

SAILING ON THE SEAS OF FATE

SHIPS, SEAFARING, SAILORS



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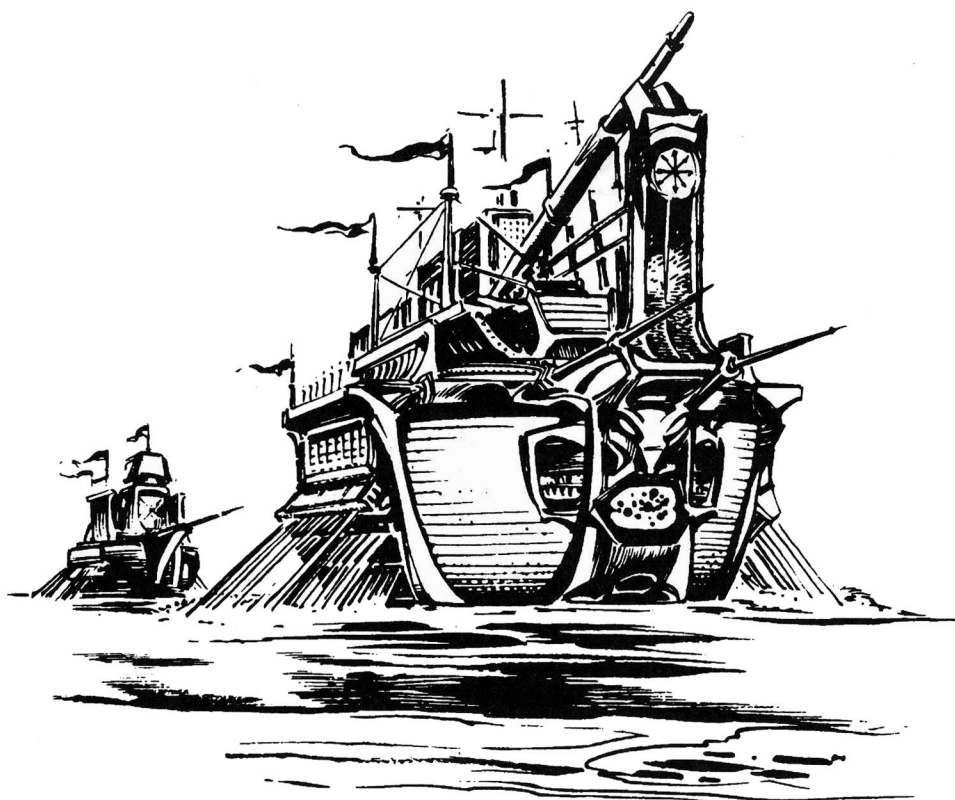
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SAILING ON THE SEAS OF FATE

SHIPS OF THE YOUNG KINGDOMS





THE BATTLE-BARGES OF MELNIBONÉ WERE
RARELY SEEN ON THE OPEN SEAS THESE DAYS,
BUT ONCE THEY HAD SAILED THE OCEANS OF
THE WORLD LIKE FEARSOME FLOATING
MOUNTAINS OF GOLD AND THEY HAD
BROUGHT TERROR WHEREVER THEY WERE
SIGHTED.

— ELRIC OF MELNIBONÉ

SAILING ON THE SEAS OF FATE

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CONTENTS

Introduction 5

Mark Morrison

Ships on the Seas 6

Mark Morrison, from material by Charlie Krank and Greg Stafford

Seafaring in the Young Kingdoms 18

Mark Morrison

Mariners' Digest 25

Mark Morrison

Creatures of the Sea 31

Mark Morrison, from material by Sandy Petersen

Scenario Hooks 34

Nick Hagger, Ben Chessell, Mark Morrison and Liam Routt

The Dark Ship 39

Richard Watts

The Curse of the Whisperer 42

Carl Pates

Resources 68

Mark Morrison

Of the Voyages of the Brig

The Pride Of Utkel 73

Richard Watts

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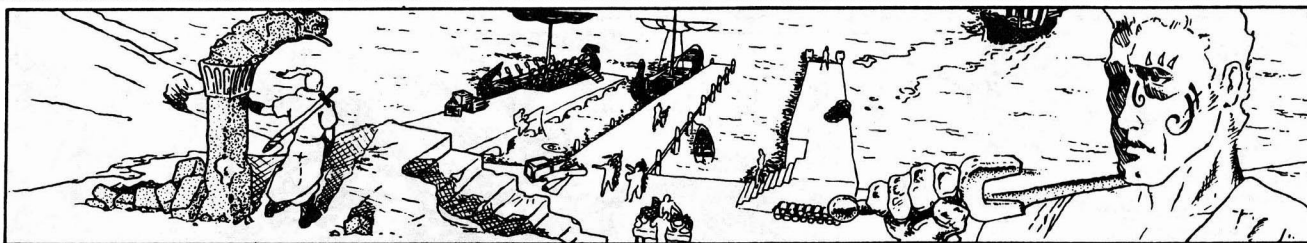
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INTRODUCTION

SHIPS AND SAILING abound in the stories of Michael Moorcock. Nothing stirs the heart to adventure more than the thought of full sails in a fair wind, a strong deck underneath your feet, and a wild coast on the horizon filled with danger and rich rewards. This book provides nautical flavor for *Elric!* campaigns. Rules are given as a framework for on-board action.

The first chapter, 'Ships on the Seas', compiles all of the rules and mechanics of nautical activity. Ships are defined by three characteristics: seaworthiness, structure points, and hull quality. Also included are rules and tables for movement speeds, vessel damage and repair, storms, sea-monsters, naval combat, and more. Vessels of the Young Kingdoms are identified by nationality and type. Ship-sheets are provided for players who wish to keep track of their vessel and its cargo.

The second chapter, 'Seafaring in the Young Kingdoms', is about the nature of sailing in the world of *Elric*. It contains the travel times between all of the major ports of the Young Kingdoms, and the favored sea routes. The navies of the nations of the world are discussed. A section is devoted to survival at sea, which may prove handy for shipwrecked sailors. Finally, there is a brief, narrative summary of all the oceanic events in the *Elric* Saga.

The 'Mariners' Digest' gives ready-to-run statistics for six ships and their crews, ideal for encounters and off-the-cuff scenarios. Crew statistics are included for a merchant ship, a military vessel, a Melnibonéan battle barge, and a ship of pirates.

'Creatures of the Sea' gives statistics for seven new denizens of the deep, to provide challenges for water-borne adventurers.

The small catch of 'Scenario Hooks' gives outlines for a number of nautical adventures, ready to be developed by the gamemaster and sprung on the players.

'The Dark Ship' describes the mysterious inter-planar vessel revealed by Moorcock in *The Sailor on the Seas of*

Fate. Perhaps one day the adventurers might join the blind captain and his ship of heroes for an epic quest to another world.

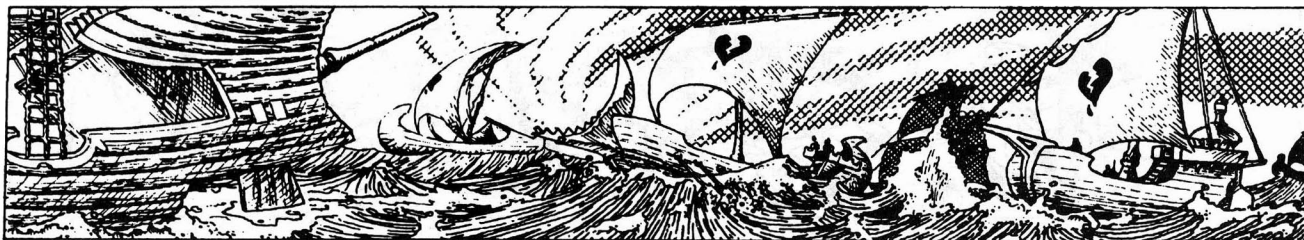
The centerpiece of this book is the epic scenario 'The Curse of the Whisperer'. A sea-fight with pirates strands the adventurers aboard a sinking ship, with no hope of rescue. Out from the mist sails an ancient battle-barge, silent and deserted. Where are the crew? The adventurers soon learn of the curse that took them, as the sea rises and Pyaray gives up his dead.

The 'Resources' section compiles the rules expansions for *Elric!* combat at sea. Spot Rules cover a range of on-deck situations, there is a special Shipboard Combat Fumble table for gamemasters who enjoy a bit of deck-sliding and shark-leaping, and important tables from elsewhere in the book are reprinted.

Finally, 'Of the Voyages of the Brig *The Pride Of Utkel*' is a handout-ready pamphlet describing many of the ports of the Young Kingdoms.

We hope that this book provides instruction and inspiration for adventures at sea. Each sea voyage need not be described blow-by-blow, but nor should every journey be safe and quick. In the novel *Stormbringer*, Michael Moorcock quickly dispenses with *Elric's* passage from Vilmir to the Purple Towns by writing "Two days later he arrived in the port of Uhaio, at the tip of the smallest of the three Vilmirian peninsulas, and took ship at once to the Isle of Purple Towns, where he disembarked and rode into the interior..." However, Moorcock then spends the three chapters following on an exhaustive description of a mass fleet battle. As a fine storyteller, he understands when detail is important, and when it is best to skip ahead to the real action. The gamemaster can elect to speed the adventurers to their destination, or delay them along the way with a wave-tossed tale of drama and human courage.

Sail ho!



SHIPS ON THE SEAS

THESE RULES SUPPLY a nautical setting for adventure. They are not naval battle rules. They provide the means for characters to adventure on a ship, a prop, rather than to manipulate a vessel as if it were a character. The gamemaster must administer and roleplay the battle, storm, and other elements of consequence.

These rules are optional. They provide a means to gauge the status of a ship at sea, and introduce interesting new challenges. Where can the adventurers get supplies? What happens when a sea-serpent wraps itself around the boat? How about a pirate attack? Some players may find that such rules slow down play. The gamemaster has the final say. If he or she determines that the adventurer's ship sinks, then by Straasha's white and curling beard, it does.

THE SHIP SHEET

TWO RECORD SHEETS are provided for ships. The quarter-page sheet is suitable for ships controlled by the gamemaster, including those which the adventurers have passage on. The full-page sheet is used for ships deserving extra detail, such as adventurer-owned ships.

TERMINOLOGY

NAME: most ships are named by their owners or captains.

TYPE: common boats and ships are detailed on the following pages.

NATION: the nationality of the crew and captain.

CAPTAIN: the captain's name and Sailing ability.

HELMSMAN: the helmsman's name and Navigate ability.

HULL TYPE: warship, merchant, or barge.

HULL QUALITY: although there is some degree of standardization in ship design, no two ships ever have the same overall hull integrity. Factors include the expertise of the shipbuilder, the time and care taken to build the vessel, the timber used, and so on. Hull

Quality is intrinsic to the ship as evidence of who made her, and never changes, even if she's badly damaged.

Hull Quality is determined by the gamemaster, or with a die roll. If the ship was made by a renowned shipbuilder, it should have the maximum Hull Quality for its class. If the ship sold for a song, it probably has the minimum.

Hull Quality is to a ship's Structure Points as armor is to a person's hit points – so long as Hull Quality is not exceeded by storm or melee damage, no Structure Points are lost. Hull Quality itself is never lost, nor can it ever be improved.

SEAWORTHINESS: a vessel must withstand the rigors of sailing and stay watertight. Even the best-made wooden hull shrinks, expands and warps. Sailors must consistently apply tar, wax, or other water-resistant substances to the hull to maintain seaworthiness. Each hull type has its own Seaworthiness rating. All new ships begin at their maximum Seaworthiness, and gradually lose Seaworthiness as they age. The rate of loss depends on the type of craft, as described later in this chapter.

STRUCTURE POINTS: measures the amount of damage a ship can withstand before becoming useless. A loss of Structure Points represents the weakening of the main structural members of a ship; consequently a ship's Structure Points are difficult to repair, as the damage is to the related to a host of timbers and structural ties. A ship lacking Structure Points is useless by definition: it cannot make way under sail or oar, nor can it carry cargo. It may still float in part or whole, but the cost of restoration is greater than that of building a new comparable craft.

LENGTH: the distance from stem to stern.

BEAM: the widest part of the ship. If the ship is rowed, the reach of the oars furthers this distance. Trireme oars reach up to 15 feet in length.

CAPACITY: the standard cargo capacity of the ship in tons. This number reflects excess capacity after accounting for the weight of the ship's gear, crew, provisions and weapons.

FREEBOARD: the minimum height of the side of the ship above the waterline, as measured to the gunwales. The lower the freeboard, the more easily water washes into the ship. When boarding another ship, compare the freeboard of the two vessels to see if Jump or Climb is necessary.

DRAFT: the depth of water needed by the ship to avoid running aground. Measure this from the bottom of the ship's rudder or keel (whichever is deeper) to the vessel's waterline. On some ships, parts of a deep keel or rudder can be retracted to reduce draft. The draft listed for standard ship types always reflects the loaded state of the ship - it is less if the ship's hold is empty.

CREW: the minimum number of sailors required to properly operate the vessel. When a ship is at rest, fewer crew members than indicated are usually on-duty. When at sea, though, undercrewing a ship reduces its speed and maneuverability.

Minimum crew numbers are one-fifth the normal complement of rowers, and one-third the normal complement of sailors. Reduce the captain's Sailing skill by 20 percentiles for each 5% of the minimum crew not present. Thus at 75% of the minimum crew the captain subtracts 100 percentiles from his skill.

SAILING SPEED, ROWING SPEED: these are explained in the section below headed **Movement Speeds**.

PICTURE: draw a sketch of the vessel, or paste in a photocopy from the one of the Vessels of the Young Kingdoms boxes, or use colored pencils to draw the ship's flag.

CARGO, OTHER NOTES: anything else that seems important.

HULL TYPES

BARGE: wide, flat-bottomed craft of sturdy construction. Barges can be built square, or in almost any ratio of length to width. Barges move goods to and fro along the rivers, canals, and harbors of the Young Kingdoms. At best, barges are slow and cumbersome to maneuver. At sea, even moderate waves or swells swamp them.

Only the battle-barges of Melniboné can brave the oceans, but aside from their basic shape they bear little relation to other vessels of their class, and otherwise should be treated as warships.

MERCHANT: the basic transport craft, emphasizing hold-capacity and seaworthiness. They carry few crewmen. A merchant ship is too bulky to be moved efficiently by oar when at sea, but have them for navigating in narrow harbors and when becalmed, and for fending-off.

WARSHIP: war craft are built sleekly (up to a 10:1 length to width ratio). They are fast, with or without a favorable wind, but have a limited cargo capacity. Although equipped with a removable mast for long-distance travel, warships are designed primarily to be rowed. In comparison to barges and merchants, warships are the last word in mobility, but in heavy seas they suffer from low freeboard and therefore are of limited seaworthiness.

Warships are used as transportation vessels on occasion, but only at a drastic cost. As an example, a 200-oar galley is reduced to 30 oars when transporting 30 horses.

Some warships are built so that they can be disassembled into 30-40 different sections. While bulky, such pieces are easier to move overland than the fully assembled vessel.

Head-sized oar-holes honeycomb the sides of warships. The holes for the lowest banks of oars sit at most a foot above the waterline. A leather gasket holds each oar in place and keeps out the seawater.

SHIP RECORD SHEET	
Name: _____	
Nation: _____	
Type: _____	Hull Type: _____
Length: _____	Beam: _____
Freeboard: _____	Draft: _____
Capacity: _____	SAILING SPEEDS Before: _____ Quarter: _____ Half: _____ Head: _____ ROWING SPEEDS Back: _____ Cruise: _____ Race: _____
Cargo: _____	
Crew: _____	
Other Notes: _____	
Captain: _____ Sailing _____ % Helmsman: _____ Navigate _____ %	
Hull Quality: _____	Seaworthiness 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
Structure Points: _____	

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MOVEMENT SPEEDS

THIS SECTION EXPLAINS how to calculate a ship's hourly speed. Relative speeds can be used tactically, to determine if one vessel can outrun another. Gamemasters may prefer to use only the daily sailing

speeds explained under the **Sea Voyages** heading to determine the length of sea-bound excursions.

Ship speeds are expressed in knots (nautical miles per hour). One nautical mile equals approximately 1.15 (8/7) standard miles, or 1.85 km.

SAILING

Sailing vessels use sails – large areas of linen, skin, papyrus or rushes – to catch the wind and force it to propel the ship. The sails are usually edged with hide to strengthen them. Sailors believe that seal and hyena hides ward off lightning.

The speed of a sailing ship depends upon the angle of the wind in relation to the sails of the ship. These rules acknowledge four such relationships: *before the wind*, *quarter wind*, *half wind*, and *head wind*.

BEFORE THE WIND: when the wind blows directly from the stern of the craft to its bow. This attitude is best for ships with a single sail. On vessels boasting two or more sails, the sails block one another.

QUARTER WIND: when the wind comes from one of the two rear quarters. This is the most efficient aspect for ships with multiple sails.

HALF WIND: when the wind blows broadside to the ship. A strong half-wind may cause top-heavy ships to keel over.

HEAD WIND: when the wind blows from the bow across the vessel towards the stern. To make headway in such wind, a ship must be able to tack (follow a zigzag course so the wind always partially fills the sails). Most Young Kingdoms ships cannot realign their sails

as required, and so must use oars or sit becalmed until the wind shifts. While a ship can change direction to take advantage of the wind, it is hard to get further south by sailing north.

Use the following **Sailing Speed** table to calculate the tactical speed for a ship during play. If the conditions are not known, a single percentile roll determines the wind strength for all vessels. When filling in the speeds on the Ship Record Sheet, assume a *Moderate Wind*.

SAILING SPEED (IN KNOTS)

D100 Wind	Before*	Quarter*	Half	Head
01-04 Calm	1	1	0	0
05-12 Light Air	3	2	1	0
13-24 Breeze	4	2	2	1
25-36 Light Wind	5	3	3	1
37-48 Moderate Wind	5	4	3	1
49-60 Strong Wind	7	5	5	2
61-72 Fresh Gale	x	x	x	x
73-99 Whole Gale	x	x	x	x
00 Hurricane	x	x	x	x

Modifiers: Warship +2; Barge -1; Sailing roll +1

* If a ship has two or more sails instead of a single sail, swap the contents of the **Before** and **Quarter** columns, i.e. a multi-sailed ship has a speed of 5 when quartering in a light wind, and 3 when running before such a wind.

x Speed depends on the strength of the storm and the crew's ability to handle the challenge. This may vary greatly.

VESSELS OF THE YOUNG KINGDOMS

The boxes on the next pages contain the statistics for the most common vessels used by the nations of the Young Kingdoms. While this is not an exhaustive listing, gamemasters should be able to create other ships, using these as a starting point.

SMALL BOATS

These small craft are found wherever people dwell in the Young Kingdoms. Larger or smaller versions abound, and these are given merely as samples.

SIMPLE CANOE

Nation: all
Hull Type: warship
Hull Quality: 1D3+1
Seaworthiness: 7
Structure Points: 5
Length: 9 feet
Freeboard: 1 foot
Capacity: 1/4 ton
Crew: 1 or 2 rowers



Beam: 2 feet
Draft: 1 foot



COMMON RAFT

Nation: all
Hull Type: barge
Hull Quality: 3D6+6
Seaworthiness: 10
Structure Points: 50
Length: 18 feet
Freeboard: 1 foot
Capacity: 4 tons
Crew: 2 polemen



Beam: 6 feet
Draft: 1 foot

COMMON ROWBOAT

Nation: all
Hull Type: merchant
Hull Quality: 1D3+3
Seaworthiness: 15
Structure Points: 15
Length: 9 feet
Freeboard: 2 feet
Capacity: 1/2 ton
Crew: 1 rower



Beam: 4 feet
Draft: 1 foot

CATAMARAN

Nation: Oin and Yu
Hull Type: warship
Hull Quality: 2D3+1
Seaworthiness: 8
Structure Points: 6
Length: 12 feet
Freeboard: 1 foot
Capacity: 1/2 ton
Crew: 5 or 6 warriors



Beam: 6 feet
Draft: 1 foot

SMALL TRADER

Nation: all
Hull Type: merchant
Hull Quality: 2D6
Seaworthiness: 18
Structure Points: 30
Length: 30 feet
Freeboard: 2 feet
Capacity: 7 tons
Crew: 2 sailors



Beam: 12 feet
Draft: 8 feet

A merchant ship sailing before a good wind averages about 5 knots. A warship averages about 7 knots. The average drops if the vessel is working through islands or coasting (traveling near a coast), as the strength of the wind is diminished by the proximity of land. Against the wind a ship averages only 2–2.25 knots. Massed fleets average speeds of 2 knots maximum.

ROWING

Rowing speeds are determined by the number of oars per ton of ship's capacity. Warships need two pairs of oars per ton of capacity to move at the listed speeds. Merchant ships need one pair per three tons. If crew are lost, the speeds must be reduced.

The **Rowing Speed** table can be used to determine the rowing speed of a vessel. The basic speed of a vessel is dependant upon its hull type. A ship usually travels slower when it is being reversed, and faster when the crew are pushed to their utmost. Crew quality further modifies the speed a vessel can maintain.

ROWING SPEEDS (IN KNOTS)

	Warship	Merchant	Barge
Back Oars	3	1	1
Cruise	5	1	1
Race	7	2	1
Crew Modifiers:			
Elite	+2	+1	+1
Drugged	+3	+2	+2
Green	-1	—	—

SEA VOYAGES

IN GOOD CONDITIONS, a sailing ship can cover around 192 miles over a 24-hour period. To calculate the total length of a journey, however, an average rate of 150 miles per day should be used, to account for bad weather and minor mishaps.

For each week of travel, or part thereof, the captain should make a Sailing roll. If the roll is a success, the ship is on schedule. If a critical result is obtained, the ship is one day early. If the Sailing roll is missed, add 1D3 days to the travel time. If the roll is fumbled, the captain has blundered seriously, and must roll on the **Sailing Fumble** table (on page 13), or simply add 1D6 days to the journey.

The helmsman should also make a Navigate roll each trip. Success indicates the vessel is on course as expected. A critical result reduces sailing time by one day. A failed roll adds one day. A fumble means that the ship is wildly off-course: add 1D3 days to the journey, and the ship remains lost until a successful daily Navigate roll is made.

AVERAGE SAILING SPEEDS

	Favorable		Unfavorable	
	miles	km	miles	km
Open Sea, hourly	8	13	1	1.6
Coast/River, hourly	4	6.4	2	3.2
Open Sea, daily	192	312	24	38
Coast/River, daylight hours	48	77	24	38

Favorable / Unfavorable Conditions: winds, storms, the tide, rocks, sandbars, etc.

MERCHANT SHIPS

Trading vessels, also known as round-ships, put out from every port where men dream of wealth and profit. The fastest and richest ships of the Young Kingdoms are the brigs of the Purple Towns.

SMALL COG

Nation: all
Hull Type: merchant
Hull Quality: 1D6+4
Seaworthiness: 22
Structure Points: 45
Length: 70 feet
Freeboard: 9 feet
Capacity: 45 tons
Crew: 15 officers and sailors
Other Notes: difficult to sail at a half wind angle.



Beam: 18 feet
Draft: 7 feet



LARGE COG

Nation: all
Hull Type: merchant
Hull Quality: 2D6+4
Seaworthiness: 28

Structure Points: 80

Length: 95 feet
Freeboard: 13 feet
Capacity: 95 tons
Crew: 25 officers and sailors
Other Notes: difficult to sail at a half wind angle.



Beam: 25 feet
Draft: 11 feet

KNORR

Nation: Tarkesh
Hull Type: merchant
Hull Quality: 1D6+4
Seaworthiness: 22

Structure Points: 40

Length: 65 feet
Freeboard: 6 feet
Capacity: 15 tons
Crew: 15 officers and sailors



Beam: 15 feet
Draft: 3 feet

SCHOONER (TWO-MASTED)

Nation: Ilmiora, Vilmir (Old Hrolmar)
Hull Type: merchant
Hull Quality: 2D6+6
Seaworthiness: 30

Structure Points: 75

Length: 95 feet
Freeboard: 10 feet
Capacity: 100 tons
Crew: 30 officers and sailors



Beam: 22 feet
Draft: 10 feet

BRIG (TWO-MASTED)

Nation: Purple Towns
Hull Type: merchant
Hull Quality: 3D6+4
Seaworthiness: 34

Structure Points: 120

Length: 105 feet
Freeboard: 15 feet
Capacity: 200 tons
Crew: 40 officers and sailors



Beam: 32 feet
Draft: 15 feet

VESSEL DAMAGE & REPAIR

A SHIP IS DOOMED when it becomes unseaworthy and starts to take on water, or when its structure is severely damaged. The following rules describe the effects of such damage, and how it is repaired.

LOSS OF SEAWORTHINESS

Each month that a *merchant* ship rests or sails in water its Seaworthiness is automatically reduced by one point. Prop-

erly maintained *warships* (those removed from the water each night) lose one point of Seaworthiness per month; *warships* which are left to sit in water, or are at sea full time, lose one point of Seaworthiness per week. *Barges* lose one point of Seaworthiness per season they are in the water.

Whenever a vessel's Seaworthiness falls to zero the ship begins to take on water. If it takes on enough water the ship swamps or sinks.

Every five minutes after its Seaworthiness reaches zero, the ship takes on 1D6 points of water for each 5 Structure Points it possesses. When the number of points of water exceeds the ship's Structure Points, it is full of water and can no longer sail normally. If the ship is carrying no cargo or its cargo floats, it is swamped, otherwise it sinks.

Water can be bailed from an unseaworthy ship. Every five minutes that a pair of bailers empty the water from a ship reduces the number of points of water by 1D3.

WARSHIPS

All coastal nations of the Young Kingdoms have a warfleet. None are as powerful as Melniboné, but thankfully that nation no longer exerts its influence on the high seas.

BIREME

Nation: all warfleets
Hull Type: warship
Hull Quality: 1D6+8
Seaworthiness: 12
Structure Points: 60



Length: 70 feet **Beam:** 10 feet
Freeboard: 3 feet **Draft:** 3 feet
Capacity: 1 ton
Crew: 60 rowers, 10 marines, 10 officers and sailors

TRIEME

Nation: all warfleets
Hull Type: warship
Hull Quality: 1D6+12
Seaworthiness: 18
Structure Points: 80

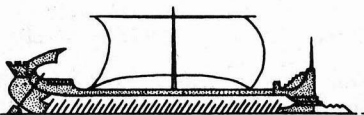


Length: 120 feet **Beam:** 13 feet
Freeboard: 10 feet **Draft:** 10 feet
Capacity: 1 ton
Crew: 170 rowers, 14 marines, 30 officers and sailors
Other Notes: three banks of oars, up to 2 war engines.



QUADREME

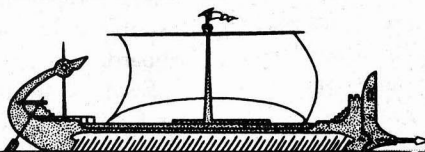
Nation: warfleets of Lormyr, Ilmiora and Vilmir
Hull Type: warship
Hull Quality: 1D6+15
Seaworthiness: 20
Structure Points: 90



Length: 160 feet **Beam:** 18 feet
Freeboard: 13 feet **Draft:** 13 feet
Capacity: 2 tons
Crew: 210 rowers, 18 marines, 40 officers and sailors
Other Notes: two banks of oars (2/2 rower arrangement), up to 4 war engines.

QUINQUIREME

Nation: warfleets of Lormyr, Ilmiora and Vilmir
Hull Type: warship
Hull Quality: 1D6+15
Seaworthiness: 20
Structure Points: 100



Length: 190 feet **Beam:** 22 feet
Freeboard: 15 feet **Draft:** 15 feet
Capacity: 3 tons
Crew: 250 rowers, 22 marines, 50 officers and sailors
Other Notes: two banks of oars (2/3 rower arrangement), up to 6 war engines.

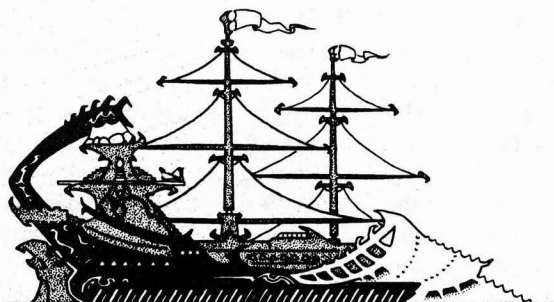
LONGSHIP

Nation: Tarkesh
Hull Type: warship
Hull Quality: 1D6+4
Seaworthiness: 15
Structure Points: 50

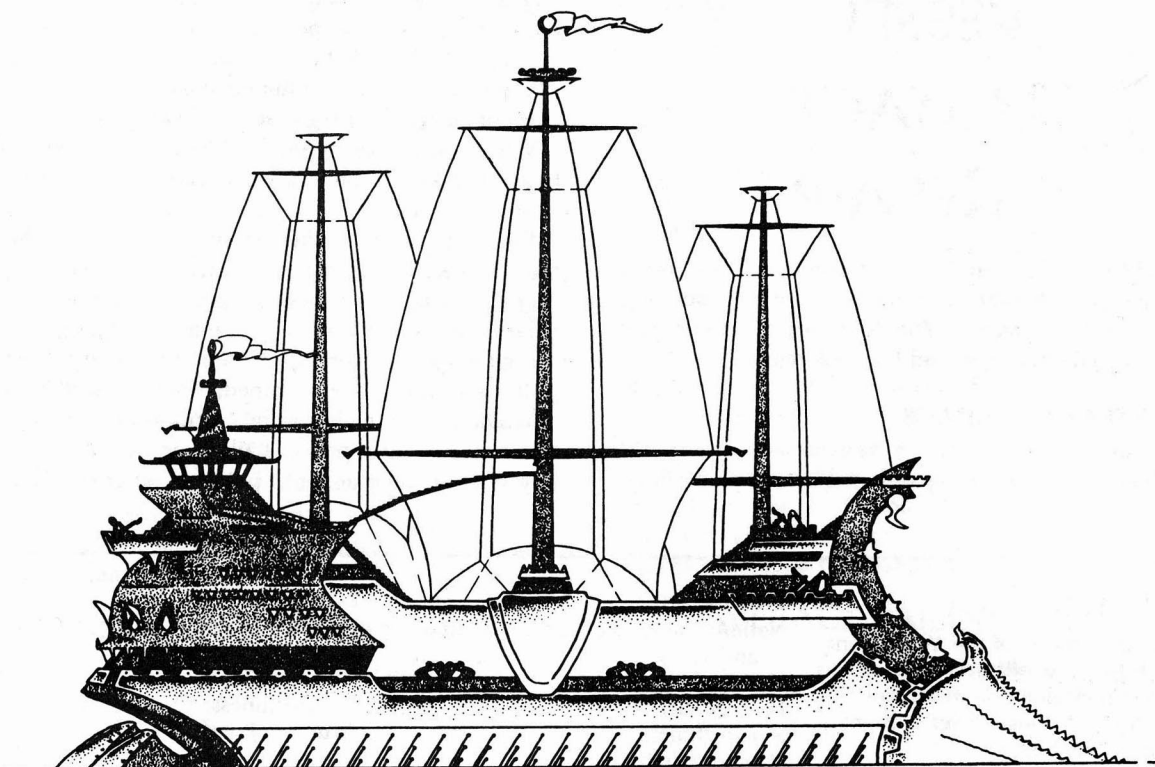


Length: 100 feet **Beam:** 20 feet
Freeboard: 3 feet **Draft:** 3 feet
Capacity: 20 tons
Crew: 50 rowers, up to 200 warriors total

GALLEY (TWO-MASTED)



Nation: Pan Tang
Hull Type: warship
Hull Quality: 120
Seaworthiness: 20
Structure Points: 120
Length: 250 feet **Beam:** 40 feet
Freeboard: 15 feet **Draft:** 15 feet
Capacity: 30 tons
Crew: 500 chained slave rowers, 100 warriors, 60 officers and sailors
Other Notes: 2 banks of oars (3/4 rower arrangement), up to 8 war engines.



BATTLE-BARGE (THREE-MASTED)

Nation: Melniboné **Hull Type:** barge
Hull Quality: 3D6+10 **Seaworthiness:** 15 **Structure Points:** 200
Length: 500 feet **Beam:** 110 feet **Capacity:** 100 tons **Freeboard:** 25+ feet **Draft:** 8 feet
Crew: 2,000–3,800 drugged slave rowers, 200+ warriors, 100 officers and crew.
Other Notes: gold armor on sides, 3–6 banks of oars (8/9/10 arrangement for 3-bank barge), multiple rudders, up to 18 war engines, including trebuchets.

LOSS OF STRUCTURE POINTS

Extreme stresses, such as the pounding of the winds and waves of a storm or the ram of an enemy warship, can damage a ship. Hull Quality acts just like armor to protect a vessel's Structure Points from this damage.

Whenever a ship takes damage, its Hull Quality is first subtracted from the damage. If this reduces the damage to 0 or below, the ship is unharmed. However, if the damage is greater than the ship's Hull Quality then its Structure Points are reduced appropriately. Hull Quality itself is never affected by damage.

A ship becomes useless when its Structure Points reach zero. While there may be sizable pieces of the vessel left, it can no longer carry cargo or crew, and cannot sail. The resulting hulk can be rowed at a speed of 1 knot.

If a vessel loses half of its current Structure Points at one time, a disaster may occur, see the **Ship Disaster** table.



REPAIR OF SHIPS AND BOATS

REPAIRS MAY BE MADE through physical reconstruction or by magical means. Only damage to Seaworthiness can be repaired at sea, and even then it cannot be fully repaired. Damage to the structure of a ship can be repaired only while the ship is beached.

REPAIRING SEAWORTHINESS

Physical repair of Seaworthiness while a ship is at sea is possible only if a ship's carpenter and repair supplies are aboard.

Each day the carpenter may roll on either Repair/Devise or Craft (Wood), whichever is higher. Success indicates that 1 point of Seaworthiness was repaired during the day. Failure indicates that no significant repairs were completed that day. Up to half the maximum Seaworthiness for the ship's hull type can be repaired while at sea.

Seaworthiness can be repaired more quickly when a ship is beached. A carpenter can repair 1D3+1 points of current Seaworthiness on a beached ship each day, up to the vessel's original Seaworthiness.

SAILING FUMBLE TABLE

BAD THINGS HAPPEN at sea. This table can be used whenever the captain fumbles the weekly Sailing roll. Gamemasters who prefer to boycott tables may invent their own results for a fumbled roll. The results given here are appropriate for long voyages, so the table is of little use for generating fumble results for routine actions (such as piloting a boat into harbor).

STANDARD FUMBLE – add 1D6 days to the journey time.

Roll D100

- | | | |
|---|---|--|
| <p>01 <i>Lucky mistake</i> – the captain makes a navigational error, but it turns out to be in the ship's favor. The journey is 1 day shorter.</p> <p>02-30 <i>Poor progress</i> – the going is rough, the captain makes some bad decisions, and the journey is 1D6 days longer. The crew all smirk behind the captain's back.</p> <p>31-45 <i>Terrible progress</i> – the ship is clear off-course, due to the captain's ineptitude, and the journey is 1D10 days longer. Paying passengers demand a refund.</p> <p>46-50 <i>Supply shortage</i> – the ship is out of pitch and timber, and cannot make repairs of any kind until fresh materials are obtained from a port.</p> <p>51-55 <i>Food shortage</i> – food levels are critically low. Rationing is introduced, and all aboard must roll CON x5 or lose 1 hit point due to hunger. This hit point cannot be regained until the food supply is replenished. Add 1D6 days to the journey, to divert to land to restock the larder.</p> <p>56-60 <i>Water shortage</i> – water levels are critically low. Rationing is introduced, and all aboard must roll CON x3 or lose 1 hit point to dehydration. This hit point cannot be regained until the water reserves are replenished. Add 1D6 days to the journey, to divert for the nearest source of fresh water.</p> | <p>61-65 <i>Widespread sickness</i> – a fever sweeps through the ship. All aboard must roll CON x5 or catch the disease. Those ill lose 1 hit point, and perform skills at half-chance. Reroll CON x5 every week to get better. Successful Physik or application of Heal allows the patient to check daily for recovery. Add 1D6 days to the journey, because of the temporary crew shortage.</p> <p>66-80 <i>Possible ship disaster</i> – if the captain fails a Luck roll, make a roll on the Ship Disaster table, and apply the results. If the Luck roll is made, lose 1 point of Seaworthiness due to shipping water.</p> <p>81-90 <i>Definite ship disaster</i> – roll on the Ship Disaster table. The captain gets no Luck roll to avoid this.</p> <p>91-92 <i>Cargo breaks free</i> – heavy cargo in the hold is not securely stowed. It shifts during heavy seas, and smashes the side of the boat. The ship loses 2D6 Structure Points.</p> <p>93-94 <i>Run aground</i> – the ship strikes a reef, or a submerged rock shelf, and runs aground. It takes damage equal to the roll of 1D10 six-sided dice. The total amount is subtracted from Seaworthiness. Damage in excess of Hull Quality is subtracted from Structure Points. A Sailing roll from the captain, and the hard labor</p> | <p>of all hands, is needed to get the craft off the rock and back into the water.</p> <p>95-96 <i>Collision</i> – the ship strikes a rock, another ship, an iceberg, or similar object. Damage is as per the normal rules for collision.</p> <p>97 <i>Fire in the galley</i> – a fire starts in the galley, causing a <i>Food Shortage</i> (see 51-55 above). If the captain fails a Luck roll, the ship's cook is killed. If the roll is 00, the fire gets out of hand, and the ship burns to the waterline.</p> <p>98 <i>Return to port</i> – the ship must turn around. Vital cargo was left on the dock, or an important passenger forgotten, or all the food is found to be bad, or the map is wrong, or some such event. This is a stupid error, and not one that the captain soon lives down.</p> <p>99 <i>Mutiny</i> – the captain treats the crew harshly, and they revolt. If their demands are not met, they set the captain and any loyalists adrift in a small boat with enough supplies to reach the mainland. Tracking down the mutineers might form the basis of a future scenario.</p> <p>00 <i>Wrath of Straasha</i> – the captain forgot to appease the sea-king prior to voyaging. The vengeful lord of the waves pulls the ship down. Refer to <i>Lost with All Hands</i>, result 00 on the Ship Disaster table.</p> |
|---|---|--|

REPAIRING STRUCTURE POINTS

Structure Points can only be repaired while a ship is beached or dry-docked. Beaching is the standard procedure, but dry-docking halves the time needed for repairs. The ship's carpenter attempts a Repair/Devise or Craft (Wood) once per day. If successful, 1D3+1 Structure Points are repaired that day. Structure Points can be repaired up to the ship's original number.

