11)
SIZ 2D6	(7)	INT 1D6	(3-4)
DEX 3D6+12	(22-23)	POW 3D6	(10-11)
MOV climb-6		Average Hit Points:	8

Average Damage Bonus: -1D6

Weapons: Bite 45%, damage 1D3+db
Throw stuff 55%, damage 1D3+db

Armor: Fur (1 point)

Skills: Climb 95%, Dodge 85%, Hide 65%, Jump 90%,
Screech 90%.

Murex

A great, spined helmet with a jutting peak had, like the helmets of the other warriors of Moidel's Castle, been manufactured from the shell of the giant murex.

— *The Knight of the Swords*

Like the Cave Bats Murex are a giant species peculiar to the Chaos-dominated planes of Corum. A giant shellfish, Murex prowl all of the oceans of the Five Planes. Murex are sometimes aggressive, especially in their hunt for food.

Murex are highly prized in Lywm-an-Esh for their shells, which provide excellent armor, being the protective equivalent of plate, only much lighter. The shell is generally pink or purple with very delicate patterning. The Murex are sometimes actively hunted for this, but they are deadly foes.

If successful in grappling with their tentacles Murex crush their captive. Use STR vs. STR to break free.

Murex's can also spurt purple dye. The dye sticks to an opponent's skin and gives off powerful stench, halving all skills. There is also 50% chance the victim is also blinded for 1D10 rounds.

STR 6D6	(avg. 21)	CON 5D6	(17-18)
SIZ 8D6	(28)	INT 2D6	(7)
DEX 1D6	(3-4)	POW 2D6	(7)
MOV swim-8		Average Hit Points:	23

Av. Damage Bonus: +2D6

Weapons: Crush 35%, damage 7D6+db
Grapple 35%, damage special

Armor: Hard shell (1D8+2, but on Critical hit, opponent has hit unarmored squishy segment)

Skills: Move Quietly 85%, Scent/Taste 55%, Search 50%,
Swim 100%.

Unicorn

The tiny, horselike beast of grey and yellow which had a horn growing from its forehead and was no bigger than a dog.

— *The Knight of the Swords*

These shy, timid creatures live in the Forest of Laahr and are grey and yellow in color. They have the shape of a horse but are no larger than a dog, with a white horn growing from their

foreheads. They are hunted relentlessly for this horn, which is said to have great magical powers.

STR 1D6+6	(avg. 9)	CON 2D6	(7)
SIZ 1D6+6	(7)	INT 4D6+6	(20)
DEX 3D6+6	(16-17)	POW 3D6	(10-11)
MOV run-18		Average Hit Points:	8

Average Damage Bonus: None

Weapons: None

Armor: Hide (1 point)

Skills: Hide 95%, Move Quietly 200%, Scent Danger 190%.

Giant Creatures

Some giant creatures are mentioned in the chronicles of the Prince of the Scarlet Robe. They are offsprings of the chaotic tendencies of this land, but are not of themselves Chaos Creatures, being more like natural animals — Cave Bats, Crimson Cattle, and Murex, for example. At the gamemasters discretion other giant beasts may lie elsewhere in Corum's world, but care should be taken that they are rare and strange.

As a general rule when creating giant creatures, gamemasters should find the equivalent size of the thing in *Stormbringer* (a Mastodon, Cave Bear, even Dragon) and assign the statistic for SIZ. STR and CON will grow at the same ratio, but INT, POW and DEX (which is relative to its SIZ) remain the same.

Creatures And Monsters

The following creatures are primarily Chaos monstrosities. Chaos Creatures are always expressed in D8 statistics, while natural animals, like those in the previous section, are given D6 statistics.

Army of the Bear

There was the Army of the Bear — each massive bear walking upright and carrying a shield and a club.

— *The Queen of the Swords*

The Army of the Bear do not fight like normal bears, except in emergencies. Generally they employ clubs and shields and walk upright like Mabden warriors. These creatures are even fiercer than the Army of the Dog, and will fight to the bitter end. They formed part of Gaynor's army during the siege of Halwyg.

STR 3D8+8	(avg. 21-22)	CON 4D8	(18)
SIZ 3D8+8	(21-22)	INT 1D8+8	(12-13)
DEX 1D8+8	(12-13)	POW 2D8+8	(17)
MOV walk-5, run-14		Average Hit Points:	20

Average Damage Bonus: +2D6

Weapons: Bite 90%, damage 1D10+db

Club 85%, damage 3D6+db

Full Shield 55%, damage 1D4+db+knockback (22 hp)

Armor: Matted pelt (1D8-2)

Skills: Dodge 120%, Scent/Taste 65%, Track 90%.



Army of the Dog

There was the Army of the Dog – huge loping beasts the size of horses, more vulpine than canine.

– *The Queen of the Swords*

These repulsive wolfish creatures serve The Dog, god of the Mabden barbarians. Essentially large canines, they can walk upright though prefer to lope. They are bigger, more vicious, predatory and cunning versions of a real dog.

STR 3D8+12	(avg. 25-26)	CON 3D8	(13-14)
SIZ 3D8+12	(25-26)	INT 2D8	(9)
DEX 3D8	(13-14)	POW 3D8	(13-14)
MOV walk-6, run-15		Average Hit Points:	19-20

Average Damage Bonus: +2D6

Weapons: Bite 55%, damage 4D8+db

Worry* 100%, damage 1D8

Armor: Foul, matted fur (8 points)

Skills: Dodge 65%, Jump 80%, Scent/Taste 105%, Track 95%.

* Once bitten, the dog makes a STR vs. STR on the resistance table against the victim. If dog is successful it shakes the victim for extra damage that round, ignoring armor if it was pierced by initial bite attack.

Chaos Crows

And the birds circled lower so they could see their leathery wings and bodies, their tiny, greedy eyes, their long vicious beaks.

– *The Queen of the Swords*

Large, scrawny, ugly black birds, Chaos Crows inhabit the plane of Xiombarg, but can be called into service upon Corum's plane. While they make a foul sight, their screech is worse still, and can make the bravest cower. Cowardly themselves, the birds prefer to attack their victims by night. Corum slew some of them and in turn summoned them to slay the Ghahn at the Abyss.

Crows best attack *en masse*. They gain +1% to their attacks for every crow in the flock. The average flock has 30-50 crows.

Chaos Crows have a terrible ghastly screech. So hideous is this screech that it can demoralize opponents. They may try it only once per combat on any opponent. Any person hearing the Chaos Crow must make a POW vs. the 15 POT Screech.

Demoralization saps the adventurers' will to fight and halves their attacking, though not defensive, skills.

STR 1D8	(avg. 4-5)	CON 1D8	(4-5)
SIZ 4	(4)	INT 2D8	(9)
DEX 3D8	(13-14)	POW 2D8	(9)
MOV fly-6		Average Hit Points:	4-5

Average Damage Bonus: -1D6

Weapons: Claw 10%, damage 1D6+db

Peck 10%, damage 1D4

Screech* 100%, damage special

Armor: None

Skills: Dodge 50%, Listen 65%, Search 85%, Track 65%.

* All within hearing range must pit their POW vs. the 15 POT noise (the attack cannot be dodged or otherwise avoided). Those who Fail are demoralized – their attack skills are halved. The Chaos Crow flock can only use this once per combat, and does so as a single creature.

The Chaos Pack

Monstrous lumbering chariots drawn by reptilian beasts were beginning to emerge from the mist. They were filled by a variety of creatures, some even mounted on others' backs. Each beast was a travesty of a human being – each was clad in armor and bore a weapon of some kind. Here were piglike, doglike, cowlike, froglike, horselike things, some more deformed than others – animals warped into parodies of humanity.

– *The Queen of the Swords*

Once men of Queen Xiombarg's plane, these hideous mockeries are now virtual animals retaining little of their previous identity. Brutal and stupid, the creatures of the Chaos Pack have been transformed by their dealing with Chaos, into the unspeakable mockeries they now are. The Pack drive chariots pulled by giant reptiles, and together are a grunting, howling, leering mob. Their leader, Polib-Bav (see page 134) was once to marry the daughter of the King of Xiombarg's plane, King Noreg-Dan. Now he is a vicious horse-faced horror, capable of only violence and brutality in the service of his Chaos mistress.

All Chaos Pack members resemble some kind of animal. They generally have hooves or some kind of animal feature.

For the base animal gamemasters should use the Chaos Creature creation rules on page 85. If the animal is intended to be bigger than human size, horse etc., add 12 to SIZ. In such a case the poor creature is ridden by another of its fellows.

STR 3D8	(avg. 13-14)	CON 3D8+3	(16-17)
SIZ 3D8	(13-14)	INT 1D8	(4-5)
DEX 2D8	(9)	POW 2D8	(9)
APP 1D8-4	(0-1)		
MOV run-6		Average Hit Points: 15	

Average Damage Bonus: +1D4

Weapons: *Brass-studded Club* 75%, damage 1D8+1+db
Round Shield 65%, damage 1D3+db+knockback (20 hp)

Armor: Any Mabden armor

Skills: Drive Chariot 75%, Listen 55%, Search 35%, and any three skills from previous existence 45%.

Abilities (lack of): Although many of the Chaos Pack may have been powerful in their previous existence, they are now slack-mouthed, dull-eyed drones of Chaos with neither the wit nor the Magic Points for sorcery or other special powers.

Chaos Pack Reptiles

Corum inspected the chariot. The reptiles seemed passive enough.

— *The Queen of the Swords*

Natives of Xiombarg's plane, these essentially passive beasts have been pressed into service by the mockeries who are the Chaos Pack, to haul their chariots and wagons. These things would have to be persistently goaded before they attacked. They are simply to replace more normal mounts for Polib-Bav and his pack, since none exist in Xiombarg's realm and if they did they would be frightened off by such hideous masters.

STR 3D8+12	(avg. 25-26)	CON 1D8+12	(16-17)
SIZ 3D8+18	(31-32)	INT 5	(5)
DEX 2D8+3	(12)	POW 3D8	(13-14)
MOV run-4		Average Hit Points: 24-25	

Average Damage Bonus: +3D6

Weapons: *Bite* 30%, damage 4D6
Claw 30%, damage 2D6+db

Armor: Scales (1D4+2)

Skills: Draw Wagon 100%, Scent/Taste 40%, Search 40%, Track 55%.

Ghanh

It flew upon billowing crimson wings and its grinning face was that of a shark. It looked like something that should have inhabited the sea rather than the air and this was confirmed by the way in which it flew — with slow, undulating wings as if through liquid. Row upon row of sharp fangs filled its red mouth and its body was the size of a large bull, its wing-span nearly thirty feet.

Out of the frightful pit it came, its jaws opening and closing as it already anticipated its feast. Its golden eyes burned with hunger and with rage.

— *The Queen of the Swords*

A favorite creature of Xiombarg and denizen of her plane, the green-blooded Ghanh sometimes leads Polib-Bav's Chaos Pack into battle. The Ghanh was slain by Corum with the aid of the Hand of Kwll, but Jhary believed he had seen it slain before, suggesting there may be more than one, or that it has secret powers unravelled in the chronicles.

STR 5D8	(avg. 22-23)	CON 2D8+8	(17)
SIZ 2D8	(9)	INT 6D8+8	(36)
DEX 3D8	(13-14)	POW 3D8	(13-14)
MOV fly-8		Average Hit Points: 13	

Average Damage Bonus: +1D4

Weapons: *Bite* 90%, 8D6+db

Crush with wings 60%, damage 5D6+db

Armor: Leathery skin on body and wings (6), but with a Critical attack, the head (with only 2 points of armor) has been struck.

Skills: Dodge 40%, Fly 100%, Scent/Taste 75%.

Hounds of Kerenos

Corum had not expected the hound to be white. A glowing whiteness which was somehow disgusting to look upon. Only the ears of the hound were darker than the rest of its body and these ears were a glistening red, the color of fresh blood.

Higher and higher up the hill raced the white hound, the first arrow bouncing apparently unnoticed in its side, and its howl seemed almost to be a howl of obscene laugh-



ter as it anticipated sinking its fangs into Corum's throat. There was glee in the yellow eyes.

— *The Bull and the Spear*

These creatures are encountered by Corum when he journeys into the future of the Five Planes. Servants of the Cold Gods, and properly part of the later Chronicles of Corum of the Silver Hand, they are included here because they might be summoned to the Five Planes. The Hounds are the size of ponies. They have coarse white fur, bright, blood-red inner ears and feathery tails. Their eyes are a shining yellow, and full of hate. These rank dogs hunt in packs, usually, and are formidable foes.

The dogs give off a foul stink of POT 3D6, which opponents must resist against their CON on the resistance table, or halve all skills while in proximity to them. They are also able to jump as high as a castle wall, and can withstand the most intense cold.

STR	4D8	(avg. 18)	CON	4D8	(18)
SIZ	3D8+8	(21-22)	INT	2D8	(9)
DEX	4D8	(18)	POW	3D8	(13-14)
MOV	run-11		Average Hit Points:	20	

Average Damage Bonus: +1D6

Weapons: Bite 85%, damage 3D6+db
Claw 35%, 2D6+db

Armor: Shaggy fur (1D4+2)

Skills: Ambush 65%, Dodge 35%, Jump 90%, Move Quietly 55%, Scent/Taste 95%.

Karmanel of Zert

"The Karmanel of Zert are indestructible. Both Law and Chaos have, in their time, taken steps to do away with them — they are fickle creatures who fight for one side or another without apparent reason." (Jhary-a-Conel)

— *The Queen of the Swords*

Natives of Xiombarg's Plane, the Karmanel are massive hopping things on several legs, with a dozen tentacles sprouting from their bodies. Their huge eyes and clashing fangs give them a hideous appearance and they are said to be enemies of Chaos and Law, both of whom have tried to do away with them. The Karmanel have no true souls or genuine existence

and live only to devour their prey. These logic-defying entities also sing in a disconcertingly harmonious fashion as they feast. They strike terror in the hearts of all.

No statistics exist for these terrors, for they are so dreadful they cannot be beaten and should never be engaged in combat. Because of this their appearance is the rarest of phenomena. Gamemasters should use them only with great reservation.

Loathings of Mabelode

Huge wings beating, strange cries sounding in the evening air, cries which were fierce and yet full of melancholy, the cries of damned souls. Yet these were beasts. Long-necked beasts whose heads writhed at the end of their stalks, staring this way and that, scanning the ground as hawks might scan for prey. Long, thin heads with long, thin fangs projecting from their red mouths. Blank, miserable eyes. Despairing voices cried as if for release.

— *The King of the Swords*

These black creatures have broad backs large enough to carry a full chariot upon. They are denizens of the plane of Mabelode, where they are used to convey servants and agents of Chaos. Inky tendrils of some horrid oily substance which issue from their mouths are their main weapon; with them they are able to ensnare the limbs of their targets, and drag them close enough to be damaged by their savage teeth.

STR	5D8	(avg. 22-23)	CON	3D8	(13-14)
SIZ	4D8+24	(32)	INT	2D8	(9)
DEX	3D8	(13-14)	POW	3D8	(13-14)
MOV	fly -11		Average Hit Points:	23	

Average Damage Bonus: +2D6

Weapons: Bite 50%, damage 4D6
Tongue Tendrils* 60%, damage 2D6+entangle

Armor: Leathery hide (1D2+2)

Skills: Fly 100%, Listen 40%, Search 75%, Track 65%, Shift Plane 200% (at will)

* The tongue tendrils of the creatures have a range of fifty yards. The tendrils have the consistency of smoke and cannot be cut. They are nevertheless strong, with 14 STR. On a successful hit the victim must match STR vs. STR against the tendril, or be drawn to the creature. The beasts get +20% to their Bite attack against entangled victims.

FIVE PLANES DIGEST

THE FOLLOWING CHARACTERS might be met with some frequency depending on how adventuresome a party is. Feel free to use characters from the *Storm-bringer* Digest, with appropriate changes in background for the World of the Five Planes.

Aristocrat (Civilized), Age 35

May be charming or sinister but is always subtle, despite his or her appearance and apparent disposition. A skilled intriguer and outrageous show-off who manages to have one compliment the other, by way of camouflage. May have a sorcerous item or a Contrivance or two as an aid to survival.

STR 11 CON 10 SIZ 9 INT 16
POW 14 DEX 13 APP 14 HP 10
Damage Bonus: none

Weapons: Rapier 75%, damage 1D6+1
Dagger 60%, damage 1D4+2
Concealable Knife 50%, damage 1D4

Armor: none

Skills: Art (Sartorial Panache) 99%, Dodge 65%, Drive Chariot 27%, Evaluate 74%, Fast Talk 78%, Five Planes 33%, Insight 25%, Oratory 69%, Other Language (Middle Speech) 52%, Own Language 84%, Ride 93%, Sailing 84%, Scent/Taste 62%, Scribe 77%.

Aristocrat (Barbarian), Age 30

Brooding and self-important, this nobleman believes that might is right and that his own strength and ruthlessness make his kind the natural leaders of the world. Arrogant and cruel he likes to surround himself with his armies and all the clumsy pomp of barbarian culture at its most self-conscious. He expects servitude and obedience from all who are not his masters, hates what he cannot control and despises what he does not understand.

STR 13 CON 12 SIZ 13 INT 12
POW 10 DEX 12 APP 11 HP 13
Damage Bonus: +1D4

Weapons: Long Sword 115%, damage 1D10+1 (+1D4)
War Axe 65%, damage 2D6+2 (+1D4)
Tall Spear 101%, damage 1D10+2 (+1D4)
Full Shield 105%, damage kb+1D4 (+1D4), 22 hit points

Armor: Half-Plate and Mail (1D8+2, helm on)

Skills: Dodge 60%, Drive Chariot 75%, Insight 35%, Navigate 45%, Oratory 50%, Ride 65%, Sailing 35%, Throw 40%.

Aristocrat (Vadghag), Age 300

An elegant Vadghag noble who wishes to remain ensconced in her castle, only venturing out to examine the locals out of scientific inter-

est. Has a few family members to whom she is devoted in a distracted way, but otherwise is almost completely introspective.

STR 12 CON 11 SIZ 16 INT 24
POW 19 DEX 15 APP 18 HP 14

Damage Bonus: +1D4

Weapons: Quality Long Sword 65%, damage 11 (+1D4), 40 hit points

Quality Dagger 85%, damage 6 (+1D4), 30 hit points

Quality Full Shield 85%, damage kb+4 (+1D4), 44 hit points

Vadghag Bone Bow 40%, damage 2D6+2 (+1D2)

Armor: Quality Vadghag half-plate and mail (10 points)

Skills: Avocation (Structuralism) 350%, Conceal Object 50%, Dodge 78%, Evaluate 69%, Insight 92%, Million Spheres 56%, Natural World 87%, Other Language (Middle Speech) 90%, Own Language 200%, Physik 89%, Potions 53%, Ride 88%, Scent/Taste 76%.

Possessions: Contrived weapons and armor as above.

Abilities: Plane Shifting (Shift Vision and Shift Self as natural abilities).



Charioteer (Barbarian), Age 24

Brutal and rugged with a single-minded loyalty to his lord, this barbarian charioteer is both warrior and equestrian. He has scars, tattoos, scalps and trophies from which his entire life story might be gleaned. He cares for his horse team more than his human retinue. He drives a barbarian war chariot and worships the Dog or the Bear.

STR 17 CON 15 SIZ 13 INT 9
POW 10 DEX 14 APP 8 HP 14

Damage Bonus: +1D4

Weapons: Whip 110%, damage 1D4/entangle

Broadsword 55%, damage 1D8+1 (+1D4)

Tall Spear 60%, damage 1D10+2 (+1D4)

1 Handed Spear (thrown) 70%, damage 1D6+1 (+1D2)

Net 75%, damage entangles

Armor: Soft Leather (1D6-1)

Skills: Brawl 89%, Craft (Wheel) 60%, Dodge 54%, Drive Chariot 105%, Jump 55%, Natural World 73%, Repair/Devise 67%, Throw 71%, Wrestle 69%.

Charioteer (Civilized), Age 25

A messenger to a noble's court, or conveyor of passengers to far ends of the kingdom, or even a warrior. This charioteer prizes style above all and keeps the horses always groomed and chariot gleaming. He or she is also articulate, friendly and knowledgeable about the local land.

STR 14 CON 13 SIZ 11 INT 13
POW 14 DEX 13 APP 11 HP 12

Damage Bonus: +1D4

Weapons: Whip 90%, damage 1D4/entangle

Shortsword 80%, damage 1D6+1+1D4

Javelin 100%, damage 1D6+1D2

Net 75%, damage entangles

Armor: Half-Plate (1D8+1, helm on)

Skills: Art (Traveler's Tales) 45%, Climb 50%, Dodge 65%, Drive Chariot 120%, Jump 65%, Natural World 45%, Navigate 60%, Physik 55%, Repair/Devise 70%, Search 60%, Throw 55%.

Contriver (Vadghag), Age 500

This Vadghag is considered a sorcerer by the villagers who live near the castle, but she or he is unaware of what they think. All attention is bent to the painstaking creation of Contrivances according to the precepts of Law. Every now and then, the Contriver comes to the village and gives away devices, some quite useful (which the villagers usually keep) and others that no one can figure out at all (which they try to sell at neighboring markets and fairs).

STR 13 CON 13 SIZ 10 INT 21
POW 25 DEX 13 APP 10 HP 12

Damage Bonus: none

Weapon: Battle Axe 30%, damage 1D8+2

Skills: Avocation (Planar Specialist/Plane Study) 660%, Conceal Object 55%, Dodge 30%, Evaluate 98%, Insight 72%, Listen 63%, Million Spheres 127%, Natural World 30%, Other Language (Pure Ancient Vadghag) 22%, Other Language (Middle Speech) 43%, Own Language 84%, Physik 34%, Pick Locks 47%, Potions 71%.

Possessions: Among other Contrivances, a Quality/Mechanical/Plane Shifting jeweled skull which sees into other planes and offers information and insight in the purest ancient Vadghag tongue, which almost no one nowadays understands.

Abilities: Contriving (Quality, Mechanical, Plane Shifting and Combining), Plane Shifting (Shift Vision and Shift Self as natural abilities).

Denledhyssi, Age 30

The mad warriors of King Lyr-a-Brode and his line, these vicious killers live only for the pleasure of the conquest and hoarding their spoils. They give and ask no quarter in combat. Off the battle field they pay homage to their leaders and their gods and prepare for the next fight. If one is met out of combat he is likely to be provoking violence.

STR 18 CON 13 SIZ 16 INT 9
POW 9 DEX 12 APP 7 HP 15
Damage Bonus: +1D6

Weapons: *Denledhyssi Axe* 120%, damage 3D6 (+1D6)

Tall Spear 75%, damage 1D10+2 (+1D6)
Net 85%, damage entangle

Armor: Barbarian Leather (1D6+1, helm on)

Skills: Dodge 35%, Drive Chariot 75%, Hide 45%, Listen 65%, Ride 40%, Search 45%, Throw 40%, Track 55%, Trap 55%.

Explorer, Age 25

Young, energetic and daring, he or she craves to know what wonders the wide world holds. Despite the wishes of parents (and often squandering an inheritance) this visionary has a ship, a crew and a gleam in the eye of far-off places. Or else the ship, crew and money are all gone, lost in some catastrophe, and the explorer is now a castaway, though with undiminished enthusiasm.

STR 14 CON 13 SIZ 12 INT 14
POW 12 DEX 11 APP 14 HP 13
Damage Bonus: +1D4

Weapons: *Long Sword* 85%, damage 1D10+1 (+1D4)

Hunting Bow 70%, damage 1D6+1 (+1D2)
Small Shield 90%, damage kb+1D3 (+1D4), 20 hit points

Armor: Sea Leather (1D6, helm on)

Skills: Climb 65%, Dodge 75%, Drive Chariot 50%, Five Planes 30%, Jump 55%, Natural World 40%, Navigate 75%, Other Language (Obscure Dialect) 30%, Sailing 75%, Scribe 30%, Search 45%.

Lady of the Courts (Civilized), Age 25

Beautiful, elegant and sly, this lady is either newly married to a noble of Lywm-an-Esh or a single daughter, waiting for a husband with hope or dread. In either case she is independent and headstrong but cunning in the exercise of both traits. Her fencing masters have educated her as adeptly as have her tutors and lovers. She is a formidable opponent and a valuable ally. Like the Lady Rhalina, she may even have learned some sorcery.

STR 9 CON 13 SIZ 9 INT 18
POW 16 DEX 14 APP 18 HP 11
Damage Bonus: none

Weapons: *Quality Rapier* 105%, damage 7
Dagger 55%, damage 1D4+2

Armor: Soft Leather (1D6-1)

Skills: Art (Singing) 55%, Art (Love) 150%, Bargain 55%, Disguise 60%, Dodge 90%, Insight 105%, Oratory 70%, Potions 55%, Scent/Taste 40%

Lickspittle (Ragha-da-Kheta), Age 34

All of this race are friendly and obsequious to a fault, and this individual is no exception. They cannot do enough for you – until your back is turned. This Ragha-da-Kheta might seem to be almost anything – a trader, an ambassador, a tourist – but is inevitably obeying the whim of some superior until the day when that superior lets down his guard. This one would make an excellent thief or assassin, but a treacherous ally.

STR 11 CON 11 SIZ 16 INT 10
POW 11 DEX 9 APP 14 HP 14
Damage bonus: +1D4

Weapons: *Khoolocrah Club* 52%, damage 2D6 (+1D4)

Cord 60%, damage strangle (use drowning rules)

Shortsword 53%, damage 1D6+1 (+1D4)

Small Shield 71%, damage kb+1D3 (+1D4), 20 hit points

Armor: Soft Leather (1D6-1)

Skills: Climb 53%, Conceal Object 60%, Disguise 55%, Dodge 90%, Drive Chariot 46%, Fast Talk 86%, Hide 62%, Listen 65%, Move Quietly 84%, Paranoid Analysis 58%, Pick Lock 35%, Potions 73%, Scribe 26%, Self Protection 96%, Trap 63%.

Possessions: Missed Me! fetish (worn), Something You Ate! fetish (carried – actually, this one is a forgery and does nothing).



Mercenary, Charioteer (Nhadragh), Age 30

Undergrounders are likely to look and act exactly like Outcasts (q.v.), with somewhat higher, and well-concealed, skill levels. In this case, however, an undergrounder Nhadragh has managed to attain a high position and much petty power by being extremely good at winning chariot races for a Mabden barbarian chief. The undergrounder is using this position to obtain information and even material goods to aid the underground cause. She or he acts outwardly like an archetypal collaborator, disdaining everything connected with the elder races, but would rather die than betray the underground.

STR 13 CON 15 SIZ 13 INT 16
POW 22 DEX 14 APP 12 HP 14
Damage bonus: +1D4

Weapons: *Long Sword* 78%, damage 1D10+1 (+1D4)

Dagger 67%, damage 1D4+2 (+1D4)

Half Shield 70%, damage kb+1D2 (+1D4), 15 hit points

Nhadragh Composite Bow 89%, 1D10+1 (+1D2)

Armor: Barbarian Leather (1D6)

Skills: Brawl 56%, Craft (Wheel) 68%, Disguise 34%, Dodge 71%, Drive Chariot 94%, Hide 46%, Insight 29%, Listen 64%, Move Quietly 73%, Other Language (Middle Speech) 50%, Throw 36%, Track 57%.

Outcast (Nhadragh), Age 23

Ragged, internally-torn, withdrawn, this is a typical representative of the Nhadragh people during the years in which *Corum* is set. This person has no memory of anything before the Mabden conquest of the Nhadragh homeland, except that everything precious is now forever lost. Emotionally numb, possibly homeless, the outcast knows instinctively what to do in order to survive, but that seems to be the limit of the skills of this once all-powerful race.

STR 10 CON 14 SIZ 9 INT 12
POW 16 DEX 11 APP 8 HP 12

Damage bonus: none

Weapon: *Length of chain* 43%, damage 1D4+1/entangle

Skills: Conceal Object 27%, Craft (Leatherwork) 46%, Fast Talk 23%, Hide 56%, Insight 41%, Listen 67%, Move Quietly 44%, Other Language (Middle Speech) 48%, Search 37%.

Outcast (Shalafen), Age 19

This Shalafen is a man or woman warrior and explorer, far from the coral castles of their homeland. Driven out because of crime or perhaps personal tragedy, she or he seeks to find a new life. Alternately aggressive and timid, depending on mood and individual personality.