MAGICAL REPAIRS

To magically repair a ship, the spell caster must know *Make Whole* or an equivalent spell. He or she must work in close consultation with the ship's carpenter, or make a Repair/Devise roll as well as crafting the spell. Seaworthiness can be magically repaired up to the ship's maximum

while at sea. A single application of the *Make Whole* spell can repair a ship's Structure Points and Seaworthiness at the same time.

To magically restore one point of Seaworthiness, the *Make Whole* spell must be cast once for each 30 feet of ship length, or portion thereof. For example, to fix one point of Seaworthiness on a small cog (70 feet in length), the spell must be cast three times.

To magically restore 1 Structure Point, the *Make Whole* spell must be cast once for each 15 feet of ship length, or portion thereof. To fix the same small cog, the spell must be cast four times.

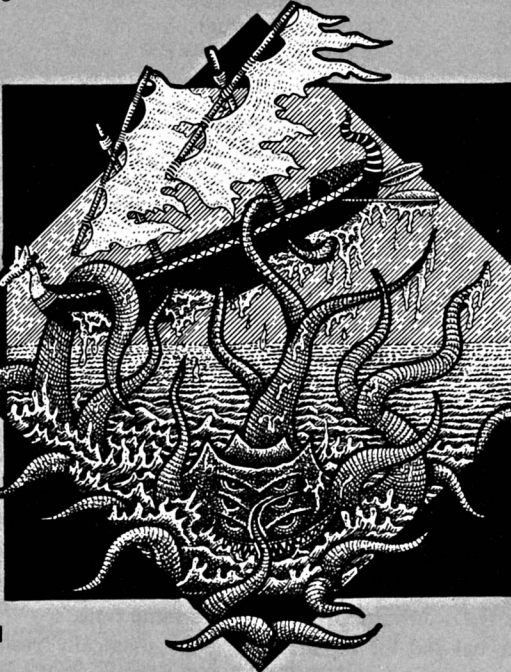
Note that a Luck roll must be made for each cast of *Make Whole* to see if the spell's effects are permanent. If the roll is failed, the effect only lasts for 1D6 hours.

SHIP DISASTER TABLE

SERIOUS DAMAGE OCCURS when a ship loses more than half of its current Structure Points. This is somewhat akin to the effect of a Major Wound on a person. In such situations, the captain should make a Luck roll. If the roll succeeds, the ship loses the Structure Points, but suffers no other disaster. If the roll fails, the ship loses the Structure Points and sustains further damage, as described on the table below. Only use disasters that are appropriate to the situation – the mainmast cannot break on a canoe.

Some gamemasters prefer to ignore book-keeping altogether, and may simply use this table to describe off-the-cuff dramatic effects. Other gamemasters despise tables of any kind, this one included. Use it as suits your style.

Roll D100.

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|---|---|---|---|
| <p>01-05 <i>Broken oar</i> – this is hardly a disaster, except in a rowboat or canoe.</p> <p>06-10 <i>Ship's cat lost</i> – the proud rat-catcher falls into the drink. The ship's rats have cause for celebration.</p> <p>11-25 <i>List to starboard</i> – the ship leans severely, and then rights itself. It loses one Seaworthiness point. All on deck must roll Dexterity or fall over. Those near the starboard rails who fall over must roll Luck or be pitched over the side.</p> <p>26-40 <i>List to port</i> – as above, but the ship leans to the other side.</p> <p>41-45 <i>Some cargo lost</i> – 10% of cargo on board is ruined in an accident, due to water damage. This may reduce the ship's profits for the voyage.</p> <p>46-50 <i>Man overboard!</i> – a random sailor is knocked over the side. An adventurer should not be dumped into the water unless he or she fails a Luck roll with 99-00.</p> <p>51-55 <i>Rigging falls</i> – a tangle of ropes is shaken loose, and drops to the deck. Sailors in the rigging drop with it if they fail Dexterity rolls.</p> <p>56-59 <i>Sail tears</i> – the sheets are ripped wide open. Until repaired, reduce speed by ½ knot per hour.</p> <p>60-63 <i>Boom falls</i> – a length of wood splinters and falls from the rigging. It might hit an unlucky sailor for 1D6 points of damage. The unanchored sail flaps loose. Until the boom is repaired, reduce speed by 1 knot per hour.</p> <p>64-67 <i>Half of the cargo lost</i> – 50% of the cargo on board is broken, and ruined. A merchant ship is almost certain to make a loss as a result.</p> <p>68-71 <i>Mainyard falls</i> – the ship's principal cross-beam is broken, and</p> |  | <p>the sail plummets with it. Those on deck who fail Luck rolls are in its path, and unless they make Dodge rolls they are struck for 2D6 damage. Until repaired, the ship cannot raise sail.</p> <p>72-75 <i>Figurehead smashed</i> – the symbol of the ship's luck is smashed to splinters. The sailors wail with dismay.</p> <p>76-78 <i>Lookout killed</i> – the lookout is pitched out of the crow's nest and falls to his death.</p> <p>79-81 <i>Men overboard!</i> – 1D10 sailors are knocked over the side. This may include adventurers who fail their Luck roll, at the gamemaster's discretion.</p> <p>82-84 <i>All cargo lost</i> – falling timbers and serious leaks completely ruin all cargo carried on board. Somewhere, a merchant is weeping.</p> <p>85-86 <i>Starboard oar bank sheared off</i> – half of the ship's oars are broken. If the oars from the port side are redistributed, the ship can continue at half-speed.</p> <p>87-88 <i>Port oar bank sheared off</i> – as above, but the other side. If no</p> | <p>oars remain, the ship must rely on sail power.</p> <p>89-90 <i>Rudder breaks</i> – the ship can no longer be steered reliably. Reduce Seaworthiness by one point. A temporary rudder can be rigged with a Repair/Devise roll, in which case, subtract 20 percentiles from the crew's Navigate and Sailing rolls, and reduce speed by 1 knot per hour. If a temporary rudder is not installed, halve all Sailing and Navigate rolls, and halve the vessel's speed.</p> <p>91 <i>Mainmast breaks</i> – The mast breaks and crashes to the deck. All crew on it take full falling damage. Those on deck who fail Luck rolls are in its path, and unless they make Dodge rolls they are struck for 3D6 damage. If the ship has no masts left, it must be rowed, or let drift with the current.</p> <p>92-93 <i>Mizzenmast cracks</i> – if the ship has no mizzenmast, this affects the main mast. See <i>Mainmast Breaks</i> for details.</p> <p>94-95 <i>Foremast snaps</i> – if the ship has no foremast, this affects the mizzenmast. Other effects are as described under <i>Mainmast Breaks</i>.</p> <p>96-99 <i>Abandon ship!</i> – the ship is holed, and cannot be repaired. Structure Points immediately fall to zero. It sinks in 1D20 x 10 minutes. There is ample time to put food and water into the rowboats, and to launch them safely.</p> <p>00 <i>Lost with all hands</i> – the keel breaks in two. Structure points immediately fall to zero. The ship sinks rapidly, in 1D10 melee rounds. No boats can be launched. Those on board need to make a Luck roll to get well clear of the doomed vessel, and then Swim rolls to reach floating wreckage.</p> |
|---|---|---|---|

MENACES

ANY NUMBER of terrors may threaten the safety of a ship and its passengers. The following are a selection of the most common threats to life, limb and boat on the high seas of the Young Kingdoms. All are appropriate for a session of action to entertain nautical adventurers.

STORMS

Storms are the single greatest danger to ships and boats. Most craft never venture from sight of land, and plan on beaching every night. Deep-water travel prevents night-beaching and increases exposure to storms, as well as slowly degrading Seaworthiness.

Storm winds tear at the sails and rigging, while waves rear and crash over the deck. A vessel might be blown off course, or even worse, onto rocks or reefs. A ship's mast could snap in two, the hold might fill with water, or the vessel might be blown over onto its side. People and cargo might be swept off the deck, never to be seen again (except in the halls of Pyaray's lightless underwater hell).

Fighting a storm can make for great roleplaying, with scope for drama and heroism. The captain's Sailing skill can be used to determine the vessel's overall welfare, but

specific tasks can provide dramatic challenges for the other characters aboard. As the wind howls and the waves rise everyone must pitch in to make the ship safe. Dexterity rolls are needed to cross the storm-lashed deck, and Sailing rolls are required of all crew if they are to act decisively.

In a storm, a team of sailors should work quickly to drop the sails. If the storm is blowing in too quickly for this, someone must climb the mast and cut the sail free. If the sails stay up in gale-force winds the mast is sure to break.

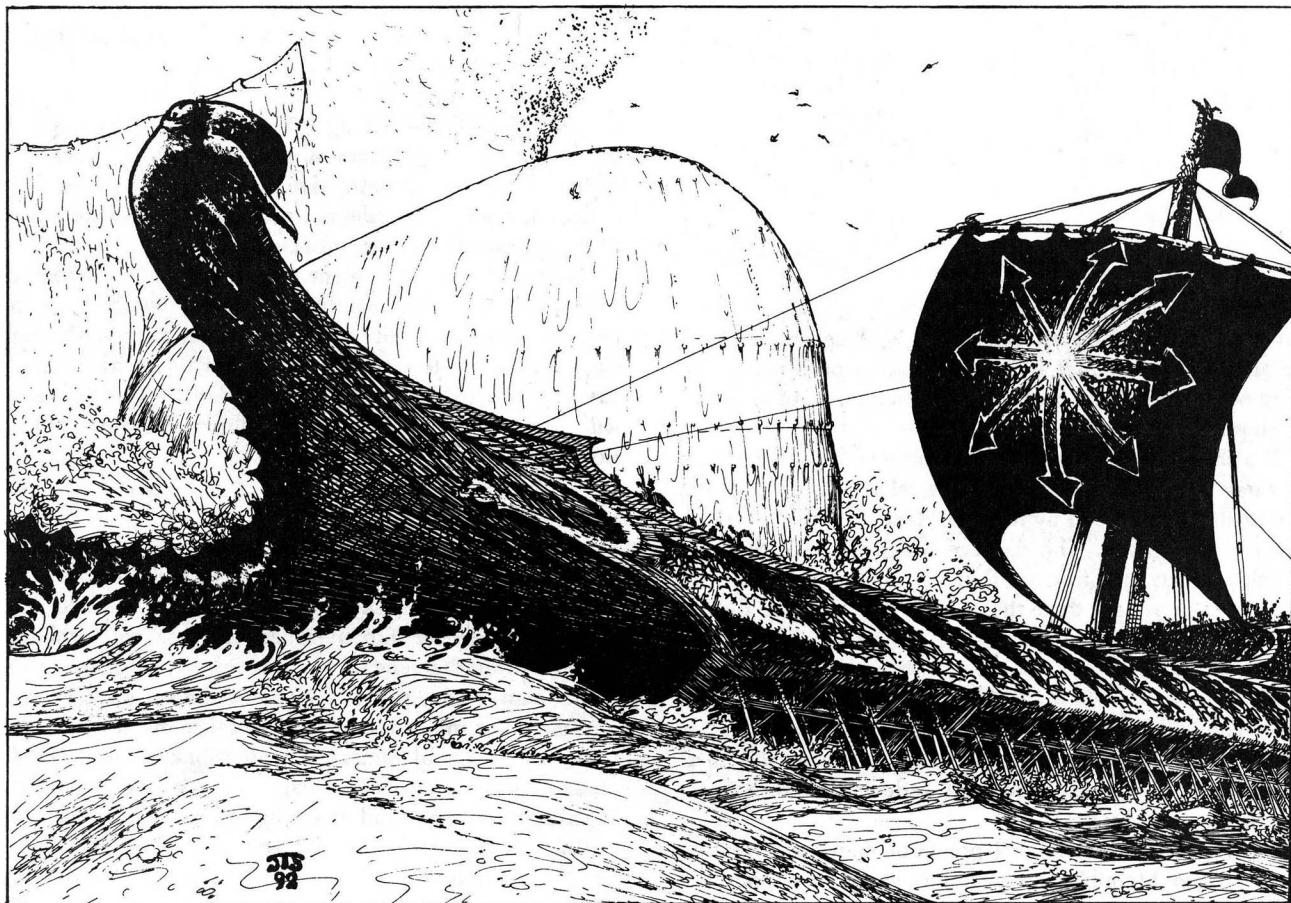
Individual sailors should batten down the hatches and make sure that everything on deck is secure – siege engines and cargo would cause disaster were they to break loose and slide across the deck.

The helmsman should hold the rudder steady. Everyone else should go below to wait out the storm, and to bail out the bilges as the wind and waves pour water into the vessel's shell.

The gamemaster determines if and when a storm strikes, and can either choose the wind strength or roll on the **Wind and Sea Strength** table, below. A ship is only threatened by wind with a strength greater than its Seaworthiness.

For every six hours of storm, use the following procedure, to determine its effects:

- 1 Determine the strength of the winds. The table below can be used to find the initial strength of a storm. Each



A SHIP OF CHAOS FIGHTS A THING OF LAW

six hours the game master should decide whether the storm intensifies or slackens off. A captain's Luck roll may guide this decision, or the roll of a D6: 1-2 winds ease one level, 3-4 no change, 5-6 winds rise one level.

- 2 Compare the wind strength to the ship's Seaworthiness. If the wind strength is lower than the Seaworthiness, it has no effect upon the craft.
- 3 If the wind strength is greater than the ship's Seaworthiness, then the captain must attempt a Sailing roll. Subtract the wind strength in percentiles from the captain's Sailing skill; thus, to run before a hurricane, the captain has a 50% reduction to his or her Sailing skill. If the roll is successful the storm has no effect upon the ship - the skill of captain and crew have enabled the ship to weather the danger for the quarter-day.
- 4 If the Sailing roll fails, the ship is caught at a bad angle during a wind shift, or takes a tremendous wave across the deck, or something similar occurs. Subtract 1 from the vessel's Seaworthiness. Then find the strength of the wind on the table below, find the damage that it can inflict, and roll the stated dice for the damage to the ship's Structure Points. Hull Quality protects against this damage, as armour.

WIND AND SEA STRENGTH

D100 Description	Strength	Damage	Average
01-04 Calm	0-2	—	—
05-12 Light Air	3-6	1	1
13-24 Breeze	7-12	1D3	2
25-36 Light Wind	13-18	1D6+3	6-7
37-48 Moderate Wind	19-24	2D6+6	13
49-60 Strong Wind	25-30	4D6+12	26
61-72 Fresh Gale	31-36	6D6+24	45
73-99 Whole Gale	37-49	8D6+48	76
00 Hurricane	50	10D6+96	131

MONSTERS

Large creatures may threaten a ship. Normally, sea-creatures that attack ships are provoked, ensorcelled, diseased or acting at the behest of either Straasha or Pyaray. The 'Creatures of the Sea' chapter provides a range of menaces to shipping.

If a ship is hit by a large sea monster, roll the creature's normal combat damage. The vessel's Seaworthiness is automatically reduced by the total damage, with no exceptions or reductions. The damage which exceeds the Hull Quality affects the Structure Points. If the damage done by the creature is less than the ship's Hull Quality, then it takes no structural damage.

FIRE

The wood and canvas of a ship are usually too damp to catch fire easily, but a major fire can cause structural damage. Hull Quality does not reduce Structure Point damage caused by fires.

Normal fire causes 1D6+2 points of damage. The blue flames from Melnibonéan catapults cause 3D6 points of damage. Dragon fire causes damage equal to the creature's CON. Damage is rolled once every five minutes of game

time (25 combat rounds), and reduces Structure Points correspondingly. If a fire is not contained, double the damage for each successive roll.

NAVAL COMBAT

For ship-to-ship action, the captain of each vessel should attempt a Sailing roll to perform any special manoeuvres (ramming, shearing oars, unusually tight turns, etc.). Success indicates that the desired manoeuvre was completed. Failure means that the ship did not manoeuvre correctly. A fumble results in the fouling of one or more of the sails or banks of oars, requiring 2D6 melee rounds to correct, before the vessel may again manoeuvre.

The captain of the faster ship receives a 20 percentile bonus to Sailing skill in such encounters. If one captain makes a Sailing roll and the other does not, the successful ship has gained the advantage. In situations where one ship is pursuing another, the second such advantage indicates that the ships have closed to war engine range; the next to missile weapon range; then to ramming, shearing, or grappling range. The fleeing vessel pulls away one range each time it achieves the advantage. Thus the pursuing captain must out-sail his prey at least four times to ensure the ships can be grappled and his crew are able to swarm across into land-style combat. Boarding is the only way to capture a vessel, although attacking from range may soften them up.

If neither captain decisively gains the advantage for long enough to close to grappling range or to escape, then eventually the faster of the two ships wins the contest, whether that is to catch the other vessel or escape.

To ram an enemy craft, or shear off its oars, the captain makes an additional Sailing roll, as if making an attack. If the roll succeeds, the ram strikes home. Ram damage is 2D6+6, plus an additional 1D6 for every 50 rowers. Both critical and impale results are possible, with all the effects of such blows in melee combat.

Ramming is a convenient way to create a temporary bridge for boarding. Sailors can simply jump from the prow of their vessel onto the deck of their quarry. The ram stays locked in the enemy ship until withdrawn. If the stricken vessel is sinking, there is a danger that the victor will be dragged down as well. A Sailing roll from the victorious captain averts such a disaster.

COLLISION

Sometimes ships strike each other accidentally, or run into lighthouses, harbor walls, rocks, or other solid objects. Bumping into the dock is unlikely to sink a vessel, but being storm-driven into a jagged cliff-face will probably smash it to smithereens.

The gamemaster should determine the severity of a serious impact. A minor blunder might cause the vessel 2D6+6 points of structural damage. A ship-shaking crash might cause 8D6+48 points of damage. The **Wind and Sea Damage** table is useful as a rough guide. In a ship-to-ship collision, both vessels take damage. It is more crippling to be struck amidships than on the stern or prow - damage should be increased or decreased according to the circumstances.

SIEGE ENGINES

ENGINES ARE WAR MACHINES which fire immense missiles and consequently need large crews to operate them. They are best for naval warfare or siege work, as they are clumsy, slow to fire, inaccurate, and can easily be overrun in the field by swift-moving cavalry or daring infantry.

Attacks

Engines are rarely used for individual attacks, instead they are fired at masses of men, walls, ships, or other structures. The base chance to hit, shown below, assumes an impact area of approximately 40 SIZ. The chance of hitting is reduced by 1% for each point of SIZ less than 40 the target possesses.

Aiming such war machines is a slow procedure. The target point must be chosen 5 rounds before the shot is actually fired. This requirement is not too difficult to meet on the battle-field, or when assaulting a castle, but it is hard to predict where the enemy is likely to be in a furious naval encounter. Gamemasters may require a Sailing roll from the crew-member in charge of aiming each engine, to ensure he or she has correctly predicted the course of the battle. Failure indicates that the weapon must wait 1D6 rounds before getting a clear shot, or spend another 5 rounds aiming based on the current situation. The gamemaster may determine that certain extreme manoeuvres take even the most skilled crews by surprise, with similar penalties.

Damage

As with most other damage directed at ships, the Hull Quality of the target vessel acts as armor, reducing the Structure Points done. The full damage is assessed against the target's Seaworthiness, however, with no exceptions. Damage to the crew is determined separately, as the gamemaster sees fit.

Statistics are given for the three most common naval siege engines. A warship may have only a couple, or as many as eight, or even twenty (in the case of the towering Melnibonéan battle-barges), such engines of destruction. A single vessel is likely to have a few of each type of engine, rather than being outfitted with a number of only a single style.

BALLISTA

A ballista is a form of giant crossbow. It has a flat trajectory, and fires a single iron bolt longer and thicker than a spear. It can impale. A crew of three is required to man a ballista, acting as aimer, loader, and gunner.

Ballista: Base attack 05%, 10D6 damage, base range 275 yards, 1 shot every 25 rounds, 30 hit points, weapon class 26, impales, cost 1,500 bronze.

CATAPULT

Catapults are large simple machines designed to toss a heavy object a great distance. They arc their payloads along a parabolic trajectory, and thus are 'indirect fire' weapons. They are difficult to aim at specific human-sized targets, but are ideal for reaching over the walls of open fortifications and at ships. Catapults require a crew of three.

Catapult: Base attack 10%, 6D6 damage, base range 325 yards, 1 shot every 25 rounds, 40 hit points, weapon class 27, does not impale, cost 1,000 bronze.

TREBUCHET

Once built, a trebuchet can never be re-aimed – it is fixed in place. The tremendous loads they can deliver make up for their lack of mobility in many situations. At sea, only battle-barges are large enough to carry trebuchets. Trebuchets require a crew of ten or more.

Trebuchet: Base attack 05%, 12D6 damage, base range 300 yards, 1 shot every 75 rounds, 50 hit points, weapon class 27, does not impale, cost 2,000 bronze

AMMUNITION

Catapults and trebuchets may use any of a number of different types of ammunition. The ammunition to be used must be determined well before the shot is fired. The most common varieties of ammunition are described below.

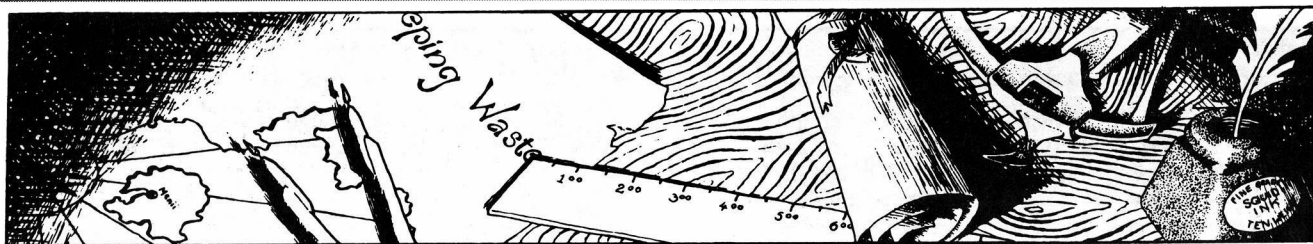
↓ **Stones:** the standard payload, causing normal damage. Stones must be of a certain size and composition to be suitable for use as ammunition, otherwise they will shatter or affect accuracy.

↓ **Shrapnel:** loose bags of rock, or clay projectiles. The bags break apart and scatter sharp shards over a rough radius around the point of impact. The shards rip flesh, but are not large enough to endanger buildings. Damage done is 1/6 that caused by the standard stones, but it is applied to everyone within a radius equal in meters to the number of D6s in the standard damage roll.

↓ **Blue Fire:** this deadly stuff is only used by Melniboné. It is a chemical so flammable that it continues to flare underwater. Targets are covered in searing flames even if they are not combustible. The flames burn for 3D6 rounds, causing 3D6 damage per round. The fires cannot be put out, although it is possible to quell the fires which spread out from the original point of impact.

↓ **Other:** anything the same size as the engine's cup can be launched from a catapult or trebuchet. In sieges rotten meat might be flung over the city walls to spread disease. Pan Tangians are known to launch screaming captives, to break the morale of the defenders. Accuracy might be reduced, though.





SEAFARING IN THE YOUNG KINGDOMS

OCEAN TRAVEL helped free the Young Kingdoms. Once the enslaved tribes were able to make contact with their brethren across the waters, unity and purpose blossomed. Since the heady days of the overthrow, the common human cause has disappeared in a wash of national rivalries, and now every land has a fleet to jealously safeguard its holdings. Merchants sail between countries principally in search of wealth, but in their wake they spread news and advancements from other lands. Pirates also follow in that wake, eager for an easy means of acquiring wealth.

NAVIES

Every important nation in the Young Kingdoms boasts a sizable fleet. Although tensions run high, and there are occasional skirmishes on the waves, no nations wage open sea warfare until the End of the World.

Even though it is now a dormant power, Melniboné is the undisputed ruler of the sea. Only forty battle-barges remain in Imrryr, but combined with their dragons they can destroy fleets many times their size. Battle-barges are unmatched by human shipbuilding technology. It is lucky for the nations of men that the gaze of the Bright Empire is no longer turned outward. However, certain ruin awaits those who believe that the powers of the Dragon Isle have faded away completely.

Jharkor and Dharijor maintain navies of roughly equal size and a fierce animosity. Although they do not war openly, for Jharkor is wary of intervention by Pan Tang, and Dharijor likewise fears an alliance between Jharkor, Tarkesh and Shazar, their fleets patrol backs and forth between Dhakos and Gromoorva, and they occasionally impose blockades upon each other.

Similar tensions exist between Lormyr and the Purple Towns. The Lormyrian nobility have never forgotten that the Purple Towns were once under their thumb, and have never accepted that the merchant isle's fleet is now more

powerful than their own. Neither nation agrees on the location of the border between their sovereign waters, therefore heated incidents between vessels are common.

Pan Tang has a massive fleet, but none of the other nations are aware of its full extent, as it has never sailed to war in a mass armada. To date, the black galleys have only been encountered singly and have inspired great fear. No foreign sailor has ever survived a trip to the Hwamgaarl harbor, indeed most of them arrive in chains.

The chill waters of the Pale Sea have seasoned the sailors of Tarkesh to the extent that they are now known as the hardest seamen in the Young Kingdoms. Northern Tarkeshites often plague the coast of Southern Tarkesh and beyond. The services of a Dragon-prowed longship from Tarkesh can usually be obtained to fight for any cause, but only for as long as the money flows freely.

Argimiliar, Ilmiora, and Filkhar maintain fleets of a moderate size to protect their own interests. Shazar has only few ships, but the Serpent's Teeth form a natural coastal defence. Were the King of Pikarayd to rally all of the clans he could launch a sizeable fleet. The coastal clans are usually too busy fishing and trading to harry one another.

The Dorelites build large flotillas of light raiding craft, and menace the coast of the southern continent. Although they have been less in evidence of late, rumor has it that, driven by their fervent hatred of Chaos, they are preparing for a bold naval assault on Melniboné.

Only the less developed nations maintain no permanent fleets. Oin and Yu are primitive nations, and have no craft larger than their swift catamarans. The Weeping Wastes have no need of boats, as the cliffs along the coast drop 2,000 feet to the Eastern Ocean. While the sand of the Sighing Desert runs clear to the sea, few dwell there. Org and Nadsokor are entirely land-locked, although a beggar in a barrel floating down the Varkalk River might think of himself as a daring buccaneer.

MERCHANTS

Even though their motivations are strictly those of personal profit, the merchants plying the waters between countries keep the exchange of goods and ideas flowing. Fine Dharijorian steel is appreciated in Argimiliar, and the nobles of Dhakos simply adore the sumptuous cloths of the Purple Towns. Such trade brings international news, such as the plots of the Vilmirian Pretender, and the current fashions in Raschil. Without such stimuli all nations would be as stagnant and inbred as the degenerate people of Org.

The Purple Towns are the undisputed mercantile leaders of the Young Kingdoms. Menii has taken the torch from Imrryr as the trading capital of the world. Their brigs, the most advanced human ship designs, are stout vessels that can carry large cargoes across deep waters. The *Code of the Sealords* guarantees the safety of all goods and passengers, and is the basis of their prosperity. Few foreign merchants actually like the arrogant Purple Towns' merchants but everybody is quick to deal with them. The annual Menii Fair is the single most important trading event in the Young Kingdoms.

Ilmiora is the next most powerful trading nation. It has fewer war ships and must rely on tributes to buy protection from enemy shipping. The Ilmiorans have designed their own ship, the schooner, a fast vessel with a shallow draft. While Ilmar benefits from being the first port-of-call for most ships from the western continent, its northern location is a great disadvantage in the on-going competition with the centrally-situated Isle of the Purple Towns.

Other merchants sail from Shazar, Jharkor, Dharijor, Vilmir, Pikarayd, Argimiliar, Filkhar and Lormyr. They still primarily use the large and small cogs, vessels once hailed as landmarks of maritime development, but now seriously outmoded. In an effort to make his merchant fleet more competitive, the Duke of Old Hrolmar has imported Ilmioran carpenters to instruct his shipyards in the building of the new schooner design. The traders of Tarkesh favor their wide-bellied knorrs, a variation on the longships that make up the basis of their war fleet.

The remote nations of Oin, Yu, and Dorel can be dangerous to deal with, but they offer good deals on raw materials in exchange for worked goods. Their traders rarely visit other ports and do not have merchant navies worth mentioning.

Merchants from all over the young Kingdoms still make their way to Imrryr. The Dreaming City has need of food-stuffs no longer harvested or produced there. In exchange, they offer fabulous treasures and antique artifacts. Striking bargains with the Melnibonéans can be labyrinthine, and even hazardous, but the potential rewards are greater than elsewhere. The Melnibonéans themselves rarely sail out to trade at foreign ports, preferring to wait for the human merchants to come to them.

PIRATES

Pirates prey wherever merchants sail. Independent pirates, desperate men and women who have seized a vessel to seek their fortune, are the most common breed, although more organized groups do exist.

Dhoz-Kam is an open port for pirates, and many sail there to undertake repairs and sell their stolen goods to merchants. The shanty-city benefits from the influx of pirate gold, as liquor and lodgings always fetch high prices. Merchants get a bargain when dealing with pirates who sell cargo cheaper than anyone else, and Dhoz-Kam charges nothing in the way of taxes or duties. Of course, by dealing with the sea vermin they are betraying their class, but most merchants prefer a bargain to the moral high ground, at least until they too fall victim to their erstwhile trading partners. The sealords of the Purple Towns are notably absent from the docks of Dhoz-Kam. Their *Code* specifically forbids trading or dealing with pirates. Sometimes galleys from Lormyr sail into the harbor of Dhoz-Kam and burn any suspicious vessels, but more often than not the pirates buy safe passage, and the whole exercise is simply a way for the Lormyrian king to whip up extra funds.

Pan Tang is a nation founded on piracy. Pirates of other nations flee from their black galleys. The galleys ram merchant ships, slaughter those who resist, clap the rest in irons, unload the cargo, and set fire to the hulk. Fear of their sorcerous powers saves them from reprisal, as does the sheer difficulty of assailing mighty Hwamgaarl.

Dharijorians have gained a somewhat undeserved reputation for piracy. They do welcome Pan Tangian galleys into their harbors, and known pirate vessels are allowed to dock although they must sail with the next tide unless given special dispensation by the harbor master. Despite this policy, though, there are no more Dharijorians in the corsair trade than there are Tarkeshites.

Vilmir shelters a fleet of government-sponsored pirates, called privateers. They operate in the Straits of Vilmir, boarding any ship they can catch. If the captain can find any evidence of Chaos aboard, he confiscates all cargo in the name of the Church of Law. At times the evidence is exceedingly scant, a ship's log which shows that the vessel once docked in Gromoorva is sufficient. The merchants of the Purple Towns despise the privateers, but their petitions to the King of Vilmir fall on deaf ears since he profits from the plunder. The bright side of being boarded by privateers is that they never shed blood except in self-defence, and all ships are allowed to sail free once they have given up their cargo.

The prosperity of the privateers has encouraged others to take up the trade in Eastern Vilmir without the blessing of king or clergy. Wreckers operate along the coast while pirate-villages operate small razor-prowed boats from shallow harbors. The privateers and the navy combine forces to hunt such infidels, but the crafty freebooters usually manage to elude them.



FROM PORT TO PORT

WHEN CALCULATING travel times for complete journeys, it is simplest to assume a cautious merchant ship under full sails, covering 192 miles per day and following the safest sea routes. Travelling adventurers are most likely to find themselves booking passage on such a vessel. The **Port to Port Sailing Times** table, below, can be used to determine such travel times.

The travel times assume ideal conditions, with fair winds. At the gamemaster's discretion, there may be delays, stops, inclement weather, or more serious impediments to a voyage. The captain's Sailing skill, and Helmsman's Navigate skill, may also affect arrival time, as outlined in the rules for **Movement Speeds** in the *Ships on the Seas* chapter.

Faster times are possible if the captain is willing to take risks. In such a case, the gamemaster should manually recalculate sailing time, using the map of the Young Kingdoms and the travel time rules in the previous chapter.

SEA ROUTES

The safest shipping lanes in the Young Kingdoms are not necessarily the quickest. Ships crossing between the northern and southern continent sail across the Oldest Ocean from Jadmar to Cadsandria. Between the southern and western continent, ships navigate around the south coast of Melniboné, from Cadsandria to Dhakos. Between the western and northern continents, ships hug the coast from fjord to fjord to avoid the Straits of Chaos, and then journey across the Pale Sea north of Pan Tang, from Banarva to Ilmar.

Where possible, the Oldest Ocean is the preferred sea route. Few ships have cause to sail the Eastern Ocean. No ships willingly enter the Boiling Sea or the Straits of Chaos.

Ships travel around the horn to Dhoz-Kam, being careful to skirt the Boiling Sea, and Iosaz can only be reached by river, thus journeys to both of these ports take slightly longer than most other trips. Most goods are carried over-

land in Shazar, as the Serpent's Teeth severely restrict the shipping lanes around that country. Merchants prefer to form convoys when crossing the Dragon Sea in order to provide better defense against Pan Tangian galleys and sea-monsters.

Fishing boats are found along all coasts where people dwell. Most whaling is done in the Pale Sea, but it is a dangerous stretch in winter. The brave and foolhardy hunt sea-serpents in the Dragon Sea.



SURVIVAL AT SEA

WHEN DISASTER STRIKES, survivors should launch rowboats to get clear of the wreck as soon as it is obvious that the ship is in trouble. If rowboats are unavailable, a raft can be constructed using a Repair/Devise roll to lash crates and barrels together. As a last resort, swimmers can cling to pieces of the wreckage and hope for rescue.

Those blessed by Straasha are in good stead. Water elementals can save lives by carrying people almost indefinitely or propelling boats tirelessly. An air elemental can fly a survivor out of immediate harm, but can only carry a person for a short time. If there is no safe landing point in range, air elementals can provide a swimmer with emergency oxygen for hours.

Survivors should get out of the water as soon as possible, or they risk hypothermia and drowning. Clothing must be dried gradually to prevent chills. Protection from the sun is equally important, to prevent dehydration and exposure. In a small boat, everyone must remain calm and co-operative. Discontent can prove fatal, therefore food and water should be rationed fairly. Accusations and distrust usually mount as the supplies diminish. Oratory rolls might help to keep the peace, but the gamemaster may wish fraying tempers to lead to increasing penalties.

PORT TO PORT SAILING TIMES, IN DAYS

	Banarva	Cadsandria	Chalal	Dhakos	Dhoz-Kam	Gromoorva	Hwamgaarl	Ilmar	Imrryr	Iosaz	Jadmar	Menii	Raschil
Banarva	↓	14	18	2	15	1	4	11	9	16	13	15	11
Cadsandria	14	↓	6	13	12	13	9	10	5	10	6	3	4
Chalal	18	6	↓	18	17	18	14	15	10	16	11	6	10
Dhakos	2	13	18	↓	15	2	5	12	9	17	14	15	12
Dhoz-Kam	15	12	17	15	↓	15	14	16	10	15	14	14	10
Gromoorva	1	13	18	2	15	↓	4	12	9	17	14	15	11
Hwamgaarl	4	9	14	5	14	4	↓	5	6	15	6	10	9
Ilmar	11	10	15	12	16	12	5	↓	8	16	8	11	11
Imrryr	9	5	10	9	10	9	6	8	↓	14	5	7	4
Iosaz	16	10	16	17	15	17	15	16	14	↓	14	12	7
Jadmar	13	6	11	14	14	14	6	8	5	14	↓	6	8
Menii	15	3	6	15	14	15	10	11	7	12	6	↓	6
Raschil	11	4	10	12	10	11	9	11	4	7	8	6	↓

FOOD AND WATER

The dangers of starvation and dehydration can be avoided by those who are world wise. The Natural World skill can be used by the gamemaster to impart survival tips to stranded adventurers.

Generally a person needs at least a pint of water a day, but can survive for a week or more with almost no water whatsoever. After seven days without water, survivors suffering from dehydration lose 1D4 Hit Points per day. Hit Points lost in this way cannot be Healed nor Physicked until a water supply is found. Sea water is not a replacement for fresh water, as the salt increases thirst, and can eventually lead one to madness. It is possible to capture safe rain water in containers or on canvas.

A fit person can survive for several weeks without food. After fifteen days without a meal, survivors suffering from starvation lose 1D3 Hit Points each day. As with dehydration, such damage cannot be healed in any way until a source of regular food is obtained.

Fish can be eaten raw as a source of both food and water. Even the flesh of fish taken from the salty ocean will satiate thirst. Fishing lines can be made by unraveling clothing or canvas, and hooks can be fashioned from nails or carved from wood. If no specific skill is available, Repair/Devise rolls can be used for fishing. Turtles are also good eating.

Sea-birds are also a ready source of food, and can be caught if an adventurer is quick. A DEXx2 roll is required to grab a bird with bare hands. While sea-birds do not possess a large amount of flesh, and what they have is tough, it can keep a man alive. In addition, the blood is nourishing and quenches thirst. The offal can be used as fish bait.

The truly desperate often must resort to cannibalism. The dead, weak, and wounded are usually the first to be devoured. Paranoia is bound to run rampant as the number survivors diminishes. Even as the latest victim is consumed, the question on everyone's minds is: "who will be next?" It is said that human flesh tastes like pork, but those who know what they are eating must make CONx5 rolls to keep it down.

FINDING THE WAY HOME

Most of the craft used by shipwreck survivors are extremely difficult to steer, and for that reason Navigation is not of great use when trying to find land. Winds and currents govern such small boats' bearings, but as often as not the effects of the two do not coincide. To move primarily with the current, a craft must sit low in the water. Trawling an anchor over the stern increases drag and thus the effect of the current. If the wind offers a more favorable direction, the vessel should be lightened to raise its profile. Even the crudest form of sail is valuable. Repair/Devise can be used to construct a sail from available materials.

Locating land is easiest when the sky is clear, as clouds form over land. It is wisest to steer toward the leeward side of clouds, as it is preferable to beach where they have passed, rather than where they are blowing. Driftwood and floating plants both indicate that land is near. Sunlight

reflected off coral reefs cast a greenish tint into the sky. Care should be taken when crossing reefs, or the boat may sink within sight of land. Once the survivors are safely ashore, of course, they still have to make their way to civilization before their ordeal is over.

ENCOUNTERS AT SEA

LONG VOYAGES are enlivened by chance encounters and unexpected dangers. The following table may aid gamemasters by prompting their imaginations. Notes and suggestions are given overleaf for each entry.

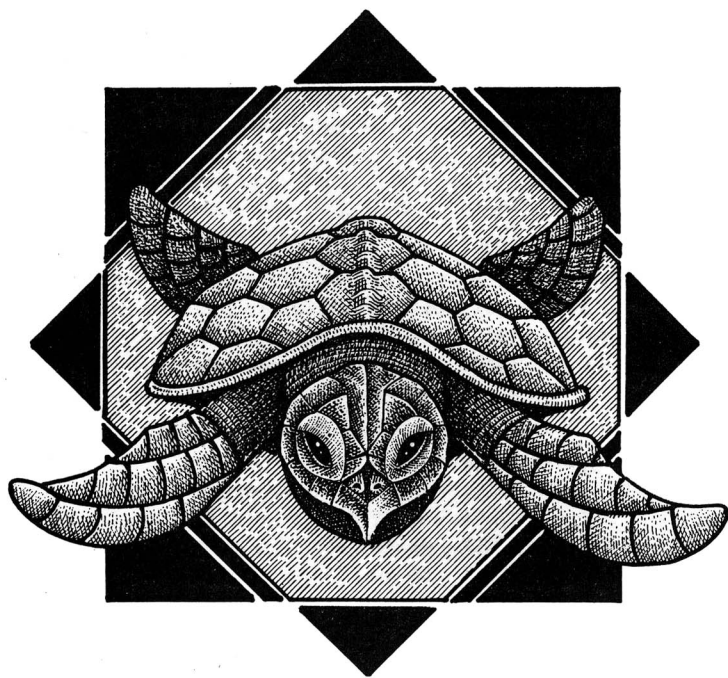
OCEAN ENCOUNTERS TABLE

Pale Sea	Oldest Ocean	Eastern Ocean	Encounter
01	01	01	Melnibonéan Battle Barge
02-08	02-06	02-05	Pan Tangian Galley
09	07-08	06	Pan Tangian Trader
10-14	09	—	Tarkeshite Longship
15-19	10-12	07	Tarkeshite Knorr
20-24	13-14	—	Dhariorian Galley
25-28	15	—	Jharkorian Navy
29-32	16-18	08	Jharkorian Trader
33-36	19-21	09	Shazarian Trader
37-39	22-24	10-11	Ilmioran Trader
40-42	25-27	12-14	Vilmirian Trader
43	28-32	15-18	Vilmirian Navy
44-45	33-35	19-20	Vilmirian Privateer
46-50	36-40	21-30	Purple Towns Merchant
51	41-43	31-38	Purple Towns Navy
—	44	—	Oinish Catamaran
—	45	—	Yurit Catamaran
52	46-48	39	Lormyrian Trader
—	49-51	40	Lormyrian Navy
53	52-54	41-42	Filkharian Trader
54	55-57	43-45	Argimilite Trader
—	58-59	46-50	Pikaraydian Galley
—	60-61	51-55	Dorelite Raider
56-58	61-63	56-58	Pirate Ship
60	65	59	Adventurer Ship
—	—	60	Eastern Junk
61	66-67	61	Fleet of Ships
62	68	62	Sea Battle
63	69	63	Raft
64-65	70	64	Wreck
65	71	65	Flotsam
66	72	66	Sea Serpent
—	73-74	67-68	Octopus
67-68	—	—	Kraken
69	75	69	Demon
70	76	70	Corpse
71-74	77-80	71-73	Shark Pack
75-79	81-82	74	Whale
80	83-87	75-79	Dolphins
81-86	88-89	80	Bad Storm
87-88	90	81	Whirlpool
89-95	91-93	82-85	High Winds
96	94-96	86-96	Becalmed
97-98	97-98	97-98	Event on Board
99-00	99-00	99-00	Special

Encounters may result in no more than a sail sighted on the horizon, just to remind the adventurers that they are not alone on the waves, or a chance meeting may have a more active effect on the campaign, such as an exchange of news and information, or even an attack by an enemy vessel.

Encounters can enhance the plot of an existing scenario. If the adventurers are hunting sea-serpents, for example, let them find some floating wreckage so they know that their quarry is near at hand. Or, if the adventurers are pursuing a brig, perhaps the captain of a Vilmirian trader can recall having seen the craft beached a few days back.

For each day of sailing, the gamemaster should roll 1D6. A result of 1 implies that there is an encounter during the day. In the Oldest Ocean this chance rises to 1 in 3 when the weather is clear, as it is there the sea-lanes are busiest. If an encounter is indicated, roll 1D100 and consult the **Ocean Encounters Table** for the body of water the vessel is crossing. Below are notes for each of the entries on the table. Statistics can be found elsewhere in this book.



ENCOUNTER NOTES

MELNIBONÉAN BATTLE BARGE: a rare vessel on a special mission for the emperor. It ignores any human ship, even to the extent of plowing straight through one that does not move out of the way of its bows.

PAN TANGIAN GALLEY: these black ships are the most feared on the ocean, as rapacious and merciless as the sharks that swim hopefully in their wake. A Pan Tangian galley always attacks. Survivors are taken to the Demon Isle to serve as slaves.

PAN TANGIAN TRADER: occasionally the Pan Tangians trade honestly for their needs. The traders avoid contact with overtly Lawful craft, but may pull up alongside a non-aligned ship to offer trade or parley.

Few trust the dark sorcerers, but fewer still can resist their magical wares.

TARKESHITE LONGSHIP: a ship full of hearty bearded warriors from the north. They prefer coastal raiding, and usually avoid other ships at sea. They might offer their dragon ship as an escort against Pan Tangian galleys, for a price.

TARKESHITE KNORR: a smaller trading ship from the north, seeking exotic goods from the south and east. The merchant is hardy and cheerful, and keen for news from distant markets.

DHARIJORIAN GALLEY: a fighting galley from a nation aligned with foul Pan Tang. Usually found on patrol in Dharijorian waters, and likely to chase away intruders.

JHARKORIAN NAVY: a proud galley out to keep an eye on the Dharijorians. The captain fearlessly engages lone Pan Tangian vessels.

JHARKORIAN TRADER: a merchant ship braving the twin perils of the Straits of Chaos, and Pan Tang. Once these dangers are negotiated, the captain sails south or east to friendlier nations.

SHAZARIAN TRADER: a wide galley, perhaps carrying a cargo of fine horses for trade in distant lands.

ILMIORAN TRADER: a schooner carrying passengers and goods to remote markets. The captain fears Pan Tangian vessels above all others, but stands a good chance of outrunning any attackers if the wind is favorable.

VILMIRIAN TRADER: a small cog laden with produce from the fields of Vilmir. It is probably accompanied by a Vilmirian naval vessel.

VILMIRIAN NAVY: a large cog with fortified fighting castles fore and aft, crewed by soldiers and sailors. It enforces the power of Law upon the waves, and attacks any vessel which appears to be allied with Chaos. The captain is a cold man, interested only in the pursuing Chaos and sending it to a watery grave. The crew display a singular military discipline.

VILMIRIAN PRIVATEER: a sly pirate vessel, out to rob from perceived enemies of Vilmir. The privateers rarely kill an enemy crew, preferring to let them go on their way. The captain sees himself as a kind of tax-collector, ensuring that all those who sail the Straits of Vilmir pay for the privilege. Booty is given directly to the King.

PURPLE TOWNS MERCHANT: a stout brig laden with cargo, bound for profit, wherever it is to be found. Possibly accompanied by a naval warship, for security against pirates, Pan Tangians, and privateers.

PURPLE TOWNS NAVY: a fast galley crewed by marines and commanded by a sealord. The ship cruises the waters around the Isle, or watches the doings of the Lormyrians. It rarely engages in combat, preferring to withdraw, and return with reinforcements.

OINISH CATAMARAN: a long double-canoe crewed by warriors from Oin. They stay close to their coast. Longer journeys are rare. Possible reasons for lengthy trips are: a voyage of religious significance, a quest to

rescue a brother enslaved by another nation, or a mission to gather weapons for the tribe.

YURIT CATAMARAN: as above, but from the allied nation of Yu.

LORMYRIAN TRADER: a large cog, slowly plying its trade along the southern coast. If the captain is especially brave, he might turn north across the Oldest Ocean to Vilmir.

LORMYRIAN NAVY: a great lumbering quinquireme, dutifully enforcing the power of the aging kingdom's navy. The captain is interested in news of any pirate or Chaos ships in southern waters. He might harass a ship from the Purple Towns, but is unlikely to launch an outright attack.

FILKHARIAN TRADER: a small galley, most likely bound for the Purple Towns with a full hold. The craft has sacrificed some oar power to make more room for cargo.

ARGIMILITE TRADER: a stout trireme full of trade goods, but well able to defend itself. It stays close to the southern coast, unless making for the Purple Towns.

PIKARAYDIAN GALLEY: this galley moves swiftly through the waves, and hails all other vessels. The warriors aboard are all from the same clan, and seek employment as mercenaries.

DORELITE RAIDER: this galley is packed with fierce Chaos-hating barbarians. They raid neighboring lands along the southern coast.

PIRATE SHIP: a skulking pirate vessel, unaligned with any nation, and eager for gold. The captain attacks any prey which seems weaker than his own ship. The crew might be cruel pirates, who slaughter survivors so that none live to tell the tale, or they might be more pragmatic, and hold captives for ransom.

ADVENTURER SHIP: a bold and independent ship, on a quest or mission of some kind. The crew want news of a particular land, or person, or craft. Perhaps they seek allies for their cause?

EASTERN JUNK: a rare vessel from the East. It is of outlandish design, and crewed by strange folk with different customs. The crew are friendly and curious, but wary of these unknown westerners.

FLEET OF SHIPS: an armada of some kind. Perhaps it is a great trading fleet, with accompanying guard vessels. It might be a war fleet, intent on attacking another nation, or merely out to give a show of strength.

SEA BATTLE: a sea-fight is in progress between two ships. Reroll on the table to determine their nationalities, or choose two natural enemies from the nations nearby. Either side might appreciate aid in the struggle.

RAFT: a makeshift craft with several ragged survivors. They are grateful for rescue, and might offer rewards. They certainly have a tale to tell, of a pirate attack, treacherous waters, or hideous sea monsters. Perhaps they are officers set adrift by mutineers, seeking help to reclaim their ship. Perhaps they are felons marooned by their former comrades, and crave revenge.

WRECK: a sinking ship, or the remnants of one. It was laid low by pirates, monsters, or bad weather. There may still be some crew alive in the debris.

FLOTSAM: some debris floating in the water. Perhaps a crate containing unspoiled trade goods, a barrel of liquid, the shattered spar of a ship, or a cage containing a live animal.

SEA SERPENT: a terrible creature, feared by sailors of all nations. It always attacks.

OCTOPUS: this creature of the deeps rises to ensnare sailors in its rubbery embrace. A child of Pyaray, it has a strange alliance with Pan Tangian craft, and does not attack them.

KRAKEN: a tentacled cousin of the octopus but without the natural disposition towards Chaos noted in that breed. It attacks any small ship. If wounded sharply, it relinquishes its hold and sinks back into the deep.

DEMON: a hideous demon harasses the ship. It might be a tentacled swimming abomination, powerful and sly. It might be a flying horror, eager to supplement its journey with a sailor snack. It might have found the ship by accident, or it might bear a message from a sorcerer who has an offer to make.

CORPSE: a body floats in the water. A ship might have gone down on this spot, or a monster might be lurking nearby. Perhaps the corpse is not dead at all, but a drowned sailor who serves Pyaray in undeath.

SHARK PACK: a score of dorsal fins signify that a shark pack has decided to follow the ship for a time. Anyone falling overboard is doomed. Sailors consider this an omen of impending battle or disaster.

WHALE: a vast creature surfaces nearby, sounding majestically and spouting a geyser of water. Its great tail rises and the titan dives back into the deep.

DOLPHINS: a school of dolphins blesses the ship with their playful presence. Sailors see this as an omen of fair winds and fine weather. The dolphins might bear a message from Straasha himself, or they might just be out for a lark.

BAD STORM: an extreme gale lashes the decks. Anything not battened down is blown off, sails which are not raised are blown ragged and the ship is tossed about by great mountains of water. If the crew is unlucky or incompetent, the ship might be swamped or wrecked. At the very least it is blown off course.

WHIRLPOOL: a great churning maelstrom threatens to draw the ship down to the bottom of the ocean. Expert sailing is needed to avoid a watery grave.

HIGH WINDS: strong breezes pick up, and speed the ship towards its destination. The journey is shorter as a result.

BECALMED: the wind dies away to nothing. This may last hours, or even days. This makes the journey longer.

EVENT ON BOARD: something happens on the ship itself. Perhaps a fire in the galley, man overboard, a crew mutiny, a serious leak, or an outbreak of disease.

SPECIAL: something unusual or astonishing occurs. If the gamemaster lacks on-the-spot inspiration for such an event, then reroll on the table, and make the result more striking; an encountered ship is on fire, a sea-serpent has two heads, or a school of dolphins are sailors transformed by a curse.

SHIPS AND SEA-BATTLES IN THE SAGA

THE **ELRIC SAGA** contains vivid descriptions of desperate sea-fights, and numerous lesser voyages. All instances of nautical activity in the Moorcock stories are summarized here. References are provided in the format (*book, chapter*).

Elric of Melniboné: this book contains a battle in the tunnels of the sea- maze of Imrryr, between Dorelite ships and forty Melnibonéan battle-barges (I,5). The surviving raiders flee to the open sea, where the barges destroy them with blue fire and rams. Yyrkoon drops Elric, weakened, into the ocean to drown (I,6). The hero survives, and later despatches the barges to the four corners of the world to search for news of Yyrkoon (II,4). Elric is granted use of the Ship Which Sails Over Land and Sea, and sails it overland across Melniboné (II,6). In pursuit of his cousin Elric takes the Ship around the Boiling Sea to Lormyr, and then down the coast to Oin and Yu (III,7).

The Fortress of the Pearl: this story takes place in the Sighing Desert, where little water flows, but Elric and the dream-thief Oone sail across the dream-world in a boat navigated by Lady Sough. The craft is a slender vessel with a curling prow and a blue sail, its sides covered with beaten gold, silver, and bronze. The trip is bizarre and dream-like (II,4 – III,1).

The Sailor on the Seas of Fate: the first story in this book, "Sailing to the Future", concerns Elric's voyage on the Dark Ship. There are no sea-fights, but the mysterious ship and its crew of heroes are described at length (I,1–5).

"Sailing to the Present" begins with Elric still aboard the Dark Ship (II,1). He disembarks beyond the Crimson Gate, where he is aided by Smiorgan Baldhead in a battle with a gang of ship-wrecked pirates (II,2). The pair return to Smiorgan's ship (II,3). As they lack a full crew, Elric summons winds and waves to propel the craft (II,4). They are captured at sea by a fine golden Melnibonéan galleon crewed by cut-throats (II,5). They escape and a fierce fight takes place on the decks. When the battle is won Elric and Smiorgan instruct the crew to sail back through the Crimson Gate to the Young Kingdoms. The galleon is wrecked, but the two heroes are rescued (II,7).

In "Sailing to the Past", Smiorgan and Elric join Duke Avan Astran's expedition to R'lin K'ren A'a (III,1). They sail aboard his Vilmirian schooner across the Boiling Sea. At one point a green thing erupts out of the sea and stares at them (III,2). They reach the Unnamed Continent and row up-river. The savage Olab attack, intent upon destroying both the crew and the ship (III,3). They explore an island in the middle of the river, leaving most of the crew behind to repair the ship (III,4). The Olab attack again and ruin the ship. Only Elric and Smiorgan survive the expedition to the forgotten city, and they escape on a boat owned by the Creature Doomed to Live. It is a small craft, made of a thin metallic material (III,7).

Elric at the End of Time: Elric boards a Filkharian trader bound for Imrryr. Magical winds catch the trader and beat it towards Sorcerer's Isle, where Elric fights the Krettii (I,2). He triumphs, but his sorcery throws him into another plane. On his return, he sails off with the surviving Filkharians (I,14).

The Weird of the White Wolf: in "The Dreaming City", Elric plots the downfall of Imrryr with six sea lords. He summons a mist to hide their fleet. Alone, he boards a tiny wooden sailing boat, which he summons elementals to blow to Melniboné (I,1). On his return, he leads the human fleet to the Dragon Isle. They storm the sea-wall, ram the gate, and sail through the sea-maze to loot the Dreaming City (I,3). As the raiders depart, they are attacked by thirty battle-barges. Elric conjures a wind to save part of the raven fleet, as they are no match for the fresh Melnibonéan craft. Forty ships escape, but they are

chased and burnt by dragons. Elric directs the winds into the sails of his own vessel, and sails to Pan Tang (I,4).

"While the Gods Laugh" begins in Filkhar, as a rainless storm lashes the quay-side at Raschil. Elric agrees to accompany Shaarilla of the Dancing Mist on her quest for the Dead God's Book, and together they take a ship to Shazar (II,1).

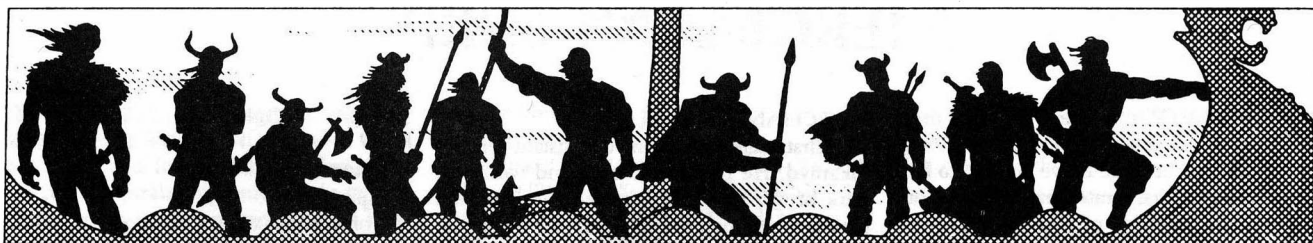
"The Singing Citadel" finds Elric and his new friend Moonglum on board a Tarkeshite galley bound for Jharkor. A Pan Tangian trireme attacks, ramming their ship. Elric leads the Tarkeshites onto the enemy vessel and victory. They sell the trireme in Dhakos. Elric gives half the money to the crew, much to Moonglum's disgust (III,1).

The Vanishing Tower: this story begins with Elric and Moonglum disembarking from a Tarkeshite ship on a wild stretch of the Lormyrian coast. A small boat takes them to shore (I,1).

The Revenge of the Rose: most of this novel takes place outside the Young Kingdoms. In another plane Elric voyages across the Heavy Sea, aboard Gaynor the Damned's black and yellow galley. The craft is navigated by Khorghakh, a giant caged toad (II,2–4). Later in the story Elric and his companions challenge Gaynor at his bizarre stronghold, the Ship That Was (an upturned vessel). The toad's unexpected escape provides the heroes with their chance to defeat Gaynor (III,5).

The Bane of the Black Sword: although none of the stories in this book involve the sea, in the final story, "To Rescue Tanelorn", Rackhir enlists the mysterious Boatmen of Xerlerenes to aid the Eternal City. The golden-sailed Ships of Xerlerenes fly through the air, and the boatmen cast down silver nets to ensnare the invading beggars of Nadsokor (EPILOGUE).

Stormbringer: Elric takes an Ilmioran schooner across the Pale Sea to Tarkesh, avoiding the Straits of Chaos (I,2). He returns with news that the doom of the Young Kingdoms is at hand. Elric and Moonglum board a small boat from Jadmar, bound for Sorcerer's Isle. They shun the Dragon Sea, where the last great sea-monsters roam, and are driven off course by Chaos and wrecked on the Serpent's Teeth (II,2). Sepiriz gives the heroes two Steeds of Nihrain, which they ride across the ocean from the western continent to Pan Tang (II,4). They are taken prisoner by Jagreen Lern, and held aboard his huge black flagship (II,5). A massive sea-battle takes place. The Pan Tangian armada defeats the southern fleet when treacherous King Montan of Lormyr defects. Ships from the Purple Towns arrive too late to change the outcome, but do manage to rescue Elric and Moonglum and withdraw safely (II,6). Elric takes a ship from Uhaio back to the Fortress of Evening (III,2). The Purple Towns ships sail out against Jagreen Lern's fleet. The theocrat's force includes the dread Chaos Ships, monstrous craft the size of castles. Elric petitions Straasha for aid (III,3). The last sea-battle is joined. The two flag-ships lock together, but the sailors from both sides abandon ship when the Ships of Hell draw close with their hideous warping powers. Elric and his companions are drawn down to Straasha's realm (III,4). After conversation with the sea-king, the survivors from the flagship walk out of the surf at the Purple Towns. The other remnants of the fleet later struggle into harbor (III,5). The last shipboard combat of the saga takes place over land, not sea, when Elric encounters the Ships of Chaos at Karlaak. He kills Pyaray, and the foul vessels break apart (III,7).



MARINERS' DIGEST

EVERY CAPTAIN HOPES that each voyage will be swift and safe, but the sighting of a foreign sail on the horizon can spell doom and disaster. Here are statistics for the crews of six vessels, for the gamemaster to use when trouble looms on the high seas.

Some of these statistics are individualized, and should perhaps be used only once. Most are sufficiently generic to be re-used for any sea-fight the gamemaster wishes to stage. Different ships can be taken from the *Ships on the Seas* chapter and substituted for those given here.

Of course the adventurers need not fight with these mariners, a chance encounter with a vessel on the seas is often an opportunity to trade goods and news.

PRIMITIVE BOAT

CANOES AND CATAMARANS never stray far from the shore, but can pose a real threat to coastal shipping. Agile warriors can easily swarm up the side of a larger ship, and take it over. A canoe is whisper-quiet in the dead of night, and sentries may be dead before they know they've been boarded. Use these statistics for boats from the wild coast of Oin and Yu.

Some names for catamarans: *Gronn's boat*, *Wukala's boat*, *Anzu the Mighty's boat*, *Kiya-Who-is-Taller-Than-the-Tallest-Tree-in-the-Jungle's boat*, *Big Chief Dawan's boat*, *the boat that Not-So-Clever-Ungum stole from the Besyig tribe shaman last summer before all those blue snakes came and bit him to death*.



CATAMARAN

Hull Quality: 4 Seaworthiness: 8
Structure Points: 6 Crew: 1 chieftain and 5 warriors
Propulsion: 1 mast, 6 oars Engines: none

PRIMITIVE CAPTAIN

This savage chieftain is quick and powerful. His smile is broad, and hungry. He wears totems of his previous victories over the large ships of the outsiders. A metal dinner plate adorns his chest, and pierced ivory dice hang from his ears. He believes himself to be the incarnation of an ancient warrior, sacred and deathless. He leads his fellow tribesmen against those who would defy their gods and despoil their shrines.

STR 15 CON 17 SIZ 13 INT 13
POW 18 DEX 12 APP 12 HP 15

Damage Bonus: +1D4

Weapons: Long Spear 90%, damage 1D10+1+1D4
Thrown Spear 76%, damage 1D6+1+1D2

Armor: 1D4 (cap on), Hides & Metal Scraps

Skills: Dodge 83%, Listen 69%, Move Quietly 92%, Natural World 53%, Sailing 91%, Swim 88%

Money on Person: 1D10 bronzes sewn into feather-cloak

PRIMITIVE CREW

These brave warriors dress in feathers, hides, and crudely-tanned leather. Their weapons are hand-crafted, sharpened to a point and smeared with evil-smelling saps and resins. They paddle their sleek craft with powerful, coordinated strokes, cutting through the water swiftly and silently. They strike quickly, seize as much booty as they can carry, and slip away. They are in awe of their chieftain. If he is killed, they scream with dismay, and dive overboard.

Damage Bonus: +1D4

Weapons: Short Spear 60%, damage 1D6+1+1D4
Hide Shield 55%, damage KB+1D3+1D4, 20 hit points
Thrown Spear 45%, damage 1D6+1+1D2
Hunting Bow 50%, damage 1D6+1+1D2

Armor: 1D4-1 (cap on), Hides & Bones

Skills: Dodge 60%, Move Quietly 55%, Natural World 30%, Sailing 50%, Swim 85%

Money on Person: none

	STR	CON	SIZ	DEX	POW	HP
ONE	13	14	12	10	9	13
TWO	14	15	13	11	7	14
THREE	16	12	14	11	10	13
FOUR	15	15	13	12	6	14
FIVE	14	11	14	11	8	13

MERCHANT SHIP

WHEREVER there are markets, there are merchants to bring goods to them. Great profits await those brave enough to face storms, sea-serpents, pirates, embargoes, Lord Straasha, and Pyaray of the Deep. Some merchants travel in convoys, or travel with a military ship or two as an escort. Other merchants prefer to face the sea alone. Use these statistics for trading vessels from Argimiliar, Filkhar, Ilmiora, Pikarayd, and Shazar. For a Purple Towns trader exchange the large cog for a brig.

Some names for merchant ships: *Pride of Uhaio*, *Sweet Mareena*, *Opulence*, *Handsome Profit*, *Diamond Deal*, *Promise of Riches*, *Goldar's Favor*, *Sure Bet*, *Lucky Cargo*, *Swift Endeavour*, *Payout*, *Straasha's Darling*.

MERCHANT CAPTAIN

A well-travelled captain who, like his ship, is beginning to shown signs of age. He is virtually bald, but sports a bushy black beard, above which can be found his most distinguishing feature, his large reddish nose. He is just over five feet tall, quite chubby, and wears flamboyant and colorful clothing. The captain is a cautious character and a shrewd bargainer. He often comes across as something of a 'know-it-all', a trait which most people who aren't familiar with him find annoying. Despite this the captain is well-liked amongst the traders and sailors in the ports he frequents, and has earned the respect of most of his crew.

STR 12 CON 11 SIZ 10 INT 17
POW 10 DEX 10 APP 9 HP 11

Damage Bonus: none

Armor: 1D6 (cap on), Sea Leather

Weapons: *Cutlass* 89%, damage 1D6+2

Sea Axe 62%, damage 2D6+2

Dagger 76%, damage 1D4+2

Skills: Bargain 81%, Boast 89%, Common Tongue 85%, Navigate 94%, Sailing 98%, Swim 84%, Young Kingdoms 59%

Money on Person: 1,400 in gold rings, 3,000 bronzes in locked chest in cabin, 10,000 in deeds and contracts, 25,000 in trade goods in the hold

MERCHANT FIRST MATE

The first mate hails from the distant land of Pikarayd. He is tall, well-built and wears his dark brown hair in a pony-tail. He likes fine clothing, although not so gaudy as his captain. Outwardly the mate is quiet and maintains a stern demeanor, and appears to be loyal to his captain of ten years. However, he feels he is ready for command. Should the chance arise, he would seize the opportunity, with force if necessary. The thought of the captain's death has increasingly occupied his mind of late. The first mate is not a good listener, and rarely pays heed to advice, being totally convinced that he knows best. He prefers to solve problems with violence and anyone who disagrees with his ideas may find themselves arguing with fists instead of words.

STR 17 CON 15 SIZ 19 INT 10
POW 16 DEX 12 APP 9 HP 17

Damage Bonus: +1D6.

Weapons: *Brawl* 94%, damage 1D3+1D6

Broadsword 105%, damage 1D8+1+1D6

Belaying Pin 71%, damage 1D6+1D6

Harpoon 87%, damage 2D8+4+1D3

Spells: *Breath of Life* (1), *Fury* (1), *Healing* (2), *Wings of Lassa* (4)

Armor: 1D6 (cap on), Sea Leather

Skills: Climb 72%, Dodge 67%, Jump 54%, Navigate 65%, Sailing 76%, Swim 91%

Money on Person: 1,219 bronzes in teak chest in cabin, sorted by denomination and nationality, and carefully entered in a seven-column ledger

MERCHANT BOSUN

The bosun hails from the kingdom of Lormyr, and is one of the longest serving crewmembers aboard. He is completely bald save for a large black moustache. His arms and torso are covered in colorful tattoos. He is gloomy and morose, and continually makes depressing comments about the world and life in general. Fortunately, most of the crew find his attitude amusing, indeed they encourage him. When a crew member has some bad luck, the others often say "Don't feel too bad, at least you're not the bosun!"

STR 16 CON 15 SIZ 15 INT 11
POW 8 DEX 11 APP 13 HP 15

Damage Bonus: +1D4.

Weapons:

Lormyrian Axe 85%, damage 3D6+1D4

Light Mace 63%, damage 1D6+2+1D4

Armor: 1D6-1 (cap on), Soft Leather

Skills: Climb 64%, Common Tongue 55%, Craft (Woodworking) 69%, Dodge 41%, Jump 52%, Navigate 40%, Sailing 73%, Swim 57%

Money on Person: 1D100 bronzes, 480 bronzes in his cabin

MERCHANT CREW

These men dress as well as they are able, in bright shirts, colorful trousers, and embroidered sandals. Money is usually spent on the person in one way or another, and few of them have any real savings. At sea they are an unkempt and grumbling mob. They are not trained to fight, and do so only when they fear for their lives. Ashore they clean themselves up and gamble until the ship hoists anchor once more. Despite their complaints, most of the crew have been aboard for years, and have no plans to sail with another captain.

Damage Bonus: none

Weapons: *Boat Hook* 25%, damage 1D8

Belaying Pin 25%, damage 1D6

Armor: none

Skills: Climb 65%, Craft (Woodworking) 35%, Dodge 40%, Natural World 30%, Navigate 25%, Sailing 70%, Swim 50%

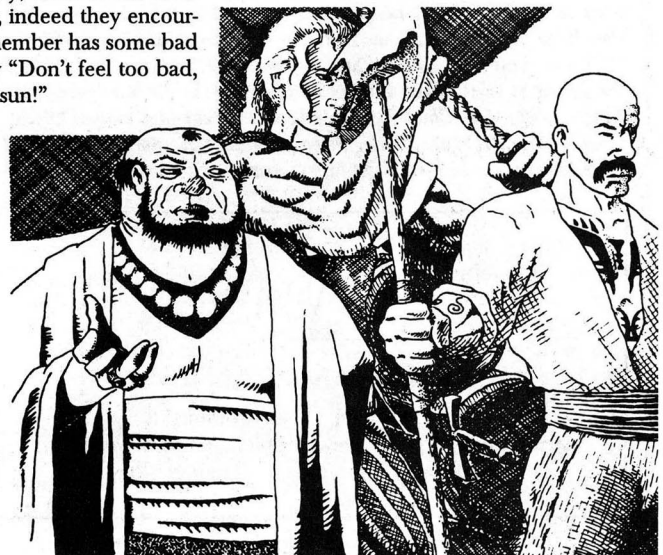
Money on Person: 1D100 bronzes each

	STR	CON	SIZ	DEX	POW	HP
ONE	11	12	10	13	12	11
TWO	13	14	11	11	10	13
THREE	12	11	12	14	13	12
FOUR	12	13	9	12	12	11
FIVE	13	10	11	15	13	11
SIX	14	16	10	12	8	13



LARGE COG

Hull Quality: 11 Seaworthiness: 28
Structure Points: 80 Crew: 25 officers and sailors
Propulsion: 2 masts Engines: none



PIRATE SHIP

PIRATES ARE a scourge to shipping everywhere. They prowl wherever there is gain to be had from minimal effort. Like any predator, a pirate ship only attacks targets which are much smaller or weaker than it is. The economies of some districts, cities, and even nations, depend upon goods pirated from those who travel through their waters.

Use these statistics for independent ocean-going ships. For pirate vessels from Dorel, Dharijor, and Pan Tang, exchange the brig for a war galley.

Some names for pirate ships: *Coin of Gold*, *Easy Endeavour*, *Opportunity*, *The Flayer*, *Rack of Mabelode*, *The Reliever*, *Shark*, *Sea Snake*, *Thrifty Princess*, *Vanisher*.

PIRATE CAPTAIN

The captain is a cruel and amoral pirate. He is small, thin and wiry, and always wears black. His gaunt, unsmiling features are criss-crossed with old scars, and topped by a short crop of oiled black hair. He never shows kindness or mercy to his prey. The captain bestows a nick-name on each of his pirates, as a mark of his domination over them. If he is ever bested in combat, he pleads for mercy and promises to reveal the location of his personal horde – a secret cache of untold wealth and riches. In reality, he is merely stalling for an opportunity to enact revenge.

STR 16 CON 16 SIZ 9 INT 17
POW 21 DEX 17 APP 5 HP 13



Damage Bonus: +1D4

Weapons:

Scimitar (LH) 146%, damage 1D8+1+1D4
Cestus (RH) 127%, damage 1D3+2+1D4
Dagger 94%, damage 1D4+2+1D4
Brawl 106%, damage 1D3+1D4

Armor: 1D6 (cap on), Sea Leather

Spells: *Bonds Unbreakable* (3), *Breath of Life* (1), *Demon's Ear* (1), *Heal* (2), *Hell's Armor* (1-4), *Hell's Razor* (1-4), *Tread of Cran Liret* (1-4), *Ward* (3)

Skills: Common Tongue 85%, Dodge 89%, Fast Talk 97%, Jump 82%, Move Quietly 77%, Navigate 86%, Physik 58%, Sailing 112%, Swim 79%

Money on Person: 5,000 in tarnished jewelry, 30,000 bronzes in secret stash in his cabin

PIRATE FIRST MATE

The first mate is a tall, lanky Dharijorian with long, greasy hair. He loves to bully the other pirates and is abusive and foul-mouthed at all times. He follows his captain unquestioningly, until he sees a weakness he can exploit.

STR 16 CON 12 SIZ 17 INT 10
POW 13 DEX 17 APP 8 HP 15

Damage Bonus: +1D6

Weapons:

Trident 87%, damage 1D6+2+1D6
Net 74%, entangles
Straight Razor 69%, damage 1D3+1D6
Wrestle 80%, damage special

Armor: 1D6-1 (cap on), Soft Leather

Skills: Climb 53%, Common Tongue 50%, Dodge 66%, Hide 62%, Navigate 19%, Sailing 44%, Swim 61%

Money on Person: 136 bronzes

PIRATE BOSUN

The bosun is a small, one-eyed woman with a particular loathing for Lormyrians, one of whom put out her eye some years ago. She is likely to attack any Lormyrians at the earliest possible time, even against the orders of the captain, whom she hates with equal passion. She also hates most of the crew, and has stabbed several of them for proposi-

tioning her. All new pirates are warned to steer clear of her, but many must discover what she is like for themselves.

STR 15 CON 14 SIZ 10 INT 9
POW 11 DEX 18 APP 10 HP 12

Damage Bonus: +1D4

Weapons:

Shortsword 99%, damage 1D6+1+1D6
Butcher Knife 82%, damage 1D6+1D4
Half Shield 94%, 15 hit points

Armor: 1D6-1 (cap on), Soft Leather

Skills: Climb 91%, Common Tongue 45%, Dodge 85%, Sailing 56%, Swim 61%

Money on Person: 34 bronzes, and 14 of the crew's teeth each signifying a 100 bronze debt

PIRATE CREW

These pirates are a desperate bunch of thugs and losers, bound together by a common fear of their captain. They wear mainly black leather armor and the motley remains of fine clothing they have looted. The motivations that have led them to this ship are varied, indeed some are aboard against their will, but none but a fool would complain once at sea.

Damage Bonus: +1D4

Weapons:

Cutlass 55%, damage 1D6+2+1D4
Knife 50%, damage 1D6+1D4
Brawl 70%, damage 1D3+1D4
Bow 40%, damage 1D6+1+1D2

Armor: 1D6-1 (cap on), Soft Leather

Skills: Art (Torture) 15%, Climb 50%, Craft (Scarification) 20%, Dodge 50%, Jump 50%, Sailing 55%, Swim 60%, Throw (Grappling Hook) 35%

Money on Person: 1D10 bronzes each

	STR	CON	SIZ	DEX	POW	HP
ONE	13	11	12	9	6	12
TWO	14	12	13	10	8	13
THREE	12	11	14	11	9	13
FOUR	10	11	17	8	10	14
FIVE	16	6	12	11	12	9
SIX	13	11	13	10	9	12
SEVEN	14	12	11	10	7	12
EIGHT	12	13	15	9	8	14



BRIG

Hull Quality: 17 **Seaworthiness:** 34
Structure Points: 120 **Crew:** 40 pirates
Propulsion: 2 masts **Engines:** none

MILITARY VESSEL

NAVIES PROTECT coastal territories and shipping. Sometimes fleets clash in war. More often they spend their time patrolling national waters and chasing pirates away from their harbors. Prosperous merchants are sometimes able to hire the services of naval vessels as escorts through dangerous waters, as well. Use these statistics for ships from Jharkor, Lormyr and Vilmir.

Some names for galleys: *Arkyn's Arrow*, *Stoutheart*, *Half Shell*, *Moon Princess*, *Shark*, *Righteous Fury*.

NAVAL CAPTAIN

This imperious gentleman is dressed in a blue coat with gleaming gold buttons, and white treads. His gaze is steely, and his stern voice can be heard above the strongest gale. He loves his ship, the sea, and his country. He never shrinks from his duty, even if it might mean the death of every man aboard.

STR 16 CON 14 SIZ 13 INT 16
POW 15 DEX 11 APP 15 H 14

Damage Bonus: +1D4

Weapons:

Broadsword 126%, damage 1D8+1+1D4
Dagger 113%, damage 1D4+2+1D4

Armor: 1D6 (cap on), Sea Leather

Skills: Dodge 88%, Navigate 65%,
Oratory 82%, Sailing 118%, Swim 74%

Money on Person: 1,000 in gold buttons,
9,000 bronzes in locked chest in cabin

NAVAL FIRST MATE

The sailors say that you know when the first mate is standing behind you by the grinding of his teeth. His face is set in a permanent frown, and his lips are always pursed and grim. He feels he is long overdue for promotion, and takes his seething discontent out on the men. He catches every infringement of naval regulations, and penalizes miscreants with a heavy hand.

STR 16 CON 13 SIZ 14 INT 14
POW 12 DEX 14 APP 12 HP 14

Damage Bonus: +1D4

Weapons:

Broadsword 103%, damage 1D8+1+1D4
Rapier 103%, damage 1D6+1+1D4

Small Shield 98%, 20 hit points

Armor: 1D6 (cap on), Sea Leather

Skills: Dodge 93%, Navigate 51%,
Oratory 49%, Sailing 96%, Swim 52%

Money on Person: 700 bronzes

NAVAL BOSUN

The rumor goes that this enormous man is a murderer who chose to serve the nation at sea rather than face the gallows. It may be true. His bald head sits atop a mountain of corded muscle, and when he yells his face goes blood-red and all his shirt-buttons pop off. No-one has ever challenged his authority, because he looks large enough to snap a sailor's back-bone, and mad enough to do it.