STR 13 CON 13 SIZ 11 INT 12
POW 14 DEX 16 APP 15 HP 12

Damage bonus: none

Weapons: *Trident* 68%, damage 1D6+2
Throwing Dagger 41%, damage 1D4

Net 73%, damage entangle

Armor: Leather and Coral/Rings (1D6+1)

Skills: Climb 69%, Craft (Boat Building) 29%, Distant Seas 33%, Listen 45%, Natural World 34%, Ride (Dolphin) 28%, Sailing 61%, Swim 98%, Way of the Sea 67%, Whale Talk 17%.

Possession (sort of): Elemental Tattoo of the Way of the Sea (3 week incision; has added 15% to Way of the Sea skill).

Peasant (Barbarian), Age 35

He or she owns the strong back and hard hands that keep the barbarian kingdoms alive. Constantly fearful of strangers, the many manifestations of *shbjanbow*, and the wrath of the master, these folk live lives of terror, supplication and brutal work. Some brave specimens might know a local *shbjanbow* and aid them: most fear the chariots of the barbarians too much for such courage.

STR 11 CON 11 SIZ 8 INT 10
 POW 10 DEX 11 APP 10 HP 10
 Damage Bonus: none
 Weapons: *Rusted Spade* 45%, damage 1D4+2
Bent Hoe 30%, damage 1D6
 Armor: none
 Skills: Hide 60%, Natural World 75%, Tug Forelock 90%, Run Screaming in Terror 65%.

Peasant (Civilized), Age 30

Less servile and fearful than the barbarian peasant, this yeoman tenant farmer is as ready to take up arms to defend the land as till it. Often forms the backbone of the militia of civilized lands like Lywm-an-Esh. Exhibits all the traits of the classic good rustic: strong, faithful and a fool of plain wisdom.

STR 13 CON 15 SIZ 11 INT 14
 POW 10 DEX 10 APP 13 HP 13
 Damage Bonus: none

Weapons: *Military Pike* 50%, 1D10+2
Kindling Axe 40%, 1D6+1 (sometimes thrown)

Armor: Sea Leather (1D6, helm on)

Skills: Craft (Wood) 65%, Dodge 55%, Drive Wagon 60%, Evaluate 40%, Insight 65%, Natural World 80%, Track 45%, Trap 40%.

Pirate (Mabden or Nhadragh), Age 27

A sea-roving warrior and thief, he or she is occasionally a swashbuckler but more often a sociopath or a brutal realist bent on accumulating a new pile of booty and fresh sacrifices to the Shark. Sometimes covered in tattoos and outlandish clothes and with a missing arm, leg, hand or eye.

STR 11 CON 12 SIZ 10 INT 13
 POW 12 DEX 9 APP 10 HP 11
 Damage Bonus: none

Weapons: *Cutlass* 65%, damage 1D6+2
Hook or Iron Claw 50%, damage 1D4+1
Half Shield 60%, kb+1D2, 15 hit points
Harpoon 30%, damage 2D8+4

Armor: Sea Leather (1D6, helm on)

Skills: Craft (Tattoo) 45%, Climb 40%, Craft (Shipwright) 65%, Dodge 55%, Evaluate 65%, Insight 45%, Natural World 45%, Navigate 55%, Repair/Devise 50%, Sailing 100%, Search 30%, Swim 40%.

Pony Tribe Barbarian, Age 20

A hardy brute more at home on horse than on foot, this Pony Tribesman is as fearful and superstitious as he or she is loyal to the tribe. The Pony Tribe sense of honor does not preclude allying with barbarians, but only under extreme circumstances. Like their sometime allies they are happiest in groups and cling to the unity of the tribe. Insult the honor of the tribe and expect to feel the Pony Tribe member's wrath. Injure a Pony Tribe member's horse and gain a mortal enemy.

STR 10 CON 15 SIZ 10 INT 11
 POW 12 DEX 16 APP 12 HP 13
 Damage Bonus: none

Weapons: *Cavalry Lance* 90%, damage 1D8+1 (+db of horse, if charging stationary target)
Hunting Bow 50%, damage 1D6+1
Shortsword 40%, damage 1D6+1
 Armor: Barbarian Leather (1D6+1, helm on)
 Skills: Art (Drummer) 50%, Craft (Metal) 50%, Dodge 40%, Jump 60%, Listen 45%, Natural World 55%, Ride 140%, Track 40%.

Priest of Ilah, Age 50

A devoted priest of the god Ilah, the favorite god of Law in Lywm-an-Esh. No religious bigot, but an urbane individual striving to better his or her community and the lot of its inhabitants. Enjoys a friendly rivalry with the nearest Priest of Chaos. While this priest leans towards followers of his or own sect, no one in need will ever be turned away, regardless of belief.

STR 8 CON 9 SIZ 8 INT 17
 POW 22 DEX 10 APP 11 HP 9
 Damage Bonus: -1D4

Weapons: *Dagger* 55%, damage 6 (-1D4)
 Armor: none

Skills: Art (Theological Discourse) 110%, Bargain 40%, Five Planes 55%, Insight 90%, Million Spheres 65%, Natural World 60%, Oratory 120%, Physik 70%, Scribe 50%.

Possessions: Quality dagger, Plane Shifting crystal sphere for seeing into other planes.



Priest of Urleh, Age 35

A saturnine but elegant figure representing some of the dark elan of Chaos. Inevitably hailing from Lywm-an-esh, where Chaos is yet to be synonymous with depravity, barbarity and destruction. He or she is comfortable serving a local community or striking a pose at court.

STR 10 CON 9 SIZ 11 INT 17
 POW 22 DEX 14 APP 15 HP 10
 Damage Bonus: none

Weapons: *Rapier* 50%, damage 1D6+1
Parrying Dagger 60%, damage 1D4+2, 15 hit points

Armor: Soft Leather (1D6-1)

Skills: Art (Metaphysical Discourse) 110%, Conceal Object 45%, Dodge 40%, Fast Talk 55%, Five Planes 65%, Insight 75%, Million Spheres 40%, Oratory 80%, Physik 60%, Scribe 55%.

Chaotic Effects: Armor, Attributes, Chain of Being, Color Projection, Knowledge, Sorcerous Battery. (In Grimoire: Demon Sight, Path of Planes, Seer of Chaos, Unseen Hands.)

Pacts: Has pacted with a Chaos Creature for the cost of an entire stranger per service rendered. The creature is essentially a bodyguard. Consult the list of pregenerated creatures for an appropriate one, or roll up a new one.

Chaos Trait: This sorcerer has a reptilian tail, well-hidden.

Retainer (Vadhagh), Age 600

A loyal retainer of one of the castles in Bro-an-Vadhagh, this Vadhagh has exquisite taste and timing. With duties hardly onerous most energy is bent towards matters artistic or philosophical. Such a retainer might be encountered on a "special mission" (usually a shopping trip) to some place where rare items can be found.

STR 10 CON 12 SIZ 15 INT 19
 POW 20 DEX 14 APP 17 HP 14
 Damage Bonus: +1D4

Weapon: *Tall Spear* 82%, damage 1D10+2 (+1D4)

Large Shield 64%, damage knockback

Armor: Vadhagh Half Plate (1D8+1)

Skills: Avocation (Artist/Textures) 870%, Bargain 32%, Conceal Object 78%, Dodge 62%, Evaluate 90%, Insight 81%, Million Spheres 36%, Natural World 27%, Other Language (Middle Speech) 110%, Own Language 178%, Physik 58%, Potions 13%, Ride 88%, Scent/Taste 65%.

Possession: Contrived Quality/Mechanical pen capable of automatic and ceaseless writing which translates the owner's ancient Vadhagh thoughts into the written words of Low Speech (a gift for loyal service).

Abilities: Plane Shifting (Shift Vision and Shift Self as natural abilities).

Shaman (Barbarian), Age 40

This shaman is also a Priest of Arag, the Dog and the Bear. Already eccentric, shamans know their survival depends upon walking a fine line between engendering fear and provoking need, so they hide their secrets behind a screen of odd behavior and non sequiturs. They prefer to minister to their own communities, but if they think they will not get in trouble for it, may aid strangers. If uncertain, they may consult a bird's gizzard or two to work out which way they should act.

STR 9 CON 10 SIZ 11 INT 18
 POW 17 DEX 12 APP 12 HP 11
 Damage Bonus: none

Weapons: *Sharpened Dog's Bone* 35%, damage 1D4

Armor: none.

Skills: Bargain 55%, Dodge 35%, Evaluate 60%, Five Planes 30%, Insight 60%, Listen 50%, Million Spheres 10%, Natural World 110%, Oratory 75%, Physik 45%, Potions 65%, Scent/Taste 40%, Trap 30%.

Chaotic Effects: Baffle Attack, Bile, Demon Ear, Fire, Heal, Skills
 Pacts: Woopht (pact price: 1 digit of summoner). Woopht is little more than a hideous mockery – capable of frightening, but not of hurting, lay folk. Those who see Woopht must make a POWx1 roll or stand paralyzed with fear for 1D6 minutes. The creature is otherwise quite jovial and a good drinking companion.
 Chaos Trait: Under stress, the shaman must succeed with an Idea roll or become a mindless thrall of Chaos for 1D8 rounds.

Sorcerer (Nhadragh), Age 200
 A captive of the Mabden, this unfortunate has bent great natural talent to the sorcerous arts. Now a virtual slave to the barbarians and their Chaos gods, the sorcerer's skills are beginning to deteriorate along with his or her mind.

STR 10 CON 10 SIZ 9 INT 18
 POW 23 DEX 12 APP 7 HP 10
 Damage Bonus: none
 Weapon: *Knife* 58%, damage 1D4
 Armor: none
 Skills: Conceal Object 39%, Craft (Basketry) 42%, Five Planes 63%, Insight 57%, Oratory 61%, Other Language (Middle Speech) 40%, Physik 35%, Potions 28%
 Chaotic Effects: Blessing of Chaos, Bug Eye, Chain of Being, Dust Cloud, Insect Wall, Shape Change, Smother, Transmute, Webbing, Wings.
 Pacts: Wharpt (pact price: 1 Mabden organ), Fazerooth-Bhapt (bound into a book bearing this title in a hard-to-read script; pact price: the left leg of a passing acquaintance). [These creatures are left for the gamemaster to create.]
 Chaos Traits: Foul Stench, Randomness

Warrior (Barbarian), Age 22
 A relentless marauder for his liege, this warrior is happiest fighting in large numbers where the presence of allies bolsters confidence. Alone barbarian warriors are no cowards, but are less likely to pick a fight. They hate and fear anything strange, and will attack strangers if they think they stand a chance of winning.
 STR 13 CON 12 SIZ 14 INT 8
 POW 11 DEX 11 APP 10 HP 13
 Damage Bonus: +1D4
 Weapons: *War Axe* 90%, damage 2D6+2 (+1D4)
Knife 35%, damage 1D4+2 (+1D4)
Hunting Bow 75%, damage 1D6+1 (+1D2)
Tall Spear 75%, damage 1D10+2 (+1D4)
Full Shield 85%, damage kb+1D4 (+1D4), 22 hit points
 Armor: Barbarian Leather (1D6+1, helm on)
 Skills: Dodge 55%, Drive Chariot 45%, Hide 40%, Listen 55%, Search 60%, Track 45%, Trap 35%.

PERSONALITIES

Aleryon-A-Nyvisih Sincere Priest to Ilah of Law

"I am Aleryon-a-Nyvisih," said the priest. "I was awakened early this morning by – by- my master's master. He told me many things, but ended by naming the names of you three travellers and saying that you would soon be at the court of the king. He said I must bring you here..."

"Your master's master?" Corum said.

"The Lord Arkyn himself. The Lord Arkyn, Prince Corum. None other."

– *The Queen of the Swords*

Aleryon is a pale, grey man with long grey hair and short grey beard to match. His eyes are dark and brown and alive. He wears the white robes embroidered with a single straight arrow of Law that is the mark of Priests of Ilah. He serves at the Temple of Law in Halwyg-nan-Vake.

Aleryon aids Corum by being his go-between with Lord Arkyn in the battle against Queen Xiombarg. Later, he is slain in the unrest caused by Glandyth's Cloud of Contention.

Chaos 0, Balance 37, Law 207
 STR 10 CON 11 SIZ 12 INT 24 POW 24
 DEX 14 APP 15 HP 12
 Damage Bonus: –

Weapon: *Quality Dagger* 88%, damage 6
 Armor: None

Skills: Five Planes 75%, Insight 100%, Million Spheres 83%, Oratory 75%, Other Language (Middle Speech) 90%, Other Language (Vadghagh) 65%, Own Language 115%, Physik 75%, Potions 53%, Scent/Taste 81%, Scribe 99%.

Abilities: Aleryon knows all three Precepts of Law. He uses his ability to Shift Vision to communicate with his god Ilah, and learn what is the god's will for Aleryon's city.

Bolorhiag Crazy Journaler Among the Spheres

Bolorhiag began to chuckle as he saw their expressions. "I have few pleasures," he said, "but my favorite is to terrify my passengers. It is, in part, what I regard as my just payment. I am not mad, I think, gentlemen. I am merely desperate."

– *The King of the Swords*

Several thousand years old, Bolorhiag is a small man wizened with age; his large head on top of a small, frail body, Bolorhiag walks with the aid of a wooden staff. He wears a priest's gown and speaks in a high, querulous voice and is probably at least a little insane, certainly cantankerous. He travels the time streams in a small boat. This strange old man, who knows Jhary-a-Conel by the name of Timeras, seems currently to serve Lady Jane Pentallyon.

Chaos 8, Balance 304, Law 155
 STR 9 CON 10 SIZ 7 INT 34 POW 48
 DEX 11 APP 8 HP 9
 Damage Bonus: -1D4

Weapons: None

Armor: None

Skills: Art (Deranged Philosophizing) 201%, Evaluate 77%, Fast Talk 55%, Insight 85%, Million Spheres 112%, Navigate 109%, Sailing 167%, Scribe 90%.

Possessions: The Boat that Sails the Time Streams – A small boat with a high curved hull made not of wood or metal but some alien substance, much scarred with use. Its mast and yard stand empty and are filled only with a strange sail created by manipulating the boat's sole means of control, a globe on a pivot in the centre of the craft. Passengers of the craft must endure a wild, tumultuous ride full of danger, especially of

becoming stuck in some solid matter through being becalmed on the seas of time.

The Brown Man

Primitive Agent of Law

It was a beast not unlike the Mabden in general shape, but it was wholly covered in its own fur. Its face was brown and seamed and apparently very ancient. Its features were flat. It had large eyes, round like a cat's and gaping nostrils and a huge mouth filled with old, yellow teeth.

— The Knight of the Swords

Also known as Serwde, this primitive creature is the hub around which many legends of the Forest of Laahr turn. He is an agent of Arkyn and serves his purposes. Early in Corum's adventures the Scarlet Prince is rescued by the Brown Man. Later the poor creature is killed by Glandyth at the siege of Moidel's Mount.

Serwde speaks Mabden but with difficulty. He is quite gentle except where the will of Arkyn is defied. The Brown man is devoted to his master, Lord Arkyn.

Chaos 0, Balance 18, Law 101

STR 22 CON 21 SIZ 19 INT 15 POW 17
DEX 18 APP 12 HP 20

Damage Bonus: +2D6

Weapons: *Brawl* 267%, damage 1D3 (+2D6)
Wrestle 188%, damage special

Armor: Hide (2 points)

Skills: Conceal 89%, Dodge 56%, Hide 99%,
Insight 67%, Listen 65%, Move Quietly 88%,
Other Language (Low Speech) 20%, Other
Language (Middle Speech) 20%, Own
Language 85%, Scent/Taste 83%, Track 75%.

Abilities: Can Shift Vision and Shift Self as natural abilities.

Corum Jhaelen Irsei

Prince in the Scarlet Robe and Eternal Champion

But instead of a right hand he had an object like the jewelled eye of a fly and instead of a left hand he had what appeared to be a six-fingered gauntlet of similar design, encrusted with dark jewels.

Upon his back he wore a scarlet robe and he was Corum Jhaelen Irsei, who had slain gods and had been instrumental in banishing others, who desired nothing but peace but could not trust the peace he had, who hated his alien eye and his alien hand, though they had saved his life many times...

— The King of the Swords

As one of the Vadhagh Corum personifies the race. Tall, slender, with almond eyes having yellow centers and purple surrounds. His full-lipped mouth and slender skull give him an alien handsomeness which even the grotesque Eye of Rhynn does little to diminish.

Prince Corum spent many years as an isolated, intellectual semi-mystic before realizing his destiny as the Champion Eternal. At first quite naive, Corum grows in knowledge and mettle. After his mutilation at the hands of the Mabden Corum becomes a haunted, brooding figure, capable of violence as easily as intellectual abstraction. Yet he remains steadfast in his love for Margravine Rhalina and his loyalty to his companions and to the Lords of Law. He is a firm friend and a dangerous, implacable enemy.

Chaos 37, Balance 301, Law 427

STR 14 CON 15 SIZ 15 INT 26 POW 22
DEX 16 APP 23/20* HP 15

Damage Bonus: +1D4

Weapons: *Vadhagh Long Sword* 203%, damage 11 (+1D4)

War Axe 175%, 2D6+2 (+1D4), or (+1D2) when thrown

Tall Spear 150%, damage 1D10+2 (+1D4)

Vadhagh Bone Bow 112%, damage 2D6+2 (+1D2)

Small Shield 217%, damage kb+1D3 (+1D4), 20 hit points

*Hand of Kwl*** 1000% 6D6+special

Armor: *Vadhagh Chain and Cloak* (1D10+2)

Skills: Avocation (Art/Mood) 470%, Bargain 54%,
Climb 52%, Conceal Object 46%, Dodge
75%, Drive Chariot 25%, Evaluate 163%,
Hide 83%, Insight 65%, Jump 45%, Listen
86%, Million Spheres 103%, Move
Quietly 86%, Natural World 72%, Navi-
gate 55%, Oratory 76%, Other
Language (Low Speech) 50%, Other
Language (Ancient Vadhagh) 87%,
Own Language (Middle Speech) 95%,
Physik 118%, Potions 55%, Ride 89%,
Sailing 81%, Scribe 101%, Search 74%,
Throw 53%, Track 59%, Trap 43%,
Wrestle 30%.

* After Corum's mutilation his lower APP reflects his wounds.

** See *The Hand Of Kwl* on page 115.

Note: Corum does not use Contrived Weapons, but his Long Sword is of metal of another plane and can be considered the equivalent of a Quality weapon.

He is, however, as interested in the arts and philosophy as any Vadhagh seer or scientist.

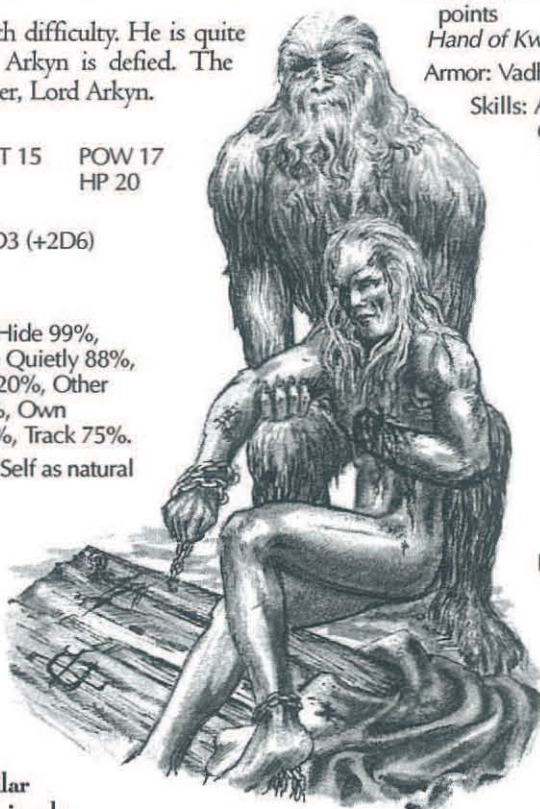
Ertel

Debased Nhadragh Sorcerer

Ertel shuffled to the other side of the dome and took one of the monkeys from its cage. The creature whimpered in echo of Ertel's own whimperings. Although it looked at the Nhadragh in fear it clung to him for safety, finding security nowhere else in the room. Next Ertel took an X-shaped frame from a corner and he stood this in a specially made indentation in the scarred surface of the table. All the while he shuddered. All the while he moaned.

— The King of the Swords

A Nhadragh enslaved to Earl Glandyth-a-Krae, this poor creature is so utterly debased as to barely resemble a member of the noble race from which he came. Ertel has bent his vast learning



to accommodate his new masters and is one of the most skilled practitioners of sorcery. He has the power to summon Demons, and even gods, like The Dog.

Ertel is finally the victim of his own sorcery, killed after his exertions to summon Yrkoön – himself a Demon – onto the Five Planes after Law has taken control.

Chaos 109, Balance 21, Law 61
STR 13 CON 15 SIZ 12 INT 19 POW 30
DEX 17 APP 13 HP 14
Damage Bonus: +1D4

Weapons: *Brawl* 94% 1D3 (+1D4) – mostly biting and scratching in an insane frenzy

Armor: None

Skills: Bargain 54%, Dodge 44%, Fast Talk 101%, High Speech 95%, Insight 66%, Million Spheres 165%, Other Language (Low Speech) 77%, Own Language (Middle Speech) 88%, Physik 109%, Potions 112%.

Abilities: Ertel can summon any Chaotic Effect, or creature, or Demon, or even The Dog, and can make any Meld he desires until Law begins to tip the Balance in its favor.

Possessions: Ertel keeps several monkeys in cages, but they are not really pets.

Gaynor the Damned

Sardonic, Doomed Champion of Chaos

His voice was vibrant and, on the surface, amused. But there was a bleak quality underlying it, a tragic sadness.

"Will you fight me alone, Prince Gaynor?" Corum asked.

The Prince of Chaos laughed. "Why should I? It is long since I subscribed to your ideas of chivalry, Prince Corum...."

"Then you will set your whole host upon us?"

"Why should I not? If you are foolish enough to enter my power..."

– *The Queen of the Swords*

The Eternal Champion of Chaos and Corum's counterpart, the Prince of the Damned appears as a tall warrior clad from head to foot in a dazzling suit of plate which constantly changes colors – sometimes gold, sometimes silver, sometimes bluish steel. His helm is topped by a yellow plume and the eight arrowed Arms of Chaos are emblazoned upon his chest. He carries a sword of the same metal and rides a white charger.

Gaynor once served Law, but through misguided love threw his lot in with Chaos. He was punished – many say by the Balance – and became an undying wretch, always serving his horrid Chaos masters. An ironic, civilized man, Gaynor has little taste for the barbarians with whom he must side but is fearful of breaking his pledge to Chaos. He claims no absolute qualities save fear – no pride, no honor, no courage.

Gaynor cannot be killed, only banished. He was banished from the Five Planes and the Battle of Halwyg when Corum's Hand of Kwll opened his visor, exposing him. Beneath the visor was a young face writhing worms. The face changed constantly as Corum watched, and each showed such wretched misery Corum was moved to weep.

Chaos 1001, Balance 205, Law 17
STR 25 CON 25 SIZ 18 INT 20 POW 25
DEX 17 APP 12 HP 19
Damage Bonus: +1D6

Weapons: *Broadsword* 145%, damage 4D10+1D8 (+1D6), 30 hit points, and see below

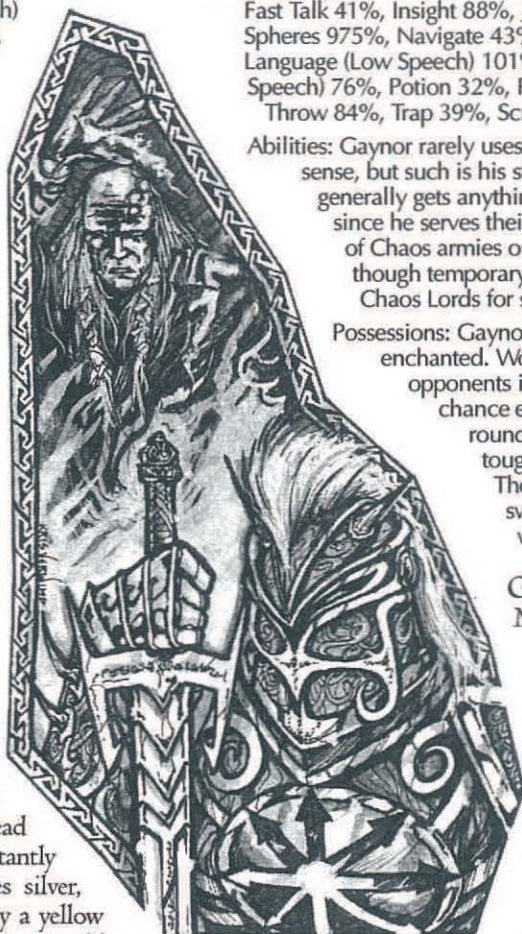
Full Shield 123%, damage kb+1D4 (+1D6), 22 hit points

Armor: Full Plate (25, helm always on), and see below

Skills: Art (Ironie Discourse) 103%, Bargain 110%, Dodge 76%, Fast Talk 41%, Insight 88%, Jump 62%, Listen 49%, Million Spheres 975%, Navigate 43%, Oratory 88%, Other Language (Low Speech) 101%, Own Language (Middle Speech) 76%, Potion 32%, Ride 90%, Search 89%, Throw 84%, Trap 39%, Scribe 41%.

Abilities: Gaynor rarely uses sorcery in the conventional sense, but such is his standing with Chaos that he generally gets anything he requests from his masters, since he serves their every whim. Often at the head of Chaos armies or forces, or wielding massive – though temporary – power given him by the Chaos Lords for specific reasons.

Possessions: Gaynor's armor and sword are enchanted. Working together, they can dazzle opponents into temporary blindness (50% chance each round; blindness lasts 1D10 rounds). Both are exceptionally tough, as reflected in their hit points. The extra damage Gaynor's Broadsword does is a gift of Chaos as well.



Glandyth-A-Krae

Master of Barbaric Hordes

Earl Glandyth's red, acned face was half-hidden by his huge beard and laced with ribbon, just as his long, black hair was braided.

His grey eyes hinted at an inner disease, just as his fat, red lips suggested corrupted offal. Earl Glandyth snarled. "What of

Prince Corum? And the others who befriended him? What of all the Shefanhow who came from the magic city?"

– *The King of the Swords*

Earl of Krae and Leader of the Denledhyssi, Glandyth is Corum's mortal foe. It is he who, with his foul barbarian killers in tow, slays Corum's family and tears out Corum's hand and eye on a his butcher's block. When Corum escapes, Glandyth vows revenge. First he lays siege to Moidel's Mount, then tracks Corum to the City of Flowers and lays siege to it

with the terrible Army of the Dog and Army of the Bear. Finally he is responsible for the dread Cloud of Contention. In their last duel together Corum slays Glandyth, though the fierce barbarian comes close to ending Corum's life.

Glandyth is a burly man, his face is pitted and scarred with disease, though he has much presence and authority of bearing. Glandyth often wears a brass and gold winged helmet and a bearskin cloak. He is fearful, superstitious and full of hate. The Earl of Krae is a terrible foe.

Chaos 321, Balance 0, Law 98
STR 20 CON 19 SIZ 19 INT 15 POW 14
DEX 16 APP 10 HP 19
Damage Bonus: +1D6

Weapon: Brawl 105%, damage 1D3 (+1D6)
Denledhyssi Axe 131%, damage 3D6 (+1D6)
Broadsword 89%, damage 1D8+1 (+1D6)
Tall Spear 75%, damage 1D10+2 (+1D6)
Hunting Bow 73%, damage 1D6+1 (+1D3)
Full Shield 124%, damage kb+1D4 (+1D6),
22 hit points

Armor: Half-Plate and Mail (1D8+2, helm on)

Skills: Climb 82%, Dodge 58%, Drive Chariot 99%, Five Planes 66%, Hide 69%, Insight 42%, Jump 43%, Listen 80%, Move Quietly 37%, Natural World 55%, Navigate 55%, Oratory 65%, Own Language (Low Speech) 75%, Physic 25%, Search 73%, Throw 58%, Track 75%, Trap 61%, Wrestle 97%.