STR 18 CON 16 SIZ 19 INT 10
POW 12 DEX 13 APP 7 HP 18

Damage Bonus: +1D6

Weapons:

Sea Axe 95%, damage 2D6+2+1D6
Brawl 110%, damage 1D3+1D6
Wrestle 134%, damage special

Armor: 1D6-1 (cap on), Soft Leather

Skills: Dodge 48%, Navigate 31%,
Sailing 102%, Swim 54%

Money on Person: 3D100 bronzes

SAILORS OF THE NAVY

These men are tough and stern. Each has his hair cropped close to the skull, and works, sleeps and fights in the one set of clothes. The pay is meager, rations are the bare minimum, and the work is exhausting. None of the sailors dream of promotion, for that is strictly for those of noble birth, but a handsome payout waits for those who serve the full 25 year term.

Damage Bonus: +1D4

Weapons:

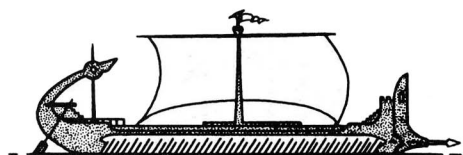
Broadsword 60%, damage 1D8+1+1D4
Brawl 80%, damage 1D3+1D2
Bow 55%, damage 1D6+1+1D2
Small Shield 60%, 20 hit points

Armor: 1D6-1 (cap on), Soft Leather

Skills: Art (Scrimshaw) 35%, Climb 60%,
Craft (Woodworking) 30%, Dodge 60%,
Natural World 25%, Navigate 20%,
Sailing 65%, Swim 55%

Money on Person: 1D20 bronzes each

	STR	CON	SIZ	DEX	POW	HP
ONE	15	14	13	11	10	14
TWO	14	11	12	10	13	12
THREE	16	12	15	13	15	14
FOUR	13	14	13	14	8	14
FIVE	14	18	15	12	11	17
SIX	13	13	12	14	12	13



QUINQUIREME

Hull Quality: 16 **Seaworthiness:** 20

Structure Points: 200 **Crew:** 250 rowers, 22 marines,
50 officers and crew

Propulsion: 1 mast, 2 banks of oars

Engines: 2 ballistas, 2 catapults



MELNIBONÉAN BATTLE-BARGE

THE GOLDEN ships of the fading Bright Empire never sail without a specific purpose. Encountered at sea, such craft are searching for something at the behest of the emperor, or hunting for those who would raid Imrryr. They are a nightmare to any who would threaten Melniboné's sovereign waters, but are unlikely to attack other shipping, as long as the humans display due humility and assist with the Melnibonéans' enquiries. Use these statistics for the battle-barge's crew.

Some names for battle-barges: *The Son of the Pyaray, The Lily of Arioeh, The Black Wind, The Velvet Claw, The Kiss of Oblivion.*

MELNIBONÉAN CAPTAIN

This tall, beautiful warrior commands one of the legendary battle-barges. He wears gleaming armor, and a silken cloak of rippling blue and green. He is unlikely to board an enemy ship, but does not shy from fighting if his craft is assailed. He is a serene figure in combat, a look of quiet repose on his features as his flashing axe eviscerates.



STR 27/20* CON 13 SIZ 16 INT 26
POW 29 DEX 14 APP 19 HP 15

Damage Bonus: +2D6/+1D6*

* Enhanced by Imana Root before battle

Weapons: Demon Pole-Axe 183%,
damage 3D6+2D6+1D10+1D6

Armor: 1D10+6, Melnibonéan Plate

Spells: Bounty of Straasha (4), Brazier of Power (4), Breath of Life (1), Demon's Eye (1), Flames of Kakatal (4), Heal (2), Hell's Armor (1-4), Summon Elemental (1), Suppleness of Xiombarg (1-3), Wings of Lassa (4), Wisdom of Slortar (1-3)

Bound Demons & Elementals:

Water elemental bound into armor buoys the captain if he falls overboard.

Demon bound into gold-inlaid pole-axe.

Skills: Art (Shell Sculpture) 68%, Common Tongue 60%, Dodge 84%, Natural World 66%, Navigate 156%, Oratory 119%, Sailing 103%, Scribe 64%, Search 91%, Swim 70%, Unknown Kingdoms 11%, Witch Sight 85%, Young Kingdoms 72%

Money on Person: 1,300 for the silk cloak

QARTELL'NN, LESSER DEMON, BOUND INTO POLE-AXE

STR 21 CON 68 SIZ 3 INT 15
POW 22 DEX 17 MOV 0 HP 36

Abilities: Demon Weapon, adds 1D10+1D6.

Teleport, each trip costs demon 1 CON.

Need: to break one sword per day

Magic Points Cost to Summon: 36

MELNIBONÉAN OFFICER

This jewelled and be-ribboned officer is one of the deck commanders. She receives and enacts the orders of her captain, co-ordinates artillery and missile barrages, and personally leads the troops as they board human vessels. She enjoys battle, and is a cruel foe.

STR 17 CON 14 SIZ 16 INT 22
POW 25 DEX 13 APP 15 HP 15

Damage Bonus: +1D6

Weapons:

Great Sword 110%, damage 2D8+1D6

Broadsword 97%, damage 1D8+1+1D6

Dagger 103%, damage 1D4+2+1D6

Armor: 1D10+6, Melnibonéan Plate

Spells: Breath of Life (1), Heal (2), Hell's Armor (1-4), Hell's Sharp Flame (1-4), Horns of Hionhurn (1-3), Sinew of Mabelode (1-3), Summon Elemental (1), Visage of Arioeh (1-3)

Bound Elementals: Air elemental bound into silver torque worn around neck

Skills: Art (Poetry) 74%, Common Tongue 55%, Dodge 76%, Navigate 108%, Oratory 90%, Sailing 99%, Scribe 123%, Search 87%, Swim 64%, Witch Sight 79%, Young Kingdoms 59%

Money on Person: 37,000 in myriad sparkling jewels

MELNIBONÉAN CREW

These inhuman soldiers wear the yellow livery of the Imperial Guard. They fight with unflinching valor against the foes of Melniboné, be they raiders, pirates, or upstart merchants. They offer no mercy, and do not even understand that complicated human concept.

Damage Bonus: +1D4

Weapons:

Broadsword 75%, damage 1D8+1+1D4

Large Shield 80%, 26 hit points

Shortsword 75%, damage 1D6+1+1D4

Javelin (3) 80%, damage 1D6+1D2

Bone Bow 70%, damage 2D6+1+1D2

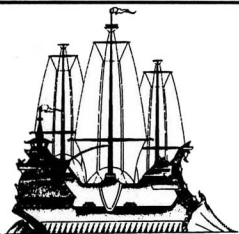
Armor: 1D10+6, Melnibonéan Plate

Spells: Bonds Unbreakable (3), Demon's Eye (1), Breath of Life (1), Heal (2), Hell's Armor (1-4), Hell's Bulwark (1-4), Hell's Razor (1-4), Horns of Hionhurn (1-3), Muddle (1), Sinew of Mabelode (1-3)

Skills: Common Tongue 50%, Dodge 75%, Listen 70%, Melnibonéan 100%, Sailing 75%, Search 70%, Witch Sight 30%

Money on Person: 10D100 in fine clothes

	STR	CON	SIZ	DEX	POW	HP
ONE	13	14	15	14	21	15
TWO	16	12	14	15	22	13
THREE	12	13	16	16	20	15
FOUR	15	14	13	17	23	14
FIVE	14	16	14	14	21	15
SIX	15	14	15	16	24	15
SEVEN	13	12	14	15	19	13
EIGHT	12	13	13	13	21	13



BATTLE-BARGE

Hull Quality: 25 **Seaworthiness:** 15 **Structure Points:** 200

Crew: 2,600 slaves, 200 warriors, 100 officers and crew

Propulsion: 3 masts, 3 banks of oars

Engines: 6 ballistas, 4 catapults, 2 trebuchets

NORTHERN LONGBOAT

HARDY WARRIORS from Tarkesh prowl the icy waters of the Pale Sea in dragon-prowed longboats. They often raid along the southern coasts, and will attack any ship that seems to be an easy prize.

Some names for longships: *Plunderfang*, *Whalekiller*, *Seasteed*, *Northman*, *Coldtooth*, *Warfriend*.

NORTHERN CAPTAIN

This burly jarl has a long ginger beard and cold blue eyes. He wears thick silver arm-bands, evidence of his wealth and battle-skill. He is a shrewd judge of when to offer trade, when to beat a swift retreat, and when to attack. Sometimes he hires his vessel out to an unarmed merchant, to see them safely across the Pale Sea. He is always first aboard an enemy vessel when attacking, hollering war cries to his northern gods.

STR 18 CON 17 SIZ 18 INT 15
POW 17 DEX 13 APP 16 HP 18

Damage Bonus: +1D6

Weapons:

Sea Axe 121%, damage 2D6+2+1D6
Throwing Axe 96%, damage 1D6+1D3

Armor: 1D6+1 (helm on), Leather, Rings & Furs

Skills: Bargain 84%, Dodge 91%, Evaluate 60%, Insight 71%, Jump 88%, Natural World 43%, Navigate 76%, Physik 65%, Sailing 104%, Search 102%, Swim 73%

Spells: *Bonds Unbreakable* (3), *Breath of Life* (1), *Buzzard Eyes* (1), *Fury* (1), *Heal* (2), *Horn of Hionhurn* (1-3), *Summon Elemental* (1), *Visage of Arioeh* (1-3)

Money on Person: 360 bronzes, 4,000 for substantial silver arm-bands

NORTHERN CREW

These gruff bearded warriors are dressed in colorful woolen cloaks and studded armor. They hang their round shields over the side of the boat for extra protection against enemy bow shots until they draw close enough to be boarded. Inspired to battle by their captain, they become a howling pack of berserkers, true wolves of the sea. Once the battle is done, they drink just as furiously, and twice as loudly.

Damage Bonus: +1D6

Weapons:

Battle Axe 65%, damage 1D8+2+1D4
Throwing Axe 60%, damage 1D6+1D3
Round Shield 65%, 20 hit points

Armor: 1D6+1 (helm on), Leather, Rings & Furs

Skills: Climb 60%, Craft (Wood) 40%, Dodge 45%, Jump 60%, Natural World 25%, Navigate 20%, Sailing 65%, Swim 50%, Throw (Grapple Hook) 60%

Money on Person: 2D100 bronzes each



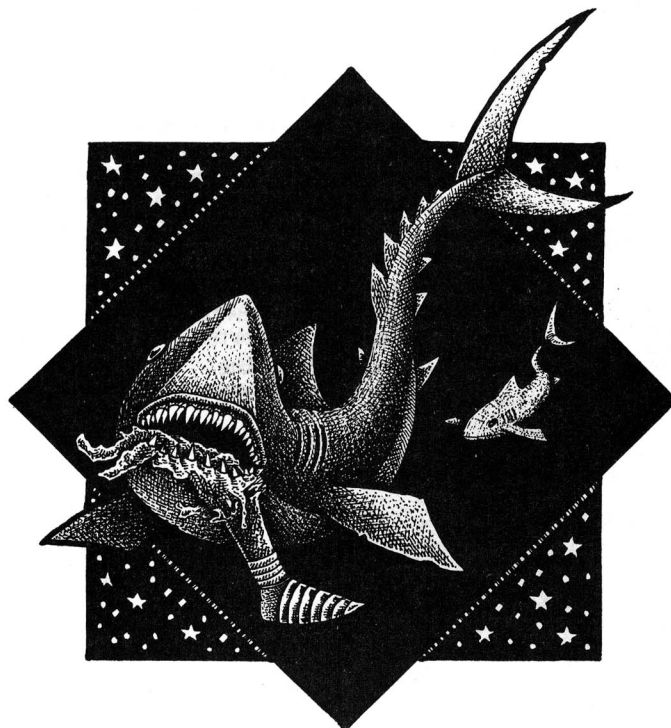
LONGSHIP

Hull Quality: 5 **Seaworthiness:** 15 **Structure Points:** 50

Crew: 50 rowers, 180 warriors

Propulsion: 1 mast, 1 bank of oars **Engines:** none

	STR	CON	SIZ	DEX	POW	HP
ONE	17	14	16	12	13	15
TWO	15	13	18	14	10	16
THREE	18	16	18	11	13	17
FOUR	18	14	15	11	9	15
FIVE	17	16	17	13	11	17
SIX	16	14	17	12	14	16





CREATURES OF THE SEA

ELRIC NEVER FIGHTS a sea-monster in the saga, although he encounters plenty of human predators who sail the waves in ships. However, there is a reference to sea-monsters living in the Dragon Sea, and to a "green thing which stares" in the Boiling Sea. Marine menaces are the stuff of legends, and are good sources for scenario material.

DOLPHIN

Dolphins are the good-natured fellows of the sea, and are widely believed to be the bearers of good luck and fair tides. Tales abound of dolphins warning ships of sea-monsters, rescuing drowning sailors, and providing playful company on long voyages. It is widely said by sailors, and residents of the Purple Towns that sailors and fishers who win special favor with the Sea-King are reborn as dolphins.



DOLPHIN, FRIEND OF STRAASHA

characteristics	rolls	averages
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	3D6+12	22-23
INT	8	8
POW	3D6	10-11
DEX	2D6+3	10
MOV swim-12		av. HP 16-17

Av.Damage Bonus: +1D6

Weapons: Ram 50%, damage 1D6+db

Armor: 1D4, skin

Skills: Search 50%, Jump 60%

KRAKEN

Kraken are huge sea-creatures, part squid and part octopus. Sailors associate the tentacled monsters with Lord Pyaray, but in truth they do not concern themselves with either Law or Chaos, content to search for a source of food large enough to satisfy their gnawing hunger.

Two sizes are presented here. The first is a manageable creature which adventurers should find a reasonable challenge, should it decide to make a meal of their ship. The second is so large that sailors might mistake its broad expanse for a small island, and land there in the hope of finding fresh water or buried treasure.

SMALL KRAKEN, 20 YARDS ACROSS

characteristics	rolls	averages
STR	20D6	70
CON	4D6+12	26
SIZ	20D6	70
INT	2D6	7
POW	6D6	21
DEX	3D6+12	22-23
MOV swim-8, crawl-2		av. HP 48

Av.Damage Bonus: +8D6

Weapons: Tentacle* 80%, damage 8D3

Bite** 80%, damage 8D6 + venom, POT = CON

* able to make eight tentacle attacks in a single round. A tentacle hit does no damage but instead ensnares the target. When a target has been gripped by two tentacles, they begin to constrict, doing the listed damage.

** the bite attack is made five DEX-ranks after the tentacle attacks. The bite injects venom of POT equal to CON.

Armor: 1D6, skin

Skills: Hide 120%, Scent/Taste 55%, Track 20%

LARGE KRAKEN, 100 YARDS ACROSS

characteristics	rolls	averages
STR	100D6	350
CON	20D6+60	130
SIZ	100D6	350
INT	2D6	7
POW	30D6	105
DEX	3D6+12	22-23
MOV swim-40, crawl-10		av. HP 240

Av.Damage Bonus: +43D6

Weapons: Tentacle* 80%, damage 43D3

Bite** 80%, damage 43D6 + venom, POT = CON

* able to make eight tentacle attacks in a single round. A tentacle hit does no damage but instead ensnares the target. When a target has been gripped by two tentacles, they begin to constrict, doing the listed damage.

** the bite attack is made five DEX-ranks after the tentacle attacks. The bite injects venom of POT equal to CON.

Armor: 1D20, skin

Skills: Hide 160%, Scent/Taste 70%, Track 30%.



LARGE SHARK

All swimmers fear sharks. The beast described below measures 8 meters from snout to tail fin. It can swallow anything up to half its size in a single gulp. It is belligerent, and large enough to menace a rowboat, or even leap ashore a few yards to nab prey at the water's edge. Its stomach might yield human remains and gold ornaments, the refuse of recent kills.

The statistics given on p.137 of the *Elric!* rules for a medium-sized shark depict a specimen 2-3 meters long.

LARGE SHARK, VORACIOUS PREDATOR

characteristics	rolls	averages
STR	6D6+24	45
CON	4D6+18	32
SIZ	6D6+24	45
INT	2	2
POW	4D6	14
DEX	2D6+3	10
MOV swim-10		av. HP 39

Av.Damage Bonus: +5D6

Weapons: Bite 75%, damage 2D6+db

Armor: 1D8, skin

Skills: Jump 45%, Search 50%, Smell Blood 80%, Track 30%

WHALE

Whales swim between the plane of the Young Kingdoms and Lord Straasha's realm. They are beloved of the sea-king, and those who kill them risk incurring his eternal wrath. Nevertheless, hardy sailors from Tarkesh, Dharijor, Vilmir and Ilmiora are drawn to hunt the great mammals. Dead whales are an important supply of burnable oil, whale meat, teeth, whalebone, wax, and ambergris, and there are those who will pay handsomely for the largest, oldest specimens.

Sperm whales are ordinarily no menace to shipping, although they may remember old harpoon scars, and ponder vengeance. The largest creatures are capable of smashing their pursuers' ship as they are being reeled in. Killer whales hunt in groups known as pods, and may cause distress when they mistake swimmers for seals, although they generally try to keep clear of people.

KILLER WHALE, TIGER OF THE SEA

characteristics	rolls	averages
STR	6D6+30	51
CON	3D6+25	35-36
SIZ	6D6+40	61
INT	8	8
POW	3D6	10-11
DEX	2D6+3	10
MOV swim-10		av. HP 49

Av.Damage Bonus: +6D6

Weapons: Bite 60%, damage 1D6+db

Armor: 1D10, blubber

Skills: Search 50%, Jump 60%



A BASKING KRAKEN IS AWAKENED

SPERM WHALE, KING OF THE DEEP

characteristics	rolls	averages
STR	7D6+50	73-74
CON	3D6+40	50-51
SIZ	7D6+60	83-84
INT	8	8
POW	4D6	14
DEX	2D6+3	10
MOV swim-7		av. HP 67

Av.Damage Bonus: +9D6**Weapons:** Ram* 60%, damage 1D6+db

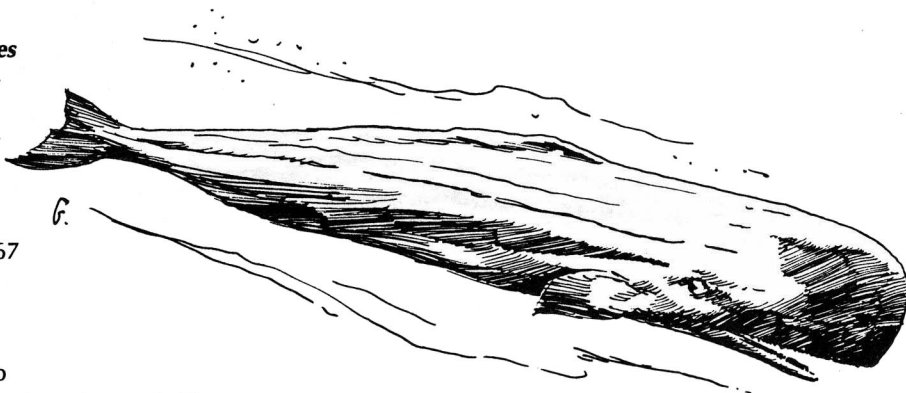
Bite** 40%, damage 1D6+1/2 db

Tail Smash*** 25%, damage 1D6+db

* a sperm whale may use any one attack each round. The ram is only effective against opponents at least half the whale's SIZ. Ships are ideal.

** the bite uses only half the normal damage bonus in D6s (round up fractions). It is still deadly.

*** the tail smash is generally used against foes to the rear. It cannot be used against submerged targets, only those on the surface.

Armor: 2D10, blubber**Skills:** Evade 55%, Search 50%, Jump 60%**SEA SERPENT, LARGE MALE**

characteristics	rolls	averages
STR	9D6+30	61-62
CON	6D6+20	41
SIZ	12D6+40	82
INT	3	3
POW	5D6	17-18
DEX	2D6	7
MOV swim-10, slither-5		av. HP 51

Av.Damage Bonus: +8D6**Weapons:** Bite* 60%, damage 1/2 db

Coil and Crush** 40%, damage db + db

Tail 50%, damage 1D10+db

* a sea serpent can bite and then use its coil attack five DEX-ranks later in the same melee round.

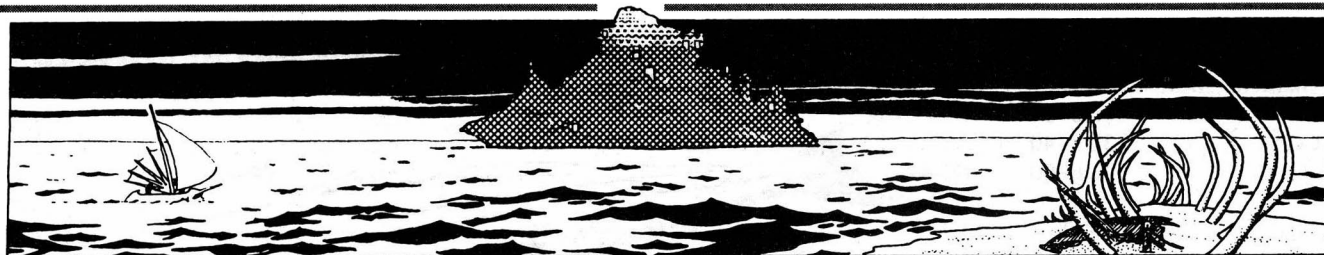
** if the coil and crush attack succeeds, the victim is caught in the serpent's coils. He or she takes damage equal to double the serpent's damage bonus every round following. The victim can slip out if a DEXx1 roll is made, or force a way to freedom by besting the beast in STR vs. STR.

Armor: 2D4+4, scales**Skills:** Climb 50%, Sense Ship 60%**SEA SERPENT**

Every sailor fears sea-serpents. They swim in the warm waters of the Dragon Sea, from the shores of Melniboné to the Serpent's Teeth. They are able to leap from the sea and snatch sailors from the deck of all but the most massive vessels. Larger beasts can coil around a whole ship and squeeze until its timbers burst. Their jaws are vast, their scales glitter, and shining jewels grow in their foreheads.

Brave crews actively hunt sea-serpents for their precious body fat and sweet, dark flesh. Gems cut from the corpses are worth the beasts' POWx1,000 bronzes.





SCENARIO HOOKS

HERE IS A CATCH of scenario ideas and outlines, for adventures at sea. With a small amount of work, the gamemaster can use these as the basis for full scenarios, using statistics from the *Mariners' Digest* and *Creatures of the Sea* chapters. While most of these short minnows range from one to eight paragraphs in length, two sizable sharks round out the catch.

A Net of Minnows

WE DIDN'T MEAN TO GO TO SEA

Celebrating adventurers find themselves swapping drinks and stories with a small band of rugged sailors. Many legends are told as the night wears on, and much beverage is consumed, until finally the adventurers cannot keep their eyes open. They awake to find themselves aboard a pirate ship. Their drinking companions from the previous night delight in explaining their recruiting method: the ale was drugged, and they are already a day from the nearest land. The captain and crew are not kind, but they treat fairly those who choose to stay with them rather than play with the sharks. Only those sailors who have proven themselves trustworthy are permitted ashore.

THE MYSTERY CARGO

The adventurers have won passage on the last vessel in the harbor with free berths. The sun is setting as the captain prepares to set sail, when a desperate Dharijorian noble hails him from the dock, begging him to take a final piece of cargo. A huge fee is paid, and a wooden box as long as a man is tall is taken aboard. The captain is given strict instructions that the box must not to be opened under any circumstances.

Before they have been at sea for a day, the ship's cat disappears. The story goes around that Osso, the cook, caught the animal and boiled it up for the stew. Osso is not amused, and he eventually comes to blows the sailor who cared for the cat, Kiff. The two are separated, but Osso calls the other a fool, and promises to spit in his food. A few days pass, and rats are found to have infested the grain

stores. The sailors shake their heads at the sudden plague, calling it as a bad omen.

Osso is a private, surly fellow. He rarely leaves the galley where his hammock and sea-chest are kept. Osso's chest contains all manner of minor trinkets, including, as it happens, the dead cat's tail. The rumors were true. But no one is likely to get into his chest to find that out, and soon the incident is forgotten.

The weather turns foul, and on one particularly rough night, Osso and Kiff are placed on watch, one at each end of the boat. During the night Kiff is washed over the side, or so Osso claims. There is no sign of the other sailor when the next watch takes over. The cook soon secrets a finely-tooled dagger that once was Kiff's in his sea-chest – the two did come to blows a final time.

During the night it might have been possible to search Osso's galley, but from that time on he is even more careful to keep it safe.

The crew declare that bad luck has cursed the vessel, and look suspiciously upon the passengers. Three sailors set out one night in the vessel's only rowboat, willing to take their chances alone on the waves.

The adventurers might solve the murders of Kiff and the cat, and see Osso in irons, or they may turn suspicion from themselves to the mysterious cargo. The mystery crate sits in the darkened hold. It contains eight stoppered flasks packed in a bed of sand. The flasks contain a powerful hallucinogenic gas which distorts reality and enhances fears and desires. Those exposed to it must resist POT 21 or fall prey to the visions it brings for 1D8 hours. Anyone opening the box risks the wrath of the captain, as well as the effects of the gas. Possibly the fear-crazed crew will chop the box to pieces, gassing themselves into a murderous frenzy.

The gas is being shipped to a criminal sect who plan to unleash it in the barracks of the town watch. While the guardsmen wreak havoc, the gang will raid the treasury, or seize control of the town. Possibly the adventurers follow the box to the gang's lair.

THE WRECKER

A light visible through a thick fog guides the adventurers' vessel onto a reef. The damage is such that they must limp along the coast to the nearest sheltered cove for repairs.

A ramshackle hut stands on the cliffs above the beached ship. A girl and her father live in the hut, scavenging a meager living. They offer what help they can. The man is a crippled and aging sailor. His knowledge helps to make the ship seaworthy within a week. He warns the crew that wreckers have been operating in the area, luring vessels like theirs onto the reefs, and looting the hulks.

A careful examination of the hut might discover a well-maintained storm lantern, and a set of tracks leading from the hut to the top of a nearby cliff. The tracks were not made by an aging, crippled sailor. Without her father's knowledge, the girl has been luring passing ships onto the rocks, so as to ensure a constant supply of debris.

If the captain is informed of the girl's activities, he demands that she be hung from the yardarm, as is his right by law. Such an act would break her father's heart, but the news that his daughter has been allowing innocents to drown would have the same effect.

The girl is unrepentant. She can see nothing wrong with destroying ships full of rich folk who have never shown her a helping hand, nor cared to support her father once he could no longer raise a sail.

CALL OF THE SEA

It is said that once a year, at the onset of winter, a lonely melody can be clearly heard from atop a bluff not far from town. Although none present have heard the song, those who have, it is told, sell all they own and set to sea within days, searching for the origin of the call. Surely such a sound would have at its heart something of wonder and beauty, be it beast, item or enchantment. Many talk of the call of the sea, but few are brave enough to follow where it leads.

The Ship of the Dead

THE STONE FUNERAL BARGE of Lord Phaal Sh'em of Melniboné ploughs inexorably through the cold, grey waters of the Pale Sea, heading north towards the edge of the world, to plunge into the formless Chaos beyond. Constructed from buoyant volcanic stone and lacquered mahogany, the dark barge is crewed only by doomed slaves and demons. The perils of interfering with its course and cargo are many, but the riches may prove too tempting for the adventurers to resist.

The Barge is long and flat in the water, and is difficult to spot from a distance. The lookouts need to succeed at a hard Search roll (-20%) to pick the bleak vessel out against the surface of the Pale Sea. From a distance the dark mass

of the ship can be distinguished only by its single square sail of ragged grey silk and its black pennants.

As it draws nearer, the inexorable movement of the banks of oars becomes visible. No-one can be seen upon the deck of the barge. All that is visible are two black lacquered wood boxes, glinting with gems and inlays of precious metals. One is the length of a human, the other far larger. Around the caskets are four hundred and thirty-seven exquisite porcelain urns, which have been arranged in complex and disquieting geometric patterns. Up close, a fevered drumming can be heard from below the decks.

Ships that attempt to block the course of the barge are smashed to pieces as the stone ship continues blindly on. If all the oars are smashed, the vessel slows, but continues to move gradually on, propelled by the sylphs bound into its mast (see below). Boarding the barge is difficult, as the oars are ceaseless in their frenzied movement, and can be only easily accomplished using a line grappled to the stern.

On-board, the decks are made from exquisite polished timbers, which alone would fetch a handsome sum in any shipwright's yard in the Young Kingdoms. Engravings depicting a Melnibonéan lord (Phaal Sh'em) performing a variety of heroic deeds decorate most visible surfaces.

Three objects dominate the main deck: the sarcophagi of Phaal Sh'em, the huge sarcophagi of his dragon, Stormwing, and a small shrine to their patron, Xiombarg.

Sh'em's sarcophagus is roughly man-sized and made from aromatic teak. Gems and precious metals adorn its surfaces. Any attempt to prise these treasures from the casket results in an attack by the three sylphs bound into the mast of the barge. They spin down from the crows nest, wrapping any offenders in a vortex of howling winds.

Stormwing's casket is no less ornate, and like Sh'em's, it bears his title in High Melnibonéan writ in letters of platinum embedded in a dark wood. The bodies of both beings lie preserved within the caskets but if the boxes are opened, the flesh begins to stink and soon liquefies.

The shrine is made of beaten gold and copper, a fine filigree of wire supporting and encasing a small image of the



FORTUNE-HUNTERS ASSAILED BY SYLPHS

Chaos goddess. Scented smoke trickles from deep within the framework, but has no identifiable source. A marble statue of Phaal Sh'em sits before the shrine cross legged, a naked sword across his lap. Any attempt to interfere with the shrine brings the statue to life. It proves a terrifyingly capable opponent, voicelessly screaming in outrage.

Below deck are benches of slave rowers, all of them beautiful adolescent humans. These red-eyed, foaming maniacs are a handpicked crew of men and women, who have been given the Melnibonéan drug Kraash-P'a. The drug transports victims to a plateau of mindless ecstasy, and in this state they endlessly perform any repetitive task. The massive doses of Kraash-P'a will keep them rowing until they reach the edge of the world.

To keep the rowers focused upon their task, a corpulent demon bashes out time upon a set of golden kettle drums sheathed with human skin. This grim monster has eight arms, four of which wield drum batons, the others holding vicious whips. Physically its body resembles a hippopotamus', and its head is like a fly's. Its lower body is that of a giant slug. While not trained for combat, the demon is supernaturally fast (DEX 40) and is able to strike numerous combatants each round. It cannot be moved from its podium, forcing the adventurers to take the lower ground.

The slaves would rather die than stop rowing. If freed, they leap overboard, or attack their rescuers in a drug-induced frenzy.

The barge may prove a dilemma for the adventurers as the enormous wealth seemingly for the taking may be nearly impossible to acquire. Even if the adventurers do manage to loot the vessel, the price for disturbing the dead may be much more than they bargained for. Pyaray ensures that adventurers who desecrate the final rest of those who serve him soon join him beneath the waves.

The Serpent Hunters

SEA-SERPENTS ARE HUNTED by a small number of suicidally brave crews, each possessing their own secret methods for catching the beasts. The danger in hunting these beasts is extreme, but the rewards are equal to the risks. The harvest of a sea-serpent's corpse is not only its fat, which is rendered down to a pure-burning, odorless oil favored by the rich and holy throughout the Young Kingdoms, the true prize for the hunters is the gem which grows in the forehead of the serpent – these huge jewels more than compensate for the risks involved in capturing and killing the sea monsters. For this scenario, the adventurers are offered the chance to sign up for a season of sea-serpent hunting while they are at a northern port.

The ship is called Wyrmsbane, and is captained by Hrabel Jubalsson, a native of Tarkesh. Half the ship's crew is from Tarkesh, the rest come from various hard-bitten ports scattered across the Young Kingdoms. The adventurers must be able to prove some form of sea-faring experience, as well as combat proficiency. Particularly boastful adventurers receive a complimentary punch in the mouth from the hulking first mate, for their trouble. Those accepted are then asked to swear an oath upon a sea-serpent's tooth the size of a human hand outspread. New recruits must swear that they understand the risks, and that their families and deities will undertake no vendettas in the event of their deaths. They must also swear not to reveal the location of the captain's hunting grounds, on pain of death. The vow is made in the name of the Great Spirit of the Sea Snakes. Not a few crewmen ward themselves from evil when this spirit's name is invoked.

The journey to the hunting grounds takes the better part of a week, during which the captain and helmsman spend a

Tales from the Five Oceans

A TALE OF THE OLDEST OCEAN

The adventurers are told an old sea-legend by an ancient Filkarian mariner: "This is the story of the last barge to sail between Melniboné and the land we now call Filkar. The barges carried tribute to the Dragon Isle. As the might of the Bright Empire waned, such trips were increasingly rare. So it was that on one occasion this barge's captain piled it high with Filkarian and Lormyrian gold, spice, cloth, stock and slaves. A great argument broke out between the King of Filkar, Amard the Green, and the barge's captain, over a particular jade statuette, an image of the King himself. Amard would not allow the invaders to take the statue, and offered them everything in his kingdom if they would leave it. The captain espied the Queen, Fienne, and took her to his ship. Amard, incensed, drew his sword to smite down the Melnibonéan. Protected by demonic enchantments, the captain slew the King instead, and carried away the statuette as well.

"Now, the barge sank before it again reached the Dragon Isle. Perhaps the statuette and the Queen were sufficient to overload her. Or perhaps Straasha, the Sea King, was displeased by the greed of Melniboné. But for whatever

reason, that barge was the last Melnibonéan vessel ever to come to Filkar."

Some time later the adventurers come upon a peddler selling beach salvage. Amongst his rusty wares is an old jade statuette, worn far beyond value. It depicts a man, tall and proud. The peddler sells the statue for almost nothing, to any who will bargain. When next they sail, however, the adventurers are beset by great storms and winds. The ship may be lost, unless they recall the mariner's tale, and throw the jade statuette overboard, consigning King Amard once again to the sea.

A TALE OF THE EASTERN OCEAN

Whilst in Menii, the characters hear of a new fish being sold on the streets of the Purple Towns. The fish are said to be caught near a small island in the Eastern Ocean. If cooked correctly, the fish produce prophetic dreams and euphoria. The adventurers might try some of this delicacy, and discover that it does indeed possess the rumored properties. If they seek this fish at its source, however, they find a small fleet of pirate ships waiting to plunder any who come to make a catch. The fish caught there have no special properties. Those sold in Menii have been cooked in Arveed, the yellow wine of madness, by compatriots of the pirates. Maybe the adventurers wish to join the pirates in winning

great deal of time making special navigational maneuvers to confuse the crew and any who might be following them. This gives the adventurers time to taste the back-breaking work involved in keeping the ship heading towards its destination. They also get a chance to mix with the crew. It soon becomes apparent that the Tarkeshites on-board are old hands at serpent hunting and they keep to themselves. The other sailors are a disparate lot, although they too spend little time together, and are reticent about discussing their past. Serpent hunting is the preferred topic of discussion, and many of the old hands try to scare the new recruits with tales of the terrors they are soon to face. Sooner or later some kind soul explains the procedure.

Essentially the Wyrmsbane technique is identical to rod fishing except that it involves two Tarkeshite innovations: the *wrymstock* and the *lure*. The *wrymstock* is a pair of massive wooden beams which stretch between the two masts of the ship. The tutor explains that once the serpent has been drawn up onto the deck its head must be pinned between the beams of the wrymstock so that it may be killed swiftly, before it damages the ship. The *lure* is used to attract the serpent's attention. The Wyrmsbane uses live bait of a particular sort native to their destination, called *Wefkin*. The bait is placed in a harness which cunningly conceals steel barbs and is hurled out to sea. The reeling crew stand at the ready while the struggling of the bait draws the serpents to the surface. Once the serpent bites, the eight reelers begin drawing the serpent onto the ship.

Sailors are assigned various roles during the catch. The roles are: *reelers*, who are described above, *stockmen*, who operate the wrymstock to capture the thrashing serpent, the two *cutters*, (perhaps the most dangerous job) whose jobs it is to decapitate the serpent with huge sea axes, and *catchers*, who use hooked and barbed pikes to snare the body of

the serpent, further wounding and immobilizing it. Chances are, that unless the adventurers possess awesome weapon skills or great strength, they will all be assigned to be catchers.

The ship's destination is a long-silent volcanic outcrop in the middle of the ocean. Named Serpent's Blight, the collapsed crater forms an excellent deep water harbor, and is a perfect place for serpent hunting. On the island are a group of shacks where the hunters live for the season and refine the serpent fat into oil. In the central hut is the mess-hall and kitchen. A huge sea-serpent skull dominates the room. It is from this massive skull that the tooth used for the oath-taking ceremony was taken. The skull is far larger than any of the others that litter the beaches of the island.



gold from the merchants of the Purple Towns, or maybe they set out to expose the ruse.

A TALE OF THE BOILING SEA

The adventurers' vessel at the mercy of an ill wind, is blown into the Boiling Sea. Through the steam and heat, they glimpse a lonely isle, a single pinnacle of black rock. It is difficult to get a boat to the island, but once there, they find a staircase cut into the rough stone. The stairs spiral up some distance to a small sheltered grotto. A great golden sword is thrust into the dark stone floor. Any follower of Chaos can withdraw the sword. While not possessed by a demon, it is clear that the blade has ancient enchantments cast upon it. Soon, though, the sword's owner finds his fortunes in battle plunge, whether the sword is used or not. It is not possible to rid oneself of the blade, except to return it to the lonely isle in the Boiling Sea. The adventurers soon discover that the island is not on any of the charts. Indeed, there is evidence that the isle moves, never remaining in the same place so travellers can easily return.

A TALE OF THE PALE SEA

With fear in their eyes, a band of sailors who have returned from the Pale Sea tell of a place where the sea is as land and the dead walk. Perhaps the adventurers are curious, or

maybe they need to speak with someone who has been recently slain. They sail out to find the place. When at last the search seems hopeless, their vessel runs aground, although there is no land in sight. The adventurers descend and walk upon the sea. The ghosts of all those whom they have slain approach out of the mist and sea-spray. Not all of the ghosts are pleased to see them again. Characters may only speak to those whom they have personally slain, and might try to make peace with some of them. Perhaps one of the dead sends the adventurers on a quest to make recompense. Eventually the sea returns to normal, and the ghosts are blown away.

A TALE OF THE DRAGON SEA

As they are preparing to cross the Dragon Sea, the adventurers hear of an ancient Melnibonéan barge which been terrorizing shipping there. Part way through their crossing, the lookout spots a great golden ship on the horizon. The adventurers' vessel is unable to outrun it, and soon it looms above them. The vessel is not truly a battle-barge, though. It is a Pan Tangian galley masquerading as one of the great warships of Melniboné. As the adventurers fight the Pan Tangians, a true battle-barge, crewed by Melnibonéans, arrives to punish the pretenders. The air is filled with sorcerous battle, and the adventurers can slip away.

The bone resembles smoky marble, and the centre of the forehead still contains a huge lusterless black stone.

Most of the sailors stay in their cabins while preparations are made for the hunt. Curious adventurers may wish to scout the island. While they are not discouraged, they are warned not to frighten the Wefkin from their settlement, as they will be needed soon.

A small collection of reed huts is not far from the Wyrmsbane's camp. Any of the seasoned hunters can identify it as the Wefkin settlement. The Wefkin are primitive lizard-like humanoids, vaguely resembling upright salamanders. They stand a little over three and a half feet when mature. They are silent and passive, content to watch human activity with wide, unblinking reptilian eyes. They speak no discernible language, nor do they appear to have any interest in learning to communicate with the sailors.

Exploring the wind-swept isle further, the adventurers might discover a ruined Melnibonéan shrine, obviously ancient. It has been left untouched by the superstitious hunters. Searching amongst the ruins, the adventurers uncover a collection of curious bluestone pendants carved in the shape of Straasha's rune.

Finally, careful observation on one of the high crater cliffs reveals a precarious path winding its way down to a cave entrance in the cliff face, normally hidden from view. A low rough tunnel leads in to an ancient Wefkin temple to the Great Spirit of Sea Snakes. It is from this holy place that the vast skull in the mess-hall was plundered. The temple is located in a large natural pocket within the rock, and has clearly been there since ancient times. The smooth, dark stone of the walls has been inlaid with countless small pieces of mother of pearl and bluestone, so that it glistens like the water's surface on a sunny day. The work has been painstakingly completed, but close examination indicates that only the most simple of tools were used.

The temple contains a small empty altar before a deep pool which was once a volcanic vent. The pool exits deep near the bottom of the natural harbor where the Wyrmsbane is anchored. The shrine has tremendous importance for the Wefkin, for it is here that they pass from the larval to the adult stage of their life-cycle. Once they reach a certain age, they enter the temple and dive into the pool. As they swim the length of the long underwater tunnel, the magic of Straasha transforms them into small sea-serpents. By using the Wefkin as bait, the hunters of the Wyrmsbane have disturbed the life-cycle of these creatures, and now their numbers are dwindling.

The Wefkin want the mess-hall skull returned, so that the angered Spirit of Sea Snakes can exact its vengeance upon those who have harmed its children. The Wefkin can communicate with anyone who possesses one of the bluestone pendants from the Melnibonéan shrine. They can communicate in images to the bearer of a pendant who can make a POWx5 roll. The pendant-wearer is not able to communicate with the Wefkin, however.

The hunters are anxious for a good season, as the serpent numbers have been declining over the past few years. Excitement rises as the preparations proceed. The adventurers are taken by one of the Tarkesh hunters to

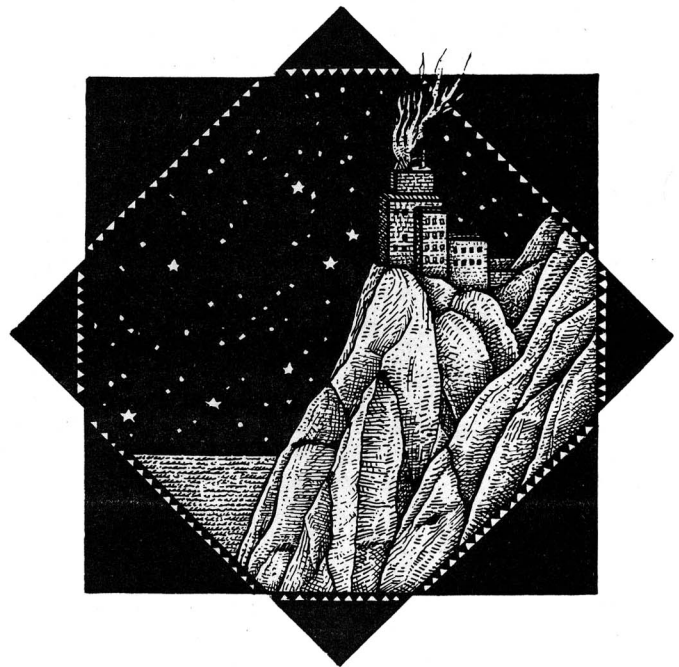
help round up a few Wefkin in the settlement. The creatures do not resist when he starts smashing their huts and putting them in chains.

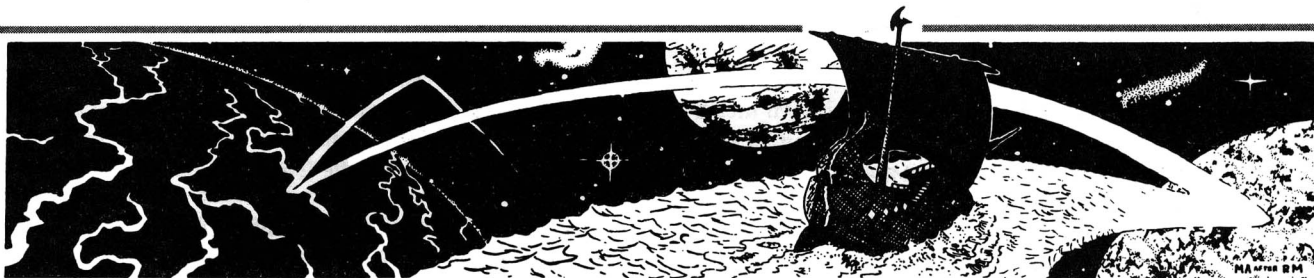
If the adventurers are wearing the bluestone rune pendants, they may receive sendings from the Wefkin. They convey impressions of sadness and urgency linked to the great skull and the hidden temple.

Once the adventurers figure out what to do with the skull, they have to proceed carefully, or the entire Tarkesh crew will be after them. An attempt to steal the skull would be least noticeable at night, so it is likely that they will have to go on at least one serpent hunt before they act. The hunt is not pleasant, particularly if the adventurers are wearing the bluestone pendants. The Wefkin is mutilated, and thrown into the harbor. Sooner or later a hungry sea-serpent rises from the depths, scenting the blood in the water. The creature has no qualms about cannibalism, and greedily devours the terrified Wefkin. It is then reeled in and slaughtered.

It is conceivable that the adventurers may view this as a hunting trip and join in the hunt with their fellow sailors. If so, then this is the last time hunting takes place here – once the hunters leave, the remaining wefkin transform, and abandon this island as a home.

If the skull is returned to the temple, a non-corporeal sea serpent manifests. It takes the skull for its head, and uses the glittering stone of the walls as its skin. This spirit is nearly indestructible. It sets out to kill every human sailor except those wearing the bluestone pendants. Once its task is complete, it returns to rest as it did before, in the temple. One of the Wefkin takes the adventurers to the pool in the temple, and indicates that they should dive in and not be afraid. This time the tunnel takes them to the Temple of Straasha in Menii, there to tell a remarkable tale. The pendants mark them as favored by the sea god, and they are treated with honor.





THE DARK SHIP

It was a good-sized ship and fashioned throughout of the same dark wood. Its design was baroque and unfamiliar, with high decks fore and aft and no evidence of rowing ports. This was unusual in a ship either of Melnibonéan or Young Kingdoms design... The mist eddied and more of the red light poured through to illuminate the vessel, revealing the large wheels on both the foredeck and the rear deck, the slender mast with its furled sail, the complicated geometrical carvings of its rails and its figurehead, the great, curving prow which gave the ship its main impression of power and strength and made Elric think it must be a warship rather than a trading vessel.

— *The Sailor on the Seas of Fate*, I, 1

A CONSTRUCTION of elder days, the Dark Ship sails between worlds, ferrying heroes towards their destinies. The ship and its captain guard the borders of the Multiverse, shoring up the boundaries between worlds where they are weakest, keeping the many planes of the Million Spheres safe from the ravages of entropy and the machinations of gods.

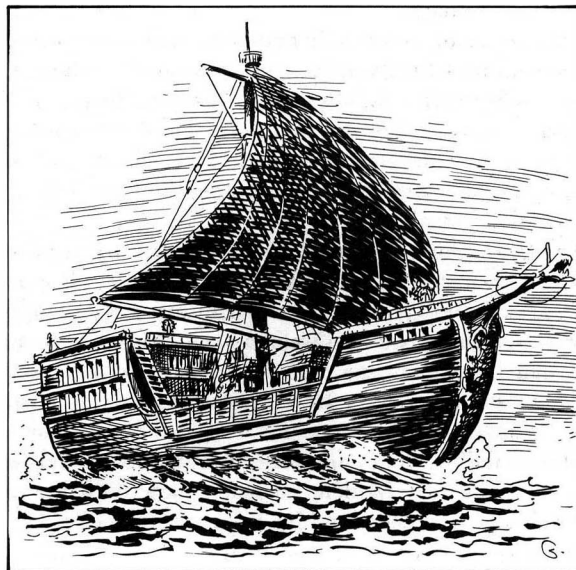
In *The Sailor on the Seas of Fate*, the Dark Ship serves to unite Elric with three other incarnations of the Eternal Champion, to avert a peril threatening all the worlds of the Multiverse. The vessel carries Elric, Corum, Hawkmoon and Erekosë, as well as sixteen lesser heroes, to a broken dream of Tanelorn upon an island between worlds. This island is inhabited by the alien sorcerers Agak and Gagak, who would feed upon the Multiverse. At the blind captain's command they are slain and their bodies incinerated, at great cost. The Dark Ship sails on towards another version of Tanelorn, but Elric disembarks.

THE SHIP

The Dark Ship sails with a speed and sureness to make mortal mariners envious. It has a single mast with a great black sail, which billows taut even when no wind can be felt. From stern to prow the ship is 125 feet long, while its

high decks fore and aft stand 30 feet above the waterline. The main deck, considerably lower, is 15 feet above the waves. There are steering wheels atop each raised deck, and the steersman usually stands on the fore deck. The hold can store 100 tons of cargo. Bunks exist below deck, but are rarely needed. Two large cabins with sliding doors are constructed on the decks, fore and aft of the mast. The cabins are lit by lamps of red glass suspended from silver chains, and hold large tables, bolted to the deck, with enough chairs to seat ten people. These are the common quarters for any who sail aboard the Dark Ship.

Save for the captain and the steersman, the Dark Ship has no crew. If he needs extra sailors, the captain calls upon the ghosts of heroes who have sailed aboard in times past. Such diffuse phantoms may be mistaken for living men and women in the constant mist which surrounds the Dark Ship. Erekosë made this error, and reported a crew of ten on board, in addition to the captain himself.



The captain's luxurious cabin is beneath the forward deck. The cabin door is of a smooth, reddish-brown metal, warm and almost electric to the touch, and has neither lock nor handle. Within, the cabin is warm, and richly scented, all lit with ruby lamps affixed to the dark panelled walls. It is furnished with fine, brightly-hued carpets, a large sea chest, a polished desk with rails of gold, upon which rest navigational instruments and charts, and a curtained bunk. Portholes look out into the mist. The steersman has a similar cabin below the rear deck.

The charts found in the captain's cabin illustrate somewhat the nature of the Multiverse and the relationships and positions of the spheres, including the weak points where they overlap. It is such weak spots which the captain defends. Travelling to other realms is usually achieved at such overlapping points, which further erodes the boundaries between the spheres. As the captain is blind, his maps are in braille.

Every spare inch of the Dark Ship's woodwork, save for the occasional grotesque gargoyle upon a beam or rail, is adorned with complex geometrical carvings engraved deep into the timbers. These sigils generate the mist which surrounds the vessel and contain the essence of its magic, allowing the Dark Ship to sail upon the Shoreless Sea, the timeless, sunless ocean between the spheres. Without the protection of the mist, which insulates the vessel from the Shoreless Sea's inertia, the Dark Ship would neither be able to travel between worlds, nor glide with such speed over the waves.

The Shoreless Sea flows between every world of the Million Spheres, and between times. Past, present and future flow together in the Shoreless Sea, and the passage of time has no meaning within its confines. A voyage that seems only of a short duration may take months, while the reverse also holds true. One may sail to the past or the future. Few know of the Sea's existence, and even fewer how to sail upon it.

The Dark Ship never fully manifests itself in any world it visits. Although the Dark Ship appears to sail on the sea of whatever plane it visits, it is actually between the planes, on the Shoreless Sea. For this reason the Dark Ship seems to sail in impossibly shallow waters, thus allowing chosen heroes to wade out to the vessel and climb its ladder of rope and ebony.

The Dark Ship is followed, high overhead, by a dim red star wherever it sails. The star faintly illuminates the deck with a dim, bloody light. The captain once spoke of the star, saying that it was the watchful eye of a vengeful god, and that fear of the star was the reason why he and his brother cannot leave the Dark Ship until they reach Tanelorn. Whether or not this tale is true, it is certain that the star does follow them constantly, and that its baleful radiance is never fully hidden, no matter how thick the mist surrounding, and generated by, the vessel might be.

There is no need to describe the Dark Ship in terms of seaworthiness or hull quality. It is never wrecked, but sails assured and indomitable, until the death of the Eternal Champion and the end of the Cosmic Balance.

THE WINE OF THE SHORELESS SEA

While sailing upon the Dark Ship, one need neither eat nor sleep. The passing of days seems as a dream. The captain serves a mysterious vintage, deliciously spiced and heated. It is the only sustenance one need partake of during the journey. More importantly, the wine exerts a sedative quality upon those who drink it.

The wine makes the imbiber more susceptible to the captain's requests, and less antagonistic. It also protects the minds of those who drink it from the visions which crowd the Shoreless Sea, the dreams and fragments of a million worlds. Without the wine, such sights would drive the Dark Ship's passengers insane.

Those who refuse the captain's wine must successfully roll INTx1 for each day of their passage or permanently lose a point of INT. Such are the intensity of the visions.



THE STEERSMAN

USING THE SHIP

THE DARK SHIP is not merely an inter-dimensional ferry service. It is one of Moorcock's most potent and enigmatic creations, and as such, should be employed in an *Elric!* campaign only with the greatest caution, lest its mystery become cheapened

by familiarity. Only when the fate of worlds or spheres hangs in the balance should the singular vessel appear.

Should the adventurers be chosen by the captain, it will be for a purpose unknown to them, and perhaps only partially known to himself. Once the adventurers are on board, the vessel sails with great speed away from whatever fog-wreathed spot it picked them up. The wind which blows between the worlds blows fitfully, but the Dark Ship is never becalmed, for it is propelled by magics beyond even Elric's understanding.

Perhaps the adventurers' services are required to convince some plane-hopping wanderer that such travels are fraying the very fabric of the Multiverse. Possibly the adventurers come into possession of one of the captain's maps, stolen from him by a previous traveller, and he desires its return. Rogue gods may be running riot in some distant dimension, and the adventurers' aid is required to prevent further destruction. A quest might be undertaken in order to strengthen the membrane separating two worlds before they collapse inward upon one another, dooming thousands. Perhaps a version of Tanelorn in some other world is imperilled, and the captain recruits the adventurers to defend it. Whatever deed the adventurers undertake, their voyage on the Dark Ship leads them to other worlds, and involves them in the affairs of the Balance and the death of gods.

Adventurers who survive a voyage on the Dark Ship find that the events fade in their minds once they disembark, becoming as a dream. The vessel does not necessarily return passengers to their own world, or even to their own time. Elric had to make his own way through the Crimson Gate before he could return to the Young Kingdoms.

THE CAPTAIN

"I understand that you are a person of culture, sir, so you will be aware of something of the nature of the sea upon which my ship sails... She sails between the worlds, for the most part – between the planes of a variety of aspects of the same world, to be a little more exact."

– **The Captain to Elric, in
The Sailor on the Seas
of Fate, I, 2.**

THE CAPTAIN REVEALS no name to anyone, nor allows himself to be called by anything other than his title. His voice is rich but remote, his bearing proud but calm. Although completely blind, his movements are graceful and sure and he intimately knows the layout of his ship. Physically, he resembles the folk of Melniboné, with the same slender build, almond-shaped, slanted eyes, and fine-boned and narrow face. His hair falls in red-gold waves to his shoulders and is held back from his face by a circlet of blue jade. His eyes are milky white, flecked with blue.

He wears buff-colored tunic and hose, with sandals of silver and silver thread.

The captain has no kin save his twin, the steersman, indeed they are the only two of their long-forgotten race. He sails upon a timeless sea, and cannot say how long his journey has been, but claims that it is all he has ever known. It may be that the captain is the last of that long-scattered people who were the ancestors of the Melnibonéans, the Vadhagh and the Eldren. It is equally possible that he is the last of the Guardians, the ageless servants of the Cosmic Balance who built Tanelorn. The captain exists only to serve the Multiverse, and in this regard, is, like Elric, a pawn of Fate.

He and the steersman have sailed between the worlds for many hundreds of thousands of years, bringing heroes to where they are needed. After the deaths of Agak and Gagak, the captain sets a course for Tanelorn (although not the Tanelorn of Elric's world), where the Dark Ship's cargo will be unloaded and he and his brother's destinies completed. Both Law and Chaos fear the Dark Ship and what it carries, and attempt to prevent it reaching the Eternal City, although in this they are unsuccessful. It would seem to be the captain's destiny to rid the Multiverse of gods and other cosmic authorities.

The captain's last voyage is described in *The Quest for Tanelorn*, the final book in the Chronicles of Count Brass.

As such, it lies outside the scope of the Elric Saga, although not outside the Tale of the Eternal Champion.

THE CAPTAIN

AGELESS, BLIND COMMANDER OF THE DARK SHIP

Chaos 12, Balance 500, Law 15

STR 10 CON 20 SIZ 13 INT 25 POW 30
DEX 15 APP 13 HP 17

Damage Bonus: none.

Weapons: none. If attacked, he invokes the ghosts of heroes to protect him.

Armor: none.

Spells: *Breath of Life* (1), *Heal* (2), *Make Whole* (3), *Undo Magic* (1-4).

Invocations: *Ghosts of Heroes Past*. The captain can instantly summon the spirits of lesser heroes who have travelled aboard his vessel at one time or another. Such spirits are amenable to the captain's requests, and fight for him if necessary, although they cannot leave the ship. Ghosts of the Eternal Champion may not be summoned with this invocation.

Skills: Bargain 205%, Craft (Wine-making) 245%, Craft (Sailmaking) 156%, Insight 210%, Listen 300%, Million Spheres 135%, Move Quietly 95%, Navigate 196%, Oratory 115%, Potions 205%, Sailing 278%, Scent/Taste 167%.



THE CAPTAIN

THE STEERSMAN

The steersman is the captain's twin. He does not speak, and would appear to be as mute as his brother is blind. He wears clothes of quilted deerskin, but is otherwise identical to his brother. It would seem that the steersman is tireless, as he never leaves his post to sleep.

THE STEERSMAN

AGELESS, MUTE HELMSMAN OF THE DARK SHIP

Chaos 62, Balance 400, Law 15

STR 10 CON 20 SIZ 13 INT 20 POW 30
DEX 20 APP 13 HP 17

Damage Bonus: none.

Weapons: none. If attacked, he invokes the ghosts of heroes to protect him.

Armor: none.

Spells: none.

Invocations: *Ghosts of Heroes Past*. The steersman can instantly summon the spirits of lesser heroes who have travelled aboard the Dark Ship at one time or another. He does this by laying his hands upon certain carved glyphs and runes near his station. The spirits fight to defend him for as long as he is assailed, although they will not venture beyond the range of his vision.

Skills: Craft (Carpentry) 245%, Craft (Ropemaking) 156%, Evaluate 254%, Insight 320%, Listen 500%, Million Spheres 435%, Move Quietly 95%, Lore of the Shoreless Sea 640%, Navigate 411%, Repair/Devise 80%, Sailing 370%.



THE CURSE OF THE WHISPERER

MANY ARE THE TALES told of the sea in the taverns of the Young Kingdoms: tales of love, of war, and of death. None are so enthralling as the age-old story of the ghost ship and its unfortunate crew, doomed to sail the seas for eternity. This is one such tale, a tale of an ancient evil that should have died, but never did.

During the reign of Emperor Aelric II, almost a millennium ago, the mad Melnibonéan priest Tol-Aqumar came to power as the leader of the terrible Cult of Pyaray. He sailed across the world in his fearsome golden battle-barge the *Whisperer's Harvest*, spreading the vile word of his god and leaving a red wake of death and sacrifice. Such was his devotion that he called forth an avatar of his deity and sacrificed his entire crew to the Chaos Lord, thus dooming them forever to roam the depths of the ocean. Many thought that this was the end of Tol-Aqumar's reign of terror, but the Lord Pyaray, impressed with the priest's devotion, saw fit to return him to the world of men to continue his gruesome work. To this day legends are told of the *Whisperer's Harvest* and its endless search for the souls of the lost and the damned adrift on the waves.

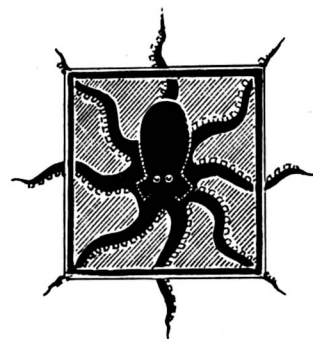
SUMMARY OF THE SCENARIO

This scenario brings the adventurers face-to-face with the *Whisperer's Harvest*. The encounter can be inserted at any point in a campaign when the adventurers travel by sea.

The adventurers board the *Dhakan Star*, a merchant cog. Shortly after setting sail it is attacked by the *Forian Reaver*, a pirate vessel. In the ensuing battle the *Dhakan Star* is sunk but the pirate ship is captured, although badly damaged. A sudden storm threatens the *Reaver*, and they must abandon ship. Rescue appears in the form of a huge golden battle-barge, silent and deserted. It is the fabled *Whisperer's Harvest*.

The adventurers explore the battle-barge, gradually discovering the awful truth about the derelict, and the monstrous fate that awaits them. Tol-Aqumar intends to re-

enact his original ritual, summoning the avatar and sacrificing the adventurers to Pyaray as he has sacrificed others before. As the climax draws near the dead rise from their watery graves, and the Tentacled Whisperer waits below for his due sacrifice. The adventurers must end the unnatural life of Tol-Aqumar forever, or else perish and sail for eternity underneath the sea in the dread Ship of Chaos.



ALTERNATE OPENINGS

The crux of the opening encounter is to get the adventurers to board the *Harvest*. The battle with the *Dhakan Star* is only a single way to achieve this end, and is provided only for the convenience of the gamemaster. The adventurers might travel aboard another vessel, perhaps even their own ship. You might even re-use some of the *Star's* crew as sailors on the adventurers' ship. Skip to the **Pirates!** section to begin the action, in that case. The pirate encounter itself is entirely optional. Instead, you may wish to skip straight to **The Storm**.

Hereafter the text assumes that the adventurers are aboard the *Star*, and are attacked by the *Reaver*. If you have used an alternate beginning, ignore all references to one or both ships and their crews, or replace the references with ones appropriate to the adventurers' circumstances.

SHIPPING OUT

THE ADVENTURERS need a ship, for whatever reason. One is available to sail immediately, a weather-beaten cog by the name of the *Dhakan Star*. The *Star* has seen better years. The hull shows the signs of numerous repairs, the sail is nought but a shabby collection of patches, and the figurehead is missing its nose. Nevertheless, captain and crew have a reputation among seafaring folk for reliability and honesty.

The captain is a good-natured fellow named Silicus Silvertongue. He questions the adventurers closely about their destination and their cargo. The standard rate of travel by sea is 40 bronze per passenger per day. Silicus knows he has the only ship on the wharf set to sail, and starts his bargaining at 60 bronze. Refer to the Bargain skill and the Negotiation Skills Compared table in the *Elric!* rules if the adventurers try for a better deal. The Young Kingdoms Almanac in this book gives the sailing time from port to port. Silicus wants half up-front.

When the business is concluded Silicus announces that he sails as soon as the adventurers are ready. Allow them to make any purchases or preparations necessary for the voyage. When they arrive at the docks, three of the crew help to stow their gear. As soon as this is done the *Dhakan Star* casts off, heading towards the open sea.

The weather is fair, and strong breezes fill the sails. The port soon disappears behind the stern. The crew largely ignore the paying passengers, unless spoken to. They warm to anyone who engages them in friendly conversation, especially fellow sailors. The adventurers are free to do what they will. Each should roll CONx5 or suffer from seasickness. Such unfortunates find themselves the object of ribald comments from some of the sailors, who hold little respect for 'pasty-faced land-lubbers'.

For a day and a night the voyage is pleasant enough, and the ship makes good speed. During this time the adventurers can get to know some of the crew. On the second day, disaster strikes. This is described under **Pirates!**, below.

The Dhakan Star

THE DHAKAN STAR is a small cog. It is over twenty years old and shows its age. Its captain preserves the boat by making short hops along the coast. If the pay is generous, he will undertake a longer voyage. The ship and its captain are Jharkorian, but the crew includes so many sailors from other countries it is impossible to tell. Most of the nineteen crew aboard have served on the *Star* for years.

Use the merchant crew stats and descriptions provided in the *Mariners' Digest* chapter (page 26) for the captain, his first mate Raasch, and the bosun Voldruc. Additional information is provided for a few crew members who have important roles to play in this story.

CAIL: EASY-GOING ARGIMILITE SAILOR



Cail is world-wise. He has served on many vessels and only entered Silicus's service two years ago. He quickly developed a good relationship with the captain and most of the crew, who show him respect. Cail is always in good humor, although he shares a mutual dislike with the first mate. He is in his late thirties,

and is unshaven and unkempt, preferring to spend his time and money on wine and women. He is the most likely to challenge Raasch, as he knows he can rely on some of the crew to back him.

Chaos 19, Balance 42, Law 21

STR 13 CON 12 SIZ 12 INT 14 POW 13
DEX 16 APP 11 HP 12

Damage Bonus: +1D4

Weapons: Cutlass 83%, damage 1D6+2+1D4

Knife 68%, damage 1D6+1D4

Thrown Knife 77%, damage 1D4+1D2

Armor: 1D6 (cap on), Sea Leather

Skills: Climb 80%, Common Tongue 70%, Craft

(Wood) 30%, Dodge 55%, Jump 60%,

Navigate 40%, Sailing 70%, Swim 75%

KALF: LOUD TARKESHITE SAILOR



A typical northern Tarkeshite and a fierce fighter, Kalf is loud, brash, uncouth, and completely without tact or diplomacy. His large muscular frame is covered with old and smelly furs, and his face is all but obscured by a long bushy beard that stretches down to his belt. He has a reputation

for violence and trouble-making, and was outcast from his village for this reason. The crew are used to Kalf's sometimes aggressive ways, but he is the strongest man on board, and always does the lion's share of the work. Kalf's only true friend on board is Aymar, his drinking partner.



THE DHAKAN STAR SMALL COG

Hull Quality: 5 **Seaworthiness:** 19
Structure Points: 41 **Crew:** 19 sailors
Propulsion: 1 mast **Engines:** none

Sailing the Seas of Fate

Should anything happen to Aymar, an enraged Kalf would spare no effort to avenge his friend.

Chaos 37, Balance 2, Law 22

STR 20 CON 18 SIZ 19 INT 9 POW 11
DEX 14 APP 9 HP 19

Damage Bonus: +1D6

Weapons: Sea Axe 108%, damage 2D6+2+1D6

Hand Axe 59%, damage 1D6+1+1D6

Thrown Axe 94%, damage 1D6+1+1D3

Armor: 1D6-1 (cap on), Soft Leather

Skills: Climb 58%, Common Tongue 45%, Craft (Woodworking) 86%, Dodge 34%, Jump 40%, Navigate 47%, Sailing 97%, Swim 79%

AYMAR: QUIET TARKESHITE SAILOR



Another Tarkeshite, Aymar is just under six feet tall and is perhaps more stable than Kalf, his drinking companion and friend. It is Aymar who manages to keep Kalf restrained in most cases, and the two can often be found together, brawling, quarrelling or getting drunk. Unlike Kalf, Aymar has adopted many of the manners of more civilized

folk and has even shaved his beard, a feature that attracts much of Kalf's abuse when they argue.

Chaos 9, Balance 28, Law 33

STR 16 CON 14 SIZ 13 INT 13 POW 11
DEX 12 APP 15 HP 14

Damage Bonus: +1D4

Weapons: Broadsword 79%, damage 1D8+1+1D4

Full Shield 77%, damage KB+1D4+1D4

Hand Axe 46%, damage 1D6+1+1D4

Thrown Axe 70%, damage 1D6+1+1D2

Armor: 1D6-1 (cap on), Soft Leather

Skills: Climb 74%, Common Tongue 65%, Craft (Woodworking) 52%, Dodge 49%, Jump 66%, Navigate 48%, Sailing 88%, Swim 84%, Young Kingdoms 45%

HANFAR: OLD PURPLE TOWNS SAILOR



Hanfar is the oldest person aboard, gnarled and sinewy at sixty-three. He doesn't move fast, but he can tie a rope as taut as the next man. His best skill is navigation. He knows all of the seas of the Young Kingdoms, and can find his way by the stars. In the evenings he fills his pipe with garbleweed, and tells tales of the sea and the strange things on and under it. Most of the crew think he is a

crazed old loon, albeit a harmless one.

Chaos 17, Balance 53, Law 35

STR 11 CON 14 SIZ 8 INT 14 POW 17
DEX 10 APP 9 HP 11

Damage Bonus: none

Weapons: Boat Hook 46%, damage 1D8

Armor: 1D6 (cap on), Sea Leather

Spells: *Breath of Life* (1), *Heal* (2)

Skills: Dodge 34%, Natural World 71%, Navigate 123%, Oratory 64%, Sailing 88%, Swim 49%, Young Kingdoms 80%

OTHER NOTABLE SAILORS

NEMRAH: Shy Filkharian Sailor

Nemrah is a small fellow: quiet, reserved and fastidious. He feels uncomfortable in the presence of strangers and tries to avoid any contact with the adventurers.

SLEEVAS: Witty Jharkorian Sailor

Sarcastic, malicious, and quick-witted, this skilled Jharkorian has earned the respect of her fellow crew members despite her love of offending people with her razor-like repartee.

KELLON: Romantic Ilmioran Sailor

This young sailor is in his mid-twenties and hails from Karlaak by the Weeping-Waste. He is a romantic at heart and is enthusiastic, always willing to discuss far-off places with other travellers.

GRIF: Stoic Vilmirian Sailor

Grif is the youngest member of the crew and the newest. He is fairly strong, has good manual skills, but is somewhat slow and forms the butt of many of the crew's jokes, especially from Sleeveas. Whenever conflict arises between Raasch and the rest of the crew, Grif always backs Raasch.

PIRATES!

LATE AFTERNOON on the second day, the lookout spies a ship on the horizon. It closes on the *Dhakan Star* rapidly. "Pirates, Cap'n!", he shouts, "It's the *Reaver*!"

Captain Silicus, recovering from his usual nighttime drinking bout, swears aloud and bellows orders to his crew. He tells the adventurers to ready their weapons for a fight, as they cannot outrun the pirate ship. Silicus explains that the ship is the *Forian Reaver*, captained by the local pirate Ontar, a man with a cruel reputation who has evaded all attempts to bring him to justice. Any adventurer who makes a successful Young Kingdoms roll has heard of this infamous pirate, and the gamemaster may impart some of the *Reaver's* history (see below).

With Listen rolls, a terrible cacophony can be heard drifting across the waves. Some of the pirates are playing musical instruments, a fierce and percussive tune. Other pirates howl in counterpoint, and thump the sides of the gunwales. Some of the sailors on the *Star* pale at the hideous racket.

The two ships close to missile range, and a flurry of arrows is released. Screams of pain ring out on both decks as archers find their mark. Adventurers on deck must make a Luck roll each round to avoid taking an arrow hit, causing 1D6+1 damage. Shields offer protection, as per the Spot Rule for Shields vs. Missile Fire.

The exchange continues for 1D3 rounds. Arrows strike the pirate helmsman in the head and body, and he slumps over the wheel. The *Forian Reaver* swings hard about and the prow smashes into the side of the *Dhakan Star*. Captain Silicus cries in dismay as wood splinters. The impact knocks the crews of both ships off their feet. Adventurers must roll DEXx3 to remain standing. Those who fail must make a Luck roll, or else be thrown overboard. Such unfortunates need a Swim roll to stay afloat, and a Climb roll to scramble up the side of the *Reaver*.

The *Dhakan Star* sinks rapidly. After 1D6+4 rounds the devastated ship splits in half and disappears below the waves. Boarding the pirate vessel requires a Jump roll. Failure results in a drop into the ocean (see above).

THE SEA-FIGHT

A fierce battle ensues on the decks of the *Reaver* as Captain Silicus leads his desperate crew against the pirates. Use the pirate crew provided in the *Mariners' Digest* chapter (page 27). Ontar is the name of the pirate captain, his first mate is Gissif "Snake-Eyes", and the Bosun is one-eyed Kres "The Knife".

The pirates have no organization or battle-plan, so it all degenerates into a random assortment of individual melees. The pirates outnumber the crew of the *Dhakan Star* by nearly 2 to 1. However, the pirates are little match for the veteran crew of the *Dhakan Star*, and are soon pushed back. Adventurers are each faced with 1D2 opponents. They may help other shipmates if they make quick work of their own adversaries.

Silicus clambers up to the poop-deck to confront Ontar, the pirate captain. He roars at Ontar to surrender. The pirate looks about, lowers his cutlass, and says "Aye, you've a skilled crew, cap'n, I've met my match this day", then casts the spell Bonds Unbreakable. Silicus is rooted to the spot. Ontar laughs and cuts his throat, and then jumps down onto the main deck to find another opponent.

Gamemasters should use this opportunity to use the Spot Rules and Shipboard Fumble table in the *Resources* chapter. Let there be pirates swinging from ropes, knife fights in the rigging, raging battles up and down the stairs, and a slippery wash of blood all over the decks.

BITTER VICTORY

The crew of the *Star* win the fight, but Captain Silicus is dead, and so are another six of the crew. Thirteen sailors survive, including all of those named above, except Silicus.

If Ontar surrenders, so do 2D6+2 remaining pirates. If Ontar is killed, some of the pirates jump overboard, some fight to the death, and 1D6+1 survive to be taken prisoner.

Raasch places himself in charge. Most of the crew are too stunned or wounded to raise any objections. He details some of the sailors to check the condition of the *Reaver* and orders any prisoners to be detained in the hold. The pirates protest, offering instead to help with the search. They explain their vicious reputation as the result of exaggerated lies and gossip. Raasch relents on imprisoning them, but has their weapons removed. Hanfar looks to injured crewmembers if such help is needed.

The Forian Reaver

THE PIRATE SHIP is a converted brig. Ontar and his crew hijacked it some months ago, killing the merchant captain and selling the surviving crew into slavery. Its original name was the Forian Trader. The forecastle and the stern castle have been cut down to the deck, to give the vessel a lower profile. Ontar has taken great pains to keep it seaworthy and in good repair, as he knows he has a vessel that can outrun most traders. Belowdecks, the ship is filthy.



THE FORIAN REAVER BRIG

Hull Quality: 12 Seaworthiness: 30
Structure Points: 113 Crew: 40 pirates
Propulsion: 2 masts Engines: none

SEARCHING THE REAVER

The *Forian Reaver* is renowned for carrying slaves and prisoners. If needed, new adventurers might be introduced now. Such individuals have been languishing in irons, and are grateful for rescue. There are no goods in the hold, which is awash with water (see **Bad News**, below).

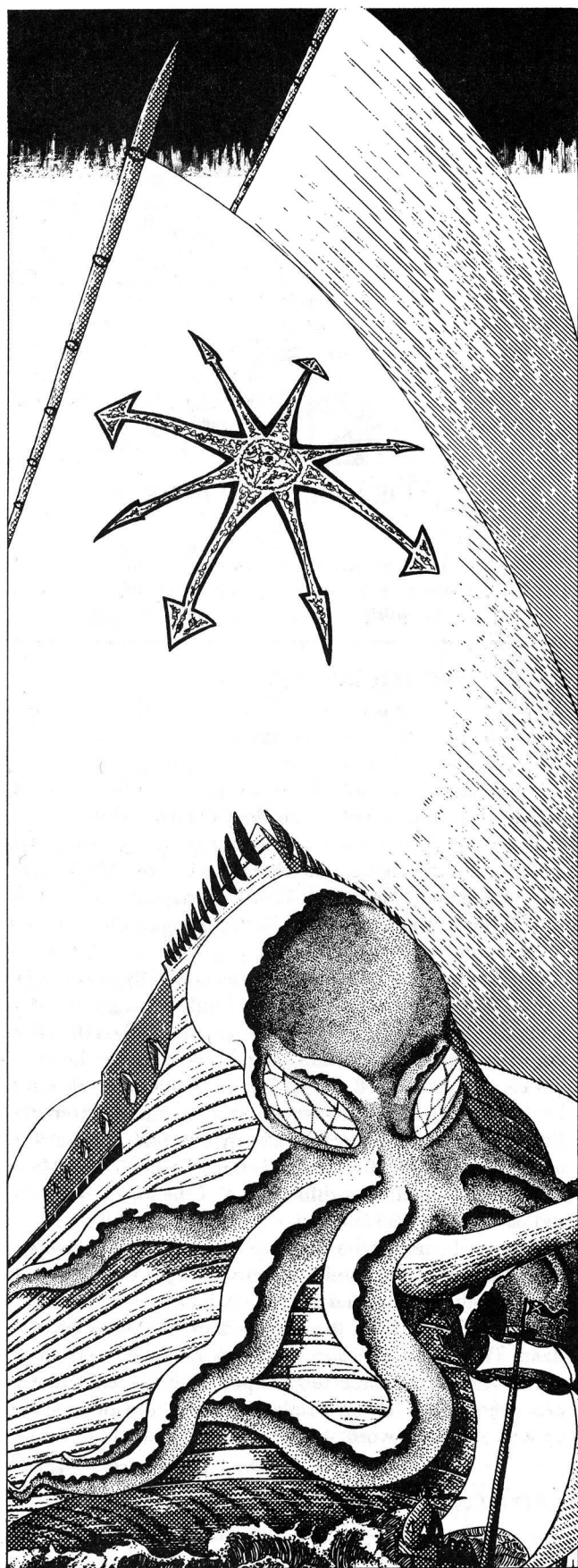
The crew do not have cabins, but sleep wherever they collapse of an evening. The 'tween decks are filthy, smelly and verminous. Those with strong stomachs might garner 5D100 bronzes in trinkets and loose coinage with a successful Search roll.