Pact: At the end of his life, Earl Glandyth strikes a pact with Yrkoon, a Demon, as the result of which he is able to unloose the Cloud of Contention on the world.

Hanafax

Friend and Betrayer

Hanafax hummed to himself while he chopped at his hair and whiskers until a handsome, youngish face was revealed. Apparently without concern he discarded his rags and drew on a clean doublet and pair of breeks he had brought with him in his bundle.

"I feel a thousand times improved. I thank you, Prince Corum, for visiting the City of Arke before I had entirely rotted away!" Corum had discovered that Hanafax could not sustain his moods of introspection but was naturally of a cheerful disposition.

— *The Knight of the Swords*

An Explorer/Priest of Lywm-an-Esh, Hanafax is sent on a crusade by Urleh, his Chaos Lord, to slay the Shalafen. He decides against it, and journeys upon his giant kite to the lands of Khoolocrah. There, imprisoned by King Temgol-Lep he meets Corum in the same state. They escape and journey to the Flamelands, but before he can betray Corum, the Hand of Kwll slays him. Corum thinks himself to have killed a friend,

only later realizing Arioch, through Urleh, still had control of poor Hanafax.

Chaos 219, Balance 34, Law 27
STR 14 CON 16 SIZ 15 INT 18 POW 19
DEX 14 APP 13 HP 16
Damage Bonus: +1D4

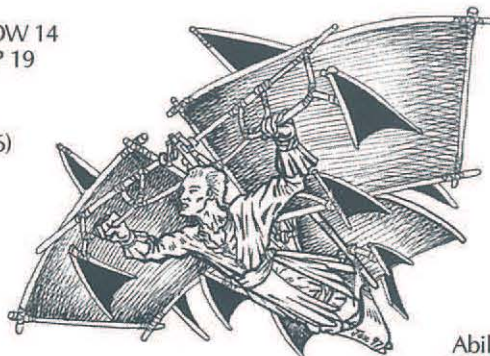
Weapons: Scimitar 72%, damage 1D8+1 (+1D4)
Dagger 54%, damage 1D4+2 (+1D4)

Armor: None

Skills: Bargain 58%, Climb 64%, Conceal Object 61%, Fast Talk 49%, Five Planes 88%, Fly Kite 86%, Jump 68%, Natural World 88%, Navigate 77%, Oratory 82%, Other Language (Low Speech) 92%, Own Language (Middle Speech) 100%, Pick Lock 32%, Physik 65%, Sailing 55%, Scribe 52%, Search 71%, Swim 66%, Trap 34%.

Abilities: Sorcery (Bonds, Demon Sight, Field of Chaos, Healing, Lens, Skills, Ward). Hanafax relies little on his sorcery because he is uncomfortable with his relation to Chaos.

Possession: A wonderful collapsible kite that responds to its owner's summons, can carry passengers, and flies by itself, making its own breeze and going where it will.



Lady Jane Pentallyon

Elegant Seeress of a Distant Plane

She was an old, beautiful woman, her long hair pure white and braided, a mantle upon her brow. She wore a flowing gown of light blue silk, with wide sleeves and gold embroidery at neck and hem.

Jhary spoke to her in her tongue, but she smiled then.

She spoke in the pure, rippling speech of the Vadhagh.

"I know who you are," she said.

"We have been waiting for you here at the Manor in the Forest."

— *The King of the Swords*

A sorceress and seer from a Celtic plane, Lady Jane aids Corum, whom she believes to be an elf. In her youth she had learned the arts of magic from a friend and had summoned a Vadhagh by accident, thinking it was a demon she called as part of a game. The Vadhagh, Gerane, became her lover for a while. Out of jealousy the friend with whom she had played the game of magic summoned creatures of Chaos, whom Lady Jane believed to be devils, to destroy Gerane. For the sake of this memory she aids Corum by guiding him to Bolorhiag, whose loyalty she commands. Her quest is to learn the arts of the Vadhagh and find the home of her

love. Jhary-a-Conel suggests Lady Jane is an incarnation of the Lover of the Champion Eternal.

Chaos 131, Balance 68, Law 26
STR 8 CON 12 SIZ 11 INT 19 POW 21
DEX 14 APP 16 HP 12

Damage Bonus: -

Weapons: *Dagger* 86%, damage 1D4

Armor: None

Skills: Art (Courtly Love) 85%, Evaluate 76%, Insight 99%, Million Spheres 74%, Natural World 66%, Oratory 82%, Other Languages (High Speech & Vadhagh) 55%/69%, Physik 102%, Potions 67%, Scent/Taste 89%, Scribe 90%.

Abilities: Lady Jane knows some form of summoning unknown in the fifteen planes of Corum's cosmos. She has also taught herself the Precept of Plane Shifting in order to gain the abilities of Shift Vision and Shift Self to aid the quest for her lost love.

Jhary-A-Conel

Companion to Champions

"Jhary-a-Conel at your service, ma'am."

"How came you to keep your hat while swimming so far through the sea?" Beldan asked. "And your sack, for that matter?"

Jhary-a-Conel acknowledged the questions with a wink. "I never lose my hat and I rarely lose my sack. A traveller of my sort learns to hold on to his few possessions - no matter what circumstances he finds himself in."

- *The Queen of the Swords*

The eternal Companion to Champions, a short, slim man in a floppy hat with a small, winged black and white cat upon his shoulder, Jhary is the most knowledgeable of all Eternal Champion Companions, since he recalls his various incarnations as Moonglum, D'Averc, and others. A cheery, chatty fellow, a dandy who feigns not to be much help in combat, but is ready with sword and dagger should it be needed. His cat Whiskers is his constant companion. Jhary sometimes flits in and out of Corum's long life, but is generally there when trouble is afoot.

Chaos 99, Balance 1001, Law 99
STR 12 CON 16 SIZ 9 INT 22 POW 18
DEX 17 APP 20 HP 18

Damage Bonus: -

Weapons: *Poignard* 172%, damage 1D6+1

Armor: None, or Soft Leather (1D6-1)

Skills: Art (Dilettante*) 110%, Art (Story-telling) 220%, Bargain 55%, Conceal Object 66%, Dodge 89%, Drive Chariot 38%, Fast Talk 93%, Hide 79%, Insight 92%, Jump 88%, Listen 92%, Million Spheres 399%, Move Quietly 60%, Natural World 100%, Navigate 57%, Oratory 82%, Other Language (Any, including Cat) 99%, Persuade 93%, Potion 95%, Physik 91%, Ride 82%, Sailing 33%, Scent/Taste 67%, Scribe 44%, Search 71%, Swim 41%, Throw 89%.

* *Jhary's Art: The Dilettante skill confers a smattering of knowledge in a wide variety of arts of all kinds. While never knowing a lot about anything, he knows a little about most things. An expert would soon, however, find him out.*

Whiskers

Companion to Companions of Champions

"I have never seen such an animal," Beldan muttered.

"And I have never seen another like it in all my travels,"

Jhary agreed. "It is a friendly creature and has often aided me. Sometimes our ways part and I do not see it for an age or two, but we are often together and he always remembers me. I call him Whiskers. Not an original name, I fear, but he seems to like it well enough..."

- *The Queen of the Swords*

A small black and white cat, Whiskers is remarkable in that he is not only highly intelligent but also can communicate with his friend Jhary, and has a large pair of wings and thus can fly.

Chaos 99, Balance 1001, Law 99
STR 2 CON 10 SIZ 2 INT 17 POW 15
DEX 34 APP 17 HP 6

Damage Bonus: -1D6

Weapons: *Bite* 65%, damage 1D4 (-1D6)

Claw 55%, damage 1D3 (-1D6)

*Rip** 85%, 2D3 (-1D6)

Armor: Fur (1 point)

Skills: Dodge 1000% (never fails to dodge), Fly 100%, Listen 94%, Move Quietly 87%, Navigate 72%, Other Language (Any**) 75%, Own Language (Cat) 100%, Scent/Taste 99%, Search 89%, Track 66%.

* *Rip attack occurs if cat hits with both claws.*

** *Whiskers understands all languages fairly well but can speak only Cat.*

King Lyr-A-Brode

King of Barbarians

Now King Lyr-a-Brode placed his hands on the arms of his throne and levered himself slowly to his feet. Instantly five hundred arms raised goblets in a toast.

"LYR OF THE LAND!"

Automatically he returned the toast, mumbling, "And the land is Lyr..." He looked around him, almost disbelievingly, staring for a long second at one of the girls as



though he recognized her for something other than she was. He frowned.

— *The Queen of the Swords*

King of the Barbarians of Bro-an-Vadhagh, Earl Glandyth's master. Lyr-a-Brode is almost seven feet tall and wears a crown of pale iron over matted long hair, plaited at the front. In his youth the hair had been yellow. Now it is streaked with white. His beard also is yellow, and grey. His face is haggard and covered in broken veins. His eyes are bloodshot and blue in deep sockets. They are filled with hatred, cunning and suspicion, the only emotions King Lyr knows. The King dresses in plundered Vadhagh and Nhadrach garments.

The King hates the elder races and is intent on systematically destroying them. He is surrounded at all times by his elite Grim Guard, insane warriors who live to protect him. Lyr-a-Brode leads his forces at the Battle of Halwyg and is killed by Corum who uses the Vadhagh weapons given him by the people of the City of the Pyramid.

Chaos 113, Balance 0, Law 45
STR 21 CON 17 SIZ 20 INT 12 POW 15
DEX 16 APP 13 HP 19
Damage Bonus: +2D6

Weapons: *Brawl* 87%, 1D3 (+2D6)
Iron Greatsword 191%, damage 2D8+2 (+2D6)
Tall Spear 103%, damage 1D10+2 (+2D6)
Full Shield 150%, damage kb+1D4
(+2D6), 22 hit points

Armor: Half-Plate and Mail (1D8+2, helm on)

Skills: Dodge 43%, Drive Chariot 88%,
Five Planes 65%, Insight 60%,
Oratory 65%, Own Language
(Low Speech) 60%, Search 87%,
Trap 89%.

King Noreg-Dan

King Without A Country

They saw that the rider, dressed in patched and battered leather, was asleep in his saddle, a broadsword hanging by a thong from his right wrist, his left hand gripping the reins of the horse. He had a haggard face which gave no indication of his age, a great hooked nose and untrimmed hair and beard. He seemed a poor man, yet hanging on his saddle pommel was a crown which, though coated with dust, was plainly of gold studded with many gems.

— *The Queen of the Swords*

King Noreg-Dan was once King of a country in the realm of Queen Xiombarg which turned to the embrace of Chaos. His wife, his children, his land were all destroyed by Chaos. Noreg-Dan is seeking the City in the Pyramid as a potential ally when he encounters Corum upon the same quest. After their defeat of the barbarian hordes at the Battle of Halwyg, and the destruction of Xiombarg, King Noreg-Dan bids Corum farewell and returns to rebuild his land, now in the hands of Law.

Chaos 0, Balance 67, Law 97
STR 13 CON 14 SIZ 14 INT 14 POW 12
DEX 11 APP 12 HP 14
Damage Bonus: +1D4

Weapons: *Quality Broadsword* 107%, damage 9 (+1D4)

Armor: None

Skills: Dodge 104%, Insight 63%, Million Spheres 15%, Natural World 68%, Navigate 79%, Oratory 88%, Own Language (Middle Speech) 96%, Physik 54%, Ride 102%, Scribe 82%, Search 77%, Xiombarg's Realm 71%.

Contrivances and Abilities: King Noreg-Dan's lone weapon is a *Quality Broadsword*, which is also the regal sword of his lost kingdom.

King Onald

Ruler of Lymm-an-Esh

"Your people must be warned of their peril," said Rhalina urgently.

"Of course," replied the king. "We will re-open the arsenals and re-arm every man that we can. But even then..."

"You have forgotten how to fight?" suggested Jhary.

The king nodded. "You have read my thoughts, sir."

— *The Queen of the Swords*

King of Lymm-an-Esh and ally of Corum, King Onald has his palace in the beautiful Halwyg-nan-Vake, City of Flowers.

A small, handsome young man, with delicate features and hands, the King is the nephew of the previous King Onald, who died without issue. Young King Onald is slain in the Battle for Halwyg and succeeded by his young son, Analt. Onald's mother, Queen Crief becomes regent over her grandson, since King Onald's wife died in childbirth.

Chaos 15, Balance 29, Law 78
STR 11 CON 13 SIZ 11 INT 15 POW 15
DEX 15 APP 18 HP 12
Damage Bonus: —

Weapons: *Long Sword* 72%, damage 1D10+1

Armor: Half-Plate and Mail (1D8+2, helm on)

Skills: Art (Courtier) 84%, Five Planes 77%, Insight 82%, Natural World 66%, Navigate 57%, Oratory 77%, Other Language (Low Speech) 74%, Own Language (Middle Speech) 100%, Physik 28%, Scribe 61%.

Queen Oorese

Doomed Queen of the Flamelands

"I am blind through choice. Rather than witness what had become of my land, I plucked my eyes from my head.



I am Oorese, Queen of Cira-an-Venl, and my people number twenty."

Corum's lips were dry. "I have slain your people, lady. That is why I weep."

Her face did not alter. "They were doomed," she said, "to die. It is better that they are dead. I thank you, stranger, for releasing them. Perhaps you would care to release me also..."

— *The Knight of the Swords*

Queen of the Vedagh, the Vadhagh peoples of the Flamelands, once Oorese ruled over a country of unsurpassed beauty. When Chaos came, it turned her realm into the Flamelands, a living hell. Ten thousand years old, the Queen and the few loyal soldiers she has left, remain in caves beneath the Flamelands. Corum meets the Queen, a handsome, grim Vadhagh woman with flowing grey hair and dressed in a grey cloak, when he slays her remaining men, after they have attacked him. Queen Oorese leads Corum to the Lion's Mouth through which he may pass to Arioch's castle. She wants revenge on Arioch, and thus aids the Prince in the Scarlet Robe. Once she has delivered him, she kills herself by riding her Beast into the living flame. A brave and noble woman, she retains her dignity to the end.

Chaos 12, Balance 58, Law 163
STR 9 CON 13 SIZ 13 INT 19 POW 17
DEX 10 APP 19 HP 13

Damage Bonus: —

Weapons: None

Armor: None

Skills: Five Planes 115%, Insight 98%, Listen 99%, Million Spheres 88%, Natural World 112%, Navigate 90%, Oratory 74%, Other Language (Middle Speech) 89%, Own Language (Vadhagh) 201%, Physik 83%, Ride 70%, Scent/Taste 91%.

Polib-Bav

Bestial Dupe of Chaos

"Do you not recognize me!" cried King Noreg-Dan.

The horse-thing scratched at its forelock and peered stupidly at the King Without a Country. "Why should I recognize you?"

"Because I recognize you. I see the traces of your original features..."

— *The Queen of the Swords*

Leader of the hideous Chaos Pack, Polib-Bav was once the Count of Tern and betrothed to the daughter of his liege, King Noreg-Dan. He threw in his lot with Chaos and has now been rewarded with his current state.

Polib-Bav resembles a man with the lopsided face of a horse. His large yellow teeth and forelock are also horselike. Almost completely moronic, he has forgotten much of his past. What shreds of memory remain serve only to torment him.

Polib-Bav is a resident of Queen Xiombarg's plane. He captures Corum when the Scarlet Prince visits that terrible place and is slain by Corum's sword in combat.

Chaos 156, Balance 0, Law 10
STR 16 CON 15 SIZ 14 INT 3 POW 10
DEX 9 APP 4 HP 15
Damage Bonus: +1D4

Weapons: Brawl 89%, 1D3 (+1D4)

Long Sword 109%, damage 1D10+1 (+1D4)

Whip 78%, damage 1D4+entangle

Armor: Barbarian Leather (1D6+1, helm on)

Skills: Brawl 55%, Dodge 32%, Drive Chariot 86%, Listen 65%, Scent/Taste 58%, Track 44%.

Margravine Rhalina-A-Allomgyllyl

Beloved of Prince Corum

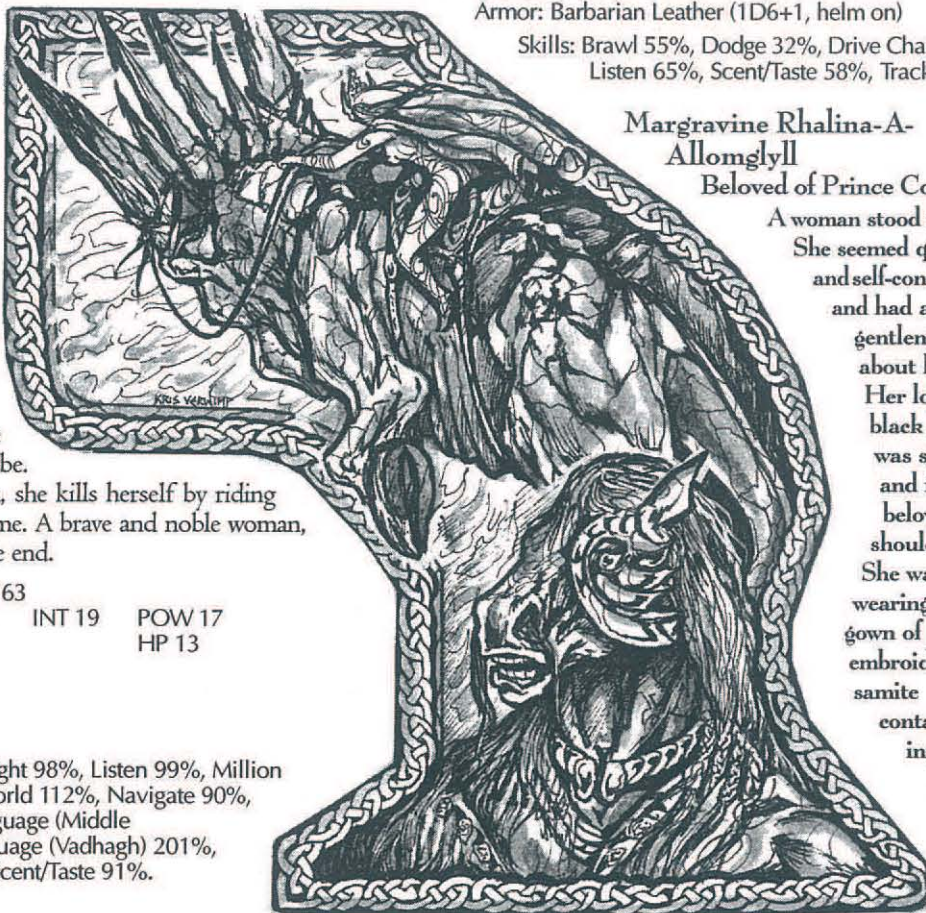
A woman stood there.

She seemed quiet and self-contained and had a

gentleness about her.

Her long black hair was soft and fell to below her shoulders.

She was wearing a gown of embroidered samite containing a multi-



tude of rich colors. She smiled at him.

"Greetings," she said. "I am Rhalina. Who are you, sir?"

"I am Corum Jhaelen Irsei," he replied. Her beauty was not that of a Vadhagh, but it affected him none the less. "The Prince in the -"

"- Scarlet Robe?" She was plainly amused. "I speak the old Vadhagh tongue as well as the common speech..."

— *The Knight of the Swords*

A commanding beauty with long black hair and handsome features, Rhalina is the love of Prince Corum. Yet she is rare among those loved by the Eternal Champion, in that she lives

to an old age, happily with him after their adventures. Of course her Mabden life spans means Corum long outlives her, and still endures great sorrow at her passing, but their union is a comparatively serene one. Rhalina is also more poised, self-reliant and accomplished than many of the other lovers of the Champion Eternal.

Once the wife of the Margrave of Moidel's Mount, Rhalina stays on after his death where she meets and aids Corum. She accompanies Corum on many of his adventures.

Chaos 95, Balance 175, Law 63
STR 13 CON 15 SIZ 11 INT 19 POW 18
DEX 14 APP 23 HP 13
Damage Bonus: -

Weapons: Long Sword 111%, damage 1D10+1
Dagger 94%, damage 1D4+2
Hunting Bow 66%, damage 1D6+1
Half Shield 120%, damage kb+1D2, 15 hit points

Armor: Half-Plate (1D8+1, helm on)

Skills: Art (Poetry) 55%, Conceal Object 44%, Dodge 108%, Drive Chariot 35%, Five Planes 75%, Hide 56%, Listen 72%, Oratory 59%, Other Language (Middle Speech) 48%, Own Language (Low Speech) 100%, Persuade 73%, Physik 91%, Potions 64%, Ride 80%, Scribe 66%, Search 78%, Throw 58%.

Abilities: Rhalina does not know sorcery, although she is able to work out how to sorcerously summon her husband back from the dead. This can be treated as a Demon summoning, if need be.

Shool-An-Jyvan

Demented Sorcerer and Avatar of Arioch

"What powers I have, Master Corum! I have made myself a God and I have made you a demigod. They will have us in their legends soon."

"You are already in their legends."

Corum turned to confront Shool who had appeared in the room wearing an elaborate plumed helmet and treads. "And for that matter so are the Vadhaigh."

— *The King of the Swords*

Sorcerer of the Isle of the Gorged God and pawn of Arioch, Shool's power comes directly from Arioch himself, for it suits the Duke of Disorder that he have a skilled opponent. Shool does not acknowledge this, thinking himself a rival and enemy of Arioch. Shool assumes what form he wishes, thus his statistics are in a constant state of flux. His favorite appearance is as a youth with old eyes and a yellow robe, one of Arioch's own preferred appearances in the Elric saga. Shool never engages in combat in any case. Such vast powers are at his disposal he could easily eliminate any mortal enemy should he choose.

Chaos 409, Balance 33, Law 9
STR Var CON Var SIZ Var INT 24 POW 45
DEX Var APP 14* HP Variable
Damage Bonus: Variable

Armor: None

Weapons: None

Skills: All 100%.

Abilities: Sorcery (anything he wants).

* This is in Shool's form as a handsome male or female youth. His other forms are widely variable.

King Temgol-Lep

Cowardly King of Khoolocrah

King Temgol-Lep seemed to be more familiar with the Knight of the Swords and his plans than anyone Corum had yet met. Living so much closer to his domain, perhaps they had seen him.

"Has Arioch spoken to you himself?"

"He has spoken through our wise ones."

"And the wise ones — they are certain of Arioch's will?"

"They are certain."

Corum sighed. "Well, I intend to resist his plans. I do not find them agreeable."

— *The Knight of the Swords*

King of the Ragha-da-Kheta, Temgol-Lep has all the features of his race, thin and tall with round head and eyes in a perpetually surprised look. He wears a high head-dress of peacock feathers and a kilt of gold cloth.

Cowardly but fatalistic, the King waits for Arioch to destroy his race. In the meantime he offers hospitality to all strangers at his court, and then poisons them with their welcoming cup of wine. Those who do not succumb, like Hanafax, are tossed into his dungeons to rot. The King is slain when he offers Corum the poisoned wine and the Hand of Kwll kills the treacherous monarch, saving Corum's life.

Chaos 96, Balance 6, Law 30
STR 11 CON 10 SIZ 14 INT 12 POW 13
DEX 14 APP 16 HP 12
Damage Bonus: +1D4

Weapons: Khoolocrah Club 89%, damage 2D6 (+1D4)
Half Shield 120%, damage kb+1D2 (+1D4), 15 hit points

Armor: Half-Plate (1D8+1, helm on)

Skills: Art (Dissembling) 101%, Art (Deterministic Theologizing) 120%, Bargain 64%, Conceal Object 87%, Dodge 64%, Fast Talk 88%, Hide 82%, Listen 65%, Oratory 32%, Other Language (Low Speech) 20%, Other Language (Middle Speech) 55%, Own Language (Khoolocrah) 95%, Paranoid Analysis 100%, Potions 186%, Self Protection 123%, Trap 99%.

Prince Yurette Hasdum Nury

Prince of the City of the Pyramid

For the steersman of the ship of the air was quite plainly of no other race but Corum's. He was a Vadhaigh. His



skull was long, his slanting eyes purple and gold, his ears pointed and his body slender and delicate but containing a great deal of energy.

"Welcome, Corum in the Scarlet Robe," he said. "I have come to take you to Gwlas-cor-Gwrys, the one bastion this Realm has against that Chaos creature you have just met."

— *The Queen of the Swords*

Prince Yurette commands Gwlas-cor-Gwrys, the City in the Pyramid in Queen Xiombarg's realm. A long-time enemy of Chaos, he proves a valuable ally to Corum when Corum allows his city to escape from Queen Xiombarg's realm. Yurette journeys to Corum's realm and uses his arcane Vadhagh weapons to destroy the barbarian Mabden besieging Halwyg-nan-Vake.

A thin, ancient Vadhagh of straight and noble bearing, Prince Yurette is living proof for Corum that the Scarlet Prince's race does not survive only in him. Alas, this hope, like the ancient Prince himself, is to prove short-lived. Those of the City of the Pyramid are driven to slay each other by the Cloud of Contention.

Chaos 34, Balance 60, Law 154
STR 13 CON 12 SIZ 16 INT 24 POW 26
DEX 14 APP 19 HP 14
Damage Bonus: +1D4

Weapons: Quarterstaff 107%, damage 1D8 (+1D4)

Armor: Quality Robe (2 points)

Skills: Craft Metal 95%, Craft Enamel 92%, Craft Stone 91%, Craft Gem 77%, Five Planes 99%, Insight 151%, Million Spheres 107%, Natural World 86%, Navigate 110%, Oratory 89%, Other Language (Middle Speech) 91%, Own Language (Vadhagh) 100%, Physik 97%, Potion 115%, Search 78%, Scribe 93%, Xiombarg's Realm 109%.

Abilities: Shift Vision and Shift Self as natural abilities. Prince Yurette does not follow an Avocation as the Vadhagh on Corum's world do. Instead, he is accomplished in several crafts. He has never learned to Contrive, although others of his civilization are adept Contrivers.

Possessions: As the ruler of his realm, the Prince can command the use of whatever he wishes.

Voilodion Ghagnasdiak
Macabre Master of the Vanishing Tower

Brightness like the golden brightness he

had seen in Limbo flickered and framed the humpen shape of Voilodion Ghagnasdiak — a dwarf, overdressed in silks, ermine and satin, a miniature sword clutched in his coarse hand, a handsome head upon his tiny shoulders, bright eyes beneath thick black brows which met in the middle, a grin of welcome like the grin of a wolf.

— *The King of the Swords*

The Vanishing Tower shifts between planes, never in one for longer than an hour or two. Its master is the evil sorcerer, Voilodion Ghagnasdiak, who lures people into the tower and keeps them there until he tires of their company, when he, his magic, and his minions slaughter them. The Tower entraps Jhary, and Corum must find the Three Who Are One in order to save him. Voildion Ghagnasdiak's magic is sorely hampered when Whiskers latches on to his face, blinding him. The Three are then able to save Jhary by joining their power together. The rescue destroys the Tower, but the fate of its nefarious master remains uncertain.

Chaos 888, Balance 201, Law 174
STR 10 CON 11 SIZ 5 INT 19 POW 30
DEX 13 APP 8 HP 8
Damage Bonus: -1D4

Weapons: Miniature Sword (short sword) 55%, 1D6+1 (-1D4)

Armor: None

Skills: Art (Fashion Sense) 11%, Bargain 56%, Conceal Object 88%, Dodge 75%, Fast Talk 64%, Five Planes 30%, Hide 45%, Insight 80%, Jump 35%, Listen 68%, Million Spheres 406%, Natural World 77%, Navigate 90%, Oratory 69%, Other Language (Any) 76%, Physik 57%, Pick Lock 80%, Potions 99%, Scribe 103%, Search 60%.

Abilities: Sorcery (anything he wants)

- Possessions: 1. The Vanishing Tower is a Sorcerous Battery, holding 100 Magic Points.
2. A pack of creatures, each with a tiger's head, gorilla's body, rhino's hide and great, black wings. Within the Tower, these creatures are as good as invulnerable — and are extremely dangerous, of course.
3. The vault of Voilodion's Tower holds a great many extraordinary treasures. However, the only power that can break through its locked door is the combined strength of three Eternal Champions doing a kind of line-dance of destruction.



JEWELLED DESTINIES

In which our heroes dive deep, climb high, and achieve a net gain

NOT STRICTLY SPEAKING introductory, this scenario should allow adventures to forge a group alliance that may have been tentatively formed in earlier adventures. Along with the second adventure, *The Prince Who Cried For Love*, it gives the adventurers experience of some of the tensions of the Five Planes: between civilization and barbarity, Chaos and Law, gods and humans. The scenario also may serve as the introduction to a campaign based on rediscovering the lost Nhadragh civilization — a thread which is continued in the final scenario, *A City That Is Not*.

Jewelled Destinies is set in and around Gor-an-Clu, one of the barbarian cities of the northern continent, Bro-an-Mabden. Notes and maps for that city appear on page 39, in the *Geographia* chapter, and can be used to give the adventure more weight, should it be desired. A possibility exists for the adventurers to move elsewhere during the story. The most likely destination is Dowish-an-Wod in Lywm-an-Esh. Notes for that culture and area can also be found starting on page 56, in the *Geographia* chapter.

The Story Encapsulated

To allay the fear of barbarian locals the adventurers must investigate the appearance of a strange light on Erlek's tower, a spire of rock off the coast of Bro-an-Vadhagh. Although no one who lives in the area knows it, the tower holds a mysterious Contrivance of great antiquity which the Lords of Chaos would see removed from the Five Planes, and the odd light is a signal from the device, calling for someone to rescue it from destruction. Even as the adventurers set out to lay Erlek's doom (whatever that is) to rest, lackeys of Chaos converge upon the site.

Erlek's Doom

One mile out from the coast of Gor-an-Clu lies a single great rock, a jutting spire towering eighty feet above the water-line and some one hundred feet below. The rock is called Erlek's Doom. Mabden legend has it that an early hero, Erlek Demonbane, threw himself from its top to save the world from the Hungry God, a fearsome entity that may or may not be Arag.

Now the truth of the matter is on this wise. One called Erlek did meet his wyrd upon the rock, but he was a Nhadragh Prince, not a Mabden hero, and the tale is older than the oldest Mabden legend. Erlek and his retinue came there to

battle a host of Chaos horrors during the banishment of the gods of Law from the Five Planes. He brought with him a Contrivance that could draw knowledge from other planes. This device had been made secretly using both Vadhagh skill and Nhadragh energies, the first such fusion of elder race technologies. He slew the minions of Chaos, but was himself mortally wounded. Dying, he crawled into a grotto within the rock, and somehow used his innate psychic power to turn his body to stone, ameliorating his pain and concealing his last resting place from the Chaotic forces that would have desecrated his flesh. The unique Contrivance remained with him.

The technology that had fashioned the Contrivance had insured that once the mental energy of Nhadragh was no longer a powerful force in this plane (i.e., once the last great source of Nhadragh power was destroyed), it would send forth a call to be taken up again in the cause of Law or the Balance. This is the explanation for the strange light — an explanation the adventurers may never hear. Three days ago, perhaps by accident, perhaps deliberately, the last significant source of Nhadragh mental energy disappeared. How or why the energy disappeared might be the subject of another adventure.

Adventurer's Introduction

Whatever reason brings the adventurers to Gor-an-Clu they soon find themselves aware that a reward is being offered to any hardy hero willing to lay the demon of Erlek's Doom to rest. The notice is put up around the town and bellowed from every third corners by enthusiastic criers.

For the past three nights bright green light has coruscated around the rock called Erlek's Doom. The astounding display can be seen from the shore but also has been noted by many passing vessels on the first night. Now shipping has stopped and the display looks to continue. Terrified, Mabden sailors will not go out into the water. The leaders of the town fear starvation or worse and offer the handsome reward of 5,000 bronzes in booty (plates, cups, jewelry) for anyone who can make the weird light cease. So far, none of the fearful Mabden barbarians have taken up the cause.

- * Any Nhadragh feels irrationally and urgently drawn to the light. The impulse can be controlled, but only when the adventure has been committed to will it really let go. This impulse may even offer Nhadragh adventurers willing to give in to it some guidance through the physical obstacles

the party must overcome — nothing too easy, mind. For example, a Nhadrach might be able to row a boat to the island, a journey no sane seafaring type would ever undertake.

Getting to the island probably requires a ship or, for the strong and the desperate, a boat. If the adventurers have not already arrived on Bro-an-Mabden in their own vessel, they are going to struggle to convince hard-headed captains and pusillanimous sailors to risk everything in a foolhardy venture. A really successful Oratory or Bargain is needed (not to mention some actual cash: at least 100 bronze a head) to interest most captains.

The only ship whose crew is desperate enough for anything is *The White Raven*, a small run-down Mabden trader with a motley crew of only ten, whose captain, the barbarian self-proclaimed ex-pirate Lanya-an-Hossoth, is both down on her luck and in need of an infusion of some spending money to keep her creditors at bay. She pretends she would rather not go, but indeed she is not averse to making the trip. What she is averse to is actually setting foot on the rock — that is the job of the adventurers. A successful Insight reveals this attitude.

Lanya-an-Hossoth

Former (?) Pirate Captain, aged 26

Captain Hossoth is a skilled sea dog, who is a mite too squeamish and a sight too outspoken for her own good. There are some things as a pirate that she will not do (slaughter innocent folk, for example). She also has a reputation for telling important people where to go (and how). These character flaws may account for why she is so often scuffling to provide for herself and her crew.

Chaos 19, Balance 34, Law 15

STR 13 CON 14 SIZ 11 INT 13 POW 12

DEX 14 APP 15 HP 13

Damage bonus: —

Weapons: Cutlass 78%, damage 1D6+2

Dirk 72%, damage 1D4+2

Harpoon 68%, damage 2D8+4

Armor: Sea Leather & Rings (1D6+1)

Skills: Brawl 56%, Carouse 76%, Climb 66%, Craft (Shipwright) 43%, Dodge 83%, Evaluate 93%, Insight 75%, Natural World 48%, Navigate 97%, Oratory 72%, Sailing 87%, Search 77%, Swim 94%.

Possessions: *The White Raven* (owned in common with her crew). Captain Hossoth gets 2 shares of any piratical loot, and 3 shares go towards ship maintenance. The rest of the crew get 1 share each — best sharing deal on the coast.

Rivals

If it is wished, other characters may be included in *The White Raven's* compliment to help or confound the adventurers. They too have found this craft the only one willing to make the dangerous voyage to Erlek's Doom. No Stats are provided for these bit players.

Nimbon-a-Dral: a wily thief and cutpurse from Lywm-an-Esh, down on his luck and determined to return to his homeland something more than a pauper.

Grimm-nan-Jake: a half-wit, would-be barbarian hero who fancies he has the ability to turn into a giant duck in moments of severe danger. (He doesn't). He is quite mad but actually knows the true story of Erlek's doom from his early life as a teller of tales. Unhappily it shares room in his brain with more fanciful yarns, utterly unreliable in nature.

Raylann-a-Nyle: a sell-sword and warrior, she wishes to buy her would-be husband Nerib back from pirates off the Bro-an-Mabden coast.

The Voyage Out

Ships usually set sail in the mornings from Gor-an-Clu, since the rocks and rip can be perilous. The adventurers' craft is no exception. The trip to the Erlek's Doom takes a full day in a proper ship, twice or three times as long in a mere rowboat. The time is required because of the tricky navigation and treacherous shoals. The vessel is in constant danger and the work is non-stop. A wreck would not be out of the question if Captain Lanya fails too many rolls.

By sunset the light show has begun, coruscating green fire flickering and dancing around the rock, turning the black water a bilious shade in reflection. Any who examine the rock through Shifted Vision see that it exists on all Five Planes. The appropriate sorcery also reveals this.

Of course the island is surrounded by a considerable expanse of particularly nasty rocks, many of which lurk just beneath the surface. *The White Raven* has a small dinghy which Captain Lanya sells to the adventurers if they want to get any closer to Erlek's Doom. The ship approaches no closer than it would to land, necessitating a good twenty minutes of rowing. This boat, or any other rowboat, reaches a point where it too must be abandoned, and the rest of the journey involves clambering over and swimming amongst slippery rocks bathed in flickering green light. At least there is no dangerous marine life around... right?

Other Interested Parties

Chaos has informed two other parties that there is a powerful Contrivance signalling for someone to bear it which must be destroyed, lest the cause of Law is furthered upon the Fifteen Planes.

Vinn-nan-Varg,

High Priest of the Shark, aged 29

Vinn is a big man who has risen high in his chosen profession: that of monster. He now commands *The Dangling Jester*, a Pirate Ship of yowling cut-throats, and communes regularly with hideous servants of Arag. Tall and broad, he wears a kilt made from rough sacking, barbarian armor and a helm with a bronze shark holding a severed arm in its jaws as its crest. He is given to nautical oaths and much brutal language. A sometime cannibal, he enjoys torture and the humiliation of the weak, though terrified of anything he does not understand or control. Full of cunning and guile, he is yet quite mad.

Vinn-nan-Varg received the information about the Contrivance in a mystical vision while mutilating his flesh with a

shark-tooth dagger. He now exhorts his crew to find and destroy "the vile Law-thing".

Chaos 81, Balance 5, Law 15
STR 17 CON 15 SIZ 16 INT 17 POW 21
DEX 8 APP 9 HP 16
Damage Bonus: +1D6

Weapons: Cutlass 83%, damage 1D6+2 (+1D6)
Half Shield 65%, damage kb+1D2 (+1D6), 15 hit points

Armor: Barbarian Leather (1D6+1, helm on)

Skills: Craft (Tattoo) 34%, Dodge 74%, Oratory 90%,
Wrestle 90%.

Abilities: Sorcery (Armor, Body Part, Emotion Control, Freezing
Attack, Make Whole, Membrane of Chaos, Seer of Chaos,
Smother, Sorcerous Battery, Tentacle, Water).

Kyron-a-Brode, Failed Agent of Chaos, age 35

Kyron-a-Brode seeks to be an agent of Chaos, but has thus far only succeeded in turning himself into a shambling mockery of his earlier self. His evil has been increasing with the pain of beholding what he has become, so that now he is a ruthless monster. He is of average height, gaunt and harried. He favours black clothes of a good cut from the best Lywm-an-Esh tailors, but his latest suit is in bad need of repair and since he left his last place of abode with enemies screeching at his heels, it is his only one. He wears his hair cropped short and affects good manners to offset the increasing bestiality of his features. He is a desperate individual, as his haunted blue eyes ringed with shadows, attest.

He travels alone to the tower in a small boat, aided only by sorcery and the promise of aid from his foul pact-mate the Chaos Creature Eldjark, also known as Kyron's Burden, for which he has paid the pact price in advance.



Chaos 74, Balance 3, Law 8
STR 12 CON 14 SIZ 10 INT 16 POW 16
DEX 15 APP 7 HP 12

Damage Bonus: -

Weapons: Rapier 90%, damage 1D6+1

Hunting Bow 60%, damage 1D6+1

Armor: Soft Leather (1D6-1)

Skills: Art (Self-recrimination) 100%, Dodge 86%, Insight 75%,
Natural World 75%, Million Spheres 66%, Scent/Taste 88%.

Abilities: Sorcery (Blessing of Chaos, Demon Sight, Mist, Shadow
Void, Vampire).

Pact: Eldjark, see below

Chaos Traits: Kyron's left hand and arm are those of an ape, but do not hinder him much, and he wears gauntlets whenever he can. His face has a slightly animalistic cast, jaws thrust out and heavy brow, which tends to look accentuated when he gets angry.

Eldjark,

Creature of Chaos, Pacted to Kyron

Eldjark is a foul hybrid of Bull and Dog. It is massive and lumbering, but its appearance belies its manner, which has some wit, and is abrasive and sarcastic. Black shining horns glisten from its head, and a massive claw has replaced its right hoof. It generally stands upright, only dropping to all threes to charge. Its movement rate is the same in either case.

STR 26 CON 19 SIZ 22 INT 11 POW 12
DEX 9 MOV Run-6 HP 21

Damage Bonus: +2D8

Abilities: Armor, 1D8 matted hair

Claw 50%, 1D8 (+2D8)

Gore 70%, 1D8 (+2D8, if charging)

Skills: Art (Sarcasm) 50%, Dodge 50%, Million Spheres 50%,
Track 80%.

Pact Price: An entire man under 25 years old, not known to Kyron.

The Tower Of Erlek

The tower is smooth and high, all angles and dark basalt rock. The light that flickers from it does not appear to come from any particular place. It does, however, also flash from beneath the water, where the rock extends another hundred feet down. In fact the light is actually more intense below the water. A critical Search sees a small, glowing patch in the rock under the water, suggesting an opening.

This small patch, a passage into the rock, is the only way in and out. The secret of Erlek's Doom is that one must go inside this underwater crevice to find the entrance to the tower. The adventurers must Swim down to the entrance or else sink down with the help of a heavy, heavy rock and a deep, deep breath. Once inside the rock, they have to change direction and go up until they reach water level, where they find some stairs extending further up. Check the drowning rules in *Stormbringer* for those who Fail. Exiting the grotto can also be accomplished by successful Swim rolls and/or the use of heavy objects. Good swimmers can help bad ones.

- * Adventurers on the wrong track may wish to climb the face of the rock. Equipment and excellent Climbing rolls are necessary since, given the dark and the sheerness of the

rock surface, hazards run high. There is, of course, no entrance to the tower up there.

The Grotto

Inside the rock is Erlek's Grotto, a small basalt cavern which is the resting place of Erlek and of the desperately signalling Contrivance. It is reached by the passage under the water that comes up in an air-filled chamber at the top of a flight of smooth steps. The grotto is lit spasmodically by the strange green light. The walls of the chamber are bedecked with a striking frieze of paintings in an alien style. They tell the tale of Erlek's Doom. On a successful Idea roll an adventurer may be able to piece together the true tale, as told above, from the pictures (but nothing of the strange device). Who or what created these pictures remains a mystery.

Dominating the grotto is the jade statue of a Nhadragh, warrior holding in one hand an intricately-worked net which crackles with a dazzling display of swirling green light. The statue is magically charged (POW 20). Make a POW vs. POW resistance roll for any adventurer *except* a Nhadragh (see below) who touches the statue. If successful, that person becomes the new Caster of Erlek's Net.

Any Nhadragh who touches the statue also makes the same roll on the Resistance Table, but with different results: the gamemaster calculates how much more POW the Nhadragh would have needed to succeed, given the roll which has been made, and Magic Points are used to make up the difference – Magic Points taken equally from the Nhadragh's party only, *beginning with a minimum of one Magic Point from each other adventurer*. (That is, the first Nhadragh who touches it will become the Caster of Erlek's Net, but at the expense of some of her party's Magic Points). It is intended that this is a rather traumatic event for everyone involved.

The light show ends when a new Caster assumes the role, and the grotto is plunged into darkness, with only the faint, far glow of the ocean to show the way out.

The Jade Statue

The jade statue is actually all that remains of Prince Erlek Kahn Solus, a now-forgotten hero of the Nhadragh. Its resemblance to the man in the pictures on the walls may, or may not, be striking. Once the Net has been removed, the statue appears quiescent. However, a successful POW $\times 2$ roll detects a vague impression of remaining power.

Moving the statue might be an option for a party of four or more. It is not bolted down or anything and it could be worth heaps.

It is extremely unlikely that the adventurers will ever come across anyone who can tell them more than they now know about the statue and the events that brought it into being.

On the other hand, the statue does have some kind of power. What is that power? What does it portend?

Erlek's Net

This net, which once belonged to the Nhadragh Prince Erlek Kahn Solus, is the weighted kind that might be used in combat or to ensnare rabbits or large birds. It is encrusted with fine multi-colored jewels. When swirled and tossed, it has the ability to move into other planes, even beyond the Five Planes

themselves. Consult the **Contriving** chapter for a discussion of interplanar artifacts. The Net could be effective in combat, for it disappears as it whirls through the air. However, when it reappears it always contains an item from another plane, which might be broken by the force of a combat throw.

Unique to Erlek's Net, a product of the combination of Vadhagh and Nhadragh science, is its ability to ensnare items pertaining to knowledge. The Net always finds something from which useful knowledge may be obtained, although at times such objects may baffle the Net's Caster. As a general rule, it ensnares the object most useful to the Caster's current concerns first – but at times there may be no object that really suits the purpose very well. (If the Caster wants to know how to make a hasty escape from the tower, the Net is likely to retrieve a map showing what the party already knows, or a treatise on swimming underwater, for example). From time to time the gamemaster may require a Luck roll from the Caster. Critical success should ensnare a really juicy source of knowledge. However, even Critical success cannot pull the salmon of wisdom from a barren stream.

Each use of the Net in the hands of a Nhadragh Caster draws a Magic Point from all the members of the Caster's current community (party). In the hands of a non-Nhadragh it takes half the Caster's usual Magic Point total. That is, if Moo the Mabden Stargazer currently has only 4 MPs out of his usual 10 when he casts the Net, he falls over unconscious even as his companions discern whatever it is he has fished from the other planes.

- * The Net does not allow the user to move into another plane, nor can using it allow interplanar vision.
- * The Net is bound to its Caster until death do them part.

The Aspiring Agent

Kyron may arrive at any time during the adventurers' exploration of the grotto. He could be a useful light source. He is likely to try and threaten the adventurers with his hideous appearance ("do you want to look like this? Well, then, give that thing to me.") and sorcery. If he threatens them with his Chaos Creature, successful *Insight* reveals the twitch in his eye and his general distaste at having to mention the brute.

Kyron may fight, but is wary of the odds. Also, he does not know how he is going to get back to land (his boat is lying off the rocks in several fathoms of water with the bottom stove in). Still, he is a fanatic and is a little more frightened of failing Chaos than he is of being bested. *In extremis* he calls on Eldjark. Kyron won't destroy the Net outright. He thinks he should take it to his Chaos masters and bargain with it. Thus he might even become an ally against Vinn, although ultimately an untrustworthy one.

If he escapes (something he might be good at), Kyron goes first to the coast of Lywm-an-esh, to a temple of Urleh or Arioch. He may even be desperate enough to try a journey to the Chaos Lands. The Net never accepts Kyron as its Caster, no matter how long he carries it.

Getting Away, Part One

The adventurers eventually leave the grotto, probably after their encounter with Kyron. They have to go down in the water

and up again, reversing what they did to get into the grotto. They emerge on the cramped rocky shore where they started.

If the emerging party is not quiet, it is spotted by Vinn and his crew, alerted by the fading of the green light. Vinn wants everyone alive (for now), but will settle for less in order to get the "Law thing" he has come for.

If, on the other hand, they remain silent and are careful, they can locate *The White Raven*, or whatever vessel they used to get to the island. This may take some doing, for the vessel is not where it was. It has been replaced by *The Dangling Jester*, Vinnan-Varg's brutish pirate vessel. At the foremast a skeleton in jester's suit and cap of bells dangles in irons, tribute to the hapless fool who gave his life to name a ship.

In fact the adventurer's ship is not far off, laying downwind (since ships can be located by their stink), its lights put out, waiting for the moment to strike or to run. Captain Lanya, with the feral caution that characterizes her, hid *The White Raven* as soon as she saw the adventurers safely on shore. The pirates do not know she is there.

Getting Away, Part Two

Fight or flight? It may all depend on Captain Lanya. She probably knows something of *The Dangling Jester*, her crew, and her reputation. Does she think *The White Raven* has the measure of the pirate ship in a chase on the high seas? Does she think her ragged crew and a handful of adventurous whelps has the muscle to defeat fifty Chaos pirates? (And is she right?)

In these dangerous waters, no ship will set sail in the dark: it's a one way trip to the bottom. The adventurer's vessel will get underway if (or when) it is day.

This means flight and pursuit. The pirate ship is bound to see them fleeing and set off after them. A sea chase and/or some kind of battle is likely.

In a chase the most likely haven for the adventurers is the coast of Lywm-an-Esh, in Dowish-an-Wod, where barbarian pirates are immediately attacked by locals ships.

Aboard *The Dangling Jester*

If the adventurers are caught by the pirates, they are taken on board the *Jester*, where Vinn demands the Object of Law. There are fifty pirates here, so outright combat is probably suicidal. (Use Sailor stats from *Stormbringer* and/or the Pirate stats on page I27). But the adventurers may gain some advantage from the Net (see *Using the Net*, below), or Kyron and Eldjark ("Who? Me? You must be joking!"). If a fight does break out and their ship is undamaged, *The White Raven* will close for the battle. Captain Lanya has a soft spot for damned lubberly fools, after all.

The Priest has been told in a vision that he must destroy the Law thing. To do this he intends to summon one of the Army of the Shark [for statistics use the *Army of the Bear* (on page I21, in the *Inhabitants* chapter), replacing the run and walk movement with a *Swim* skill of 120%] and hurl the Net (or

whatever he thinks fits the description from his vision) down the horror's gullet. To make the destruction successful he believes he must soak the ocean with the blood of eight people. The adventurers would make a good start, and then the cabin boy, and up the ranks from there. Of course, he has no compunction about sacrificing Kyron.

The ritual is painstaking, and it takes half an hour before he even begins the slaughter he needs to appease the servants of his god. He leaves the Net (or whatever) in the hands the Caster out of fear of touching it until necessary. Then he intends to chop off the Caster's hand and let the thing fall into the jaws of the swimming abomination he will have summoned, rather than handle it himself. (This won't work: the Net stays with the Caster from now on).

Give the adventurers ample opportunity to escape their fate, but keep the tension up. It is hardly the point of the scenario to have them all butchered by a mad pirate. A swinging lantern and a barrel of pitch in the room where they are held; the timely arrival of Eldjark ("Oh, if you insist!") or Captain Lanya and her mates; the adventurer's own magic or skills — any of this might be used by the adventurers to get away. A small boat attached to *The Dangling Jester* is useful for escape, and their own ship, whether they know it or not, stands by to rescue them.

The Net never accepts Vinn as its Caster, even if he decides to carry it.

Using the Net

It is not likely that the adventurers will have much idea of what the Net does while this adventure unfolds. If they try to use it against one of their foes, it may bring back any number of "useful" items: a formula for some kind of dazzle powder (what? no ingredients?), the recipe for a particularly potent Sorcerous Meld, a copy of *Forty Ways to Have Your Way with Chaos* (a pamphlet that, if read, adds 20% to Oratory vs. Kyron, but zip vs. Vinn), a map showing a secret exit from the grotto, or a book on fire safety with a whole chapter about how inflammable pitch is...

Aftermath

If the adventurers elude or delude him, Vinn remains a trenchant enemy, one who may return to make their lives miserable.

Kyron definitely puts his survival before running any real risks. He's not the type to nurse a grudge — and not the type you would want to look up either.

Captain Lanya just might take a liking to the party — and their money.

In any case, the eerie light has been stopped, and the adventurers may consider themselves a success on that count, and thus claim the reward.

THE PRINCE WHO CRIED FOR LOVE

In which our heroes learn the real meaning of romance

HEARTS AND FLOWERS are the order of the day for this adventure, which takes place in Lywm-an-Esh, near the City of Flowers, Halwyg-nan-Vake. Use the background material on page 58, in the *Geographia* chapter, for the setting. This story is intended to present as many opportunities for roleplaying, meeting individuals, and exploring character, as it does action and violence.

A Tale Of Two Lovers

In years gone by, the Vadhagh Prince Bohl Yarv Naraine lived in his castle in the forests of Bro-an-Vadhagh, south of the Plain of Broggfythus. There he pursued the usual intellectual and artistic pursuits of the Vadhagh until one day he decided to study that which he never understood: Mabden love. After much study, he recognized that practical experience was necessary, and in due course he met and became fascinated with Lady Carwellyn, daughter of a powerful Lord of Lywm-an-Esh. She returned the compliment and for a time they lived as lovers in his castle, until one day she declared that honor and duty demanded she return to her father's homeland. She promised she would call the Prince when she needed him and that they would be together again.

Whether or not this was truly love on the part of either party cannot be known. Prince Bohl tends to dramatize and romanticize what he feels because such behavior is explicitly described in the romantic Mabden texts he has studied. For her part, Lady Carwellyn was a follower of Chaos and used the Prince's vast library and conjuratoria to further her ambitions in the sorcerous arts, though at the same time, she did say she really loved him. She returned to her homeland, however, not as a matter of duty, but to set herself up in power. And she never called.

Years passed. Lady Carwellyn married Baron Gorm of Gal, a dumpy overlord whom she had in her complete thrall. Together they built up a small empire of wealth and land. Lady Carwellyn, now the Baroness, bore the Baron a son and a daughter, but in giving birth to the latter, she died without ever sending that message to recall her love.

Twenty five years have passed since then. Suddenly, the call has come, burning its eldritch message into the mind of the Prince. Uncertain of the life span common for Mabden, the Prince is convinced his love needs him, and heads to the Castle of Gorum, the Lady's home in Lywm-an-Esh, to effect their reunion. (For the truth behind the signal, see the sections *Behind The Signal* and *Amodarin*, below).

Meeting The Prince

The adventurers meet the Prince on the high road, journeying on whatever business or pleasure takes them upon the Great Ways of Lywm-an-Esh. He is being held above the road in a wicker basket and taunted by a bunch of villagers brandishing crude pole arms and farming implements.

He has offended the local populace who are now debating whether to murder him. They fear murder might bring the wrath of Law down on their heads. A local Priest of Chaos, on his way to the same destination as the Prince, believes murder is a good idea in the circumstances. See the details for *Logosto*, on page 145.

The peasants are easily frightened by anyone showing any ability with a weapon. They don't especially like the priest, and his arguing for the Vadhagh's death is one of the major factors keeping their captive alive. Their gripe with the Vadhagh is that their crops have spoiled this year; and in seeking something to blame they have settled on this stranger. The Prince desperately calls out for help, "in the holy name of the human heart", as they ride up. If this does not move them, he offers a reward of 1000 bronzes, but entertains serious doubts about their chivalry ever after.

The scenario pretty much depends on the adventurers' rescuing the Prince, so let's presume they do. The Priest won't stop them, although he is put out. (Think Vincent Price). He departs swiftly in a fit of pique.

The Prince has a horse, which wandered off to crop the grass when he was set upon by the peasants. It is a mild-mannered Vadhagh pony, but the attack has obviously spooked it. Nothing can induce it to move until the Prince calmly walks

around to its rear and twists its tail, at which it rears its head and moves around in position to be mounted. At this, the Prince begins to weep. This is, he explains between sobs, something taught him by his lost love – a little secret, a little joke they once shared, in happier times when it seemed that the summer of their passion would never end and the world lived all its days under the sign of the human heart ... blah ... blah ... sob ... but now she is gone ... sob (clutches brow and staggers back) ... gone ... gone ... (collapses gracefully in tears).

Having rescued Prince Bohl, the adventurers are rather stuck with him. He offers them whatever it takes for their company, advice and aid on the journey to the castle he seeks and back. This might be money (he has many gems), a sorcerous or Contriving tome, knowledge of some romantic kind, or even an introduction to some Vadhagh scholar of his acquaintance. It is clear he needs a guide and help in Mabden lands. He explains his quest in his own flowery terms, neglecting to mention how much time has passed since he last saw his love, as he is really not sure about things like that.

Prince Bohl Yav Naraine

The Prince Who Cried For Love, aged 209

Prince Bohl has the classic features of the Vadhagh, the long skull, the strange eyes, the lean and graceful form. His name robe is a deep vermilion. He wears no armor, only Vadhagh clothing of exquisite cut.

The Prince is, like other Vadhagh, far advanced in learning and science. But rather like Corum at the start of his adventures, Prince Bohl is naive about the ways of a world that has become chiefly a Mabden place. Thus the actual ways of love and its attendant passions and duties in the real world are complete mysteries to him. So too is most of the bustling Mabden society, but his active scientific curiosity makes him eager to participate in it. Most of the time, especially now in the absence of his love, the Prince is acting out what he thinks is required of him as a lover. He usually errs on the side of over-dramatizing, being much given to melancholic sighing and regular outbursts of (bad) verse. And he has a particular thing about the importance of what he calls "the sign of the human heart" (heart shapes). All this makes him, if nothing else, an "interesting" companion.

Chaos 9, Balance 54, Law 63
STR 10 CON 9 SIZ 14 INT 21 POW 19
DEX 18 APP 16 HP 12
Damage Bonus: -

Weapons: Quality Long Sword 109%, damage 11
Dagger 81%, damage 1D4

Armor: None

Skills: Avocation (Artist/Mood) 260%, Craft (almost anything into heart shapes) 98%, Dodge 70%, Insight 93%, Million Spheres 84%, Natural World 68%, Physik 105%, Potions 210%, Ride 77%, Scent/Taste 90%, Scribe 180%, Search 76%.