The Captain has curtained off a section of the stern as his cabin. It is strewn with clothes and rubbish, and reeks of stale ale. Notes and charts litter the place. A Search roll in the mess locates an old ship's log. It was kept by the original captain, the late Banmorr Gnarll. It identifies the ship by its original title, the Forian Trader, hailing from the Purple Towns. It is a record of voyages and transactions, and makes rather dull reading. Gnarll's family in Menii might pay a small reward for return of the log, and for the sad news of his final fate.

A loose board in the decking conceals a hiding place. Ontar knows of this, and his crew suspect its existence. It can be found with a Search roll. A locked iron chest lies beneath. Ontar wears the key around his neck, alive or dead. The lock is complex, and Pick Lock attempts are at minus 25%. Brute force might open it, if the adventurers can overcome STR 35. Inside is a collection of precious trinkets and coins worth 4,000 bronze.

BAD NEWS

The bilges are slowly filling with water. The boards were seriously weakened at the point where the ship rammed the *Dhakan Star*. The leak is gradual, but the damage is too



THE DOOM THAT SAILS

widespread to successfully repair. The chances of making it back to land are slim. If the adventurers fail to make this discovery, a sailor soon reports it.

There is a rowboat lashed to the deck, but it can only take eight people. A fierce argument follows about who should take the small craft. As the *Star's* crew discuss how to choose the lucky eight, they neglect to include the adventurers or pirates in their plans.

With a Search roll the adventurers notice a vast bank of dark clouds sweeping across the sea. Anyone succeeding in a Natural World roll decides that the oncoming storm is unnaturally swift, and that it will strike in fifteen minutes. Arguments are instantly forgotten as the crew members rush to ready themselves.

The Storm

HUGE BLACK CLOUDS roll across the sky, briefly lit from within by flashes of brilliant blue. Thunder rocks the heavens and the ship is lashed by driving rain. The *Reaver* is tossed upon the waves as though it were made of paper.

The sailors tie themselves to the ship. Adventurers on deck who are not tied down must roll STRx1 or be swept overboard. Foam, spray and rain fill the air. Those below-decks must roll STRx3 to sit tight, or else take 1D6 damage from being flung about. Huge waves crash repeatedly over the ship. There is nothing to be done except hold on for dear life and pray to Straasha for protection.

The storm lasts only ten minutes, ending as suddenly as it began. When it subsides the *Forian Reaver* is enveloped in a thick cloud of cloying mist that obscures the sea from view. There are muttered oaths from the crew — the strain of this ordeal is beginning to tell on them. Raasch orders them to check the ship. He has never seen anything like this before, but ignores any opinions ventured by the adventurers.

The storm has ruptured the weak spot in the hull. The ship is letting in water at an alarming rate. The old salts reckon that the ship will sink within the hour.

THE SHIP IN THE MIST

THICK FOG SWIRLS all around, cloaking the waves in shrouds of gray. The only sound is the creaking of boards, and the waves slapping against the side of the *Reaver*. A Listen roll brings gradual awareness of another sound, that of something large moving slowly through the water and of sails flapping in a breeze.

"It's a ship!" cries a sailor, "We're saved!" Smiles of relief break out on some faces, but others still look troubled.

The smiles turn to cries of horror and fear as the mist parts, revealing the huge silver head of an octopus. One sailor screams and dives overboard to be lost in the fog.

Raasch shouts at the panicking crew to stand still and stay calm. If the pirates have not been tied up or imprisoned in one of the cabins, they take this opportunity to overpower any guards and drop through a hatch into the hold. Alert adventurers might notice the escape with a Search roll.

The crew pay little attention to the pirates, but point with trembling fingers, exclaiming at the awesome sight before them. The mist recedes further, exposing the enormous bulk of a beautiful golden ship, of which the octopus is only the figurehead. Behold the *Whisperer's Harvest*!

It is fully 500 feet long, dwarfing the *Forian Reaver*. The figurehead alone stands nearly 100 feet tall, and represents Pyaray himself, with two huge multifaceted panes of crystal for eyes. The sails carry the eight-armed symbol of chaos and flap lightly in an unseen wind; the oars are locked and motionless. There is no hint of a crew on board.

Raasch and the crew stand transfixed by its splendor and beauty, awestruck by the presence of the craft. It glides slowly into full view, pulling in gently alongside the *Reaver*. It is so close that it is possible to step across to the *Harvest's Starboard Platform* (2A) from the *Reaver's* poop deck.

"Are we saved or cursed?" mutters Aymar.

As the pirates re-emerge, all armed, they too are awestruck at the sight of the battle-barge. There is uneasy silence as the pirates and the crew of the *Dhakan Star* face each other across the deck. Neither side wants a fight with the unknown threat of the golden barge at hand. The pirates offer a truce, arguing that they all have more chance of surviving if they work together. There is a brief debate among the crew. Cail opposes it, saying that they can never be trusted, but Raasch accepts the pirates' offer regardless.

Discussions turn to the general predicament. Successful Search rolls convince the viewer that there is no soul moving on the strange craft. All must choose between boarding the *Whisperer's Harvest*, staying with the doomed *Forian Reaver*, or taking the rowboat. The pirates and crew

are for staying together, and boarding the immense vessel. "We're all in this together, shipmates," says Raasch.

Hanfar refuses outright. He knows the legend of the *Whisperer's Harvest*. "Evil it is," he says, gesturing to the golden ship gently rocking in the water, "And old... very old. If you've any sense at all you'll take your chances here, and die an honest death".

He tells the story of how the ship's master went insane, and sacrificed his crew to the Lord of the Deep, and of how he searches still for more victims. Adventurers making Young Kingdoms rolls have heard this tale at some point.

Raasch calls Hanfar an old fool for spouting such nonsense, and jumps across to the *Harvest's* deck. The others follow, although some seem uncertain. Hanfar steadfastly refuses to move, even as the *Reaver* lists heavily to one side.

The *Reaver's* plight is obviously hopeless. The adventurers must board the barge with the others, or stay behind and launch the rowboat. The scenario assumes that they follow the others onto the barge. A box nearby discusses their situation if they take the rowboat.

The battle-barge smoothly pulls away from the *Reaver*, its sails filled with an unexpected breeze. Hanfar's last words echo in the mist. "Fools! You're all cursed... *CURSED!*"

The old man is never seen again.

On Board

THE DEATHLY SILENT battle-barge cruises slowly through the mist. Raasch proposes a climb to the highest deck, to ascertain their location when the fog clears. He opposes any moves to split the group. The pirates agree with the new captain, but are only looking for a chance to take control of the situation themselves. Adventurers who suggest a different course of action face harsh words from Raasch, but find support from those crew members who dislike him, such as Cail. If no compromise is reached, Cail, Sleeveas and 1D3+1 sailors join the adventurers, leaving an angry and embittered Raasch behind.

The gamemaster should highlight the character conflicts between the crew. Cail hates Raasch, Grif hates Sleeveas, and the pirates are always whispering amongst themselves. Enhance the mood of tension and suspicion. The adventurers do not know who they can trust, and may even be called upon to prevent a major fight breaking out.

The crew of the *Dhakan Star* become increasingly nervous during the exploration, bickering amongst themselves and murmuring prayers and oaths. Some of them comment that they should have listened to Hanfar instead. Raasch is irritated by any such remarks and regards them as an affront to his leadership. He uses his sword to enforce his command, perhaps wounding a complaining sailor before some of the more level-headed among the crew calm him down. A successful Insight roll reveals Raasch is actually as nervous as everyone else.

The pirates are completely enraptured by the ship's golden decorations and jewel-encrusted ornaments, savoring them with greedy and avaricious eyes.

TAKING THE ROWBOAT

Adventurers may choose to avoid the mysterious barge, and take the rowboat. Do not despair if it seems the players are opting out of the scenario — it is quite reasonable for them to doubt the safety of the Melnibonéan vessel.

A Sailing roll launches the rowboat correctly. Further Sailing rolls propel it through the calm seas. The mist remains.

The battle-barge keeps pace with the rowboat, no matter which way it turns. Sometimes the adventurers lose the huge vessel in the mist, only to have it reappear in front of them. No human can row faster than the massive barge.

When the seas come alive at the scenario's climax, the adventurers would be safer on deck than in a fragile small boat. They must save themselves without any of the information gleaned searching the barge, and without the aid of Kaailac. Their task is ultimately harder.

EXPLORING THE BARGE

Regardless of whether or not the adventurers split from the main party, the initial exploration of the battle-barge proceeds along the same general lines. The section below headed **The Whisperer's Harvest** gives a complete description of the craft, level by level. The section headed **The Curse Begins** lists a sequence of events leading to the doom of the barge, and should be used in conjunction with the search. Read through both sections before running the scenario, so that their relationship is clear.

THE WHISPERER'S HARVEST

A MASSIVE SEABORNE temple to Pyaray, the *Whisperer's Harvest* fulfills the needs of the god first and the role of warship second. It was one of the last battle-barges built, sleeker than those constructed in previous millennia. The enormous hollow figurehead of Pyaray is unique to the vessel, and houses a private sanctum. The other major feature is a massive temple that spans two entire levels.

There is no definite sign of life on board, but there is evidence of a hasty departure. Everything is in place, and food is still warm on the tables. The ship is in pristine condition, as if it was just built. Nothing suggests that it is actually 500 years old.

Evaluate rolls convince the viewer that all that gleams is indeed gold, and here is more treasure to be had than each person can carry. Insight rolls discern awe, greed, and fear flickering in turn across the faces of the other explorers. Young Kingdoms rolls ponder on what force could compel the entire crew of a Melnibonéan battle-barge to abandon ship. Track rolls uncover evidence of recent scuffles and fights. Listen rolls pick up ghostly snatches of conversations, echoing through the hallways. Search rolls glimpse indistinct figures in dim corridors or on shadowy balconies. Scent rolls detect the faintest whiff of foulness lurking in the opulent cabins and suites, as of something rotted and water-logged.

THE WHISPER'S HARVEST BATTLE-BARGE

Hull Quality: 24 **Seaworthiness:** 15
Structure Points: 200 **Crew:** 3,000 slaves,
225 warriors, 100 officers and crew
Propulsion: 3 masts, 3 banks of oars
Engines: 6 ballistas, 4 catapults, 2 trebuchets

The ship has been on the ocean floor for a thousand years. Its dilapidated appearance is cloaked by the powers of Chaos. Slowly this illusion dissolves, revealing the craft to be a rotted derelict festooned with slime.

Freely allow adventurers to pick up whatever they desire along the way, be that weapons, armor, or riches. Adventurers can carry loot to the value of 10,000 bronzes per point of STR. Evaluate rolls assist them in making the best choice. When the barge's true nature becomes known, such items crumble to rust and verdigris in the hands of the luckless thief.

Some general observations about the ship:

- ↯ All walkways, balconies, galleries, and outer decks are railed.
- ↯ The ship's levels are 12 feet apart.
- ↯ Locked doors are noted in the text. All others are unlocked.
- ↯ Golden lamps provide interior illumination, burning sweet-smelling fuel. Large rooms are lit by ornate crystal chandeliers.

FOUND ITEMS

Scattered throughout the barge are possessions left by Young Kingdoms sailors who met their dooms here. These objects are real, and do not decay when the illusion lifts. Allow a 25% chance of a found item in any given cabin or corridor. It is discovered with a successful Search roll.

FOUND ITEMS LIST

Roll 1D20. Choose again if the item has already been discovered.

- 1 A corroded spear-point
- 2 A broken plate
- 3 A sandal for a small left foot
- 4 A writing quill
- 5 A torn piece of paper with scribbles
- 6 A bronze skull necklace, worth 20 bronzes
- 7 Three perfectly round black spheres
- 8 The haft of a Lormyrian axe
- 9 A small wooden box, empty
- 10 An armband carved with sea runes, worth 100 bronzes
- 11 A studded wrist band
- 12 A silver coin minted in Argimiliar
- 13 Five worthless but pretty stones arranged in a small pile
- 14 A tattered green cloak embroidered in an Ilmioran style
- 15 A belt buckle carved from whale bone
- 16 A copper ring, worth 50 bronzes
- 17 A broadsword scabbard
- 18 A three-chain flail with one chain missing
- 19 A ruined leather cap
- 20 A special item: roll 1D6 and consult the Special Items List, nearby

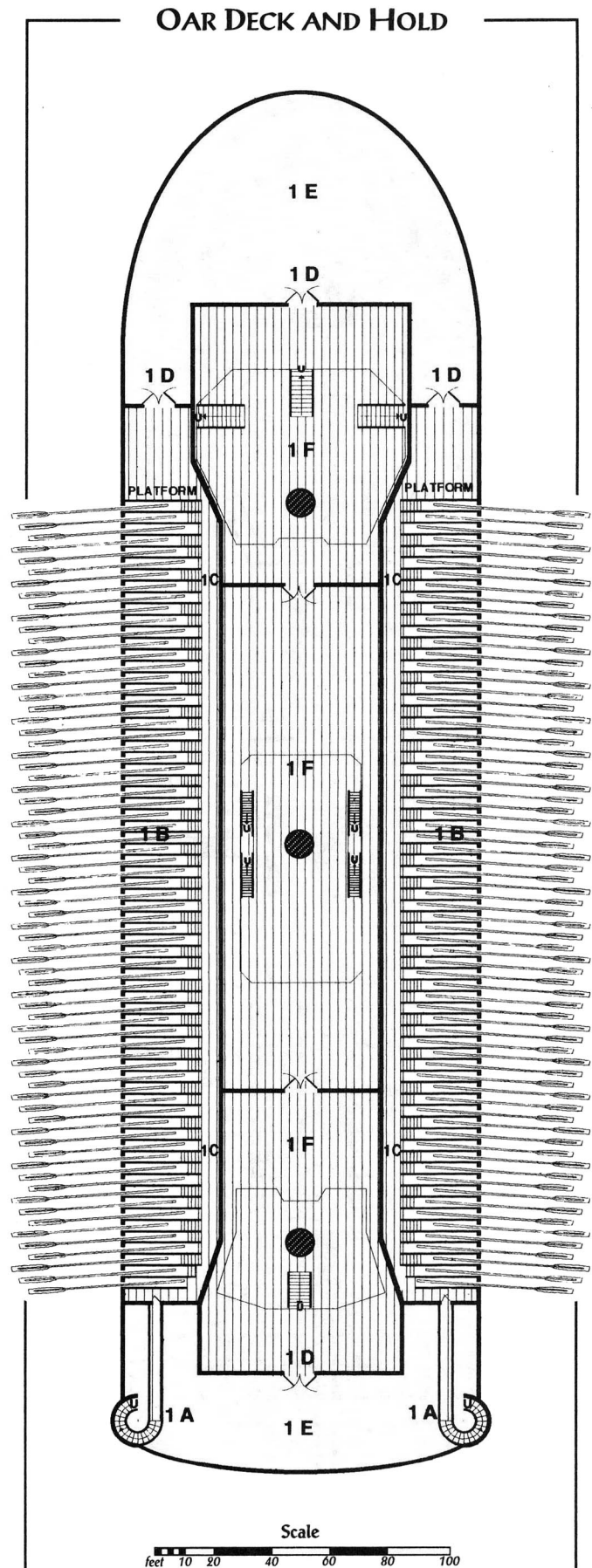
SPECIAL ITEMS LIST

- 1 A small gold box, containing three tablets. Each tablet doubles the user's STR for 25 rounds. After this STR is reduced to half, and 1 point is regained every hour. A Potions roll identifies the tablets as an adrenalin-boosting drug.
- 2 An elongated, horned demon skull. This may be used to store magic points for summoning purposes. Every pint of human blood poured on the skull stores 1 magic point, up to a maximum of 20 MP. Equate 1 pint of blood to 1 point of STR. Sacrificing blood to the skull always bestows 1 Chaos Point upon the user.
- 3 A ceramic jar, containing ten applications of a white cream. Applied to a wound, the cream heals 1 hit point every hour, for 1D10 hours. The cream stings and burns, and always causes 1D3 points of damage before it has any curative effect. Adventurers who wipe the cream off gain no benefit. A Potions roll identifies the cream as possessing long-term healing properties.
- 4 Three yellow-fletched arrows of unearthly manufacture. Fired from a normal bow, they fly true, conferring a 10 percentile bonus to the archer's chance to hit and inflicting 3 extra points of damage.
- 5 A large round shield, beautifully wrought. It is a full shield, stops 25 points of damage, and cannot be broken. The shield design depicts a raven against a red background. A Young Kingdoms roll identifies it as coming from Northern Tarkesh. The shield belonged to a jarl, whose kin call a blood-feud against any non-Tarkeshite who bears it.
- 6 A fish-skull helm, with a fish-scale mask. The artifact is singularly disgusting, and the wearer must subtract 3 points of APP. The mask grants the wearer use of the *Breath of Life* spell, but drains 1 magic point per 20 rounds when used in this way. The helm confers 2 extra points of armor.

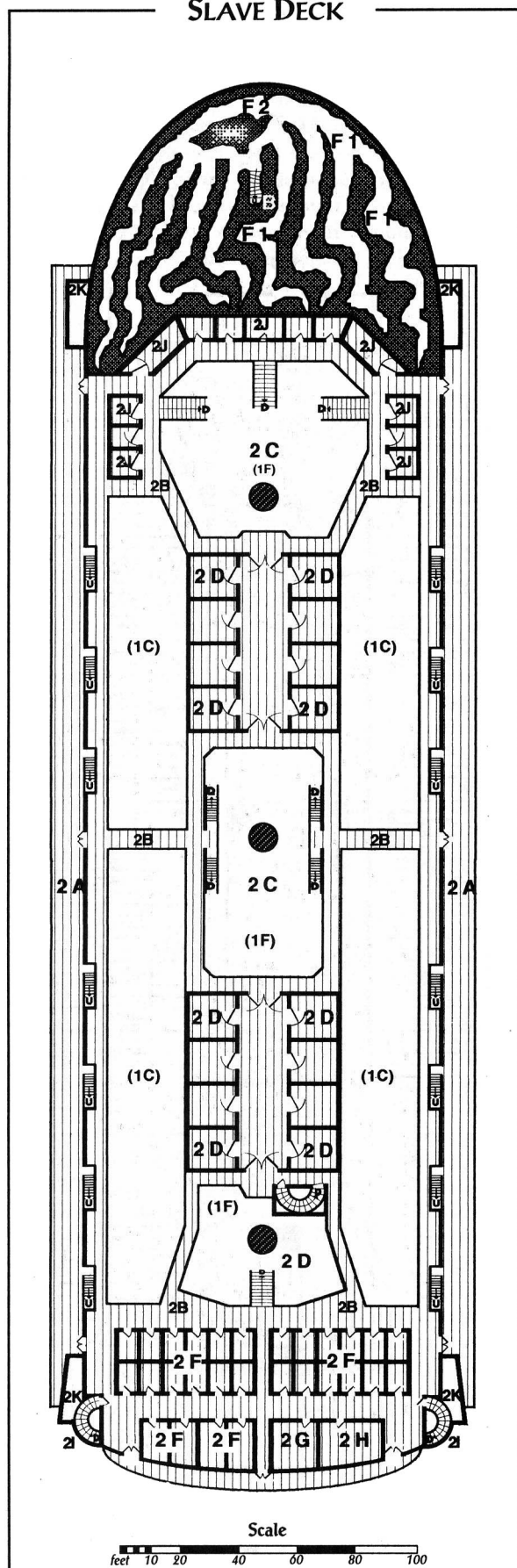
Oar Deck And Hold

THIS IS THE LOWEST, darkest, and dirtiest level of the ship. It is twenty feet above the waterline. The main holds are located here, as are long triple banks of oars.

- 1A LOWER STAIRWELLS: these stairs provide sole access to the Oar Deck from the rest of the ship. The doors leading to each are kept locked (STR 40). The stairs ascend to the Slave Deck (2I).
- 1B ROWERS' BENCHES: three tiers of wooden benches stretch the length of the barge. Ten sets of manacles are fastened to the top bench, nine to the middle bench, and eight to the lower bench. They are stained with sweat, blood, and waste. There is little light.
- 1C OVERSEERS' WALKWAY: this runs from the *Aft Corridor* (1A), around the benches and leads up to a platform at the front of the ship. Above this platform hang cylindrical chimes, struck to keep the oars in time. Different notes were used for docking, ramming, cruising, and other maneuvers.



SLAVE DECK



1D SUPERSTRUCTURE ACCESS POINTS: the locked doors here (STR 50) provide entry to the ship's superstructure and to the bilges below. They were used for maintenance and repairs.

1E SUPERSTRUCTURE AND BILGE: this area is a mass of wooden beams and girders, to strengthen the hull and support the weight of the decks above. The beams can be climbed but are wet and slippery. Anyone falling ends up in the muck and filth of the bilge below, and faces an arduous climb out. There is no light here and it stinks.

1F SHIP'S HOLD: split into three separate areas, this large hold was used to store goods such as slaves, horses, food, ale, drinking water, raw materials for repairs, and other supplies. There are a hundred human skeletons chained to the walls, a strange sign of decay in an otherwise perfect vessel. These holds are accessible from above (2C), using the stairs or pulleys provided. The only direct access from the oars is via the *Superstructure* (1E).

Slave Deck

THE DECKS OF THIS LEVEL stand alongside the stricken *Reaver*, so the adventurers board the *Harvest* at this point. This level is thirty feet above the waterline, and provides entry to the ship's interior. It is a functional area, lacking the decor of the floors above. It was used for storage and for housing crew members and slaves responsible for the general maintenance of the ship.

2A PORT AND STARBOARD PLATFORMS: these two areas were used as a staging area for the warriors prior to boarding and also for loading the ship. The platforms are constructed of reinforced wood studded with gold nails and are enclosed by a decorated golden rail. Four gang-planks are set into the floor, lowered by sliding them out after removing the relevant section of railing. Three large double-doors on each side of the ship lead to the ship's holds. They are barred from within, and must be forced open (STR 70). Several sets of railed stairs lead up the side of the ship to the *Outer Decks* (3N) of the *Warrior Deck*. Grappling hooks and lines are stowed in lockers along the side.

2B WALKWAYS: these stretch over the rowers' benches beneath and provide access to the main holds. They are joined by a balcony that runs along the outer wall of the vessel.

2C SHIP'S HOLD ACCESS: a walkway and stairs provide access to the ship's hold below. There is a pulley system to lower down large items.

2D STOREROOMS: stored here are things that are unsuitable for storage in one of the main holds, such as spare parts, tools, and some foodstuffs.

2E AFT STAIRWAY: this is one of two main stairways that lead up into the vessel, and it ends at the Top Deck. The door that provides entry to the stairway can be barred from the inside (STR 50). The door is only wide enough for one person to try to force it at a time.

2F TECHNICIANS' AND OVERSEERS' QUARTERS: these rooms were occupied by those slaves who reached the exalted status of technician, or were trusted enough to oversee the rowers. The rooms are plain, and contain four bunks, a table, and a hookah.

2G KITCHEN: food for all slaves was prepared here. A slow-burning brass oven was used to burn sweet-smelling soporific herbs,

- 2H DINING AREA:** this mess was used by the technicians and the chief slaves.
- 2I STAIRWELLS:** these two stairwells provide the only access to the *Rowers' Benches* (1B) beneath them. The doors can be locked (STR 40). They are only wide enough for a single person to attempt to force them.
- 2J FORWARD STORES:** valuable supplies were kept here, such as the herbs and ingredients needed to make the rowers' drugs. All these rooms are locked, and were normally guarded.
- 2K RUDDER MECHANISMS:** these areas house the intricate devices that form the ship's steering system.

HERE ARE QUARTERED the sailors and marines aboard the barge. The entire deck provides a sharp contrast to the level below. Gold fittings adorn every doorway and step, and many examples of Melnibonéan art are apparent in the intricate reliefs carved into the varnished woodwork panels in the corridors. This level, like those above it, is brilliantly lit.

- 3A **WEAPONS TRAINING ROOM:** this large area at the aft of the ship was used both for hand-held and missile weapons training by the ship's marine contingent. Practice areas are marked out in gold on the floor, and targets hang on the walls at either end. A series of hardened glass windows (STR 20) run along the aft wall.
- 3B **ARMORIES:** these locked rooms contain weapons and armor, all of fine workmanship. Adventurers looking for a specific type of weapon find it with a successful Luck roll. There are full sets of Melnibonéan Plate armor. When the ship begins to deteriorate, so do these items, losing one hit point every five minutes.
- 3C **LATRINES:** pipes from here empty out into the sea.
- 3D **KITCHEN & MESS:** used by the ship's marines. The room is filled with rows of tables and benches. There is also a storeroom off to one side.
- 3E **RUDDER MECHANISMS.**
- 3F **AFT GOODS HATCH:** there is a pulley to winch up goods from the aft hold below. Note that this system runs all the way up to the *Aft Deck* (9A), with platforms on each level in-between.
- 3G **STOREROOMS:** the storerooms found on this level contain such things as bedding, extra clothing, eating utensils, and other domestic items.
- 3H **MARINES' QUARTERS:** these rooms are carpeted and contain two beds, sea-chests, and a table and chairs.
- 3I **OFFICERS' QUARTERS:** these smaller rooms contain a bed, a desk, a wardrobe, and a high-backed chair. The floor is covered with rich embroidery; tapestries and paintings hang on the walls.
- 3J **CREW QUARTERS:** the sailors were bunked here. Each room contains three silken hammocks, a table, sea-chests, and a hookah.
- 3K **FORWARD GOODS HATCH:** the pulley system here runs up to the *Forward Deck* (8C).
- 3L **AFT GALLERIES:** used to launch missiles at targets off the stern.



MELNIBONÉAN MARVELS

A Melnibonéan vessel is like no other, and contains things unseen on a human ship. Space does not permit an exhaustive detailing of each individual cabin on the barge, nor would such a thing be of use, as the adventurers do not have time to look in every door. Instead, here is a list of stupendous sights to enliven rooms that would otherwise be nondescript. These are found on the Warrior Deck, and above.

A LIST OF WONDERS

When required, roll 1D20, or else choose one from those given. Reroll any duplications. Pencil the site in on the map with the corresponding number, so that you know where it is should the adventurers revisit it.

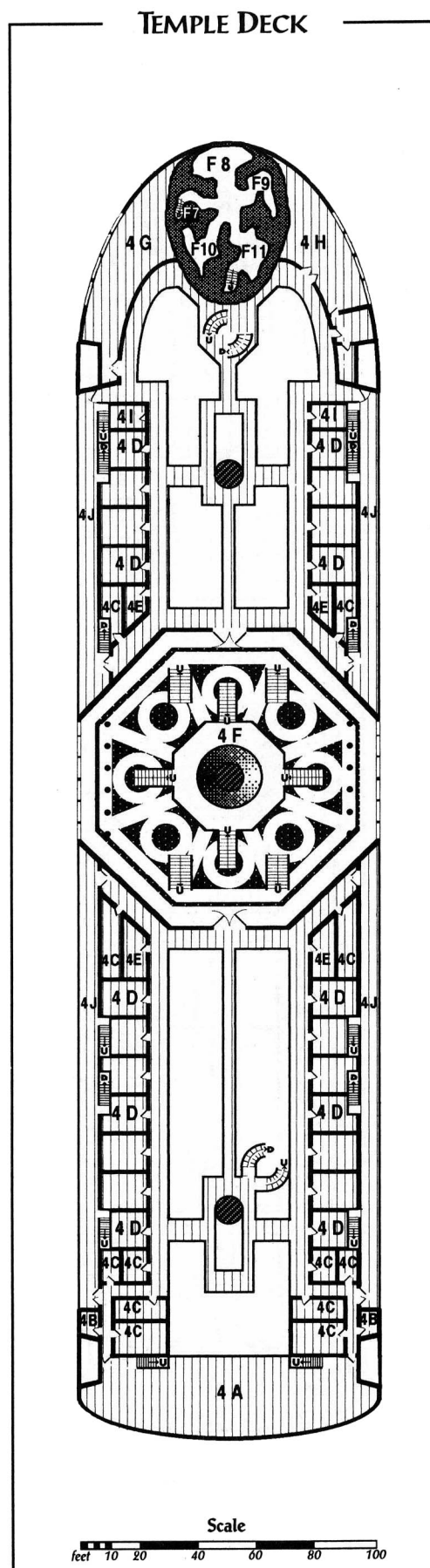
- 1 A single silver mask hangs on the wall. Tears run from the empty eyeholes, to disappear as they hit the floor. The sound of a woman weeping can be heard.
- 2 A large window gives a panoramic view of Imrryr. Dragons fill the air, gleaming legions march in ranks onto battle-barges waiting at the harbor. It may seem that the Bright Empire is embarking upon a massive campaign to take back the Young Kingdoms by force, but in actuality it is merely a glimpse of the empire 1,000 years ago, when mighty Melniboné sailed en masse against the Dharzi.
- 3 A crystal tank of water stands in the middle of the room. A bound salamander is visible in the tank, eternally tortured by the constant contact with water. Smashing the tank frees the elemental. It performs one service for its rescuer. For its statistics, use a standard fire elemental from p.98 of the *Elric!* rulebook.
- 4 A collection of elaborate and delicate glass shells is displayed on a shelf. When struck, each chimes with a distinct note. Musicians may note that they are not tuned to any familiar scale.
- 5 This room is filled with water. It does not gush out when the door is opened, but stays in place, as if it were a liquid wall. To enter, adventurers must hold their breath with a CONx10 roll, or use the *Breath of Life* spell. Glittering shoals of tropical fish swim to and fro in the cabin.
- 6 A ship in a bottle sits on a desk. It is a galley of ancient design. Tiny crewmen can be seen moving about on the deck. It is a real vessel, shrunk down to bottle-size by a Melnibonéan sorcerer. If the bottle is smashed, the galley expands to full size. The wood crumbles instantly to powder as it hits the air, the sailors dissolve into clouds of bone dust crying relief at their long-awaited freedom. The adventurers are not crushed by the expanding boat, but all must leave the room or risk suffocating in the confined space.
- 7 The sound of the ocean is amplified in this place. It murmurs and whispers, inviting the listener into its deep and cold embrace. Adventurers must make *Idea* rolls to shake off the desire to go outside and fall into the roiling sea.
- 8 This room is pitch black. No light can penetrate the darkness, not even that cast by the *Moonrise* spell. However, *Witch Sight* clearly reveals the outlines of a bed, desk, wall hangings, and cupboards. Explorers are not harmed in any way by the dark.
- 9 This room appears to have no ceiling. A huge tree in the center of the room stretches its branches high overhead. Sunlight filters down through the leafy canopy, and birdsong fills the air. Climbing the tree, one discovers birds' nests of spun precious metals, each containing a clutch of sparkling gems. No birds are in evidence.
- 10 A gigantic fish skeleton fills this space. Adventurers must step through its jaws to enter. All of the furnishings are carved from the long-dead creature's bones. The cabin walls can be glimpsed through its ribs.
- 11 Starfish are pinned to the walls of this room in a manner reminiscent of a butterfly collection. A breath-taking range of sizes and colors are represented, and no two are identical. Some of the starfish open small eyes and peer soulfully at the adventurers as they pass.
- 12 The floor of this room is a deep sandy shoal. Tiny waves lap at the edges of the room, washing in and out with the movement of the tides. Small crabs burrow underfoot, grumbling in tiny voices about any intrusion.
- 13 A crystalline porthole views the ocean's depths. Vast leviathans lumber in the blind deeps, and the terrible *Ships of Chaos* sail grimly by.
- 14 The walls of this room glow with an inner light. The color shifts through the entire spectrum. At one extreme the room is plunged into darkness; at the other, the walls are too bright to look upon. Those failing a CONx5 roll here develop a headache.
- 15 This cabin has no bed. In its place, an elongated pool is set into the floor. Silken pillows and flowering lilies float on the surface of the water.
- 16 Wall-length mirrors hang in this room. They reflect the viewer as if he or she is drowned, with bloated flesh, staring eyes, and skin blotched blue and purple.
- 17 Sea-mist hangs perpetually in this room. Everything is wet. Unseen gulls cry mournfully, like lost lovers.
- 18 The ceiling of this room is a rippling pool. The water hangs overhead, defying gravity. A hungry shark swims down to the surface, and circles above those who enter.
- 19 Diaphanous white curtains obscure this room. Parting them, another set of curtains is discovered, and another, and so on. A *Search* roll is needed to find anything else in this room. Succeeding, one reaches the center, a four-poster bed of carved mahogany. Around the bed, perfumed candles burn in tall white holders. Roses are artfully scattered across the sheets, complete with thorns.
- 20 Suckered tentacles droop down from the ceiling of this room. They fondle and stroke the hair of any who enter.

- 3M PORT & STARBOARD BALCONIES:** used for missile attacks on potential boarders. The pillars along the back of these areas are shaped like intertwining tentacles.
- 3N PORT & STARBOARD OUTER DECKS:** these provide access, via the stairs on either side of the ship, to the *Platforms* (2A) below. The doors leading to these areas can be barred (STR 40). There are also stairs that lead up to the *Outer Decks* (4J) of the Temple Deck.
- 3O FORWARD GALLERIES:** used for missile attacks on forward targets. The golden pillars here resemble twisting dragons.
- 3P FIGUREHEAD ENTRANCE:** this portal resembles a giant octopus. Its tentacles frame the doorway, and its huge ruby eyes stare malevolently at onlookers. The door is sealed fast with magic. Kaailac can teach the adventurers to open it, as described later, in the section **The Ghost**. The door opens onto the *Entrance Passage* (F3) in the figurehead.
- 3Q SAILORS' KITCHEN & MESS:** this was used by the sailors and is filled with tables and benches.
- 3R FORE STAIRWAY:** this is the other main stairway. It leads up to the Upper Deck.
- 3S PARADE GROUND:** the floor is a large mosaic of the baleful eye of Pyaray, who watches those who cross here. The parade ground is an open area, stretching to the Upper Deck. Walkways and gantries are overhead on each level.
- 3T ROCK POOLS:** the floor of this wide open area is inset with seawater rock-pools. Warriors and sailors would relax here, and occasionally lower recalcitrant slaves into the pools. The pools contain seaweed, shells, and coral, and are abundant with sea-life, including shellfish, small blue-ringed octopi, hermit crabs, starfish, sea-urchins, poisonous stone fish, spiky puffer fish, sea-slugs, and blood-sucking lampreys. The warriors' favorite pool contains two armies of soldier crabs, who wage ceaseless war. Like the *Parade Ground* (3S), this area has no ceiling, so one can see clear to the Upper Deck.

Temple Deck

THE HUGE TEMPLE of Pyaray is on this level, as is the ship's library and accommodation for cult initiates. The decor is exquisite, and corridors reveal lurid and startling displays of art that encompass the cult's beliefs and practices. Abominations abound in these chilling tableaux, where the sacrifice of infants to ravenous fish is common, and the hideous Chaos Fleet is depicted in oozing detail.

- 4A THE LIBRARY:** two locked doors provide entrance to this magnificent room, which fully occupies two floors and stretches the width of the ship. Its walls are lined with glass-faced cabinets and hold hundreds of books and scrolls of every shape, size and color. The carpet is expensive and thick, and large tables are surrounded by luxurious padded chairs. Two sets of stairs lead up to a *Balcony* that runs the length of the library (5A), and four large windows of translucent coral set into the aft wall provide eerie illumination. In the center of the room a large leather-bound volume rests on a tall podium. Its pages are pressed sea-weed, and turn by themselves. If it is disturbed, all the cabinets burst open and the transgressor is battered by a mass of flying books for 1D3 rounds. This attack causes no real damage, but it unsettles the *Star's* crew, some of whom panic and flee.
- 4B LATRINES:** pipes from here empty out into the sea.
- 4C STORES:** holds spare clothes, sheets, and ceremonial paraphernalia.
- 4D INITIATES' QUARTERS:** these plush rooms are lavishly furnished with couches, tables, and chairs. In place of a bed there is a marble bath filled



PRIEST DECK

5I, 5H, 5G, 5E, 5D, 5C, 5B, 5A, F12

Scale

feet 10 20 40 60 80 100

5E PRIESTS' QUARTERS: these quarters are split into several rooms, each comprising a lavish bedroom, study, bathroom and dining room. The

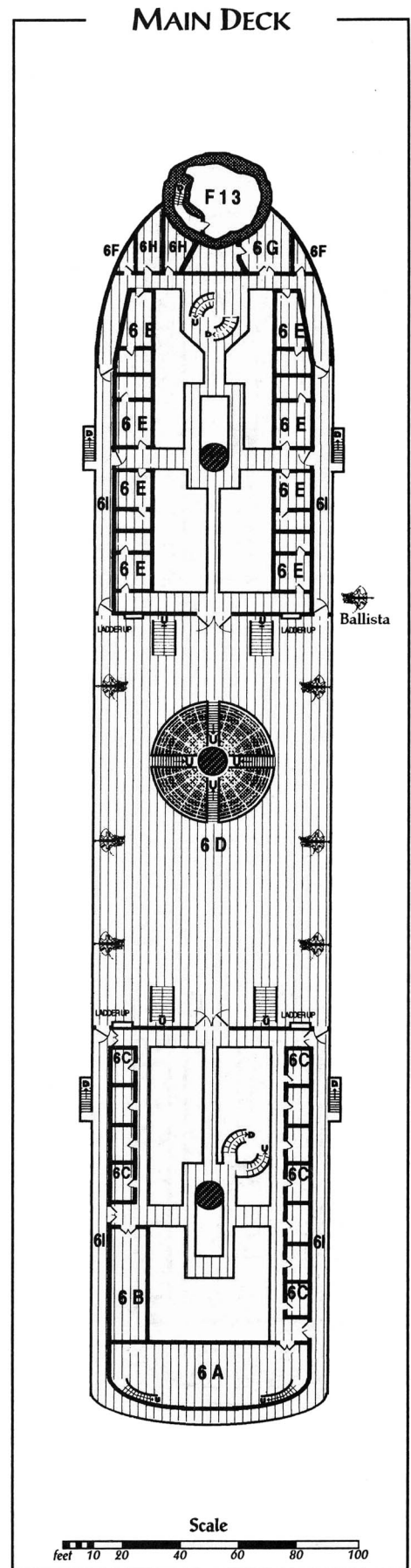
floors are covered with smooth black whale skin, cured and supple. Expensive ornamentation abounds. Much of the furniture is carefully constructed from the bones of men and dolphins, and covered with soft anemone cushions. Coral mosaics decorate the walls, and windows provide generous views.

- 5F **SLAVES' QUARTERS:** small but pleasant rooms of the priests' slaves. The beds coverings are fur-seal pelts, and the brass hookahs are modeled as pouting fish.
- 5G **TEMPLE BALCONY:** the balconies around this open area look down onto the temple. Stairs lead down to the *Temple* floor (4F).
- 5H **PORT AND STARBOARD OUTER DECKS:** stairs lead up to the *Outer Decks* (6I) of the Main Deck.
- 5I **FORWARD OUTER DECKS:** used for recreational purposes. Priests would gather each night to witness the sun drowning in the ocean, just as their Lord would surely one day drown the world. There are tables and chairs, and a manacle attached to a long length of chain, for the slave who would be winched over the side as sacrifice in honor of the sunset.

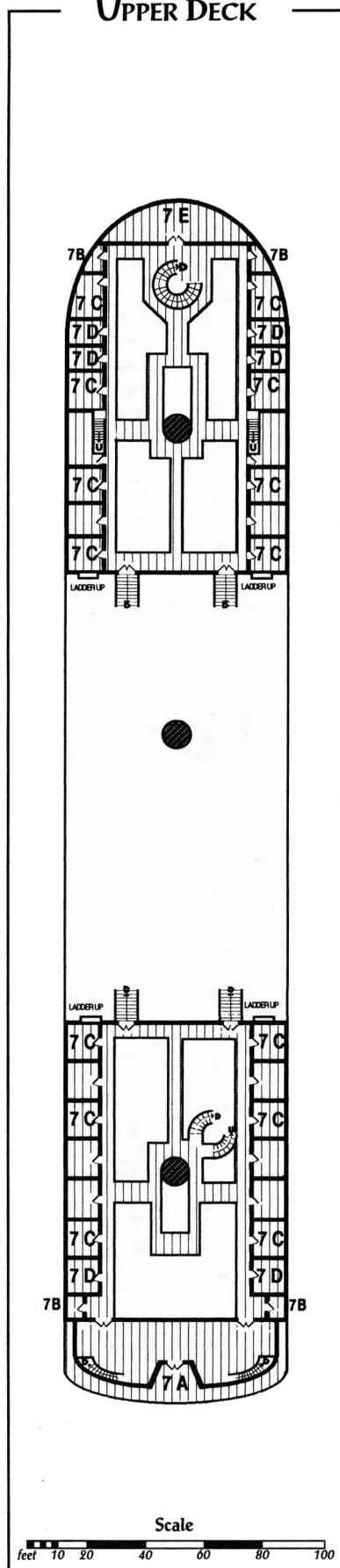
Main Deck

THE SHIP'S MAIN DECK takes up much of this level. Other areas include a day room, and further accommodation for the crew.

- 6A **AFT DAYROOM:** this elegant suite has a magnificent rear view provided by a series of windows set into the aft wall. Low tables and cushions are scattered throughout, and two sets of stairs lead to the *Balcony* (7A) above.
- 6B **DINING SUITE:** used by the crew who worked on the upper levels. The rear area of the room is a kitchen.
The ship's sole human occupant, Jekk, is barricaded in here. See the section **The Survivor** for more details.
- 6C **STORES:** holding rooms for goods transported from the lower decks, including food, wine, sailcloth, raw materials for repairs, ballista bolts, and barrels of anti-inflammatory liquid used to coat the decks during a conflict.
- 6D **MAIN DECK:** made of dark polished wood, this is the largest of the ship's three exposed decks. In the center of the deck is the beautiful crystal dome that forms the roof of the temple below, and from this rises the ship's main mast. Railed steps set into the dome provide access to the mast, and a ladder runs up its length to the crow's nest. Gilded cages hang from the lower yards, where slaves would hang as offerings to the elements.
Doors from the deck lead into the interior of the ship. Four flights of stairs lead up to the Upper Deck, and four ladders lead up to the *Aft Deck* (9A) and *Forward Deck* (8C) respectively. There are six ballistas mounted here, three facing to port and three to starboard.
- 6E **OFFICERS' ROOMS:** the most senior officers of the crew were quartered here. The carpets are seal-skin, and the furniture is decorated whalebone. On the walls are hangings woven from many-colored seaweed, encrusted with shells and shining gems.
- 6F **LATRINES:** pipes from here empty out into the sea.
- 6G **OFFICERS' DINING SUITE:** finely made tables and chairs adorn this room. Windows provide splendid views outside. Food was prepared by slaves in a side room.
- 6H **SLAVES' QUARTERS:** these were rooms of the officers' personal slaves. The only furniture is a hammock, and a hookah. A small porthole provides illumination.
- 6I **PORT & STARBOARD OUTER DECKS.**



UPPER DECK



Upper Deck

THE SHIP'S BRIDGE is on this level. A small contingent of warriors were quartered here.

7A AFT DAYROOM BALCONY: reached by two sets of stairs from the *Dayroom* (6A) below, this platform has a set of chairs and a low table. Passengers might relax and enjoy the view whilst discussing esoteric aspects of oceanography or demonography.

7B LATRINES.

7C MARINE QUARTERS: some marines were quartered here, to be near at hand in case of sudden attack. These cabins are similarly furnished to the ones on the Warrior Deck (3H).

7D STORES: supplies were stored here for the convenience of those quartered nearby. Those in the front section of the ship also carry spare catapult parts and ammunition, and barrels of the flammable liquid to coat them.

7E FORWARD DAYROOM: a series of large windows in the front wall give an excellent view. Instead of furniture, the walls and floor are formed from a soft, yielding expanse of sea anemone. It leaves an unpleasant odor on the skin.

Top Deck

THIS LEVEL CONTAINS supplies for warfare. The fore deck is found here, the stern is slightly higher.

8A STOREROOMS: stores ammunition and spare parts for the ship's siege engines, as well as ropes, cables, and sails.

8B AFT OUTER DECK: this walkway rings the ship's aft section, and is decorated with finely carved pillars.

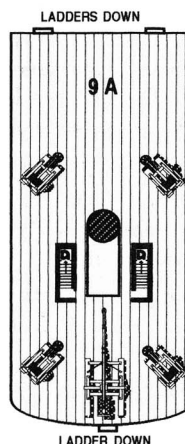
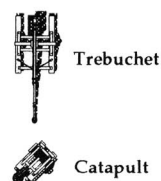
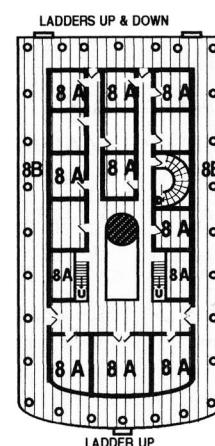
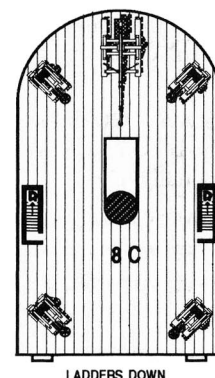
8C FORWARD DECK: another deck constructed of dark polished wood. The deck is dominated by a huge trebuchet and two catapults, all bolted to the deck. Steel grooves set into the deck allow the catapults to be pivoted through 90 degrees. There is a small holding area for ammunition, which is raised from the level below (7D) via the hatch near the forward mast. Blackened brass tubs contain blue fire, which was ladled into the weaponry cradles, and launched at the enemy. Access to this deck can be gained by the two sets of interior stairs from below, or by two ladders from the *Main Deck* (6D). A ladder scales the foremast from this deck.

Aft Deck

THIS IS THE HIGHEST point on the battle-barge, save for the masts.

9A AFT DECK: this deck is similar to the *Forward Deck* (8C), again with a trebuchet and two catapults facing aft. Access to this deck can be gained by the two sets of interior stairs from below, or by two ladders from the *Main Deck* (6D). A ladder climbs the mizzenmast from this deck.

TOP DECK



AFT DECK

The Figurehead

THE TERRIFYING SILVER PROW of the *Whisperer's Harvest* is described here. Whereas the rest of the ship is constructed from wood and metal, the outside surface of the figurehead seems to be silver, but inside is a dark and smoky crystalline substance, cool and slightly damp to the touch. The passages and rooms within this huge image of Pyaray resemble a series of natural caverns, dimly lit by multi-colored points embedded deep within the crystal. Only the favored of Tol-Aqumar were permitted here.

Although shown as such on the map (for convenience and ease of reference), the levels of the figurehead do not correspond exactly to those on the rest of the ship. For example, the top level of the figurehead is actually some 10 feet higher than the Main Deck.

- F1 THE TENTACLES: these are the lowest level of the figurehead, and form a series of eight tunnels that gradually taper down into the depths of the ship. They are particularly slippery, as small rivulets of water continually stream down the walls, eventually finding their way through small groves and holes into the ship's bilges.
- F2 THE POOL: a large pool of murky water, dominates this area. Long shapes cruise back and forth beneath the surface of the water. A flight of stairs leads up.
- F3 THE ENTRANCE PASSAGE: this shadowy tunnel leads to a junction with five other exits.
- F4 PRISON: slaves and prisoners awaiting interrogation were kept here. The chamber is dark and bare, and barbed chains hang from the walls.
- F5 TORTURE CHAMBER: this awful chamber has stone shelves around the walls, on which rest rusted implements of torture. A stone slab in the center of the room has manacles at each corner. Fish hooks and pieces of sharpened coral are set into the slab.
- F6 LARDER: this tunnel-end smells particularly foul. It contains a glistening pile of raw fish, the high priest's favored diet.
- F7 STAIRS: a long twisting corridor ends at a set of well-worn stairs, leading up into the next level. The stairs have weird fossilized eight-armed starfish embedded in them. In the uncanny light, they seem to wriggle within the heart of the crystal.
- F8 SUMMONING CHAMBER: the floor in this area is dead level, and is engraved with geometric designs and magical symbols. Racks hold ceremonial paraphernalia for summonings, as well as herbs and incense. The walls in this room are completely dry.
- F9 LABORATORY: this room was used for perverse and sadistic experiments. There are steel tables and benches, all covered with strange equipment and glass containers filled with vile liquids.
- F10 TOL-AQUMAR'S QUARTERS: luxuriant piles of soft kelp cover the floor, and a round seawater pool stands in the middle of the room. Lurid carvings cover the walls.
- F11 GUARDROOM: this small chamber was once the home of a particularly gruesome guardian demon bound by Tol-

Aqumar. It escaped the first time he died, but its weird and flickering shadow is still imprinted on the crystal walls. Stairs at the rear of the room lead up to the bridge on the next level.

- F12 THE BRIDGE: this huge, almost spherical chamber is the largest in the figurehead, and is the ship's nerve center. From the flight of stairs at the rear, a walkway extends across to a raised octagonal platform, on which can be found the ship's wheel and a large chair. The ship's tiller contains four separate wheels, one for each of the two rudders fore and aft. The chair is perfectly black, and covered with exotic silver runes. The back is carved in the semblance of Pyaray, his tentacles reaching down to form the arms of the chair. A person sitting here seems locked in the embrace of the undersea Lord of Chaos.

The sorcerous functions of the ship were controlled from here, including elemental invocations, and magical inter-ship communications. Two colossal panes of multifaceted glass form the figurehead's 'eyes'. These are enchanted, and grant the viewer a 360-degree field of vision, along with a magnification capability. Lengthy rituals are needed to attune oneself to the magical runes in this room. The long-dead Melnibonéan Kaailac can use any of the features here (see the section **The Ghost**).

Stairs to the port side of the platform lead up to Tol-Aqumar's personal sanctum.

- F13 TOL-AQUMAR'S INNER SANCTUM: a plain silver door seals this area. It is not locked. The large, austere chamber beyond was once the private sanctum of Tol-Aqumar. It is devoid of any ornamentation, save for a single, rune-carved altar, atop which stands a diamond idol of Pyaray. This statue is the binding-object for Kaailac's ghost, as described in the section **The Ghost**.

THE CURSE BEGINS

AS THE ADVENTURERS search the *Whisperer's Harvest*, a sequence of events leads to the ultimate confrontation with Tol-Aqumar. These are presented below in chronological order.

Man Overboard!

THIS EVENT OCCURS when the adventurers reach the *Main Deck* (6D). As the crew fan out onto the *Forward Deck* (8C) and the *Aft Deck* (9A), there is a sudden scream and a cry of "Man overboard!", followed by a distant splash. The mist has thinned, and a Search roll just makes out a figure flailing about in the water far below. As two of the crew prepare to dive in to rescue him, he shouts "Help! Help!" and starts thrashing about violently. Adventurers making a critical Search roll believe they can see many hands pulling him under the swell. Seconds later he vanishes beneath the waves. He does not resurface.

If the adventurers split up from Raasch and the crew earlier, Listen rolls allow detection of the man's scream. If they are near one of the outer decks they can witness the alarming sight of the sailor disappearing below the waves.

Up on the *Main Deck* (6D), the ashen-faced crew gather around Voldruc, who saw what happened. "It was Kellon", he says in a low voice, "He was standing near that rail over there when I heard him scream. He arched out over the side like he was thrown! I caught sight of someone running over there", and he gestures towards a doorway into the aft rooms. "Thrown? Pushed, more like." says Cail, glowering at the pirates.

"The stars, look at the stars!", cries another sailor. All look up. The mist has completely cleared now, and the ship sails on a peaceful sea under the dark cloak of night. Adventurers making a Navigate roll realize that the stars above are unrecognizable. They appear as they did a thousand years ago, on the night the *Whisperer's Harvest* went down.

Raasch is shaken by Kellon's disappearance, and less sure of himself. He still insists on safety-in-numbers. The consensus is to follow Kellon's assailant back into the ship. As Aymar eloquently puts it, "We either wait here and die like Kellon, or we take our chances and die in there instead." Voldruc mutters "Aye, we're as good as dead."

The pirates slink off. Captivated by the sheer amount of wealth on board, they have decided that this is an opportunity time to leave the crew of the *Dhakan Star* and make

their fortune. They do not want a fight, and run if challenged. The crew is content to let them go. The luckless pirates can later be found dead in the *Temple* (5F).

Inside the ship, the air smells vaguely unpleasant. A Scent roll reminds the adventurers of rotten fish.

The Survivor

IN A SEALED CABIN, a human survivor ekes out a miserable existence. The room is the *Dining Suite* (6B) on the Main Deck. If desired, the location can be any other on the ship.

A Listen roll from the corridor outside the room reveals the sound of someone sobbing within. The door is unlocked, and when opened the overpowering stench of decay bursts forth. Those failing a CONx5 roll spend 1D3 rounds coughing and gagging.

The room is in startling contrast to the pristine condition of the rest of the ship. It is completely bare, without gold ornamentation, rich tapestries, or fine furniture. The walls are bare rotting wood, covered in slime, barnacles, and seaweed. Gray mould covers the floor in place of carpet. A thin, dishevelled man sits in the center of the room, sobbing uncontrollably and tightly clutching his knees.

His clothing is rags, but a Young Kingdoms roll identifies the textiles as Filkharian. His hair is long and dirty, as is the scraggly beard that hides most of his face. He takes no notice of any visitors until they speak or otherwise disturb him. His first reaction is a scream, followed by a frantic retreat to a far corner of the room. He stares at the strangers, his eyes wide and frightened.

This is Jekk, a sailor from the *Sweet Mareena*, a merchant ship taken by the *Whisperer's Harvest*. He is the only survivor of the *Mareena's* crew, who were sacrificed to Pyaray by Tol-Aqumar. The slaughter drove Jekk completely insane, and he has hidden in this room ever since. He has no concept of how much time has passed since he took refuge in here. His survival in this room is a side-effect of the strange Chaotic magic that sustains the barge.

Considerable coaxing and persuasion are needed to get Jekk to talk of his experiences. Adventurers must succeed in both Oratory and Charisma rolls. He is largely incoherent and stutters considerably, talking only in sentences of a few words. If he is threatened in any way, he curls up into the fetal position and mumbles to himself.

With gentle questioning, the adventurers can draw a fragmented account of Jekk's predicament from him. He mentions the *Sweet Mareena*, and Raasch remembers that the ship was lost at sea in a storm, nearly six months ago. Jekk babbles about a floating golden mountain, and of how he and his shipmates went aboard. They found treasure, enough to make them rich, but then the cabin boy vanished. The rest of his story is disjointed and confusing, mere scraps and phrases such as "We'll never find him! We've more hope in the sea than on this cursed ship!", "It's on the mast! It's got him!", and "The tentacles! No! No!". Jekk screams again and becomes hysterical for a few minutes, babbling about "That face!", and sobbing "You're dead. I saw you die!" Finally he collapses in utter despair.



THE LAST LIVING MAN ABOARD

Jekk refuses to leave his room, and no amount of pressure can convince him to do otherwise. If he is forcibly removed, he screams uncontrollably, and bites, kicks, and scrambles back inside.

JEKK, INSANE SURVIVOR

STR 8 CON 10 SIZ 12 INT 9 POW 14
DEX 6 APP 5 HP 11

Damage Bonus: none

Weapons: *Bite* 25%, damage 1D3
Kick 25%, damage 1D6

Armor: none

Skills: Babble Insanely 87%

The Galley Slaves

A LOUD SOUND echoes through the empty vessel. A Listen roll identifies it as that of many oars being unlocked and shipped. They begin to row with precise and steady strokes. "It's not possible", shouts Raasch, "These things need hundreds of men to row them!"

Depending on the adventurers' location they can make straight for the Oar Deck or they can get to an open deck and look down to see the oars propelling the ship along.

The *Rowers' Benches* (1B) are no longer deserted. Row upon row of spectral slaves man the oars, fastened to them by phantom chains and manacles. Their bodies appear rotten and bloated, many of them with injuries and open wounds. They all gaze straight ahead with blank unseeing eyes, pulling silently on the massive oars with unearthly determination. The ghosts are insubstantial, and no action can interfere with them. If the adventurers grab an oar, the entire row of ghosts holding it disappears. They rematerialize when the adventurer moves away, and resume their eerie task.

One of the crew cries "Kellon! Ye gods, No! It's Kellon!" and points to a ghostly figure toiling nearby. It is indeed the spirit of Kellon, trapped in slavery to Pyaray after being dragged down to the ocean floor. The phantom turns his head and mouths silent words of pleading.

A DISAPPEARANCE AND A DEATH

Kellon's shade is too much for Nemrah. He screams and runs off into the ship. Aymar shouts for him to stop, and dashes after him. Raasch calls for caution, as he does not want the band to be separated. He regroups the sailors and then heads off after Aymar, even restraining the reckless Kalf who is concerned at his friend's disappearance.

Nemrah's panic-stricken flight takes him up the *Lower Stairwells* (1A to 2I), along the passage to the *Aft Stairwell* (2E), and from there up to the Warrior Deck. Listen rolls hear Aymar's shouts resound through the decks as he gives chase. The shouts stop dead, and a scream echoes for a brief moment. Silence follows.

A gruesome sight awaits in one of the corridors on the Warrior Deck. The body of Aymar is fixed to the wall with his own sword. His feet dangle more than a foot above a spreading pool of blood. His throat has been neatly cut, and his face is fixed in an expression of stark terror. A

Search roll notices the odd condition of Aymar's hands. It appears that the flesh on them has begun to crawl back up his arms, leaving only a thin layer of skin to cover the bones (an effect caused by Tol-Aqumar's chaos-field).

Kalf swears vengeance on Aymar's murderer, and then rounds on Raasch for delaying the pursuit. If the enraged Tarkeshite is not held down, a fierce brawl ensues. Once Raasch has taken a few punches he draws his cutlass, and they endeavour to kill each other in earnest. Fast Talk rolls from the adventurers bring the two to their senses and remind them that the murderer is still at large.

Nemrah's sword lies nearby. Track rolls spy odd wet footprints. They lead out onto the starboard *Outer Deck* (3N), where sea-spray has washed away further trace of them. Nemrah has vanished. He has been abducted by Tol-Aqumar, who plans to use him as the sacrifice for his summoning ritual.

A brief search of the surrounding rooms reveals nothing more. Adventurers who succeed in an INTx1 roll notice that some of the ship's colors seem to have faded; the gold has lost its sheen and the once-bright paintings and tapestries that adorn the rooms are no longer so vivid.

The Ghost

THE GHOSTLY, translucent figure of a tall, uniformed Melnibonéan appears from one of the darkened doorways of the vessel. The crew shout and stare at it, white-faced.



KAAILAC HLEER, LATE OF THE DRAGON ISLE

The figure beckons, silently, and draws back a few yards. The sailors quake with fear, Raasch included, and flatly refuse to follow a ghost into the heart of this cursed ship.

The ghost is the spirit of Kaailac Hleer, one of Tol-Aqumar's senior adherents. Kaailac hated his master's excesses, and coveted his position. He moved too late, and was sacrificed along with the rest of the crew. Kaailac called upon Pyaray to save him and the god answered, but, with the fickleness of a Lord of Chaos, he returned Kaailac as a ghost, forever to haunt the corridors of the *Whisperer's Harvest* and scheme impotently against his former master.

An Insight roll on Kaailac's pale features finds only compassion and concern. He cannot speak, but uses gestures and facial expressions to communicate. He can walk through walls and doors.

If the adventurers do not follow the ghost, he appears again and again, silent and implacable. He never causes them harm, and sometimes cautions them against weak railings or slippery patches. He shows them how to open doors, and reveals secret panels and hidden treasures. In every respect, he appears to be an ally.

If the adventurers still refuse to follow Kaailac, there is nothing more he can do. Disappointed, he fades away, satisfied with the thought that soon these stubborn humans will die screaming under the knife of Tol-Aqumar.

FOLLOWING KAAILAC

If the adventurers follow Kaailac, the tall ghost bows courteously, and leads them deep into the ship. An Oratory roll is needed to convince the frightened sailors to tag along.

Kaailac leads them to the front of the barge, to the magically locked door to the Figurehead (F3). Along the way, more evidence of the ship's decay appears. The gold becomes corroded and dirty, and paint peels away from walls and fittings. The carpets become wet and show signs of decomposing, and the lights begin to dim (subtract 20% from all sight-based skills).

In front of the figurehead entrance, Kaailac makes a series of passes and gestures, and indicates that the adventurers should repeat his actions. An INT×3 roll is necessary to learn the sequence and movements correctly. Once a living adventurer performs the ritual in front of the door, it swings open with a dull groan. The door ceremony costs 1 magic point to perform.

Inside, Kaailac leads the group through twisting passages and up stairs, to *Tol-Aqumar's Inner Sanctum* (F13). Here the form of Kaailac shimmers and fades to nothingness, a slight twisted smile playing on his lips.

The floor is soft and damp. The main feature is a large, rune-inlaid altar, on top of which is a magnificent diamond statue in the shape of a man with an octopoid head. The statue is 24 inches tall, and casts a myriad of scintillating colors across the walls when it catches the light. Evaluate rolls reckon its value to be in the region of 50,000 bronzes.

Kaailac's ghost is bound to the statue. If anyone touches the diamond figure, the ghost rises out of its crystal depths and thrusts its insubstantial hands into their head. Each round, the opponents each make a MP:MP roll on the Resistance Table. If either succeeds, the other loses 1D3

magic points. If Kaailac is reduced to zero magic points he is banished back into the statue. If his opponent is reduced to zero magic points, Kaailac's ethereal form merges with his victim's body, as described under **Possessed**, below.

Three measures possibly save Kaailac's victim before he or she is possessed. Assume that everyone is surprised in the first round, and may begin to act in the second round:

DAGGING THE VICTIM AWAY: physically remove Kaailac's prey from the inner sanctum. Roll STR:SIZ to pick up and carry the victim. Doing this carefully takes 3 rounds. Dropping them down the stairs reduces it to 2 rounds, but causes 1D6 points of damage for the fall.

KNOCKING THE VICTIM OUT: render the victim unconscious. This stops Kaailac from attacking, and forces him to retreat to the statue (refer to the Spot Rule for Knockout Attacks, on p. 60 of the *Elric!* rulebook).

SMASHING THE STATUE: the diamond figure has 20 points of armor, and 20 hit points. Damage in excess of armor points are subtracted from both hit points and armor points (e.g. a blow causing 25 points of damage leaves the statue with 15 hit points, and 15 points of armor). If the statue is destroyed, Kaailac's spirit is freed from its binding. He ceases his attack, and disappears.

Kaailac's statistics appear in the box below, headed **Your Adventurer is Possessed**.

POSSESSED

If Kaailac possesses an adventurer, he shouts in triumph and beams at the rest of the party. He introduces himself and proceeds to tell of his predicament. If attacked, he holds a dagger to his own throat, threatening the lives of both himself and the possessed adventurer.

Kaailac describes the *Harvest's* end, and his attempt to depose Tol-Aqumar, resulting in his imprisonment in the idol. There is an urgent tone to his voice as he reveals that the insane priest is undying, and even now prepares to summon Pyaray's avatar to pull them all down into the sea to drown. The only way to stop Tol-Aqumar is to kill him before the ritual takes place.

Kaailac says that the possessed adventurer's soul is still in the body. When he is avenged, he will depart, and restore the adventurer's personality. This is a lie. Kaailac has no intention of leaving the possessed body now that he is free again. The unfortunate adventurer who lost his body is actually trapped in the diamond statue, and can only be released by possessing someone else who touches it.

The possessed adventurer's INT and POW should be replaced by Kaailac's, along with his skills and spells. Allow the player to control the possessed adventurer for the present. As Kaailac, the player has complete knowledge of the barge and its contents, and should be allowed to view the map and read any of the information in the section **The Whisperer's Harvest**.

Pass the player a copy of the nearby box, **Your Adventurer is Possessed**. Note that Kaailac's magic points should be reduced by the amount lost in the struggle for the body. The trapped adventurer's magic points are regenerated to their full amount by the power of the idol.

State of Decay

SEAWEED AND SLIME now infest every room and corridor of the *Harvest*. The illusion has faded, and the barge appears as it really is, foul and vile from cruising the lightless depths of Pyaray's domain.

Many of the floorboards are rotten. Adventurers running or performing other vigorous actions must make a Luck roll or fall through the floor to the level below, taking 1D6 points of damage unless a Jump roll is made. One of Pyaray's servants (below) might surprise the adventurers by 'dropping in' from above. The open decks (forward, main and aft) and the outer decks are more stable than interior floors.

The lamps rust and blow out. Here and there patches of fungi and coral provide a sickly luminescence but in general the adventurers must move and fight in the dark.

THE DEAD MEN WALK

Tol-Aqumar's summoning ritual has commenced, and Pyaray's servants rise from the depths of the ocean to board the ship. Humanoid figures and other horrors from the deep flop and crawl on the outer decks, and some enter the interior of the vessel.

A table appears below for encounters on the *Harvest*. If the adventurers are inside the ship, roll on the table below every 10 rounds to see if they encounter anything. If they travel on the open decks, roll every 5 rounds. Or you may ignore the table and prepare encounters at your whim.

Adventurers who barricade themselves in a room find it little refuge, as Pyaray's servants are easily able to break through the rotten walls and doors. If they remain holed up, eventually the avatar drags the *Harvest* down into the cold, churning sea, and all aboard drown.

WHISPERER'S HARVEST ENCOUNTERS

1D20 Encounter

01-07	No encounter
08-15	1D6 Drowned Men
16	1D2 Hroth'Toks
17	1D2 Kh'Tool'Ors
18	1 Gi'Hhaal
19	1 Mhy'So'Ghar
20	1 Sla'Ahvrosch

DROWNED MEN, PYARAY'S UNDEAD SERVANTS



These poor wretches are sailors who have drowned in the sea, claimed by the Lord Pyaray to serve him for all eternity. They are thin and emaciated, with decayed and rotting skin. Two glazed white eyes stare unseeingly from their drawn and skeletal features. They are foul-smelling, and some are infested with sea-slugs and small crabs.

Although slow, they are strong and resilient to damage, and must be hacked to pieces before they die. Smashing weapons such as maces and

YOUR ADVENTURER IS POSSESSED!

Your adventurer has been possessed by the spirit of Kaailac Hleer, a Melnibonéan who died 1,000 years ago. Although he walks in your adventurer's body, Kaailac uses his own skills and spells, shown below.

As Kaailac, you have full knowledge of the layout of the *Whisperer's Harvest*. The gamemaster will answer any questions you have about the ship, and you may examine the deck plans.

Kaailac's goal is to stop Tol-Aqumar, the mad priest who captained the *Harvest* a millennia ago. Tol-Aqumar sacrificed the entire crew to Pyaray, but has been returned to prey upon shipping and obtain souls for the Chaos Lord. Kaailac knows that the priest will enact a ritual atop the main mast.

You now play the role of Kaailac. He is aloof, and treats the others as his slaves. He is accustomed to humans obeying him without question. His speech is cold and formal. Above all, Kaailac wants revenge on Tol-Aqumar, so he co-operates with the others as long as they pursue that goal.

KAAILAC HLEER, MELNIBONÉAN GHOST

Chaos 113, Balance 71, Law 45

INT 23 POW 21 MP 21

Kaailac assumes the STR, CON, SIZ, DEX, APP, Damage Bonus, and HP of his host's body.

Weapons: Trident 146%, damage 1D6+2 +db

Broadsword 93%, damage 1D8+1 +db

Main-Gauche 88%, damage 1D4+2 +db

Spells: *Bounty of Straasha* (4), *Breath of Life* (1), *Flames of Kakatal* (4), *Gift of Grome* (4), *Heal* (2), *Make Fast* (1), *Make Whole* (3), *Midnight* (1), *Moonrise* (1), *Refutation* (1-4), *Summon Elemental* (1), *Undo Magic* (1-4), *Visage of Arioch* (1-3), *Wings of Lassa* (4), *Wisdom of Slortar* (1-4)

Summonings: The ship has pacts with both Straasha and Lassa. Kaailac can invoke these pacts, and call upon 1D8 elementals of air or water to help him. These elementals take 1D3 rounds to manifest, and each perform a single service before departing.

Skills (once he inhabits flesh): Dodge 94%, Evaluate 89%, Million Spheres 44%, Natural World 63%, Navigate 160%, Oratory 114%, Physik 107%, Potions 77%, Sailing 90%, Scribe 121%, Swim 86%

WHERE IS YOUR ADVENTURER?

Your adventurer is no longer in his or her body at all, but is trapped in the diamond statue where Kaailac was originally imprisoned. Your adventurer's magic points have regenerated to their full value. He or she may attempt to possess anyone who touches the statue.

If you succeed in a POWx1 roll, your adventurer can appear as a ghost, just as Kaailac did. He or she may not speak, but can make gestures. If you fail the roll, you must wait for the gamemaster to allow you to try again.

Remember that the other players do not know what has really happened to your adventurer, and Kaailac is not about to tell them.

Sailing the Seas of Fate

clubs do minimum damage. Fire does half-damage, as they are sodden and dripping.

STR 23 CON 26 SIZ 11 INT 4 POW 6
DEX 7 MOV stagger-6, swim-8 HP 19

Damage Bonus: +1D6

Weapons: *Rusty Sea Axe* 40%, damage 2D6+1D6
Blunted Cutlass 40%, damage 1D6+1D6

Armor: 1D3-1 (no helm), Rotted Leather

Skills: Climb 20%, Search for Living 40%, Swim 75%

Note: *There is a 1% chance that an adventurer recognizes one of the undead as someone they once knew.*



HROTH'TOK, SHARK-LIKE DEMONS

These fearsome creatures dwell in the unfathomable depths of Pyaray's realm. They resemble large red and black sharks, and are swift and voracious killers. They can swim through the air as though it were water.

STR 20 CON 16 SIZ 24 INT 4 POW 9
DEX 15 MOV swim-8, fly-8 HP 20

Damage Bonus: +2D8

Abilities: *Carapace*, 1D4 shark skin

Fly, at 100%.

Venom Bite, at 50% damage 1D10+2D8 + POT 16 poison.

Skills: Dodge 80%, Swim 100%

Need: To remain in constant circular motion

Magic Points Cost to Summon: 36

KH'TOOL'OR, OCTOPOID DEMONS

These loathsome beasts are an intelligent variety of octopus, and are distantly related to Pyaray himself. They are dark red in color, and have a large blue patch on top of their heads. They are able to move slowly out of water, and produce a nauseous cloud of thick, greenish gas at will.

STR 25 CON 18 SIZ 32 INT 15 POW 12
DEX 16 MOV swim-8, flop-4 HP 25

Damage Bonus: +3D8

Abilities: *Carapace*, 1D2 rubbery skin

Bite, at 40% damage 1D8

Constrict, at 80% damage 1D10+1D6+3D8

Fog, 8 yard radius

Skills: Climb 80%, Dodge 30%, Scent/Taste 60%,
Swim 100%

Need: To eat a shoal of fish daily

Magic Points Cost to Summon: 53

GI'HHAAL, CRAB-LIKE DEMONS

The Gi'Hhaal resemble giant iridescent hermit crabs. They will attack anything that moves, even the undead. The



NEW DEMON ABILITIES

↓ **VENOM BITE** – Combine this power with another attack, such as Bite or Claw. If the attack is successful and penetrates the opponent's armor, it does damage of POT equal to the demon's CON. Roll CON:CON on the resistance table. With a success, the attack costs the target the demon's CON in hit points. With a failure, the target loses half the demon's CON in hit points, but is immune to further Venom attacks. The magic point sacrifice for this ability is 10 magic points, in addition to the sacrifice for the base attack form.

↓ **CONFUSION** – The demon's appearance is so bizarre that it confuses anyone who views it. For each magic point invested in the ability, reduce the opponent's chance to hit by 5 percentiles.

myriad of swirling lights and colors on their shells makes it hard for those who encounter them to concentrate. While their victims are confused, the demons strike with large pincers.

STR 32 CON 14 SIZ 27 INT 3 POW 8
DEX 8 MOV 4-crawl HP 21

Damage Bonus: +3D8

Abilities: *Carapace*, 2D10 hard shell.

Claw (x2), each at 60% damage 1D8+3D8

Confusion, subtract 25% from opponent's attacks and parries

Skills: Scuttle 100%

Need: To attack anything that moves

Magic Points Cost to Summon: 39

MHY'SO'GHAR, CHAOTIC WATER ELEMENTALS

The Mhy'So'Ghar are a form of chaotic undine. Originally minions of Straasha, they were caught and perverted by Pyaray. They appear as a swirling column of putrid water.

They have all the powers of a normal undine. In addition, an opponent who survives a drowning or ice spear attack must roll CONx5 or contract a virulent disease. The victim suffers intense fever and coughing spasms, and loses 1D3 hit points every hour until a CONx3 roll is made. Halve all skill percentiles during this period. Total rest and successful application of Physik raise the recovery chance to CONx5.

For a typical Mhy'So'Ghar, use the sample Undine statistics on p.98 in the *Elric!* rulebook. Larger specimens are possible. The magic point cost to summon them is the same as for a normal elemental. A Mhy'So'Ghar may seize and automatically destroy an undine at the cost of its own existence, and vice-versa.



SLA'AHVHROSCH

DEMONIC CAPTAINS OF THE CHAOS FLEET

The Sla'Ahvhrosch are a race of gilled human-fish hybrids created by Lord Pyaray to captain the Ships of Chaos. They hold the status of priests and are well-versed in the



arts of sorcery. They stand some seven feet tall, are covered in dull green scales, and have webbed hands and feet. They have large protruding eyes and wide, cruel mouths. They wear robes made from scales or colorful sea vegetation, and carry tridents. They are amphibious.

The Sla'Ahvhrosch dislike physical combat, preferring to summon servants of Pyaray to fight for them. Choose one of the creatures above. It takes 1D3 rounds to arrive.

characteristics	rolls	averages
STR	3D8	13-14
CON	2D8+8	17
SIZ	3D8+8	21-22
INT	4D8	18
POW	4D8	18
DEX	2D8+4	13
MOV run-8, swim-8		av. HP 19

Av. Damage Bonus: +1D6

Weapons: Trident 60%, damage 1D6+2 +db

Armor: 1D4+1 scaly hide

Skills: Climb 60%, Dodge 55%, Million Spheres 30%, Listen 50%, Search 70%, Swim 90%

Spells: *Chaos Warp* (4), *Curse of Chaos* (4), *Heal* (2), *Pox* (1), *Refutation* (1-4), *Summon Demon* (1), *Undo Magic* (1-4), *Wrack* (1) – a new spell described nearby

Summonings: Various water-related demons, including those listed above

REPOSSESSED

This section occurs if an adventurer was possessed by Kaailac. It gives them the opportunity to acquire a new body. It is suggested that the gamemaster take the player aside for this event, so that the other players remain unaware of what has really happened to their comrade.

During the fight on deck, one of the Sla'Ahvhrosch exhausts its magic points in summoning demons to its aid. It goes below decks, into the figurehead, to pray to Pyaray. It enters the Inner Sanctum, and stands before the altar. As it croaks pious entreaties to the Tentacled Whisperer, its claws brush the diamond statue, and the adventurer is free to attack it in psychic combat.

The Sla'Ahvhrosch currently has only 3 magic points. The adventurer has regenerated to full magic points. The struggle should be quick, and decisive. The soul of the demonic man-fish is trapped in the diamond statue, and the adventurer has a new body, scaly and green. Roll statistics for the body as detailed above. The adventurer uses her or her normal skill levels and magic. The adventurer can now make his or her way back up on deck, and confront the Melnibonéan body-thief.

Do the other adventurers believe that this croaking horror is really their friend? This scene is particularly effective if the gamemaster plays the adventurer-as-Sla'Ahvhrosch, and the player remains in the role of the Melnibonéan-as-adventurer. Kaailac is naturally desperate to keep up his new body.

A NEW SPELL

WRACK (1) – Range is Sight. Chaotic. Boils the flesh of the target. With a successful MP:MP roll on the Resistance Table, removes 1D3 hit points from the target's total. They can be recovered by the normal means of Physik, Healing and Suture.

There are many possible outcomes to this dilemma. If the adventurers kill the fish-creature then the possessed-adventurer is gone forever. Kaailac suppresses a smirk of triumph, although with an Insight roll, adventurers might see it creep across his features. If instead they believe the true adventurer, they may still need the Melnibonéan's magic to defeat Tol-Aqumar, and thus might strike a truce until the greater threat is dealt with.

Pyaray Cometh

DARK BILLOWING CLOUDS race across the sky to swirl threateningly above the *Harvest*, while a strong wind pitches the ship violently from side to side. Adventurers who are not holding onto something must make a Dexterity roll each round to keep their footing. Failure means that they are able to do nothing that round but sway, stagger, and try to remain standing.