Abilities: Shift Vision, Shift Self as natural abilities. (Bohl does not know Contriving, although the Lady Carwellyn did.)

Possession: Portrait of Lady Cornwellyn in heart shaped frame.

Courting Romance

The adventurers and the Prince journey to Castle Gorum. The Prince accurately knows its whereabouts from calculations he made to trace the call from his lost love. Somehow those calculations were based on the heart shaped frame for the portrait of his love that he always carries with him.

The journey to the castle takes three days on horseback. Gamemasters may create whatever encounters they like on the road. Part of the fun of this adventure can be the naivete of the strange Vadhagh prince and how the adventurers deal with him. The Prince is not a fool, even if he understands little of Mabden behavior. He can be brutally frank ignoring Mabden touchiness, completely self-absorbed to the point of rudeness,

or as over the top romantic as he misunderstands he should be.

The Pleasures of Atmosphere

For extra effect gamemasters may wish to play the movie director by having the environs of Lywm-an-Esh and Castle Gorum mirror the moods of the Prince. When he arrives the castle grounds are sunny and resplendent with flowers; as he is thwarted rain sets in and the landscape turns gloomy; if things take a turn for the better the weather brightens up; etc. In a light-hearted way, this is intended to

parallel Moorcock's own (Romantic) concern that the physical environs of a fantasy story reflect the characters' inner turmoil.



Intrigue In The Castle Of Love

The Crude Plot of young Lorman

The old Baron is now dying, locked in a room with mumbling priests attending his last hours. His young, ruthless son, Lorman, wishes to have his sister Wynna married off and out of his way. To this end he has chosen a particular Chaos Priest to be his sister's intended. The priest has promised him sorcerous aid and the help of the Lords of Chaos in conquering his neighbors and carving a smaller kingdom out of his corner of Lywm-an-Esh in return for the young woman as his bride.

Trouble is, Lorman has no say in whom his sister marries. Family tradition decrees that a woman shall wed "he who proves most worthy of all her suitors". Lorman is in the

process of manipulating family tradition to his own ends. With his sister's full consent, he has proposed a contest to determine her most worthy suitor.

For three days a Festival of Love is being held at the Castle. Entertainment by romantic bards and poets, an abundance of flowers, and feasts of heart-shaped foods are provided for all the populace. During this time, all those who register and are above peasant status may seek the hand of the Lady Wynna. The way to win her hand is to find a Golden Heart hidden by the Lady. The Heart is hidden somewhere in the castle. Lorman has rigged the contest by telling the Priest where it has been hidden. Thus none can accuse him of dirty work — at least not to his face.

Suspecting his clever sister is somehow plotting to favor her true love, Count Nyv, Lorman plans to have that stainless Count kidnapped on the first night of the Festival, taken to a nearby hut and tortured to find out what is going on so he may inform the Priest. Then Nyv is to "have an accident".

The Clever Counterplot of Lady Wynna

Now why would a presumably clever woman like the Lady Wynna agree to a no-brainer event like this? As you might expect, she has a plan of her own. She loves Count Nyv, handsome, full of shining honor and a bitter enemy to her dim-witted, brutal brother. Foreseeing some treachery on Lorman's part, she has moved the Heart from where Lorman thinks she hid it in the back of an ornate tapestry of herself hunting, and placed it where she has told Nyv it is: in the heart of the maze her mother had constructed in the grounds of the castle, in a hidey-hole under the base of a statue of her father.

Ironically this is also the entrance to the secret chamber of the late Baroness, Lady Carwellyn, Prince Bohl's lost love, which lies on another plane. The effect of inadvertently putting the Golden Heart at the border of this plane has been to preserve a perfect three-dimensional illusion of the Heart on this plane, while the physical Heart itself is on the other. No one will discover this interplanar anomaly until someone tries to actually touch the Golden Heart.

The Woman in the Miniature

One last complication is that Lady Wynna is the spitting image of her mother. Prince Bohl will probably refuse to believe she is a different person, and the adventurers too may be deceived, since they have the evidence of the Prince's miniature portrait to tell them what the Lady Carwellyn looked like. There is no portrait of the late Baroness in Castle Gorum.

The Golden Heart (Part One)

Three guesses who was the original owner (and Contriver) of the Golden Heart, which everyone in the Castle thinks is just a pretty bauble. Hint: Prince Bohl helped her make it.

Behind The Signal

The late Baroness's call to Bohl was actually sent by Amodarin the Governess, in the hope that Elder Folk would come and thwart the Baron's son, leaving the way open for a marriage between Lady Wynna and young Count Nyv. But the Governess expects an army of Elder Folk — not the lone, romantic and somewhat foolish, Prince Bohl.

The First Night of the Festival

There is a saying, "the Balance favors lovers". Whether this be true or no, certainly nothing could be more Balanced than the Prince and the adventurers arriving at Castle Gorum on the very first day of the Festival of Love — just in time for the Prince to see the woman he believes is his lost love, the Lady Carwellyn, and to determine to make her his by being the first to find her Golden Heart.

Once he is a suitor, the Prince and his retinue are entitled to accommodation at the Castle. Whatever else may happen on this day, the Prince is expected to join the other suitors in the first evening's Banquet of Love, at which heart shaped food of all kinds is served.

The Lady Wynna is the Banquet's guest of honor, of course. But she leaves abruptly after only a half an hour, and she seems distraught. Apparently she was expecting someone who never showed up. That would be Count Nyv — and now that you mention it, it *is* strange that he is not here. He has made no secret of his love for the lady and you would expect him to be in the competition for her hand.

Unbeknownst to the lady (and most everyone else), Nyv has been waylaid on his way to the Banquet, kidnapped and taken to a squalid, well-concealed hut deep in a forest near the Castle, where even as the last course is being served he is being tortured with hot irons to tell what he knows. (Which he will never do, of course).

A Castle of Characters

Lorman-a-Gorm

Baron Gorm's son, age 21

A treacherous, rather slow-witted rogue with stunning delusions of grandeur, the young Baron-to-be is in his early twenties and while small and slight, makes up in obvious guile and ambition what he lacks in stature. He affects clothing all of black and mutters constantly to his companion, the raven *Mordagast*, which sits on his shoulder. Rumor has it the raven is a sorcerous familiar of considerable Chaotic power. The rumor is completely false: the raven is stuffed.

Chaos 11, Balance 0, Law 08

STR 9 CON 7 SIZ 7 INT 8 POW 10
DEX 13 APP 12 HP 10

Damage bonus: —

Weapons: Rapier 46%, damage 1D6+1

Dagger 27%, damage 1D4+2

Armor: None

Skills: Conceal Object 62%, Fast Talk 47%, Oratory 17%,
Potions 36%.

The Dying Baron

Upstairs, the Baron is dying of scarlet pox, a repulsive but thankfully, not contagious, disease. Most of the time he is too delirious or weak to talk, even if you could get in to see him. He dies on the third night of the Festival, pretty much no matter what anyone does. Because the Baron truly loved the Lady Carwellyn, he could find his way through the maze she created in the garden (see *Lady Carwellyn's Maze*, below). He has never attempted it, however, because he thinks mazes are foolish frippery.

Lady Wynna-a-Gorm**Baron Gorm's daughter, age 18**

Lady Wynna is beautiful and clever, but unwise — a headstrong eighteen years of age. She defies her evil brother, believing true love and wit can best brutality and ambition. In her own way she is as much a romantic as Prince Bohl — a trait she may have inherited from her mother. While she may find the Prince's misguided attentions interesting, her heart belongs to Nyv. She remains faithful to the last. She is quite tall and rather well-muscled, being better at sword-play than her brother, and has a shock of thick black hair.

Chaos 09, Balance 0, Law 13

STR 16 CON 11 SIZ 10 INT 15 POW 13

DEX 12 APP 17 HP 11

Damage bonus: +1D4

Weapons: Rapier 67%, damage 1D6+1 (+1D4)

Dagger 44%, damage 1D4+2 (+1D4)

Armor: None

Skills: Art (Courtly Arts) 79%, Climb 43%, Conceal Object 72%, Dodge 62%, Evaluate 56%, Fast Talk 57%, Hide 34%, Insight 73%, Jump 32%, Listen 44%, Move Quietly 53%, Oratory 51%, Ride 76%, Throw 63%, Wrestle 77%.

Amodarin**A Governess, age 57 (maybe)**

Tall, severe, and constantly wringing her hands in anxiety, Amodarin is loyal to her beloved late Baroness and to the Baroness's wish that her daughter should find true happiness. Moreover, she too is a Compleat Romantick. She believes in true love — specifically in the true of love Wynna and Nyv and in the secret true love of the late Baroness, whoever he may have been.

The Lady Carwellyn had a premonition that she would not survive the birth of her last child, whom she fervently hoped would be the daughter she had always wanted. Before she went into labor, she gave Amodarin a piece of parchment folded in a complex fashion into a perfect three-dimensional heart. She told the Governess (then Nanny) that if ever her daughter needed someone who would selflessly serve her, Amodarin should burn the paper under the light of a full moon. When Amodarin did this last week, it triggered the call.

The Lady also told her of a secret hiding place beneath the statue of the Baron in the Maze she had constructed in the castle grounds (see *Lady Carwellyn's Maze*, below). In her turn, Amodarin passed this knowledge on to the Lady Wynna.

The Governess is uncertain of what is afoot but determined to stop Lorman's plotting. She would make a good ally for the adventurers, although she doesn't know the original, or new location of the Golden Heart, nor that her late mistresses' secret chamber is located in the secret hiding place (see *In My Lady's Chamber*, below). Despite her disappointment that Prince Bohl is not an entire army, she sees the adventurers as the last chance to avert disaster. She should cajole them to find the Heart — and, after the first night, the missing Count Nyv.

Chaos 0, Balance 12, Law 56

STR 10 CON 17 SIZ 14 INT 12 POW 14

DEX 11 APP 12 HP 16

Damage bonus: —

Skills: Art (Courtly Arts) 87%, Craft (Teaching) 96%, Five Planes 86%, Insight 85%, Listen 88%, Move Quietly 74%, Natural World 84%, Ride 35%, Search 66%, Throw 33%, Scribe 78%.

The Suitors

No statistics are provided for any of the suitors except Logosto. This is a space saving measure — and besides, our play test didn't need them.

Count Nyv

The absent Count Nyv is the most likely successful suitor, and the certain winner of the contest since he already knows where the Lady's Heart is hidden. She has, after all, told him. Unfortunately, he is kidnapped and tortured before he can even make it to the opening night Banquet. His captors are as many surly thugs as there are adventurers (use the Warrior stats on page 128). Sadly for the adventurers if they rescue him, his horrid treatment renders him insensible until the end of the third night and the completion of the Festival of Love. This may be a blessing in disguise, for the Count is a bit of a sop.

Majak-an-Worl

Majak is a burly youth of nineteen who fancies himself a warrior, scholar and troubadour. He has little ability in any of the above callings, but his pompous bragging might actually convince somebody sometime that he is actually as good as he boasts. He has long hair, wears a massive suit of gleaming crimson and silver armor except when asleep, and addresses all men as "Sirrah" and women as "M'dam".

Brevin Kalen Dhal

The quietly spoken and gentle youngest son of a warrior line, Brevin is used to casual brutality being meted out to him by the physically powerful. He is utterly resigned to a miserable life. This quiet pessimism means he is resigned to losing the Lady Wynna, although he dotes on her utterly. She, in her turn, uses his calf-like passivity ruthlessly. Brevin is tall and fair, with very red skin and moist blue eyes.

Logosto**Underhanded Priest of Urleh, age 39**

A Priest of Urleh, vassal god of Chaos, Logosto is tall, stooped and bald. He wears yellow and gold and is fond of the word 'incontestable', which he often uses inappropriately. His magic is limited, but he favors Chaotic Effects of the spectacular visual kind. He has acquired quite a lot of secular power, though his position in the church is a relatively modest one. He is a co-conspirator with the Baron's son, Lorman, to find the Golden Heart, marry the Lady Wynna, have his foul way with her and make her remaining life a living hell. It is possible that he is smart enough to realize that Lady Wynna may have other plans and that she is fully capable of moving her Golden Heart from its original hiding place. Certainly he is smart enough to appreciate how stupid Lorman is.

Chaos 59, Balance 23, Law 17

STR 12 CON 11 SIZ 10 INT 14 POW 15

DEX 8 APP 9 HP 11

Damage bonus: —

Weapons: Dagger 69%, damage 1D4+2

Throwing Dagger 72%, 1D4

Armor: Elaborately Decorated Soft leather (1D6+1)

Skills: Art (Sophistry) 84%, Conceal Object 47%, Dodge 54%, Fast Talk 81%, Five Planes 63%, Insight 74%, Million Spheres 49%, Oratory 64%, Physik 58%, Potions 44%, Scribe 75%

Abilities: Sorcery (Baffle Attack, Bug Eye, Color Projection, Empathy, Loathsome Stain Attack, Make Whole, Sleep Attack, Transmute, Webbing).

Cavraen-a-Gowyll

A brutal swordsman, and devotee of the most repressive side of Law, Cavraen is constantly on the look-out for a reason to challenge someone to a fight. He is of average height, very lean, and sports numerous duelling scars. Cavraen wears bright colors, a quilted vest and a beaded ponytail. He is very, very good with a sword.

A Castle of Hiding Places

Castle Gorum has the usual array of castle rooms — bedchambers, kitchens, training hall, armory — as many as your game requires. Feel free to invent others if the challenge becomes too easy. As a rough rule-of-thumb, it takes one day or night to fully search four rooms.

Grand Hall

The largest hall of the Castle, and its major entertainment area. This is where the first night's Banquet of Love takes place. The hall is bedecked with suits of armor, tapestries and works of art. A tapestry on the west wall woven by the Lady Wynna depicting her hunting a stag was the original hiding place of her Golden Heart. This is also where Lorman has told the Priest Logosto it still is.

Trophy Room

A long hall crammed with the booty of war that Baron Gorm has collected over the years. All manner of treasures are here, as are strange and unique items. The room is guarded day and night by two soldiers of the castle. They allow some reasonable searching for the sake of the contest but watch anyone who does so very closely indeed.

Shrine to Urleh

A small shrine to Urleh is a sign of this family's loyalty to Chaos. Some secret hiding places exist in this room in which articles have been hidden in the past (see **Heartfelt Clues**, below). During daylight hours the Shrine is protected by a shaven-head acolyte of Chaos who allows only those loyal to Chaos to enter and frowns on active searching, contest or no.

Lady Carwellyn's Maze

A maze of hedges is one of the principal features of Castle Gorum's gardens. It was constructed under the late Baroness' orders and it is shaped like a heart, although most people would need to observe it from above to notice this fact, and it cannot actually be seen at the proper angle from any of the Castle windows. This is no accident. The Baroness did not want anyone to know the shape of her Maze, and to this day, no one does.

It takes an Idea or Navigation skill roll not to get lost in the first five minutes. For some reason that is not easily explicable,

simply taking all the left hand turns (or whatever strategy usually works for you in mazes) does not work here — although it does lead you out very quickly. Ultimately almost everyone is defeated by the Maze (each successive roll is at minus 10%), except those who truly love her. The Lady Wynna doesn't know this and neither does Amodarin (since neither of them has ever had any problem in finding their way inside). If the Prince enters the Maze, the gamemaster may have to decide whether he truly loves the Lady Carwellyn or not. Those who truly love the Lady are also able to lead others to the heart of the Maze, of course.

In the very heart the Maze stands a statue of Baron Gorum. Below it is the secret entrance to Lady Corwellyn's chamber.

The Statue

The statue of Baron Gorum shows him astride a rearing horse, sword extended. It is not a very flattering image. The Baron seems overweight and pompous. The horse is almost overcome, and is frothing at the mouth. The face of the marble Baron is dominated by a rather large wart on the tip of his nose — somewhat larger, if anything, than its real-life counterpart. If the dying Baron were to see this statue, he might well expire on the spot.

The statue can be moved aside by twisting the horse's tail, which triggers a mechanism that slides the whole statue to one side, revealing an opening beneath. For obtuse adventurers, a Critical Search roll may be needed to locate the mechanism (although both Amodarin and Wynna know the trick, of course). Finally, the SIZ of the statue is 32. Match this on the Resistance Table against the combined STR of those wishing to slide it manually. Moving it this way breaks the mechanism.

For more on the hole underneath the statue, see **In My Lady's Chamber**, below.

The Festival of Love

During the three days of the Festival of Love, the Castle and its grounds are decorated with banners, ribbons and streamers. Flowers are everywhere and songs of love are on every lip. On the grounds are as many colorful tents as the gamemaster can imagine, each displaying some carnival event newly tailored to the Festival's theme: the archery contest has the competitors shooting arrows into heart-shaped targets; the fortune-teller only predicts the fortunes of love; all of the sweetmeats and scarves for sale are etched with silly verses and amorous sentiments; and handsome youths and pretty maidens dart through the crowd bestowing kisses and hugs on all and sundry.

There may be contests of versifying and music-making — perhaps even a contest to find one's way through the Maze (whose true shape is not known to the revellers), or contests at arms in which the suitors can take out their frustrations on each other and anyone else foolish enough to enter.

Things To Do

- * Make new friends! Wynna, Amodarin and Brevin seem like nice people, except that Wynna keeps mooning on about that no-show, Nyv.

- * Let's explore! You keep an eye on the corridor while I just rifle through this shrine... oops! Hi there, your reverence!
- * A chivalrous deed! We can help the Lady in distress by finding *her* lost love. Forget the soppy Prince!
- * Follow your heart! Where is the damn thing? Maybe the silly Prince knows. (Indeed, the Prince may display an uncanny ability to deal with heart-shaped phenomena, his particular obsession.)

Heartfelt Clues

- * Overheard near the sick room: "*She* has her father's heart — would *he* had hers!" What does this mean? (Nothing much).
- * Ox-heart stew: a special dish that takes three days to prepare, preoccupying the kitchen staff.
- * A room occasionally referred to as "the heart of the castle": the Grand Hall.
- * The outline of a heart, faintly etched on one of the walls of the shrine (takes a long time of uninterrupted *Searching* to discern). The pointed base of the outline, if pressed, reveals a shallow alcove within which one finds...
- * The plans of Lady Carwellyn's Maze drawn in her own hand, with notations of the Contriving that makes the maze unsolvable save by those who truly love her. These plans also confirm that the maze is shaped like a heart, but it may take quite a lot of effort to figure them out in the first place.

In My Lady's Chamber

Beneath the statue of the Baron in the heart of the Maze there is a hole about the size of a small closet. Steps have been cut into one of the walls of the hole, leading down.

It is likely that when the adventurers discover this space they will see what appears to be Lady Wynna's Golden Heart at the bottom of the hole, where the Lady herself has put (well, dropped) it. The Prince recognizes it right away as something that he and his lost love Contrived together — and he breaks down, of course.

Attempts to grasp the Heart fail. Someone who has the ability to see into other planes and the wit to try to do so (like the Prince if no one else thinks of it) sees that the actual Heart is on another plane, in front of an exquisite door made of Carmine Ash from the Forest of Laahr decorated with solid gold studs in the shape of two hearts entwined. (This sight could well provoke another flood of tears from the Prince).

Disconcertingly, this door lies on the *bottom* of the hole. Anyone who grasps its (invisible) handle is Shifted to stand

in front of it in the normal way and is suddenly fully able to apprehend it (that is, they will have been Shifted onto the plane on which it exists). The 90 degree lurch does not bother the Prince, but it might make others a bit queasy.

The door is the entrance to the chamber of Lady Carwellyn. It is not locked. The room inside is small and dark and lit by gems glittering in a bracket in the walls. The gems are Crystals. The Lady's chamber is strewn with the impedimenta of magical experiments: racks of powders, rows of scrolls, stuffed animals and a scarred triangular worktable.

Lady Carwellyn's ability to combine Vadhigh science with Chaos sorcery allowed her almost complete security in her work. Even her beloved companion Amodarin was told only that there was a place to hide beneath the Baron's statue in the Maze, but nothing at all of the chamber.

At the gamemaster's discretion, this chamber can be left by another door at the opposite side of the room which leads into a castle that lies on the unknown plane where the chamber has been located. (The Lady Carwellyn led far more than just a *double* life!)

Contained in the chamber are:

- * Lady Carwellyn's Grimoire. For those that way inclined, there are 9 Chaotic Effects here, details of the summoning and pact prices for two Chaos Creatures, and the true name of one Demon.
- * Plans, Crystals, etc., of use to anyone interested in Contriving. (At the gamemaster's discretion).
- * An apparition. In her dying hours the Lady created an apparition of herself, designed to appear if Prince Bohl were ever to find her chamber (which she reckoned he would). The apparition says that she loved him truly and that he must now look after the happiness of her daughter Wynna. If nothing else has done so heretofore, this apparition should disabuse the Prince of the idea that Wynna is her mother — as well as reduce him to tears once more. (Cynical gamemasters may decide that an Insight roll suggests that perhaps, but only perhaps, the apparition's sentiments cannot be wholly trusted.)



The Golden Heart (Part Two)

You do remember that there was this Golden Heart outside the chamber door, don't you? Someone should really pick it up, since there are not all that many Contrivances that have the property of existing on one plane while projecting an illusion of themselves on another. Perhaps in time someone will even find a use for it. Why did no one discover this property of the Golden Heart before? And doesn't anyone want to give it to Count Nyv?

A CITY THAT Is Not

In which our heroes go to pot and take a plane trip

REPARE YOURSELVES now for the tale of a lost city, nestled on another plane. The adventurers must first find the city, then learn its significance, and finally, play a part in what it will become.

Setting

The action could take place in several regions of the World of the Five Planes: the place where the adventurers first learn of the city, the place where they learn how to find it, and the place where the entrance to the city itself is located. Either Bro-an-Mabden or Lwym-an-Esh seem well suited as locations for the Day of Uncovered Items and the coastal town. The Serpent Chasm might be located in Bro-an-Vadhagh or in Khoolocrah, which also seems like a likely spot for A City That Is Not. However, the entrance to the city may be located anywhere, as long as that place is relatively isolated and boasts a mountain range in which such a gateway might be concealed. A lost city, after all, needs to be lost in order for someone to find it.

Of Legends And Relics

The adventurers are on the road again. Perhaps they are returning home from Castle Gorum or Erlik's Doom, or are between locations on some other adventure. Perhaps they have been hired by a bureaucrat of some description to establish whether rumors of Mabden raiders wrecking havoc on certain trade routes are true.

A Chance Encounter

Part way through the adventures' journey, they come across a gathering of assorted peoples. It seems as if members of all the sapient groups of the World of the Five Planes are here. Beasts of burden stand tethered in tall grass feeding while their owners are grouped around a central fire within a circle of battered and roadworn chariots.

These people are traders, or representatives of traders. They have come together because of an auction of artifacts. Apparently such auctions are not uncommon, and they are known as "Days of Uncovered Items". The centerpiece of this particular

Day is to be a relic that is supposedly some kind of key to a treasure hidden somewhere, although few of the traders actually believe this to be the case.

If the characters inquire as to who owns the special relic or who has summoned this particular Day of Uncovered Items, they are directed to an oversized caravan at the center of the chariots. It is a strange vehicle hung with many pennants and banners covered in arcane writings. The flags are wards in languages from all over the Five Planes. This is the caravan of Kanagh-Dor, but she is not receiving visitors right now.

Do-chagh

There is a Nhadrach within the crowd of traders. Do-chagh is a man of high learning. He is serene and somewhat austere, in many ways a surprising bearing for one of the doomed Nhadrach. He is dressed in travelling leathers, a simple cloak and riding gloves. Do-chagh seems to know something of Nhadrach history. More than that, he actually seems proud to be a Nhadrach, and he can regale the adventurers with tales and legends of glory. [In point of fact, he is one of the *Community of Tomorrow*, an elite section of the Nhadrach underground, but he would gladly die rather than reveal that, or anything about the underground movement.]

The Auction

After the auction of various artifacts — perhaps a Composite Bow that shows Nhadrach influence, a Contrivance that no one can figure out, and a beautifully worked medallion, all sold at prices that make the adventurers blanch (even if they are flush with cash from their most recent adventures) — the moment arrives where the Day's featured item is to be sold. By this time, night has fallen and the only light comes from the giant campfire in the middle of the circle of wagons.

Now at last, Kanagh-Dor descends from her caravan. Lit by the central fire she holds aloft the handle of an ancient vase. It is the size of a large animal's tusk and heavy enough that it requires two hands to raise it up. It is made from a dark stone veined with purple and peppered with so many savage shards of the same purple crystal that would it would seem to be

impossible to grip the handle as Kanagh-Dor is doing without cutting oneself. Indeed, there are a tiny trails of blood dripping down her arms.

A storm is growing as the bidding starts. Its winds lick at the flames, encouraging them higher. The characters may actually want to bid for the piece themselves. Keep in mind that many of the traders gathered here will stop at nothing short of actual violence to get what they want, including threats and intimidation.

The light from the fire swells and falls with the gusting of the wind, casting weird shadows at the edges of the camp. Or is that movement? If the adventurers investigate they may catch fleeting sight of figures moving around out beyond the camp in the dark.

Do-chagh is prominent among the those bidding, and may even be the one to make the last, highest, bid.

At the peak of the bid, the 'going once, going twice' stage, a javelin hurtles out of the darkness and pins Kanagh-Dor's arm to her caravan. The handle falls from her hands and is shattered on the ground. In this instant the full fury of the storm bursts upon the camp.

The Raid

Mabden raiders have surrounded the camp. They begin to attack as the storm hits. The gamemaster should make sure that there are just enough raiders to make for an interesting, challenging and victorious fight – and that some get away. When the raid begins, Do-chagh fades into the crowd and disappears. His survival is more important than obtaining a broken artifact.

Two things should be made clear in the course of the battle:

- 1 The raiders are after the relic. Two attackers run to scoop up pieces of the fallen handle, while the others distract the crowd by spreading mayhem. If they succeed in this

attempt, the other raiders turn their attention to killing and looting the traders. If they are thwarted by, say, the adventurers grabbing some of the pieces, the fight may well turn into a bloody version of Pass the Parcel. Perhaps the most desirable result of this part of the fight would be that the raiders take some shards of the handle and the adventurers are left with some others.

- 2 No matter what the result of the battle for the handle bits, the adventurers are likely to be the principal factor in finally foiling the raiders' plans to loot, kill, and maim all these peaceful (and well-heeled) traders.

Effects of the Storm

The following modifiers can be applied to the traders and the adventurers during the course of the battle. The fetishes carried by the Mabden raiders make them immune to the effects of the sorcerous storm.

The powerful wind and rain give these modifiers to combat:

- * -20% to missile fire
- * -10% to attempts to Dodge in the mud. Fumbles result in the character slipping over; it takes 1D3 turns to rise.
- * Successive Dodges and Parries are at -40% less rather than the usual -30%.

The Raiders Flee

Once it is dramatically valid, or the adventurers have cut down several raiders, the remainder (probably including their leader, the Chaos sorcerer Towlar) flee, and the storm almost immediately dissipates. Kanagh-Dor uses Physik and Chaotic Effects to help herself and the wounded. The matriarch then asks to speak to the characters directly.



A Proposition from Kanagh-Dor

Kanagh-Dor invites the adventurers into her ward-encrusted caravan and offers them tea that contains a mild relaxant. If the adventurers have saved some of the handle (and if they determine to tell Kanagh-Dor of this), she thanks them, but explains ruefully that such an artifact is worthless on the market unless it is intact.

At any rate, she is grateful to the adventurers for their intervention and she says honor demands that she offer them something in exchange for what they have done this night to save the lives and fortunes of the traders. What she offers them is the best trading opportunity that it is in her power to give.

Kanagh-Dor came to the Day Of Uncovered Items as the agent of a certain merchant, charged to sell just that ancient handle. The merchant was anxious to see what such an artifact, unknown to this time, would fetch in the markets of the world. He had made a deal with her that, once the handle was sold, Kanagh-Dor would undertake an expedition to the place where it had been found and bring back any other treasures that might be there.

She thinks the merchant will be even more convinced of the item's value when he learns of this night's adventure. She offers the adventurers the opportunity of undertaking the expedition with her and splitting her proceeds down the middle. (This means that they stand to realize about 25% of the total, since the merchant takes 50% off the top).

If they agree to her offer, she suggests that they wait for morning and travel separate ways in a leisurely manner to a particular coastal town to throw off any suspicion.

Plotlines for Opportunists

Of course, some adventurers will join the raiders instead. In this case, the raiders succeed in obtaining a large, but worthless and useless chunk of the handle largely because of the help of the adventurers. They are willing to form an alliance. Kanagh-Dor and other elements of the traders in the camp, however, undertake to pursue the adventurers to the death.

The raiders know where to find the sailor who originally found the handle (see below), and they have ways to make him tell them exactly where he found it.

Some Characters

Kanagh-Dor

Kanagh-Dor is a canny and resourceful trader, something like a Romany matriarch. Long ago, she escaped from a barbarian harem. She can engage the characters in intellectual conversation if that is their bent, and it is clear that she is a cultured woman. There is no reason for her to treat the adventurers dishonestly and her sense of debt to them is real, but she is also an efficient and even ruthless nomadic trader with a talent for exploration and an eye for the main chance. She dresses in practical clothing and bears a scar on her left cheek, earned while getting out of that harem.

Chaos 37, Balance 51, Law 43
STR 9 CON 14 SIZ 10 INT 16 POW 16
DEX 12 APP 8 HP 12
Damage Bonus: -
Weapons: None

Armor: None

Skills: Bargain 55%, Dodge 25%, Evaluate 70%, Five Planes 70%, Insight 55%, Listen 60%, Physik 60%, Move Quietly 50%, Natural World 55%, Navigate 45%, Unknown Kingdoms 15%.

Mabden Raiders (about 20)

These guys are hardened soldiers driven by their sense that all peoples everywhere are their enemies (which is quite possibly the case). They fight without honor, only to win. Barbaric and purely decorative symbols have been burned into their chests and their armor is made so that these marks are clearly visible. They are carrying Ragma-da-Kheta fetishes given to them by their leader, Tovlar, which protect them from the effects of his bit of weather manipulation (see *Tovlar*, below). These fetishes dissolve into murk when Tovlar's sorcery wears out.

Chaos 28, Balance 0, Law 0
STR 11 CON 11 SIZ 16 INT 9 POW 13
DEX 11 APP 13 HP 14
Damage bonus: +1D4

Weapons: *Light Mace* 45%, damage 1D6+2 (+1D4)
Small Shield 51%, damage kb+1D3 (+1D4)

Armor: Leather & Rings (1D6+1)

Skills: Dodge 40%, Hide 40%, Listen 60%, Move Quietly 40%, Ride 60%, Track 50%, Search 50%.

Possessions: A fetish of rotted sea urchins and cactus needles, which protects against the effects of violent storms. (Some of these may be duds, of course).

Tovlar the Defiled

Mabden Mercenary Sorcerer, Age 41

Tovlar is a tall lean pale being with viciously sharp features and dark, black eyes. He is a cunning leader and warrior, using his sorcery to increase his men's fighting capability and advantage in battle. Tovlar is a classic Chaos villain - cruel in the extreme, proficient and not afraid of forsaking his soul or those of his men to achieve glory. He wishes to take the handle so that he can sell it for fabulous riches, and he means to find where it came from because he believes there must be more treasure there.

Chaos 69, Balance 0, Law 0
STR 16 CON 16 SIZ 17 INT 14 POW 14
DEX 15 APP 15 HP 17
Damage bonus: +1D6

Weapons: *Decorated Khoolocrah Club**72%, damage 2D6 (+1D6)

Throwing Axe (3) 62%, damage 1D6 (+1D3)

Armor: Leather & Rings (1D6+1)

Skills: Craft (Torture) 55%, Bargain 65%, Dodge 60%, Hide 50%, Listen 60%, Move Quietly 60%, Natural World 55%, Physik 60%, Ride 70%, Track 60%, Trap 50%.

Abilities: Sorcery (Air, Bile, Chain of Being, Dust Cloud, Gore, Healing, Quills, Snout, Water, Zap, and Storm of Demon Spittle, see below).

Storm of Demon Spittle. This Chaotic Effect is one of Tovlar's own creation. It takes some time to take hold, but within 20-30 minutes of being summoned, it causes a powerful storm to converge around a focal point. The effects of the storm on combatants are outlined above. Controlling the weather, even on this small scale, usually takes about 210 Magic

Points, 200 of which come from Tovlar's raiders in a Chain of Being.

Possessions: Tovlar's club has a focal point inscribed on its head, which is what makes it look so decorative. He has a long-term deal with the Ragha-da-Kheta sorcerer who sold him the club to supply him with bulk quantities of "Dryzabone!" protection-from-storm fetishes, which he passes out to the raiders before he summons one of his Demon Spittle Storms.

Towards the Serpent Chasm

The adventurers journey to the coastal town suggested by Kanagh-Dor. Are they followed? Do they know it? Can they throw their pursuers, if any, off their trail?

In the town they rendezvous with Kanagh-Dor in whatever degree of secrecy the gamemaster deems appropriate. Whether they actually meet the merchant or not is unimportant. Supplies for the expedition are adequate. The merchant is good for anything they need within reason, but he and Kanagh-Dor believe that it will be in their best interest to appear to be a modest, unambitious trading venture.

Kanagh-Dor can give them some background. She says the merchant has boasted to her that he obtained the handle in this very town from a drunken sailor who traded it for a bottle of bad green wine. Before he passed out the sailor claimed he had found it in the *Snake Pit*. No such place is known and the merchant did not think that he ought to be around when the sailor woke up on the morning after.

Kanagh-Dor thinks other sailors may be able to help locate this mysterious Snake Pit. She assigns the adventurers the task of seeing what they can find out about it.

Asking Around

Discovering accurate information should prove difficult, as the place they are looking for is dangerous to approach by sea, isolated, barren and rarely visited.

If the adventurers have made an ally of Captain Lanya-an-Hossoth (see *Jewelled Destinies*), she may be able to help them, but it will probably make for a better game if they have to spend some time and effort to piece together information worth acting on from the various tales they are told.

- * It is not called the Snake Pit. No one ever heard of the Snake Pit (except as a means of torture). Probably there are pits filled with snakes somewhere, but who would want to know where? Sounds just like the kind of thing a drunk would imagine.
- * There was a sailor who had some kind of valuable thing he said he got from a Snake Pit. No one has seen him for a long time. Old Gnarly remembers he saw that sailor with some fellow had a brand on his chest, seemed to be something really important they was talking about.
- * When the idea that perhaps the snake part of the name has something to do with its shape is suggested, an informant may recall that he once passed by a jagged and rocky stretch of coastline, in which a deep winding gash stretched for some miles. The informant can give a vague location for the chasm ("north a ways – due north", that kind of thing).

* Another informant recalls such a chasm. As a child she travelled near it in a small sailing ship. The chasm cascades with sea water. The crew called it The Serpent Chasm. The informant can tell what coast the chasm was on and indicate on a map about where she remembers it to have been.

* Legend says some chasm on this coast was split open to release Demons into this world by a dark-hearted sorcerer. It is dangerous place and many who live close to it have lost loved ones to Demon kidnappers. (Perhaps this story is heard in a town on the coast where the chasm is located.)

* A chasm shaped like a snake? That'd be the Wreckers Cervice. It's a place inhabited by wreckers who use lights to lure ships to the rocks and salvage the bounty. (Perhaps this story is heard in a town on the coast where the chasm is located.)

Kanagh-Dor should be amenable to any suggestion from the adventurers, but she is not stupid and won't be stampeded into precipitous action. Once the information seems good, she is willing to set sail.

Getting There

Once the expedition has made it to the correct coast, if the adventurers determine to travel on to the chasm by sea, any captain experienced in the area can tell them that there is no place to make a landfall anywhere near the place itself. They will have to be put on shore at some distance, climb the steep, windswept cliffs, populated with large, fierce, predatory birds, and journey across them for some time to the Serpent Chasm.

In truth the chasm is not inhabited by wreckers or Demons. If the expedition makes a landfall as suggested and travels for some days, it eventually comes across a violent landscape of crags and pointed rocks. Cautious travel is required through this terrain, for it is almost as dangerous to approach the Serpent Chasm by land as by sea. It is possible that the characters may slip and injure themselves (Luck and Climbing rolls may be called for). It is even possible that Kanagh-Dor herself may die, at the gamemaster's discretion. The expedition has to camp for a night amongst the crags. A few hours journey into the morning they find the place they have been looking for.

The gash through the earth is deep and several miles long. It writhes like a serpent from the ocean inland. Water from the waves crashes over its lips, making it dangerous to stand anywhere near the shore.

Searching the Place

First the party must descend, hopefully at a point where the waves are not a serious problem. There they find that the chasm is not as impossibly deep as some have reported. In fact, within an hour's careful descent, the characters find themselves in the dimly lit, sea water-filled base. The water reaches their knees, and extends the length of the chasm. After yet another hour's walk inland, the characters discover something most unusual.

The Idol

A head carved from rock stares forward, severed from its crumpled body, which lies in pieces in the waters of the chasm floor. There is what appears to be writing across its forehead.

The writing is in no script known to the adventurers or to Kanagh-Dor, but she believes it is very ancient indeed. It seems to consist of simple shapes and pictographs. The pictographs seem related to designs on the handle and some seems to show humanoids praying, a crumbling city, and a thin crack opening in the ground. Successful *Insight* rolls indicate that the Idol is of a Mabden spirit or god.

The Last of a Ruined City

Beyond the idol is a huge chamber that opens up and falls away beneath the adventurers' feet. In the dark depths below there appear to be ruins of buildings, now hardly more than rubble, except for one structure that lists dangerously, teetering on the brink of an even deeper abyss. It is as though at this point the earth opened up and swallowed a city. (It may now appear that the crevasse itself may have originated here, sending its serpentine branches inland and oceanward from the city).

The leaning structure may have been a temple. It is quite precarious, and the adventures' approach and exploration may well cause its stones to shift and walls to crumble even more. Skeletal remains spill out of hundreds of shattered tombs carved in the collapsing walls. In the center of the largest space in the building there is a giant vase of similar proportions to the handle displayed on The Day of Uncovered Items.

Relief carvings inside the temple are as difficult to make sense of as the writing on the carved head. However, an *Idea* roll imparts the impression that some figures may be Mabden and others... Nhadrakh! The two groups appear to be living together in peace and harmony. The Mabden seem to be worshippers in the temple, the vase seems to be a gift to them from the Nhadrakh. One scene shows a number of Mabden and Nhadrakh around the vase, each grasping a handle. This number (and thus the number of handles on the vase) is different from the number of adventurers present, there are either fewer or more figures — but there is no need for the gamemaster to draw attention to any such comparison.

The vase, and perhaps some burial jewelry and other like items, are the only things undamaged in the burial chamber. *Physik* rolls indicate the skeletal remains to be both Mabden and Nhadrakh.

Examining the Vase

The vase is huge, oversized, baroque. It is filled with stagnant water, that in combination with its size will make it very difficult to lift. Like the relic the characters have seen, the entire vase has been carved from a strange fragile stone with purple,

crystalline veins running across its surface. Carved onto this surface are hundreds of stylized images of mountains, valleys, weapons and creatures — too many, and apparently in too random an order, to make any kind of feasible map.

There are as many handles on this vase as there are party members present. That number does not correspond to any of the images of vases like this in any of the relief carvings in the temple building. Like the relic, these handles are ridged with sharp accretions of the crystal veins.

Despite the sharp protrusions and despite its weight and despite the precarious situation of the temple itself, Kanagh-Dor is very likely to want this artifact. She may even point out that destiny means for them to have it, since there are just enough handles so that everyone can do his or her fair share in carrying it off.

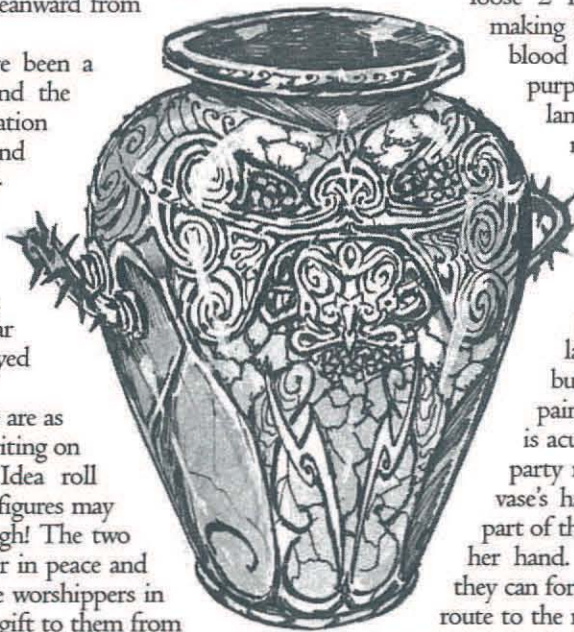
Solving the Riddle of the Vase

When each party member has taken hold of a handle, the sharp ridges of crystal imbed themselves into their hands, causing blood to flow quite freely (the characters each loose 2 HP during the blood letting) and making it impossible to break the grip. The blood fills the crystal veins that glow dark purple, merging into a single flow. It links landmarks on the surface of the vase, making a single trail through the images of rivers, cities and the like that decorate it.

The blood traces its way to a final point, a mountain, that appears to glow with greater intensity than the other highlighted landmarks. The mountain suddenly burns white hot, sending a shuddering pain through the party's hands. The pain is acute (another 3 HP). Luckily, now the party members find they can let go of the vase's handles. However, each now has one part of the highlighted map burned into his or her hand. By arranging their hands together they can form the entire map, clearly showing the route to the mountain. (This unique brand is not permanent and disappears after some weeks).

There is nothing else of interest in the chasm. The journey out of the crevice should be no harder than their descent, even if they are lugging the stupid vase with them. It does not prick them in this way again, and their blood is soon absorbed into it (creepy!), leaving no trace of the map. However, the shards in the handle are still sharp and will cause some lacerations unless precautions are taken.

Kanagh-Dor's reaction to all of this is at the gamemaster's discretion. Perhaps the simplest solution would be for her to insist on taking the vase and other tomb artifacts back to the merchant, but to offer the adventurers a substantial advance on the anticipated profit to finance their search for wherever it is that the map is showing.



An Ancient Secret Path

One of the markings on the map is a stylized skull, like the carved rock face in the Serpent Chasm. It is placed by a stylized ocean suggesting that the skull may be representative of nameless place in which they have just been. From this point the characters can locate their position in relation to the route shown on the map. Other landmarks will be useful in helping the characters remain on track. Of course the vase is several thousand years old and much of the landscape has changed. They find nothing to indicate that anyone has ever regularly used this pathway even countless eons before. This is indeed, an ancient secret road, if road it ever was.

Landmarks

A **Forest** which has been cut down and replaced by farm land in ages gone by has left no trace.

A **River** although long since dried up, proves a more reliable aid. The characters can follow its dried course north for four days which will bring them within a few days travel of a vast desert.

A **Stylized Flame** flame represents this desert, now far larger than shown on the map, which must be crossed in order to reach the mountains.

An **Old Battlefield**, indicated by a crossed sword and spear, still exists, now sited deep in the desert. The only visible signs that armed conflict once took place are a few bronze shards of weapons scattered in the sand. However, from this location a single, tall mountain peak can be seen, and that seems to be the mysterious endpoint of the journey charted by the map.

Other Mountain Ranges, symbolized by the all-too-common peaked-hat shapes, still do exist, providing both verification of the adventurer's other cartological interpretations and more orientation.

A **Winged Serpent** and a number of **Strange Large-Headed Humanoids** are pretty much incomprehensible to anyone alive now.

What the Mountain Hides

Close inspection of the mountain design on the map reveals a small sun design at midpoint within it. All the adventurers need do is climb the mountain to approximately this point, where they find two standing stones, carved with runes almost entirely worn away by wind and weather, that flank a cave entrance.

The Old Ways

Once inside the cave the adventurers find themselves in a tunnel that gradually slopes upward. The darkness is total, of course. Although it has been cleverly feigned, a very astute observer may be able to discern that this tunnel is not a natural one but the work of sentient beings.

Battle in the Empty Chamber

The deeper into the mountain the characters travel, the thinner the air becomes. Their breathing should be quite labored as they reach a large chamber, along the far wall of which there is a thick slab of stone incised with the image of a maelstrom. The massive, heavy stone does not yield to pressure — and banging on it is particularly frustrating, since fist on stone makes no sound.

The adventurers may want to search for secret catches, levers and doorways, none of which can be found. However, the time spent searching allows the raiders to catch up with them.

Ambushed!

Tovlar's Raiders have been tracking the adventurers with sorcery, which has also keep them concealed from prying eyes. Perhaps they killed Kanagh-Dor, stole the vase and learned its secret. Or perhaps, having been beaten to the vase, they have been following the adventurers since.

At any rate, Tovlar has decided that this is a perfect time and place to rid himself of the adventurers forever.

Fondling his Chaotic mace, Tovlar thanks the characters for their assistance in finding the destination marked on the map. In a saccharine voice he offers them the choice of *really* painful deaths or the straightforward guts and gore of willing sacrifices to Arag.

The adventurers have a battle on their hands if they wish to live.

The statistics for the Mabden raiders are provided earlier in the scenario, on page 150. There are ten of them — or just as many as the gamemaster thinks will induce the adventurers not to surrender but should still make for serious opposition. Tovlar seeks out the sorcerously inclined among the defenders, and if there are none of those, moves against the strongest fighter.

An Unexpected Rescue!

The activity in the chamber has been monitored by an armed group who are stationed behind the decorated stone slab. A passionate debate has ensued among the members of the group in which the strong feelings of the youthful majority have prevailed over the cool reason of the leading officer.

Just at that moment when things are looking most dire for the adventurers, a trumpet blast rings out, the stone cracks open, bright light streams into the chamber, and thirty Nhadragh warriors charge into the room to do battle with the raiders. These warriors use huge bronze shields, spears, and swords against the raiders, although they are not heavily armored. With these Nhadragh on their side, the characters should make short work of their attackers.

City Soldiers, Age c. 200-500

These are earnest, capable young male and female Nhadragh who fight with preternatural coordination, each seeming exactly to anticipate the actions of the others. This ability increases the effectiveness of each individual when fighting in the group. One of the soldiers is older than the others (in fact about 650) and seems to initiate some actions (including contact with the adventurers). While this person is clearly the

group's officer, in combat she acts as one with the rest. The weapons and armor of all the soldiers are made of bronze. (At the time of the adventurers' arrival, the City knows nothing of iron).

Chaos 0, Balance 21, Law 45
STR 15 CON 16 SIZ 11 INT 13 POW 24
DEX 19 APP 15 HP 14
Damage bonus: +1D4

Weapons: *Long Spear 45% (65%), damage 1D10+1 (+1D4)
*Shortsword 55% (75%), damage 1D6+1 (+1D4)
*Sling 60% (80%), damage 1D8 (+1D2)
*Large Shield 50% (70%), damage knockback

Armor: Plate (1D10+2)

Skills: *Brawl 55% (75%), Climb 45%, *Dodge 65% (85%),
Hide 35%, Insight (applies to foreigners only) 25%,
Jump 40%, Listen 30%, Move Quietly 50%, Natural World
(or Way of the Sea) 45%, Navigate 65%, *Physik 70% (90%),
Sailing 75%, Swim 90%.

*The second percentage in each marked skill reflects the individual's abilities when acting in the group. (See the material on the Nhadragh in the *Running the Game* chapter, and some of the marvels of city life described below, for an explanation of why this should be so).

As some raiders flee the chamber one of the soldiers raises a gleaming cornet and blows a ringing blast. A sound of falling rock and screaming attests all-too-well to their fate. [Perhaps too well — this device is intended to give Tovlar the Defiled a way out if the gamemaster wants to make future use of him.]

Once the battle is over, the Nhadragh warriors bow to the adventurers and indicate that they are welcome to enter behind the cracked stone.

The language they speak is a strange, and entirely unfamiliar, musical tongue that strikes the adventurers' ears as somehow almost unfinished. A Nhadragh adventurer may be suddenly struck by a sense of loss and longing, like an image from the past that will not crystallize, but even other Nhadragh cannot understand what is being said.

A certain tension between the older officer and his younger companions may be perceptible to the adventurers.

The Curtain of Light

When all are gathered behind the cracked slab of stone, one of the Nhadragh warriors places two hands on the wall to one side. With a harsh grating sound, the stone closes again into a seamless surface. The adventurers are in an austere antechamber, clearly used by the soldiers. It is well lit and ventilated, although no source of light or air can be discerned.

Along the far wall of the antechamber there is a shimmering curtain of purple light about the height of a person. Three of the soldiers salute the rest and approach the curtain of light in single file. They appear to burn white as they step into it. An adventurer with the Plane Shift or Plane Vision abilities may have a strong sense that there is nothing to fear from this light curtain.

Gentle gestures by one of the younger soldiers invite the adventurers also to enter the curtain of light. Although the Nhadragh soldiers behave with great courtesy and understanding, they will eventually throw the adventurers through one-by-one if they have to.

Once the characters hit the curtain they feel themselves washed over by a cool, tingling sensation — not pain but a fresh invigorating feeling, as though they have been splashed by water, or caressed by a cool spring breeze. This takes only seconds.

A City In A Waterfall

Immediately thereafter they find themselves inside a giant conical structure, ringed with thousands of empty seats which arch above them in an unsettling manner, seemingly defying the laws of physics.

The warriors lead the party outside, where they can see that they are in a marvellous city beneath a warm purple sky. Strangest of all is the horizon. For fifty miles up, all around the city, a massive waterfall cascades down from above. The water seems to do no damage, but a faint fresh spray tingles the air.

The city itself is an architectural wonder. Canals filled with water allow light skiffs made from delicate silver wires and gossamer sheeting to carry lightly clad Nhadragh from building to building. The buildings appear to be made of marble and sandstone. They have open windows and tiled roofs and are surrounded by extensive gardens. Frescos and statues, tapestries and banners — artwork of every kind — can be seen in abundance.

The soldiers escort the characters to skiffs which take them a short distance to a large domed building. All the way along their short journey the city's Nhadragh inhabitants stop to gaze at the passing strangers, their faces filled with delight and wonder.

The city dwellers appear to dress in very little. Their skins are copper-toned, their faces angelic and their hair varies from rich gold to sienna black. They do not wear beards: their bodies, like those of the Vadragh are smooth and hairless. They travel barefoot, gold bracelets and rings adorning their ankles and toes. Light skirts are worn about their waists and short capes of various colors hang from their shoulders. Men and women dress identically.

A Meeting

The huge domed building has only the one room, defined by the walls that surround it. The adventurers may be reminded of the interior of the temple in the ruined city — only this is on a far, far grander scale. Inside hang richly colored tapestries. On reed mats along one of the walls of the room nearly a hundred Nhadragh — male and female, dressed in long flowing robes with extensive trails. One of these people stands as the party is escorted to the center of the room.

The Nhadragh points to himself and says "Aedor — ." He then points to the adventurers and encourages them to introduce themselves. From the moment that the adventurers announce their names to Aedor, every inhabitant of the city is able to address them by name.

Aedor gestures to the map-etched hands of the adventurers. Then he holds his fists together, making a crashing noise as he moves the knuckles apart so that they reveal a crack of sorts. Aedor is trying to indicate that he knows the adventurers have come from the ruined city.

Aedor Mentor, Age 850

Aedor was picked at random for the task of acting as a mentor for the visitors. He is unfailingly patient and courteous — explaining what he can of what is asked of him and remaining strictly neutral in his accounts of the growing division between young and old in the city. On the other hand, he volunteers no information beyond what might be needed by a tourist (what to see, what to eat, etc.). As a matter of personal preference, at almost any time of day or night Aedor would rather be weaving extraordinarily colored fabrics from the sea flax and rare fibers sheared from denizens of the surrounding ocean. He is touchingly susceptible to praise of his work, which he secretly believes has gone unrecognized in the community at large.

Chaos 0, Balance 67, Law 80
STR 14 CON 12 SIZ 13 INT 15 POW 26
DEX 14 APP 13 HP 13
Damage bonus: +1D4

Weapons: *Long Spear 55% (75%), damage 1D10+1 (+1D4)
*Shortsword 50% (70%), damage 1D6+1 (+1D4)
*Sling 40% (60%), damage 1D8 (+1D2)
*Large Shield 30% (50%), damage knockback

Armor: Plate (1D10+2)

Skills: Art (Group Singing) 80%, *Brawl 35% (55%), Climb 35%, Craft (Weaving) 90%, *Dodge 55% (75%), Evaluate 60%, Hide 35%, Insight (applies to foreigners only) 30%, Jump 30%, Listen 40%, Move Quietly 40%, Natural World (or Way of the Sea) 65%, Navigate 65%, *Physik 60% (80%), Sailing 80%, Swim 70%.

*The second percentage in each marked skill reflects the individual's abilities when acting in the group. (See the material on the Nhadragh in the *Running the Game* chapter, and some of the marvels of city life described below, for an explanation of why this should be so).

The Rite of Acceptance

Aedor does his best to communicate to the characters the city dwellers' desire that they undergo a Rite of Acceptance. He does this by establishing the words for and making reference to 'community' and 'speech.' Once he is satisfied that the adventurers understand what he wants and are willing to do it, he leads them to the Temple (see *A City That Is Not*, below).

It is entirely possible that some may not wish to undergo the ritual for various reasons. The city dwellers are cool with that. Successful *Insight* roles reveal that Aedor means only the best, his motives genuine.

In the Temple a giant golden brazier thirty feet wide burns sweetly scented incense. Aedor ushers the adventurers towards the brazier. Out of the darkness of the Temple a priest steps forward holding a number of small clay pots.

The priest casts the pots into the brazier and a dense smoke fills the room. Its scent is not unpleasant. However, the smoke feels as though it is prying open each adventurer's mouth, tongue and throat. Like a living being it slithers deep into the lungs, seeming to open each organ out with a sense of unfolding. [Adventurers who are weak may lose consciousness at this point, roll CON × 3% to stay awake.]

Aedor steps forward through the dense clouds of smoke. As he speaks, the adventurers who have undergone the ritual understand him. He welcomes them to *A City That Is Not*, built

on the ocean floor. He says that he rejoices that Tregolow, the once ruined city in which Nhadragh and Mabden lived so happily has been rebuilt and can once again send ambassadors to *A City That Is Not*.

The adventurers who have undergone the ritual are able now to converse with the inhabitants of the city in their own musical tongue. What they say and how Aedor and others respond is up to them. These Nhadragh are a civilized, peaceful people with no evil intent and their responses, channeled through Aedor, should reflect that.

The name of this city really is *A City That Is Not*. Adventurers will recognize that "Tregolow", the name Aedor calls the ruined city, is an awkward, probably very old, way of saying *The Town Of The Light*.

ONE OF THE KIN

A NHADRAGH ADVENTURER has no privileged knowledge of the language nor, at this point, has any immediate sense of overwhelmingly direct kinship with these Nhadragh. Clearly, what is happening is likely to be an extremely emotional experience for any Nhadragh of the World of Five Planes, and clearly the inhabitants of this city are likely to be perplexed by the spiritual desolation of Nhadragh from Corum's world — but there is no instant knowledge of and no miracle cure for what has happened to the Nhadragh available in *A City That Is Not*.

A City That Is Not

The rest of this scenario has been written with the assumption that the game-master has absorbed the information on the Nhadragh which appears throughout this volume (and especially starting on page 107). The dwellers of the *City That Is Not* are Nhadragh in full possession of their remarkable psychic powers.

The party can stay as Aedor's guests. His house is a Typical Residence (see below).

The following is a guide to certain customs and to what the city dwellers think about certain things as well as to places of interest.

Culture

Beliefs

The Nhadragh of this city do not believe in an afterlife and do not worship gods. Rather they insist that the souls of the dead are reborn and reintegrated into the community. It is not uncommon to hear comments like 'Dovagh has the sword arm of Thol-a-Rag' or 'Aemor shows the wisdom of Andorra.'

An ocean of fresh water surrounds the city (see *The Surrounding Ocean*, below). This body of water, which also sustains the city's inhabitants, is of particular significance to them. They do not deify it, but their lives are dependent on and intertwined with it, as the lives of other peoples are upon the land on which they live. The citizens of *A City That Is Not* refer to the ocean as they might to a friend or an enemy,

to a servant or a god. In this way it is constantly, and consciously, personified — but no one believes the ocean is a living thing, much less a divinity. What they do believe is that there is no clear division between themselves and the ocean in which they dwell.

Daily Life

Fish, “domesticated” crustaceans, sea vegetation, and bread (of flour ground from the carcasses of dried fish and yeast captured from the air) make up the major part of the Nhadragh diet. Fruits, vegetables and herbs taken from the gardens also play a role. No land mammals exist in the city, the only domestic food animals are various types of giant crustaceans that roam freely about the city and swim in the canals. These are fed, cared for, slaughtered and otherwise used for food (some are “milked” and some lay eggs) by everyone, much like communal goats or chickens. Which being crustaceans, some are nippy.

The average Nhadragh citizen rises at dawn and sleeps at sun set, the cycle of the sun being seen as a convenient indicator for a proper life. At nights almost the entire city sleeps. City dwellers spend only about 5–6 hours a day in their given occupations, the remaining time divided between contemplation, going to the amphitheater or socializing. Games of chance and riddle craft are common diversions. “Sun hoops”, a variant of quoits, is very popular. All the city dwellers can swim and do so in the canals throughout the city. From time to time singing arise spontaneously through the city.

Many tasks are shared among the entire community. For example, all city dwellers spend a part of their lives in military service. Although no one can remember when last they faced an enemy, tradition has it that they must be prepared and that the invasion will come from the world beyond the curtain of light. All citizens train with spears, short swords, and large shields, learning to work in units of five and to coordinate tactics in larger groups. The synchronization and coordination that these military groups can achieve is quite remarkable.

The adventurers find that many of the younger adults residents take a great deal of interest in everything about the new arrivals. They are asked questions about where they come from and what they have done and what other peoples are there, and so forth. Also anything that the adventurers say is likely to be treated by these citizens as particularly interesting, worthwhile and intelligent. Older city dwellers are not quite so easy to impress, and at times may even display a somewhat superior attitude.

The Surrounding Ocean

A City That Is Not is entirely surrounded by a wall of constantly falling water. The water belongs to a fresh water ocean. Somehow the city nestles on the ocean floor, as though it were in the bottom of a pit.

How this has happened is not something that can be easily explained to the adventurers, since it is based on psychic energy which the Nhadragh control communally and about which the adventurers are likely to have no clue. For the inhabitants of the city, this is just the ways things are: the city is where it is because that is where they want it to be. They treat it and think of it as a natural phenomenon.

Form time to time parties of fishers set off to trawl the ocean. Paths behind the fountaining horizon of water allow treacherous access to the ocean’s surface. Immense communal psychic power must be exercised to pull the fishing craft away from the vortex created by the city and toward more normally navigable waters — and to return home again without mishap. Fishing trips take many months and are only undertaken by groups that have been psychically trained to form viable little communities “bonded” to particular ships that are “crafted” (if one has to have a name for the process) to include several Sea Crystals. These ships sustain their bonded group and act as foci for the group’s mental and emotional energies. It seems likely that only a very little of how such groups operate could be understood by most adventurers.

Crafting

The psychic power of the Nhadragh community expresses itself in all manner of physical things: buildings, clothing, tools, weapons, chariots and so on. Most of these items are quite ordinary things. A few may well have properties similar to those of items Contrived on Corum’s world, like the horn whose blast seems to have caused a cave-in when some of the raiders tried to escape. Others are likely to appear quite alien and outlandish. Still others will have functions which no one can properly explain to the visitors, no matter how much they try. Among all of them — at the gamemaster’s discretion — there may even appear one or two which would be extraordinarily useful back home. Obtaining such items should be as difficult or as easy as the gamemaster wants it to be.

These goods are “crafted” (at least that is the word for it in the language of the city dwellers). Since there appear to be specialist crafters throughout the city, the visitors may not think to enquire too deeply into how things are made. After they have been in the city for some time, it is possible that one or another adventurer may notice that some of the younger warrior/soldiers now have weapons and armor made of iron and steel, instead of bronze.

The Market

The market is central to the exchange of goods and services in the city. A barter system operates here: the value of an item or service determined by quality, availability and need (the more a person needs an item, the less is demanded in exchange).

It has been a good year for both crafts and the ocean harvest, and as a result A City That Is Not is experiencing a time of great ease and relaxed living. Learning and education are bartered in the marketplace. For the cost of a loaf of bread and three fish a young warrior may be able to purchase half a day’s tutoring from an old veteran.

The market has no set location, traders gathering in front of Morva (see below) one day, in the gardens on another, or by this or that canal. Somehow everyone seems to know where the market is being held, and most, if not all, visit it at some stage during the day.

If the adventurers come to the market, they find themselves the subjects of a great deal of attention. Younger traders are likely to offer them all manner of extravagances in exchange for items they carry about themselves. Anything that the city dwellers are not familiar with is of great interest to these trad-

ers. Older traders, however, disdain what the visitors have brought from outside.

The Curtain of Light and the Junction of Two Worlds

The adventurers gained access to the city through a curtain of light. The curtain of light is an interplanar portal, of course. The city dwellers are quite aware of this and not at all averse to talking about it. They understand that two worlds are connected by this curtain. It has long been accepted that the world from which the adventurers have come is hostile to A City That Is Not — with the shining exception of Tregolow, destroyed by a natural disaster ages ago. Some of the younger people think that perhaps the traditional belief is wrong, perhaps the other plane is not hostile and perhaps their destiny lies there. (See *Resolution & Retribution*, below).

What no one knows is where they came from or what else may lie on this side of the curtain besides the city on the ocean floor. These are questions which have not occurred to the city dwellers to ask. Strangely, when they are forced to confront these questions the city's inhabitants soon casually change the subject. They seem unable to concentrate on such topics. Within minutes of their having been raised, they are utterly forgotten. (See *Unresolved Issues*, below).

Places of Interest

A Typical Residence

The architecture of A City That Is Not is based around a repeated form — the single room. This is true for residences as well. Large open windows with heavy cloth curtains allow much natural light into the room revealing a compact and efficient living space. Often indications of the occupations ("crafts") of residents can be seen in the houses — pottery wheels, weaving looms and smithing tools are common. Reed beds, simple wicker furnishings and pottery containers make up the rest of an average city dweller's belongings. Food preparation and cooking take place in the open air and often in communal spaces or "gardens" between the houses. ("Throw another Crusty on the barby, mate!")

The Gardens

The gardens of A City That Is Not are communal property. Each house extends to a garden connected with others, resulting in an expansive variety of lush, semi-tropical plants into which the residences seem embedded like plants themselves. The gardens follow no boundaries and are not cut back. As a result they grow almost everywhere. Many colorful beetles dwell in these gardens and are considered "protected by the community". To deliberately take the life of such a creature is considered a grave crime indeed.

The Canals

The canals are not very deep. They are filled with fresh water, drawn from the ocean. The floor of the canals are intricately tiled. Fish and crustaceans swim their lengths and are netted every day for food. (Living things tend to be cooked alive by the city dwellers, a habit some visitors may find a bit off-putting). The skiffs that skim the canals are apparently made from transparent stretched fish membranes, stretched over a

filigree of gleaming wire. They lie low in the water and can seat up to two people.

The Amphitheater

This is where the characters first arrived. The shimmering curtain of light is a constant presence here, in the side of the wall that faces Morva (see below) and surrounds the performing area. Three times a day a contingent of 5 soldiers exits and enters the curtain, changing the guard.

In this amphitheater the walls of seats appear to curve inward, giving the interior the appearance of an inverted cone. Adventurers may expect to fall, or feel disoriented at least, if they mount to the highest seats, but this is not the case. Something has altered the sense of balance and even the point of view. The highest seats offer the best view, that is all. Of course, no one can properly explain how this works.

The amphitheater is used mostly for theatrical performances, *Sun Chasing* (see below), and military training. The city's theatrical art, called "the cresting wave" by citizens, is highly stylized, imagistic and allegorical. Most of it seems to take place in a world of dreams and visions — and almost none of it can be understood by the visitors, no matter how thoroughly it is explained (in fact, explanations only make what is going on more confusing). This is true even for the simple-minded "silly ripple" performances featuring broad physical comedy and staggering acrobatics. Impossible to tell when to laugh or when to applaud — exhilarating, though.

Morva

This domed building is the one that the characters were taken to first. It is the main meeting hall and the largest building in the city. A series of 20 marble stairs run up to Morva which is raised high above the city. Large windows, 15 meters above the floor, allow natural light to flood in, illuminating its huge meeting chamber. Like all the architecture of this city, Morva comprises one room. Its domed ceiling is painted in abstract designs. Fifty tapestries hang on the walls, each with a symbol upon it which indicates one of families who originally founded the city. A single stretch of stairs at the back of Morva lead down to the City Library. ["Morva" means "place by the sea".]

The City Library

Beneath Morva lies the City Library. Lit by a thousand small holes, almost unnoticeable in the floor of Morva, the City Library is dingy at best. Anyone is allowed access to the Library. The records of the city, housed here, are written on some kind of papyrus made of fish skin and rolled into scrolls. Adventurers who have undergone the Rite of Acceptance can read what is written in these records without any help.

There are thousands of scrolls pertaining to many aspects of city life. However, most knowledge among the Nhadrach is not preserved in scrolls but in the common mind of the community. There is nothing here about those matters that city dwellers take for granted (like the power and importance of community and how the wall of ocean is maintained), nor about Nhadrach who exist on other planes (it is assumed that there are none). Nothing suggests how the city got its peculiar name.

One scroll describes the history of relations with Tregolow in much the same terms that early English explorers might have

described relations with a kingdom of West Africa. Even the closest of readings of what is in the Library (a reading inspired by *Insight*), can discover nothing of real significance to the Nhadragh of the World of The Five Planes.

The Temple

The characters were brought to the Temple for the Ritual of Acceptance. It is a large structure bearing a stylized skull and sun motif above its archway entrance. Inside it is dark in comparison to most of the other buildings in the city. Incense burning in braziers casts flickering shadows about the room and sends plumes of sweetly scented smoke into the air (nice to smell, but you can't get off on it). The Priests of the Temple (both men and women) serve in rotation, working in their given occupations for most of the year and spending thirty days living in the Temple. Only one Priest is in the Temple at any one time. No deities are worshipped here. It is in fact a place of communion, used only when especially strong communal power is needed (as, for example, when fishing ships are sent out on the ocean).

Houses of Living Souls

A belief that death is only one stage along the path of life has resulted in the Houses of Living Souls. There are about thirty of these scattered throughout the city. They are empty except for hundreds of four inch by four inch alcoves carved into the inside walls. The inhabitants of the city believe that a soul or "life essence" is quite small, about the size of a child's fist. The alcoves are resting places for the souls of those who have died. There is nothing material in any of the alcoves, of course.

The Maiden's Well

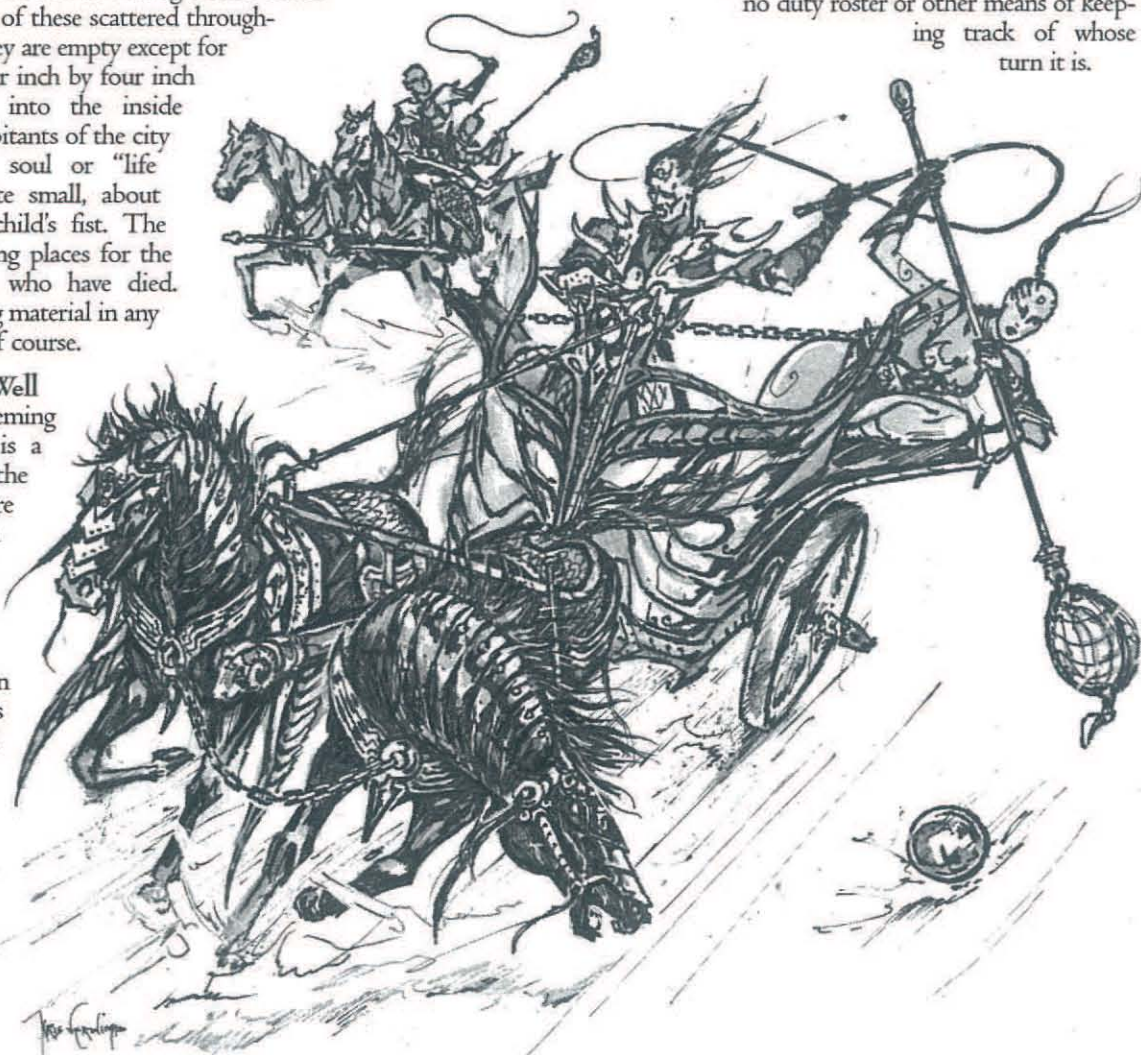
The humble-seeming Maiden's Well is a tribute to the enduring nature of Nhadragh oral poetry. The well itself is a small stone structure in the main gardens. It has long since dried up, but remains a focus of courtship. Poems claim that a maiden who casts a

flower into the well will see the face of her next lover in the rippling water. Although the water is no longer there, young women still cast flowers into the well in the belief that the gesture can ensnare a desired lover. Many young men gather nearby to spy upon the women and occasionally one is brash enough to try to snatch a blossom as it is thrown.

This is also a clandestine meeting place for youth. They gather here at night, when everyone else is asleep, to discuss a plan to leave the city which has taken hold of their imaginations since the adventurers have arrived.

The Towers of the Sun

Five Towers of the Sun lie on the perimeters of the city. They are each singularly impressive structures towering about the rest of the city. Each tower has climbing holes cut into its inside walls to allow the ascent of the 'Sun Heralds.' These men and women rise before the sun each morning and climb to the top of the towers. From here they sing as the sun rises. The song comprises five parts (one for each singer) and traces a series of ascending chords. Characters who have any appreciation of music realize the skill of the singers, although the song itself is both quite alien and strangely serene. The "Sun Heralds" change each day, although there seems to be no duty roster or other means of keeping track of whose turn it is.



Sun Chasing

The sport of Sun Chasing is something of an obsession in the city. Outsiders can only partly understand it.

What is clear is that this is a chariot sport, using a track that runs right around the amphitheater. Most of the time there will be a number of chariots lined up at the start, each with a driver and a "chaser". The latter wields a long handled net. A bright yellow-gold ball is dropped ahead of the chariots somewhere on the track, and when it hits all the chariots go charging for it. The chasers try to scoop up the ball and then to keep it in the net, while other chasers attempt to dislodge it and to secure it in their own nets. Sometimes the ball is deliberately passed from one chariot to another. Sometimes there are two chasers in each chariot. (And there may be other variations yet).

The contest goes on for a short or a long while, with various moves greeted by deafening cheers and/or jeers and much excited, passionate interest. Then, suddenly, for no reason obvious to any visitor, there is even greater cheering and the contest is over. Everyone in the crowd finds these endings extremely satisfying; and the major topic of conversation after a day of Sun Chasing is which contest was that day's best and why.

City dwellers will find the idea of winners and losers hard to understand. What they want is a sensational event and their appreciation is for the ways in which all the actions (and accidents) of the contest are melded together. This standard may be the reason that on rare occasions the sport turns violent, even "dirty". Players have been known to die during long and dramatic contests. But even when this happens, no one in the crowd, or anywhere else in the city, is anything less than satisfied with the outcome.

Of course there are no stars in Sun Chasing, although it is something which is only undertaken by those dedicated to it, not by all city dwellers. Anyone with the skill to drive a chariot, or to use a spear or lance, or to throw could prove quite good at the sport. People with high DEX would make excellent trainees. No one who wants to participate is barred from the contest, which flows around them, seeming to respond in some mysterious fashion to whatever they do.

The Inhabitants

As the adventurers interact with the inhabitants of the city, they may make friends and enemies among them. What happens will depend most of all on the gamemaster – or in other words on the sort of city dwellers encountered in this or that situation. Some of the young people are oafs or hot-heads, some of the older people are hidebound or arrogant. Others in both camps are the kind of people to whom you'd give the shirt off your back.

All city dwellers of any age practice military skills and take a turn at being a "Sun Herald", and their abilities are significantly increased when acting within the group (add 20% to the relevant roll). Most inhabitants practice an art or a craft of some sort. Some are fishers (these also harvest the fibers from sea that others weave into fabric). Some devote themselves to Sun Chasing or some other sport. Some are market traders or teachers or priests, and so forth.

There are no criminals in the city. Violent and unjust acts do occur (so rarely that the adventurers may never witness any), but somehow the consequences of the act are contained. Deception on any significant scale is impossible in a functioning Nhadragh community and the desire for vengeance never gets out of hand, somehow absorbed into the communal ebb and flow.

There are no further specific stats provided for the inhabitants of the city. The City Soldiers may be considered as templates for younger city dwellers and Aedor for the older people.

Things to Do

There are several activities in which the adventurers may become involved. They may be tempted to try their hands at Sun Chasing. They may be invited to accompany an ocean fishing expedition. They may want to train with the military or to join a clean-up party to check on the fate of the raiders. They may become involved in a romantic intrigue at the Maiden's Well.

The adventurers' presence has precipitated a crisis. Younger people have become very attracted to the world from which the adventurers have come, while the older generation is uneasy about that world. The adventurers may exercise a powerful attraction upon some of the younger people, strongly opposed by their parents. Almost any activity in which the characters are involved will be colored by the attitudes of the young and the old, which are rapidly building towards a flashpoint.

NHADRAGH ADVENTURERS IN A CITY THAT IS NOT

THE LONGER THE ADVENTURERS STAY in the city, the more any Nhadragh among them are likely to be both buoyed up and cast down by the experience. They should be pleased and proud to see what Nhadragh have done on this other plane. But they may also be upset by the sense that they themselves are excluded from participating in this achievement.

The city dwellers seem to expect something from the Nhadragh adventurers that they cannot supply. (The city dwellers expect to establish a bond of communion, but no Nhadragh from the World of the Five Planes is likely to have the ability to establish such a bond). Moreover, city dwellers – particularly the older ones – do not believe that there are any other Nhadragh in existence, and thus they cannot account for any Nhadragh among the adventurers. They may even consider such Nhadragh imposters or members of another race entirely.

Resolution & Retribution

Over several days the characters are likely to become aware of tensions throughout the city. There is some squabbling and even an occasional fight among city dwellers in public places.

An Urgent Meeting

When the time seems right to the gamemaster — perhaps the day before the party has determined they will leave — Aedor explains to the adventurers that they are urgently needed at Morva. The patient man's brow is lined and he uncharacteristically runs to meeting place, tripping and stumbling a few times.

At Morva there are many, many city dwellers. The older ones among them are sternly confronting the younger ones.

One of the younger citizens speaks to the adventurers: "We want to leave with you. We no longer want to be a part of a backward race. We want to go out into your world and live real lives like you. We want to find our lost brethren, to help them and perhaps to bring them back here. We want to learn the marvellous skills of your kind. We want to eat food that is not just fish and bread."

An older citizen replies: "We cannot permit this. If you leave, you will be taking away the future of our city. The rest of us will perish without our children. We will not be able to do the tasks we have to do to keep the city alive. Without your young energies, our old bodies and minds will falter, the city will fall into ruin. There will be nothing to live for, no reason for the city. All happiness will go with you and only grief will follow."

The situation is tense. Clearly the adventurers are expected to do something.

The young people simply no longer believe what they have been told about the world beyond the curtain of light — and they have extended their disbelief to include warnings about what their departure will do to the city. The adventurers may side with them. Certainly the old folk seem to be laying it on a bit thick.

The older citizens are principally interested in insuring the survival of the city and, as they believe, of the Nhadrach race. They do not believe that there are any other Nhadrach anywhere and cannot be convinced otherwise. (Any Nhadrach with the adventurers merely proves their point, because those Nhadrach are demonstrably unable to do what true Nhadrach can do). The older people cannot rationally or coherently explain why they "know" their city will be destroyed by the departure of the younger ones, but they are passionate about it.

The two groups, after some days (weeks?) of bickering, have agreed to abide by whatever decision the adventurers reach — and whatever that decision is, the adventurers must leave A City That Is Not immediately, never to return — either taking the city's youth with them, or banned forever because of the dissension they have, however unwittingly, caused.

Give them time if they need time.

Outcomes

There are a great many ways in which this conflict might be resolved, and we are sure that we haven't thought of all of them. However, it seems likely that either the wishes of the young people or those of the oldies will be enacted by the adventurers' decision.

If the younger people are to leave, the older ones accept the verdict with resignation and deep sadness. Everyone joins in

preparing supplies for the journey. Within a day after leaving the city, some of the youths act dispirited. All become progressively more disoriented and despairing. After three weeks none even remember A City That Is Not or their lives there. They have, in effect, become as the Nhadrach of the World of the Five Planes. (The city too perishes and only ocean remains where it once was on that other plane.)

If the younger people are to stay, they accept the adventurers' decision resentfully but dutifully. It is possible that one or more may succeed in sneaking out with the adventurers (in which case, they will suffer the fate outlined in the previous paragraph).

In any case, as the last traveller leaves the curtain of light, its glow dims and within a few seconds it has entirely disappeared. On the way out the adventurers may come across the place where a major section of the tunnel has collapsed, blown up by a puissant horn blast sounded by one of the rescuing warriors to capture escaping raiders. Perhaps there is evidence that at least one raider escaped the blast. Perhaps not.

In any case, there is no way back to A City That Is Not.

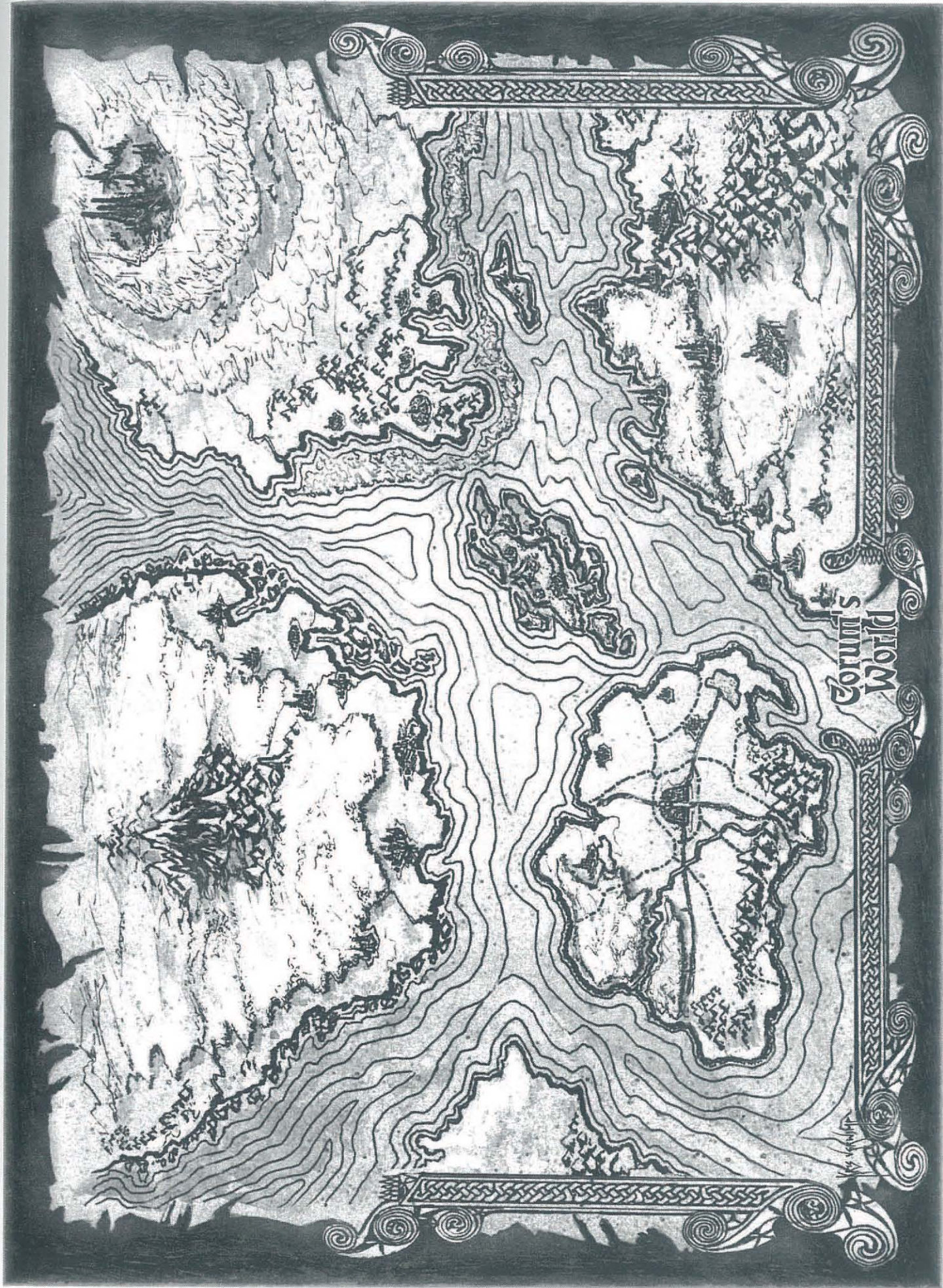
Unresolved Issues

A great deal in this scenario is not resolved. It has been written in the spirit of suggesting mysteries, not of resolving them. The gamemaster and the players may never have any contact with A City That Is Not again, and these mysteries may never trouble anyone any further.

On the other hand, the gamemaster may find it enjoyable to bring the players and the city back together again, and even to resolve some of the mysteries. It may be that the adventurers learn more of what the Nhadrach are capable of and that what they learn gives them insight into what they have experienced.

Here are some of the questions left deliberately unresolved in this scenario:

- * Where do these Nhadrach come from?
- * This City may be found in other versions on other planes. What are those versions like?
- * What else is there, if anything, on the plane in which this version of the City exists?
- * What unknown talents are evidenced in such buildings as the amphitheater?
- * Why are the city dwellers uninterested in and unable to focus on certain topics?
- * Why does the sun crop up so often in this oceanic and rationalist culture?
- * What was the exact nature of their relationship with the city of Tregolow and how did that relation begin?
- * Is the curtain of light a *natural* juncture between planes or was it Contrived (and if so, by whom)?
- * Why was the harmonic balance of their community so drastically upset by exposure to the adventurers?
- * What are "Sea Crystals"?



CONDENSED RULES FOR SORCERY

To Learn

POW must be 16 or greater. Sorcery must be learned through mentors, grimoires, or research. Once even the first tiny element of sorcery is learned, the learner gains 2 points of Chaos allegiance.

Memory Limits

1 individual Chaotic Effect costs 1 point of INT to keep in memory. Knowledge of the summoning of Chaos Creatures and Demons costs 2 points per entity. No Sorcerous Melds can be kept in memory, ever.

Readying and Dismissing

Use the *Stormbringer* rules, but comprehending a Chaotic Effect found in a grimoire takes one round per level of intensity of the Effect. Dismissing is instantaneous.

MAKING A SORCEROUS MELD

- 1 Determine the desired final outcome. Determine the components of the Meld (individual Chaotic Effects, their levels of intensity, the range and duration of the Meld). Check to see that the total Magic Points required does not exceed 2 x the sorcerer's Chaotic allegiance.
- 2 Summon each individual Chaotic Effect desired in the Meld. Note: even a single Chaotic Effect must be summoned and then Melded in order to actually do anything in the world (but see Fetish Crafting below).
 - 2a Effects – and final Melds – must focus through a Chaos symbol – painted, inscribed, even projected magically.
 - 2b Sorcerer determines desired level of intensity of the Effect (see Effect descriptions in the Catalogue of Chaotic Effects). On Arioch's Five Planes 3 Magic Points are required for each level of intensity expected from the final Effect.
 - 2c Chaotic Modifiers. Xiombarg's Five Planes: 2 Magic Points per level of intensity; Mabelode's Five Planes: 1 Magic Point per level of intensity. Plus 1 Magic Point free to use in any Effect for every 5 points of Chaos allegiance.
 - 2d A Luck roll is made. Critical means instantaneous Effect. Success means the Effect takes 1D8 rounds of chanting to manifest. Failure means there is no Effect and all Magic Points invested in the summoning are lost. Fumble requires roll on the Sorcerous Disasters Table.
- 3 Determine the desired range of the Meld. 0 Magic Points required (no range). 5 Magic Points obtains furthest possible range (as far as sorcerer can see).
- 4 Determine the desired duration of the Meld. 0 Magic Points required (instantaneous). 5 Magic Points, the maximum possible, usually obtains only a few minutes.

5 Describe the desired result of the Meld to the gamemaster.

6 Make a Luck roll for the Meld as a whole. Critical means the Meld takes effect instantaneously. Success means the Meld takes one more round to manifest. Failure means there is no Meld and all Magic Points invested in the summoning are lost. Fumble requires roll on the Sorcerous Disasters Table.

7 The Meld is ready to launch for a number of hours equal to the largest number of Magic Points used by any single Effect in it.

8 When launched, the Meld takes effect on the sorcerer's DEX strike rank.

9 Immediately after the Meld is launched, the sorcerer must roll on Chaotic allegiance. Critical is the same as Success. Success means no Chaotic Trait has been acquired. Failure means that a Chaos Trait has been instantaneously acquired (see Chaotic Trait Table). Fumble is the same as Failure.

10 Exactly the same Meld can be launched again in the next round by paying the full Magic Point cost again and making another successful Luck roll. Allowing the Meld to lapse for even one round or making any change to it requires that the whole summoning process begins again.

11 Each Meld successfully launched gains the sorcerer 1 point of Chaos allegiance. Each new Meld created gains the sorcerer an additional 1 point of Chaos allegiance.

Binding

Sorcerous Effects and Melds are not usually bound by adventurers. Permanence is the province of Law.

FETISH CRAFTING

- 1 Fetishes are the exception to the rule about bound Chaotic Effects. They are usually only made by Ragha-da-Kheta sorcerer/priests.
- 2 Each fetish requires:
 - 2a Specific materials
 - 2b 1D10 hours of work
 - 2c Successful summoning of the individual Chaotic Effect to be crafted into the fetish (only one Effect per fetish).
 - 2d Successful Fetish Craft roll
 - 2e Luck roll. Critical is same as Success. Success means the fetish is properly made. Failure means that another 1D10 hours must pass before another attempt can be started. Fumble means that 1D10 weeks must pass before another attempt can be started.
- 3 Each fetish adds 1 (or 2) to Chaos allegiance.

SUMMONING CHAOS CREATURES

- 1 Summoner commits 2 levels of intensity (usually 6 MP) to an initial summoning ritual. This will summon a Chaos Creature with 3D8 in each Characteristic, 1 skill at 50% and 2 other skills at 30% each. If wanted, summoner commits as many additional MPs as desired, 1 MP per additional 1D8 Characteristic points and/or 1 MP per additional 10% skill (see Chaos Creature Skill Table).
- 2 Gamemaster rolls twice on the Chaos Creature Form Table to determine the Creature's form.
- 3 Summoner makes Luck roll. Critical means that the Chaos Creature arrives with max'd out stats and in a generous mood. Success means Creature has the configuration of Characteristics and skills the summoner originally assigned. Failure means that the Gamemaster assigns all values within the limits established by the MPs the summoner has assigned. Fumble means those limits are not respected and the Creature is really annoyed about having been summoned.
- 4 Gamemaster rolls the Creature's Characteristics and assigns its skill points. The gamemaster always has the option of distributing another 50% to the Creature's skills. None of the Creature's statistics need ever be shown to any player.
- 5 Gamemaster announces the name of the Creature as it arrives. The Creature's name will be used henceforward by the summoner to summon it (plus 1 Magic Point).

Pacting

- 1 The Gamemaster announces the Creature's Pact price (see Determining Pact Price).
 - 1a This price must be paid within a time frame determined by the Creature, or else it will attack and exact that price or its equivalent from the summoner.

Service

- 1 Having paid the price, the summoner outlines the service wanted from the Creature.
 - 1a The Creature is obligated to perform this service only to the extent that it seems possible to do it without seriously endangering itself.

Summoning It Again

- 1 The Creature may be summoned again by the summoner's merely speaking its name and sacrificing 1 MP.
 - 1a In all subsequent summonings the Creature will expect the same price determined at the first summoning instantly and will attack if this is not the case.
 - 1b In all subsequent summonings the Creature will perform what is asked

of it within the limits outlined under "Service" above.

- 2 The Pact with the Creature is for life.

An Ill-considered Thought

- 1 Whenever two Fumbles in a row are rolled a Chaos Creature will appear as if summoned by the luckless die roller.
 - 1a Gamemaster rolls 3D8 to determine the number of MPs immediately sacrificed by the unwitting summoner.
 - 1b All aspects of the summoned Creature are at the Gamemaster's discretion.
 - 1c The summoned Creature will want its Pact price and will perform a service, but it will not give its right name and thus cannot be summoned again.

Binding

- 1 Chaos Creatures can be bound into items at the cost of 3 permanent POW after victory in a POW vs. POW test against the creature on the Resistance Table.
 - 1a Such bound Creatures must still be given their Pact prices before they will perform services.
 - 1b Creatures bound into items can be summoned by anyone who knows the Creature's name.
 - 1c If the item is broken, the Creature is freed from its binding.

Chaos Allegiance Points

Each time a Chaos Creature is pacted with, the summoner gains 2 Chaos allegiance points.

SUMMONING DEMONS

- 1 The only Demons in the World of the Five Planes correspond to greater Demons in *Stormbringer*.
- 2 Summoning. Use the rules for summoning (Greater) Demons in *Stormbringer*.
- 3 Pacting
 - 3a Demons arrive ready to negotiate. The prices they demand will almost always involve their summoners in tasks which will take days, weeks or years to accomplish before the Demon will grant what has been asked of it.
 - 3b Demons can perform *Petty, Mundane, Extravagant or Impossible* tasks for their summoners - in exchange for pact prices on the same scale.
 - 3c Each Demon summoning ages the summoner 1 year.
 - 3d Each Demon summoning adds 5 Chaos allegiance points to the summoner's total.
 - 3e Demon summoning in Lawful areas requires the sacrifice of a living and highly sentient being (a human or a monkey, for example).

- 3f If the same Demon is evoked for the same or a similar task, it will exact The Curse of Chaos on its summoner (see the Sorcery chapter for details).

CHAOS TRAITS

Gaining

- 1 Every Chaos allegiance point also represents a percentage chance for gaining a Chaos Trait (1 Chaos allegiance point = 1% chance, and so on).
- 2 One must roll to gain a Chaos Trait only when the number of one's Chaos allegiance points is greater than the number of either of one's other allegiances, to Balance or Law.
 - 2a If roll is under the percentage chance, a Chaos Trait is gained.
 - 2b Roll on the Chaos Trait table to find which.

Avoiding

- 1 Chaos Traits can be avoided by keeping the adventurer's other allegiances higher than Chaos, or by invoking and successfully bargaining with a deity.

INVOKING THE CHAOS LORDS

To invoke a deity of Chaos, roll against a percentage chance determined by assigning 1% for each allegiance point the invoker has in Chaos, or 3% per point if the supplicant is a Champion or other significant agent of Chaos.

CONDENSED RULES FOR CONTRIVING

Learning Contriving

- 1 Non-Vadhagh aspirants must have INT 16 or better to learn Contriving. Vadhagh of any INT whatever can learn it.
- 2 The three Precepts of Contriving (Quality, Mechanics, Plane Shifting) must be learned, then the principal of Combination.
- 3 It takes all aspirants $(40 - \text{INT}) \times 1$ weeks to learn the first Precept attempted, $(40 - \text{INT}) \times 2$ weeks for the second, $(40 - \text{INT}) \times 4$ weeks for the third, and $(40 - \text{INT}) \times 6$ weeks to learn Combining. Vadhagh, however, need only take $(40 - \text{INT}) \times 1$ weeks to apply the Precept of Plane Shifting, which they are born knowing, to Contriving.
- 4 At the end of the study period non-Vadhagh must succeed on a roll of INT $\times 1$ for each Precept or begin the study again. Aspirants who are studying the principals of Combination roll $(\text{INT} \times 1) + 10\%$.

- 5 Vadhagh, at the end of their study period, must succeed on a roll of $\text{INT} \times 2$ to learn Quality and Mechanics and a roll of $\text{INT} \times 5$ to learn how to apply Plane Shifting to Contriving. For each success a Vadhagh adds 5% to the chance for success on the next Precept. However, a Vadhagh has only a 10% greater chance to learn the principals of Combination, just like anyone else.
- 6 Once a Precept has been mastered, the seer may Contrive objects in accordance with that Precept.
- 7 Each Precept learned (and the principals of Combining) give the aspirant 2 points of Law allegiance.

General Rules for Contriving

- 1 Contriving begins with an object which is to be improved.
- 2 The seer's Magic Points are first placed in the object according to a rough size scale:

Dagger, glove - 5 points (Quality), 10 points (Mechanics, Plane Shift)

Sword, lute - 10 points (Quality), 20 points (Mechanics, Plane Shift)

Armor, chair - 20 points (Quality), 40 points (Mechanics, Plane Shift)

Chariot, rowboat - 50 points (Quality), 100 points (Mechanics, Plane Shift)

Warships, town gates - 200 points (Quality), 400 points (Mechanics, Plane Shift)

- 3 It takes a number of days equivalent to the Magic Points invested in the object to make the Contrivance.
- 4 Contriving must take place within triangular working areas.
- 5 Contriving according to these procedures always succeeds.
- 6 Each Contrivance made gives the maker 1 point of allegiance to Law. Each new Contrivance gains the maker an additional point of allegiance to Law.

- For those who are not of the elder races, the knowledge to make a particular type of Contrived item (say a Quality lute) takes 1 INT. Vadhagh and Nhadragh, however, can remember twice as efficiently as this. One's memory for Contriving items cannot exceed the limits of one's INT. There are encyclopedias of Contriving, containing usable instructions for making items. Copying instructions into an encyclopedia takes one day per Contrived item.

Quality Contriving

The ability to create things of superior quality. In most cases this will mean a more durable item. Weapons do maximum damage when they hit. A Quality item does not improve its user's skill with that item.

An item can be Quality Contrived only once.

Mechanics Contriving

The ability to create Contrivances that work independently and at high skill levels. Mechanical Contrivances work at 90% and have double the range of normal items. The new skill level replaces the user's skill even when the user's skill is higher. Mechanics are fragile. There is a 50% chance of breakage in rough use. Consult the Contrivance Breakage Table or invent results.

Only one skill can be Contrived into any single device.

Plane Shifting and Contriving

Learning the Precept of Plane Shifting awakens two abilities in non-Vadhagh peoples.

The first ability is *Shift Vision*: the ability to see into other planes. Using Shift Vision consumes 1 Magic Point per minute to see into the Five Planes, 5 per minute to see into the ten remaining Fifteen Planes – and 10 Magic Points per round to see into other planes. Shift Vision can discern whether a stone is a Crystal and the POW of a Crystal. It can also detect Combined Contrivances, but working out what they can do takes one minute and 5 Magic Points. Shift Vision can see a Contrivance that has been Shifted onto another plane only if the seer is looking at the plane to which the Contrivance is Shifting.

The second ability is *Shift Self*: the ability to move one's self into other planes. Shift Self consumes 5 Magic Points per round to move to one of the Five Planes, 10 for the remaining ten of the Fifteen Planes, and 20 to access planes further away. Only returning to the plane at which you started will stop the consumption of Magic Points. One returns automatically when unconsciousness

(0 Magic Points) is reached. This Shifting is always temporary. To reach a specific plane requires a successful Million Spheres roll.

Others can be Shifted temporarily using the Shift Self ability. The largest thing that can be Shifted in this way is a single person or person-sized object. Shifting anything substantial in this way consumes 10 Magic Points per round for one of the Five Planes, 20 for the ten remaining Fifteen Planes and 50 for other planes.

Plane Shifting Contrivances can allow their users to pass into other planes, thereby appearing invisible to others. Some allow the user to look into other planes or otherwise affect another plane without leaving this one. A Plane Shifting Contrivance larger than a person can carry people with it when it accesses other planes. Duration of the Shift is one hour per Magic Point sacrificed and any plane can be reached. To reach a specific plane requires a successful Million Spheres roll.

Combination Contriving

Contrivances which combine one or more Precepts are possible once the principals of Combination have been learned. In addition, these principals allow additional skills to be put into Mechanics devices.

A Crystal must be placed into the final device for each additional Precept or skill employed by the Contrivance.

Combined Contrivances consume a total number of Magic Points calculated by adding together the points needed for each of the Precepts used (adding the Mechanics Precept cost for each skill in the item). This total is also the total number of days needed for fabrication.

Quick Contriving

Contriving can be speeded up by using a Crystal, which is consumed in the process. One point of the seer's permanent INT is placed into the Crystal for each 10 Magic Points required in the Contrivance. The Crystal then fuels the Contrivance. The time of Contriving is now 1 day for each point of INT used. In addition, a successful Luck roll must be made if the object is to work. No matter the outcome of the roll, the INT and the Crystal are lost, and 2 Chaos allegiance points are gained.

CRYSTALS

Crystals are used in the creation of Contrivances and for the storage of POW or Magic Points.

- Crystals are extremely rare.

- Will attune themselves to one who concentrates on them and succeeds in a Luck roll, which also reveals the Crystal's capacity in POW.
- The capacities of Crystals are expressed in POW. POW X 10 represents the Magic Points a Crystal can hold.
- Can store POW, lost permanently to the one who puts it in.
- Can store Magic Points, lost temporarily to the one who puts them in.
- Magic Points stored in Crystals can be used to fuel Contrivances.
- At least one Crystal must be placed in each Combined Contrivance.
- At least one Crystal must be used in any Quick Contriving, during which it is entirely consumed.

ELEMENTAL TATTOOS

- Elemental Tattooing is the exclusive property of the Shalafen sect of Elemental Tattooists.
- The tattooist first determines the desired effect of the tattoo to be incised.
- The power of the tattoo depends on the number of weeks it takes to incise (usually something like a 5% skill increase per week).
- For each week of incision, a successful roll must be made on the tattooist's Elemental Tattooing skill. Failure means the tattoo has been completed and cannot be further enhanced. Fumble means that the entire tattoo has been spoiled and will never function.
- All (or almost all) Elemental Tattoos have to do with enhancing Lawful relations with the sea.
- Each tattoo covers about one quarter of the recipient's body. It is extremely unusual for anyone to have more than one or two Elemental Tattoos. Receiving a tattoo is incapacitating.

INVOKING LORDS OF LAW

To invoke a deity of Law, roll against a percentage chance, determined by assigning 1% for each allegiance point the invoker has in Law, or 3% per point if the supplicant is an Champion of Law. There is still a chance that the god of Law will be too weak to appear or to perform whatever may be asked of it.



Adventurer Sheet

— Allegiance —

Player's Name _____

☐	☐	☐
CHAOS	BALANCE	LAW

Characteristics

Symbol / Portrait _____

☐ STR _____	DAMAGE BONUS _____
☐ CON _____	
SIZ _____	
☐ INT _____ $\times 5 =$ Idea _____ %	
☐ POW _____ $\times 5 =$ Luck _____ %	
☐ DEX _____ $\times 5 =$ Dexterity _____ %	
APP _____ $\times 5 =$ Charisma _____ %	

Name _____

Race _____ Sex _____ Age _____

Homeland _____

Previous Occupation _____

Looks, Attitude, Tattoos _____

Skills

☐ Art (05%): ☐ _____ ☐ _____	☐ Fast Talk (15%) ☐ Five Planes (15%) ☐ Hide (20%) ☐ Insight (15%) ☐ Jump (25%) ☐ Listen (25%) ☐ Million Spheres (00) ☐ Move Quietly (20%) ☐ Natural World (25%) ☐ Navigate (10%) ☐ Oratory (05%) ☐ Distant Seas (00) ☐ Disguise (15%) ☐ Dodge (DEX $\times 2$ %) ☐ Drive Chariot (20%) ☐ Evaluate (15%)	☐ Physik (30%) ☐ Pick Lock (05%) ☐ Potions (00) ☐ Repair/Devise (DEX $\times 4$ %) ☐ Ride (35%) ☐ Sailing (15%) ☐ Scent/Taste (15%) ☐ Scribe (00) ☐ Search (20%) ☐ Swim (25%) ☐ Throw (25%) ☐ Track (10%) ☐ Trap (05%) ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ Own Lang. (INT $\times 5$ %)
---	---	--

Hit Points

UNCONSCIOUS									
Dead	-2	-1	0	+1	+2	3	4		
	5	6	7	8	9	10	11	12	13
	14	15	16	17	18	19	20	21	22
	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40

Magic Points

Unconscious	0	1	2	3	4			
5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40

Sorcery & Contriving

Chaotic Effects & Pacts

Precepts of Law

Crystals _____

Weapons & Armor

melee weapon	skill	damage	hp	length	handed
☐					
☐					
☐					
☐					
☐					
☐					

missile weapon	skill	damage	hp	range	att/md
☐					
☐					
☐					
☐					
☐					
☐					

☐ shield: _____ % hp: _____ (damage: _____) armor: _____ protection: _____

Background

Aliases

Professions

History

Travel Gear

Equipment

Horse

STR ____ CON ____ SIZ ____ INT ____ POW ____ DEX ____ MOV ____

Armor ____ Damage Bonus ____ HP ____

Notes

Acquaintances

Family

Friends

Companions

Contacts

Enemies

Wealth

Money on Person

Gems

Crystals

Land

Treasure

Chariot

Crew

Weapons & Notes

Horses

STR ____ CON ____ SIZ ____ INT ____ POW ____ DEX ____ MOV ____

Armor ____ Damage Bonus ____ HP ____

Notes

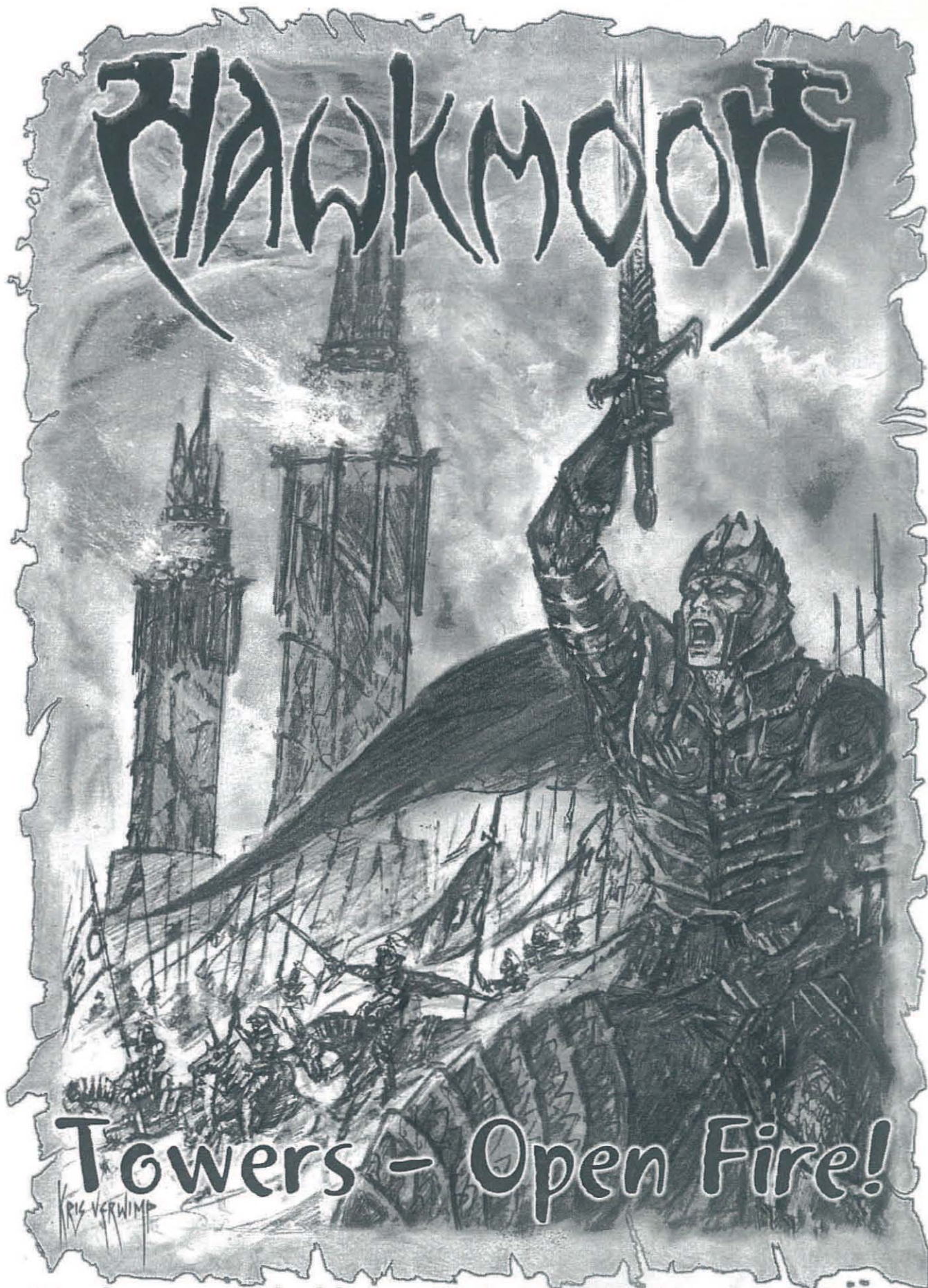
Left

Body

Right

1 2 3 4	1 2 3 4 5	1 2 3 4
5 6 7 8	6 7 8 9 10	5 6 7 8
9 10 11 12	11 12 13 14 15	9 10 11 12
13 14 15 16	16 17 18 19 20	13 14 15 16
17 18 19 20	21 22 23 24 25	17 18 19 20
21 22 23 24	26 27 28 29 30	21 22 23 24

Great Feats



Hawkmoon, a darkly sardonic Stormbringer supplement
from Darcsyde Productions in 2002

Index

- Adventurer Sheet 9 10, 165 166
- Allegiance 19, 112
 - Allegiance Points Table 112
- Animals 119 121
- Armor 23
 - sorcerous 73
- Avocation (defined) 20
- Brikings 51 53
- Brown Man, the 45
- Campaign ideas 104 105, 110 111, 114
- Chaos Creatures
 - creation tables 85
 - Eldjark 139
 - Frhegg 88
 - list 87 88
 - pacts 84, 86
 - summoning *see Sorcery*
- Chaos traits 91
 - table 92
- Chaotic Effects 71
 - catalog 73 82
- Character creation 8 14
- Character Sheet 9 10, 165 166
- Chariot
 - skill 21
- Chariots 26 29
 - mishaps 27 28
 - of the Five Planes 29
 - Quality Contriving 95
 - speed 26
 - spot rules 27
 - stability 27
 - structure 28 29
- Conjunction of the Million Spheres (defined) 63
- Contriving
 - combining 93, 98
 - contrivances 95, 96, 98, 98
 - breakage table 96
 - catalog 99
 - Vadhaugh-Nhadragh 108 109, 118
 - contriving process 94 95
 - learning 93 94
 - mechanics 93, 95 96
 - memory limits 95
 - plane shift 93, 96 98
 - quality 93, 95
 - summary 163 164
 - the bunny lute 95, 96, 97, 98, 100
 - see also Crystals*
- Corum (game)
 - compared with *Stormbringer* 8, 19, 22, 23, 68, 92
 - historical background 32 33
 - historical period 33
 - map of gameworld 35
- Creatures and monsters 121 124
- Crimson cattle 51, 116
- Crystals 100 101, 112
- Demons *see Sorcery*
- Elemental tattoo 21, 101
 - list 101
 - summary 164
- Encyclopaedia 95
- Fauna
 - animals 119 121
 - unnatural creatures 121 124
- Fetish craft 21, 83
 - fetish list 83
 - summary 162
- Fifteen Planes (defined) 4 5
- Five Planes (defined) 4 5, 62
- Focal points (sorcery) 70 71
- Fumbled roll, twice 87
- Gods
 - Chaos 60 61
 - Shark 36 37
 - invoking 65
 - Law 61
 - Arkyn 45
 - Other 61 62
- Grimoire 70
- Humans *see Mabden*
- Intensity *see Sorcery*
- Languages 21
- Level of Intensity *see Sorcery*
- Mabden 11, 34 39, 40 42, 47 49, 53, 54, 55, 56 59
 - Pony tribes 45 46
- Magical items 69, 87
- Map of Corum's World 35
- Money 111 112
- Multiverse
 - gaming in the 113 114
 - generator 113 114
- Names, naming conventions 111
- Nhadragh 11, 39 40, 107 111, 153 160
 - Awakening 110
 - Underground 109 110
- NPC templates
 - Moorcock characters 128 136
 - mundane 125 128
- Occupations 15 18
 - Occupation Table 12
- Pact *see Chaos Creatures*
- Phantom Greatship 109
- Pirate, pirates 17, 36 37, 127, 138
- Plane shifting 96 97, 97
 - Shift Self and others 97
 - Shift Vision 96 97
 - sorcerous 78
 - see also Contriving*
- Ragha-da-Kheta 11 13, 53 55, 64 65
- Scenario hooks 41, 44 46, 50, 51, 52, 53, 57, 59, 105 107, 107, 113 114
- Shalafen 13, 49 50, 63
- Shark god. *See Gods*
- Shefanhow (defined) 32
- Ships 24 26
 - of the Five Planes 25
- Skills 20 22
 - sorcerous 79
- Sorcerous Melds 72
- Sorcery
 - duration 72 73
 - intensity 71
 - learning 70
 - memory limits 69
 - radying and dismissing 69
 - range 72
 - Sorcerous Disasters table 71
 - Sorcerous Melds (casting spells) 70 73
 - summary 162 163
 - summoning Chaos Creatures 84 87
 - summoning Demons 90
- Source material 107
- Sprites 116
- Tanelorn 59, 113
- Vadhaugh 13 14, 42 46, 63 64
 - treasures 118
 - Vedagh 51
- Vedagh *see Vadhaugh*
- Weapons 23
 - sorcerous 82
 - Weapon Table 23
- World of the Five Planes
 - defined 4 5, 62
 - map 35

THE WORLD OF CORUM

"It was a rich time and a dark time. The time of the Sword Rulers."

The balance between Chaos and Law has tipped. Barbarian hordes sweep across the land while civilization decays in doomed castles. Eldritch beasts terrorize the innocent. Arcane technologies are all but lost and foul Chaotic magic corrupts land and sea alike. In the age to come a cursed Prince will seek his destiny across this dying world. His path will be vengeance, his ultimate goal . . . to confront the gods themselves. What deeds will herald his coming? What heroes will prepare his way?

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