The seas are alive, as more and more demons and undead clamber up the side of the ship. Search rolls overhead espy the shadowy form of Tol-Aqumar climbing the main mast, carrying Nemrah over one shoulder. The doomed sailor is screaming and struggling.

Tol-Aqumar's ritual takes 50 rounds (10 minutes) to complete. The gamemaster should keep careful track of the passing rounds. The sense of urgency should build as the storm worsens and the swirling waters become wilder. On the 51st round, the fiend kills Nemrah, and Pyaray's avatar appears to claim the ship.

The adventurers' only hope lies in reaching Tol-Aqumar and killing him before he finishes his ritual. To do so they must either cut a path across the deck and climb up after him, or use Kaailac's sorcery to fly to the top of the mast.

The decks throughout the ship are wet and slick. Running adventurers cover 40 yards per round, but must make a DEXx3 roll every round or slip and fall. Adventurers can walk 20 yards per round, with a DEXx5 roll to remain upright. Adventurers can also elect to move more cautiously, at 10 yards per round, and then need not make any roll to keep their feet.

Adventurers on the exposed decks stand a good chance of being attacked. Roll on the encounter table once every round to see if any of Pyaray's creatures are near enough to strike. The adventurers may use Dodge to avoid such attacks, and carry on towards the mast.

Other obstacles require an extra round to overcome. Depending on where the adventurers are, stairs or ladders may need to be climbed. Adventurers on the fore or aft deck with a sense of the heroic might jump down to the main deck, or even swing across on ropes to the mast.

CLIMBING THE MAST

The main mast is 200 feet tall. A golden ladder runs up its length to the crow's nest, where Tol-Aqumar stands. Climbing to the top of the mast takes 20 rounds, and requires a successful Climb roll. The ladder grants a bonus of 20 percentiles to an adventurer's Climb skill, even in these treacherous conditions. A critical success allows the adventurer to reach the top in 15 rounds, provided that no slower climber blocks the way. A failed roll means that the adventurer has not progressed, and must make a Dexterity roll or fall. The climb may be resumed with a successful Climb roll, but the adventurer has lost 5 rounds per failed roll. A fumble indicates that the adventurer has lost his or her grip, or has been blown off.

Adventurers who fall must roll 1D20 to determine in which round they slipped, and multiply that number by ten to calculate the height of the drop. A Luck roll allows the unfortunate to fall into the sea instead of onto the deck. Of course, the water is alive with monsters and the undead, so the fall to the deck may have presented a cleaner death after all. Roll once on the encounter table every round, and apply penalties to the adventurer for both underwater combat and swimming in armor.

The drowned men and demons on deck fling themselves at the ladder and climb up after the adventurers. They are subject to the same rules as above, unless they are able to fly. Some demons can move faster than the adventurers, and so stand a good chance of catching them up.

Fighting while climbing presents its own problems. Only one hand is free for fighting, which precludes the use of two-handed weapons or shields. A Dexterity roll is needed every round while in combat. A failure means that no attacks or parries are allowed that round, while a fumble results in a fall. Note that an adventurer's weapon skill may not exceed his or her unmodified Climb skill.

USING SORCERY

Kaailac has the power to invoke the sylphs who are pacted with the ship, and can use them to fly adventurers up the mast. He can summon 1D8 sylphs in 1D3 rounds.

Each sylph can transport as many SIZ points as it has STR, for as many rounds as it has CON. Two or more sylphs can pool their STR to lift heavier adventurers between them. It takes the sylphs 1D3 rounds to ferry the adventurers to the crow's nest.

Adventurers carried by sylphs are attacked while airborne. Tol-Aqumar recognizes the sorcery of his age-old foe Kaailac, and directs 1D8 of the hungry Hroth'Tok to intercept the fliers in mid-air. Flying adventurers fight with their full weapon skills.

If the adventurers fail to reach the crow's nest before the ritual is complete, proceed to **The Avatar**.

The Mad Dead Priest

AT THE TOP OF THE MAST Tol-Aqumar calls upon Pyaray, and the seas below writhe in approval. He stands in the crow's nest, towering over the cringing form of

Nemrah. At first the priest's features are hard to discern, silhouetted as he is against the angry sky. A flash of lightning reveals a face that is barely human, glaring with undisguised malice. Adventurers who make a successful Search roll notice that Nemrah too has changed, the flesh on his face melted. He is screaming hysterically.

By their mere arrival, the adventurers have spoiled Tol-Aqumar's ritual. He must break the summoning to defend himself. Beginning the ritual anew takes him another 50 rounds (10 minutes). He fights to destroy the adventurers.

There is room for only one attacking adventurer in the crow's nest. The mast sways wildly in the high winds, and each combat round a Dexterity roll is needed to continue fighting. Those who fail are flung against the side of the nest, and cannot act for the round. Those who fumble are thrown clear over the rails. The dire results of this are discussed in the section above, **Climbing the Mast**.

The demon guardian Sh'Ik'Anthar squats on a spar 30 feet above the crow's nest, shrouded in rigging. Adventurers making a successful Idea roll see it before it attacks, as do adventurers specifically looking up. It flicks its hideous tongue down at any tasty target beneath it, and draws it up into its maw. If undetected, the demon's initial attack is at double-chance, and cannot be Dodged or Parried.

TOL-AQUMAR

DEATHLESS CHAMPION OF PYARAY

Tol-Aqumar has conquered death, and believes that he has evolved to a higher state of being. He views lesser beings as mere playthings for his amusement, and takes a dark delight in terrorizing those he has trapped aboard. He has spent so much time near his god that he has begun to take on some of the Chaos Lord's attributes, and barely resembles the being he once was. He still possesses great strength, but his body has withered away to almost skeletal proportions, and is now covered by a wrinkled layer of repulsive, blotchy skin. His head looks more octopoid than human, his eyes are bulbous and staring, his cranium is bloated and enlarged, and blood-red tentacles sprout from the base of his head and dangle down to his chest. He also exerts a minor Chaos field which causes living tissue nearby to warp and change.

TOL-AQUMAR'S CHAOS-FIELD

A field of Chaotic magic manifests around Tol-Aqumar in a two-yard radius. Adventurers entering this field must resist the priest's MP each round or permanently lose a characteristic point. Roll on the table below to determine the field's effect.

1D6 Attribute affected

- 1 STR
- 2 CON
- 3 INT
- 4 DEX
- 5 APP
- 6 Roll twice



THE DOOM THAT WALKS

Chaos 271, Balance 0, Law 47

STR 19 CON 10 SIZ 16 INT 24 POW 26
DEX 13 APP 0 HP 13

Damage Bonus: +1D6

Weapon: *Dagger* 67%, damage 1D4+2+1D6

Armor: 1-point heavy salt-encrusted robes

Spells: *Brazier of Power* (4), *Chaos Warp* (4), *Curse of Chaos* (4), *Midnight* (1), *Pox* (1), *Summon Demon* (1), *Sureness of Cran Liret* (1-4), *Wrack* (1)

Summonings: Water-related demons, Pyaray's Avatar

Powers: Chaos-Field

Skills: Dodge 39%, Hide 127%, High Speech 98%, Listen 76%, Melnibonéan 120%, Move Quietly 144%, Million Spheres 42%, Search 88%, Swim 100%

SH'IK'ANTHAR, TOAD-LIKE DEMON

This is Tol-Aqumar's demon familiar and guardian. It is highly intelligent and takes the form of a giant black toad with thick, warty skin that bleeds a foul, viscous blue liquid if cut. Four large yellow eyes stare from its hideous head and a long, black slimy tongue protrudes from its wide, drooling mouth.

STR 36 CON 24 SIZ 45 INT 15 POW 12
DEX 9 MOV 5-leap HP 32

Damage Bonus: +4D8

Abilities: *Carapace*, 1D10+1D2 toad skin.

Acid Blood, 1D6 damage to attacking weapon, adventurer must roll Luck or be splashed.

Leap, ten yards horizontally or six yards vertically.

Tongue, at 100%, range 10 yards, STR 4D8, swallows SIZ 15 or less next round, damage in stomach is 2D10 per round.

Skills: Jump 90%, Swim 90%

Need: To ingest food equal to one-third of its SIZ daily

Magic Points Cost to Summon: 43

If the adventurers succeed in killing Tol-Aqumar, a deafening peal of thunder shakes the ship, as though to protest at the death of the priest. A huge maelstrom forms beneath the *Harvest*, catching it and sending it into a spin, while lightning streaks from above, destroying parts of the deck and figurehead. All of the undead and demons howl and dive into the water, disappearing below the waves. The ship spirals into the center of the vortex and breaks into thousands of pieces. The adventurers are thrown into the chill, icy water. See the section below, **Rescue**.

The Avatar

AT THE RITUAL'S completion Tol-Aqumar grabs Nemrah by the throat, hauls him into the air, and with one last triumphant shout throws him over the side. The doomed sailor plunges screaming into the water. The priest laughs with glee, climbs onto the rail, and dives over. Unlike Nemrah, he swims away.

The waters around the vessel churn violently and froth. Eight huge blood-red tentacles emerge one-by-one from the sea and wrap themselves firmly around the ship. Slowly they pull and drag the *Harvest* down into the ocean.

The adventurers have a slim chance of harming the avatar: if they can smash the gem in its forehead, the creature is dispelled. If it is killed, it constricts the *Harvest* in its death-agonies, tearing the barge to pieces.

Attacking the avatar is suicidally dangerous, though. Adventurers may prefer to stand on the barge as it slips under the waves, or jump off the deck. The sea is thick with monsters, and each swimmer must make a POW x1 roll. Those who succeed are inexplicably missed by the aquatic horde, and live to tell the tale (see **Rescue**, below). Those who fail are grabbed by a multitude of undead hands and pulled under to drown. They are doomed to Pyaray's service, sailing forever aboard the *Whisperer's Harvest* in its unceasing search for souls for the Tentacled Whisperer of Impossible Secrets.

PYARAY'S AVATAR, MONSTER OF THE DEEP

This grotesque demon appears in the image of its Lord. It is an enormous reddish octopus, huge and powerful, with a glowing blue gem in the center of its forehead. It is large enough to wrap a Melnibonéan battle-barge in its embrace, which makes it very large indeed.

STR 300 CON 180 SIZ 250 INT 12 POW 23
DEX 11 MOV swim-5 HP 215

Damage Bonus: +43D8

Abilities: *Carapace*, 1D10 tough blubber.

Smash, at 100% damage 2D10+43D8

Tentacles (x8), each at 100% damage 1D8

Skills: Swim 100%

Need: to drag souls down to serve its master beneath the sea

Magic Points Cost to Summon: 192 (Tol-Aqumar does so by special arrangement with Pyaray)

Weakness: the avatar has a glowing blue gem in its forehead, containing its life and soul. An adventurer may opt to strike it, but he or she must first Dodge in to be close enough. Next round, the crystal can be attacked, at half-normal weapon chance. It has 10 armor points and 10 hit points. If the gem is smashed, the avatar is slain.

RESCUE

THE ADVENTURERS are adrift at the end of this scenario. Some of them may be dead, others unconscious. The battle-barge is gone, either destroyed utterly or returned in triumph to the lower depths.

Do the adventurers survive? The rowboat from the *Reaver* might be bobbing in the waves, as could other floating debris from the wreck. A long and thirsty voyage would follow. Kaailac might summon 1D8 water elementals to carry them all to safety. A passing ship might pick them up. Perhaps they wash up on a foreign shore, many leagues from their starting point. The section **Survival at**

THE BATTLE-BARGES OF MELNIBONÉ

WHEN THE ARMIES of the Bright Empire set forth 10,000 years ago to conquer the world, they did so in a fleet of ships unique in both appearance and design: their majestic golden battle-barges. Sustained by sorcery and conceived of by an inhuman science, these gilded leviathans bore the sons of the Dragon Isle to the four corners of the earth, and back.

A battle-barge resembles a huge floating ziggurat, complete with three masts and six banks of oars. It is graceful and maneuverable, despite its prodigious size, and has up to three separate steering systems. Four rudders are situated fore and aft. A complement of slave technicians labor to maintain the gears and machinery.

The barge's primary propulsion is oar-power. There are 2,000 drugged galley slaves aboard. The drugs keep the slaves docile, and focus their attention on the rowing beat. The drugs also keep them in good physical condition for prolonged periods at sea. The dosage can be increased, and when administered in that fashion it doubles a slave's speed and strength. Those effects last for twenty hours, after which the exhausted slave dies in agony.

Rituals and enchantments are used during the long process of barge construction, establishing pacts between the vessel and certain elemental allies, such as undines and sylphs. No elementals are actually bound to a vessel, instead they are summoned only when necessary and act according to the terms of their pacts. Water elementals may help to keep the ship afloat in adverse conditions, and air elementals can be called upon to fill the sails and boost speed. As Law has grown stronger in the Young Kingdoms, the great acts of sorcery necessary to build battle-barges have become more difficult. Now it is all but impossible to create them.

The basic framework of the barges are wooden. All outer surfaces are armored with decorated gold-plate, rendering the barges impervious to most forms of attack. The interiors are spacious and ornate, as befits Melnibonéan sensibilities. Even the most basic crew quarters can be termed opulent when compared to the ships of human navies. In addition to cabins, holds and storerooms, the battle-barges have other rooms, tailored to their masters' needs: torture chambers, libraries, summoning rooms, aquariums, aviaries, and shrines, all indispensable to travelling Melnibonéan nobility.

In conflict, the Melnibonéan fleet is virtually invincible. Sorcery and artillery are employed in lethal combination. Standard tactics are to banish the wind from the opponent's sails, and then bombard them with blue fire from the ship's catapults. These fireballs are a specialized Melnibonéan concoction that can envelop a ship in flames within minutes. The blue fire even continues to burn underwater.

A battle-barge is equipped with a large golden ram just below the waterline to smash the smaller craft of its enemies. When close enough, enemy vessels are pulled alongside with grappling hooks, raked with arrows, and then boarded. Most barges carry between 100 and 200 marines. Prisoners soon serve as slave rowers.

Less than forty battle-barges remain. In this age, they are never seen far from Melniboné. Although they have not ventured forth in force for nearly a thousand years, they are still the most formidable fighting vessels ever to sail the seas of the Young Kingdoms. Those who try to plunder the Dreaming City learn this to their cost. The golden ships remain a symbol of Melnibonéan power, and a reminder of an ancient time beyond the comprehension of man, a time best forgotten.

Sea in the *Seafaring in the Young Kingdoms* chapter has some helpful information for this difficult journey.

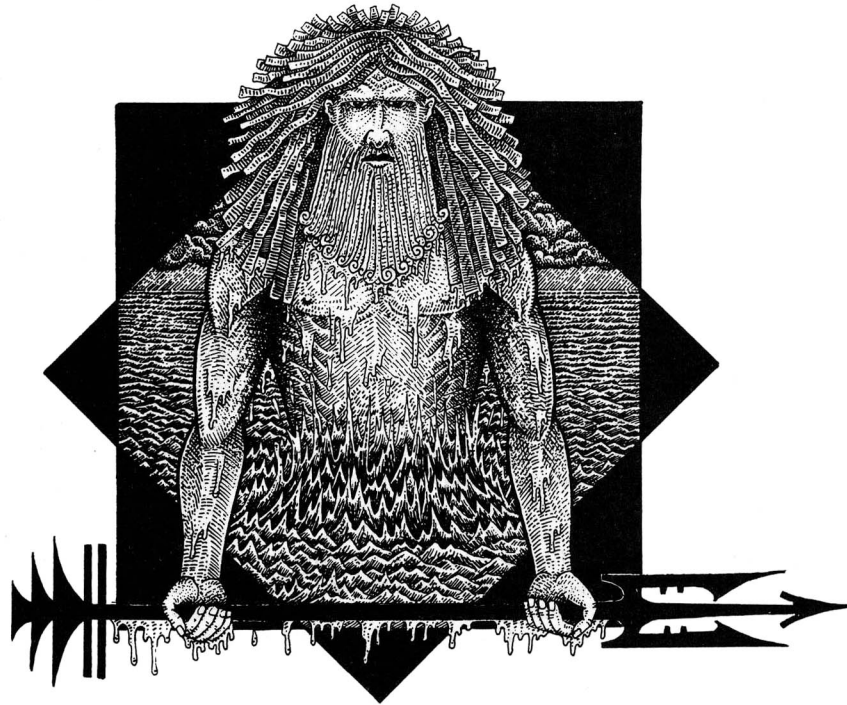
If Kaailac survives, he has permanently possessed the unfortunate adventurer's host body. He might slip away one night on land, or he might stay with the adventurers if they seem useful allies. The gamemaster can allow the dispossessed adventurer's player to maintain control of Kaailac, or may prefer to retain the Melnibonéan as a non-player character, and a source of future scenarios.

The possessed adventurer may be doomed to living out his or her life in the hideous scaled body of a Sla'Ahvrosch. Such a person is feared and shunned everywhere, and must affect heavy disguise to remain in society. In Lawful lands such as Vilmir and the Purple Towns, men of valor would compete to put the foul thing to death. On the bright side, that adventurer now has gills, and can breathe underwater indefinitely.

If Kaailac is held prisoner, the adventurers can conceivably arrange for the bodies of the two to be swapped, and their comrade fully restored. This is powerful magic, and they must seek out a sorcerer of prodigious talent. Such is the substance of a future tale.

There are few material rewards to be had in this scenario. With the exception of any found items, everything else taken from the barge corrupts into useless slime. Perhaps eager historians in Cadsandria might pay well for an accurate description of the workings of a battle-barge.

The adventurers should be satisfied that they have dealt the forces of Chaos a major blow, and laid the curse of the *Whisperer's Harvest* to rest. Each survivor gains 3 points of Law. They receive favorable treatment from those dedicated to Law, or to Straasha. Allies like these are possibly the most valuable reward in the troubled times that lie ahead for the Young Kingdoms.



HERE BY THE WILL OF STRAASHA,
DELIVERED FROM THE BOSOM OF PYARAY,
YET TO SAIL ANOTHER DAY.

— TRADITIONAL SAILORS' PRAYER —



RESOURCES

THIS CHAPTER CONTAINS a collection of rules and tables for use with ships and sea travel. A set of Spot Rules, for use in shipboard combats is followed by a fumble table designed for the slippery, treacherous decks of vessels at seas. Also collected are the new spells and demon abilities introduced in this book, and a few of the most useful tables from the *Ships on the Seas* chapter. Gamemasters may want to photocopy these pages and keep them with the *Elric!* rulebook.

SPOT RULES FOR SHIPBOARD COMBATS

HERE ARE COMPILED all the Spot Rules relevant to battles on the waves. Some of them duplicate the intent or effect of the *Spot Rules For Combat* in the *Elric!* rulebook, but we present them anew here for ease of reference. You may never require any of these special rules, but they could aid you in adjudicating the special circumstances which arise when fighting on-board ships.

RULES IN THIS SECTION

BOARDING ANOTHER SHIP
CLIMBING THE RIGGING
FALLING OVERBOARD
SHIP-TO-SHIP MISSILE FIRE
PITCHING AND ROLLING
SCUTTling THE BOAT
SEA-LEGS AND SEA-SICKNESS
SLIPPERY DECKS
SWIMMING IN ARMOR
SWIMMING UNDER THE BOAT
SWINGING ON ROPES

↓ BOARDING ANOTHER SHIP

To draw alongside an enemy vessel, the Helmsman must make a Sailing roll. Alternatively, one may simply ram the enemy, providing a convenient bridge. Throw rolls successfully attach grappling hooks. Ten of these in place, with strong men to haul the ropes in, and the vessels are side-by-side.

Boarders from the taller of the two ships can jump over the gunwales and drop down onto the enemy's deck. Failure signifies the boarder hits the deck,

but takes 1D6 damage and falls. A 00 result drops him or her neatly between the ships, into the water. The cautious may prefer to take an entire round to Climb across.

Boarders from a lower ship must Climb up the side of the enemy vessel. Allow a bonus of +20% to Climb, due to the presence of the grappling lines. Defenders alert for the climber have the advantage of Superior Position.

The truly flamboyant choose to swing across on ropes, as described later.

To board a ship from the water, roll Swim to get close enough, and then Climb up the side next round. Allow a bonus of +10% to the Climb skill, for the handy ropes, oars, sprung boards, and other aids to climbing.

↓ CLIMBING THE RIGGING

Sailors climb the rigging as a matter of course to raise and lower sails. Such routine use is assumed in the Sailing skill. During a sea-battle, however, the rigging becomes a second field of battle, high above the bloody struggles on deck.

Adventurers need a Climb roll to go up or down the rigging, with a +20% bonus,

due to the ropes. Generally a climber covers ten feet per round, up or down. Those failing the roll may attempt a Dexterity roll to grab the ropes and thus be saved from falling.

Those who fight and climb must hold on with one hand, leaving only one free hand with which to fight. Pirates don't carry knives in their teeth without reason.

Enemies above have Superior Position, those below have Inferior Position. Any fumble in rigging combat results in a fall.

Consider the use of Wrestle or Knock-Back while aloft. Any enemy knocked out of the rigging is an enemy knocked out of the fight.

Climbers cannot Dodge missile attacks from above, and need a fresh Climb roll if struck by a missile, or else lose their grip. A single fighter in the crow's nest with a good supply of belaying pins can hold a larger force at bay in this fashion.

For a speedy descent, sailors may drop, cutting the sails with a blade as they go, to slow their fall. To start, they release the rope and make an attack on the sail with a sword or dagger. If the attack roll

succeeds, the sailor glides down, accompanied by the sound of ripping canvas, and may roll Jump at the bottom to land safely. A failed Jump roll results in 1D6 damage and an ungainly sprawl. If the blade attack misses, the sailor is spiraling through thin air. A kind gamemaster might allow a DEXx3 roll, to catch a rope before disaster. Whatever the outcome, the descent takes only a round.

A fall from the rigging for any reason calls for a Luck roll. The mast pitches and sways with the movement of the ocean. The lucky drop into the sea, with only sharks and drowning to contend with. The unlucky strike the not-so-yielding deck. Damage from a fall varies with height. Generally any fall from the mainyard or higher is fatal.

↓ FALLING OVERBOARD

Many things can cause a sailor to fall overboard. With a successful Dexterity roll, no damage is taken as the water is hit, otherwise the hapless sailor takes half the normal falling damage. Once in the ocean, the unfortunate must discard non-buoyant armor, or sink, as described in *Swimming in Armor*, below. A final Swim roll then propels him or her back in the direction of the ship.

Sharks are a danger if there is any blood in the water. If sharks are present, only a successful Luck roll every round avoids attack.

Helpers on-board might make a Throw roll to land a rope nearby, which can be seized with a Dexterity roll. Compare the STR of the pullers to the SIZ of the swimmer on the Resistance Table to see if they can haul him or her safely aboard. Add the SIZ of any attached sharks to the equation.

↓ SHIP-TO-SHIP MISSILE FIRE

Missile fire from one ship to another is wildly inaccurate. Neither vessel is a stable platform. Uniformly reduce missile skills by half. If the seas are rough, reduce them to a quarter.

Adventurers wishing to avoid missile fire might go below-decks. Stouter souls stay on deck, but crouch behind the gunwales. Missiles aimed at such targets have a 50% chance of hitting the side of the ship instead.

↓ PITCHING AND ROLLING

Strong winds and high seas toss boats from side to side. In such conditions, a DEXx3 roll must be made by anyone attempting physical action on deck. Failing such a roll, sailors must roll Luck or be swept over the side. At the gamemaster's option, the roll might be reduced to DEXx1 if conditions are truly awful. Wise mariners affix a stout rope to themselves first.

↓ SCUTTLING THE BOAT

Only a scoundrel would sink a perfectly good ship, but scoundrels abound on the seas. Such blackguards proceed directly to the bilges. An axe is necessary. Do not make an attack roll; such blows strike automatically. Roll damage normally.

The ship's Hull Quality acts as armor, although its effectiveness is halved against such attacks from within. Thus a Brig, with a Hull Quality of 16, is only protected from 8 points of axe damage. If the damage exceeds the Hull Quality, then subtract the difference from the ship's Structure Points. When the Structure Points reach zero, the ship begins to sink. The *Ships on the Seas* chapter has details on foundering vessels.

↓ SEA-LEGS AND SEA-SICKNESS

Adventurers need to find their sea-legs before they can be much use on a boat. Roll CONx3 on the first voyage to get the hang of it. Failing this, the roll is CONx4 for the next journey, CONx5 for the one after, and so on. Once a roll is made, it need never be checked again. Adventurers lacking their sea-legs must roll Dexterity to accomplish any physical action aboard, even when the weather is fair and the decks are dry.

Sea-sickness strikes even the hardy. Make a CONx5 roll at the beginning of every voyage, regardless of maritime experience. Failing the roll, nausea sets in. Reduce the sailor's maximum hit points by 1 until back on land again.

↓ SLIPPERY DECKS

Blood or wave-drenched decks are hard to negotiate. Everyone must roll Dexterity each combat round, or slip and fall. A roll of 00 signifies that the unfortunate sailor has slid off the deck.

↓ SWIMMING IN ARMOR

Until it is soaked, Leather and Barbarian armor is light enough to allow swimmers to stay afloat without Swim rolls. Sea Leather does not absorb water, which is part of its usefulness. Leather & Rings, Half Plate, and Half Plate & Mail require a successful Swim roll each round, or the wearer begins to drown. One cannot swim in Plate, instead the wearer sinks like a stone.

With a successful Dexterity roll each round, armor can be removed in the same number of rounds as needed to put it on. In the weapon tables in the *Elric!* rules lists the rounds required to don and remove armor. Failing a Dexterity roll, the adventurer needs a successful Swim roll, or he or she begins to drown.

Armor may be removed underwater by cutting the straps. A dagger or knife is needed for this. The armor falls away and is lost.

Note that a wearer is sinking while cutting armor free. Thus, someone in Plate is under water four rounds before the last piece is cut loose. A Swim roll is required to rise back up, breaking the surface four rounds later. Drowning rolls begin at CONx10 in the first round. By the eighth round the roll is reduced to CONx3. Plate armor is not popular among sailors.

↓ SWIMMING UNDER THE BOAT

Once in the water, swimming clear under the boat allows an adventurer to surprise an enemy standing at the rails expecting him or her to surface nearby. It takes three rounds to pass beneath the keel, and the swimmer needs to make a Swim roll, as well as a CONx10 roll in the first round, CONx9 in the second, and CONx8 in the third. If either of these rolls are failed, drowning begins. If the vessel is being rowed, the adventurer needs a further Swim roll to avoid being brained with an oar for 1D6 damage when coming up on the other side. To complete the surprise, the adventurer must also Climb the side of the vessel, as described in *Boarding Another Ship*.

↓ SWINGING ON ROPES

Every swashbuckler wants to do this. Roll Luck to spy a handy rope hanging nearby. Failing this, change position and look for another next round. At the gamemaster's direction, a rope might be in hand's reach, or a Dexterity roll might be required to vault over and grab it. Missing the rope, calculate damage for hitting the deck, lessened by a Jump roll.

Once swinging aloft, the distance covered depends on which mast the rope is attached to. A rope dangling from one of the yards on the fore-mast allows one to reach any point between the prow and amidships. The mizzen-mast allows one to range from the stern to amidships. The main mast gives one the span of the entire boat.

Swinging requires some degree of balance and poise. A Dexterity roll is required to control the swashbuckler's arc. If the roll is failed, the gamemaster determines where the character ends up. A result of 00 indicates a collision with a mast or someone swinging in the opposite direction, for 1D6 damage to all parties involved.

A rope-bound attacker is entitled to a free Brawl attack to kick the head of any one enemy passed during the round, and a Jump roll to land upright and ready for action at the final destination. If that destination is a foe, an immediate attack may be made, with a bonus of +10%. The opponent may only Parry or Dodge the daring and unexpected assault, until the next round of combat.

SHIPBOARD FUMBLE TABLE

This table can be used in place of the normal table for Hand-to-Hand Fumbles during shipboard combats, if it pleases the gamemaster. It lends character to fighting at sea. The end results are largely the same, so those who need no further tables in their game can happily ignore this one.

D100 Fumble Result

- 01-06 **The ship rolls and throws you off balance** – lose next parry; your foe may disengage.
- 07-12 **Slip or trip on rigging or other obstacle** – lose next attack; your foe may disengage.
- 13-18 **Slide on the slippery deck** – lose next parry and attack; your foe may disengage.
- 19-24 **Sea-spray in eyes** – parry, dodge, or move only for the next 1D3 combat rounds; your foe may disengage.
- 25-28 **Shield strap breaks** – halve your shield parry percentage until repaired. Inapplicable to a demon shield. Ignore this fumble if you don't have a shield.
- 29-32 **The ship's parrot panics** – the pesky bird flies into your face. Automatic miss on your next attack, in whatever round it occurs.
- 33-36 **Drop weapon** – it's at your feet and costs five DEX-ranks to recover; your foe may disengage. Inapplicable to a demon weapon. Ignore this fumble if you parry with a shield.
- 37-40 **Weapon knocked away** – it is 1D4 yards away in a random direction. That might take it over the side. Inapplicable to a demon weapon. Ignore this fumble if you parry with a shield.
- 41-43 **Falling sail** – a shroud has been cut, and you are underneath. You can parry but not attack or Dodge for two rounds as you struggle to get clear of the wet canvas; your foe may disengage.
- 44-46 **Shark bites you** – a shark from the feeding frenzy around the ship leaps onto the deck, and bites your arm before sliding back into the water; you can use a weapon or a shield, but not both, for the rest of the fight.
- 47-49 **Smashed by swinging boom** – the spinnaker boom spins around and you get it in the face. Parry and dodge only for the next round as you try to wipe blood from your eyes; your foe may disengage. Ignore result if you're wearing a helmet.
- 50-52 **Struck by rolling barrel** – a stray cask bounces across the deck and smashes into your legs. You're knocked down; your foe may disengage.
- 53-55 **Kicked in the head** – a sailor swinging on a rope overhead kicks you on his way past. You lose no hit points, but your senses reel from the buffeting. Halve your attack and parry skills for one full round.
- 56-58 **Helmet knocked off or heavy hit to head** – the sail unfurls and the mainyard cracks you over the skull. If you wear a helmet, you'll need five DEX-ranks to pick it up, and a full combat round to strap it on after disengaging. Inapplicable to demon armor. If you don't wear a helmet, see *Kicked in the head*, just above.

D100 Fumble Result

- 59-62 **Weapon overboard!** – it is knocked out of your hand and over the side of the boat. To get another one, unsheathe one or pick one up; your foe may disengage. Inapplicable to a demon weapon.
- 63-65 **Shield overboard!** – a heavy blow knocks it out of your grasp and into the drink. Inapplicable to a demon shield.
- 66-68 **Sea-bird savages you** – a crazed scavenger gull pecks you in the face; bleed for 1D6+4 combat rounds; resulting scar is permanent: lose 1 APP.
- 69-71 **Fall below-decks** – you step backwards into an open hatch and tumble through. If you fail a Jump roll, your ankle is sprained; half-MOV for the rest of the battle. Spend 1D3 rounds getting back on deck.
- 72-74 **Corpse from the rigging** – a sailor plummets to his death, and lands on you. You lose no hit points, but you are knocked down; your foe may disengage.
- 75-77 **Weapon stuck in mast** – roll STRx3 or less to pull it out; your foe may disengage.
- 78-80 **Tangled in rope** – you get fouled up in rigging. Halve Dodge skill until you extricate yourself; to do so, spend a full round and make a Dexterity roll. Your foe may disengage.
- 81-83 **Grab from below** – someone clutches you from below-decks. You step away, but lose your shoe or boot. Disengage plus successful Search to find it.
- 84-86 **Man overboard!** – you are knocked over the railing and into the sea. If you are wearing metal armor, you had better cut the straps. Roll Swim to get back to the boat, and Climb to make it up the side. Failing a Swim roll, see the Drowning rules on p.59 of the *Elic!* rulebook.
- 87-89 **Bloody cut across one eye blinds you** – halves attacks and parries until Physik, Healing or Suture is successfully applied. Failing a CONx5 roll, sight is lost permanently in that eye, and you must affect a patch like other old sea-dogs.
- 90-92 **Armor straps cut** – subtract 1 from armor roll results until the armor is repaired. Inapplicable to demon armor.
- 93-95 **Portion of armor lost** – uniformly reduce armor roll results by 2 for the rest of the fight. Failing a Luck roll, the missing piece is lost forever over the side; see an armorer when you get to shore, and pay 1/5 of the cost of a full suit. Inapplicable to demon armor.
- 96-97 **Hit friend or self** – your Luck roll decides who is hit; do rolled damage with applicable damage bonus. Demon weapon always hits friend instead of self.
- 98-99 **Really bad fumble** – roll two more results.
- 00 **Worst possible fumble** – roll three more times.



SAILING FUMBLE TABLE

BAD THINGS HAPPEN at sea. This table can be used whenever the captain fumbles the weekly Sailing roll. Gamemasters who prefer to boycott tables may invent their own results for a fumbled roll. The results given here are appropriate for long voyages, so the table is of little use for generating fumble results for routine actions (such as piloting a boat into harbor).

STANDARD FUMBLE – add 1D6 days to the journey time.

Roll D100

- | | | |
|---|--|---|
| <p>01 <i>Lucky mistake</i> – the captain makes a navigational error, but it turns out to be in the ship's favor. The journey is 1 day shorter.</p> <p>02-30 <i>Poor progress</i> – the going is rough, the captain makes some bad decisions, and the journey is 1D6 days longer. The crew all smirk behind the captain's back.</p> <p>31-45 <i>Terrible progress</i> – the ship is clear off-course, due to the captain's ineptitude, and the journey is 1D10 days longer. Paying passengers demand a refund.</p> <p>46-50 <i>Supply shortage</i> – the ship is out of pitch and timber, and cannot make repairs of any kind until fresh materials are obtained from a port.</p> <p>51-55 <i>Food shortage</i> – food levels are critically low. Rationing is introduced, and all aboard must roll CON x5 or lose 1 hit point due to hunger. This hit point cannot be regained until the food supply is replenished. Add 1D6 days to the journey, to divert to land to restock the larder.</p> <p>56-60 <i>Water shortage</i> – water levels are critically low. Rationing is introduced, and all aboard must roll CON x3 or lose 1 hit point to dehydration. This hit point cannot be regained until the water reserves are replenished. Add 1D6 days to the journey, to divert for the nearest source of fresh water.</p> | <p>61-65 <i>Widespread sickness</i> – a fever sweeps through the ship. All aboard must roll CON x5 or catch the disease. Those ill lose 1 hit point, and perform skills at half-chance. Reroll CON x5 every week to get better. Successful Physik or application of Heal allows the patient to check daily for recovery. Add 1D6 days to the journey, because of the temporary crew shortage.</p> <p>66-80 <i>Possible ship disaster</i> – if the captain fails a Luck roll, make a roll on the Ship Disaster table, and apply the results. If the Luck roll is made, lose 1 point of Seaworthiness due to shipping water.</p> <p>81-90 <i>Definite ship disaster</i> – roll on the Ship Disaster table. The captain gets no Luck roll to avoid this.</p> <p>91-92 <i>Cargo breaks free</i> – heavy cargo in the hold is not securely stowed. It shifts during heavy seas, and smashes the side of the boat. The ship loses 2D6 Structure Points.</p> <p>93-94 <i>Run aground</i> – the ship strikes a reef, or a submerged rock shelf, and runs aground. It takes damage equal to the roll of 1D10 six-sided dice. The total amount is subtracted from Seaworthiness. Damage in excess of Hull Quality is subtracted from Structure Points. A Sailing roll from the captain, and the hard labor</p> | <p>of all hands, is needed to get the craft off the rock and back into the water.</p> <p>95-96 <i>Collision</i> – the ship strikes a rock, another ship, an iceberg, or similar object. Damage is as per the normal rules for collision.</p> <p>97 <i>Fire in the galley</i> – a fire starts in the galley, causing a <i>Food Shortage</i> (see 51-55 above). If the captain fails a Luck roll, the ship's cook is killed. If the roll is 00, the fire gets out of hand, and the ship burns to the waterline.</p> <p>98 <i>Return to port</i> – the ship must turn around. Vital cargo was left on the dock, or an important passenger forgotten, or all the food is found to be bad, or the map is wrong, or some such event. This is a stupid error, and not one that the captain soon lives down.</p> <p>99 <i>Mutiny</i> – the captain treats the crew harshly, and they revolt. If their demands are not met, they set the captain and any loyalists adrift in a small boat with enough supplies to reach the mainland. Tracking down the mutineers might form the basis of a future scenario.</p> <p>00 <i>Wrath of Straasha</i> – the captain forgot to appease the sea-king prior to voyaging. The vengeful lord of the waves pulls the ship down. Refer to <i>Lost with All Hands</i>, result 00 on the Ship Disaster table.</p> |
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NEW DEMON ABILITIES

- ⚡ **CONFUSION** – The demon's appearance is so bizarre that it confuses anyone who views it. For each magic point invested in the ability, reduce the opponent's chance to hit by 5 percentiles.
- ⚡ **VENOM** – The demon is poisonous. Combine this power with another attack form, such as Bite or Claw. If the attack is successful and penetrates the opponent's armor, it does venom damage of POT equal to the demon's CON. Roll CON:CON on the resistance table. With a success, the attack costs the target the demon's CON in hit points. With a failure, the target loses half the demon's CON in hit points, but is immune to further Venom attacks. The magic point sacrifice for his ability is fixed, at 10 magic points, in addition to the sacrifice for the base attack form.

WIND AND SEA STRENGTH

D100	Description	Strength	Damage	Average
01-04	Calm	0-2	—	—
05-12	Light Air	3-6	1	1
13-24	Breeze	7-12	1D3	2
25-36	Light Wind	13-18	1D6+3	6-7
37-48	Moderate Wind	19-24	2D6+6	13
49-60	Strong Wind	25-30	4D6+12	26
61-72	Fresh Gale	31-36	6D6+24	45
73-99	Whole Gale	37-49	8D6+48	76
00	Hurricane	50	10D6+96	131

A NEW SPELL

WRACK (1) – Range is Sight. Chaotic. Boils the flesh of the target. With a successful MP:MP roll on the Resistance Table, removes 1D3 hit points from the target's total; can be recovered by the normal means of Physik, Healing and Suture.

world, should Chaos ever be truly vanquished.

Beware also of the privateers who take their ease in Uhaio's taverns, for here such men are feted as heroes, not as the pirates they truly are. It was the misfortune of Captain Vanaad of Menii, a fine companion of my youth, to insult such a brigand who had boarded his ship in the Oldest Ocean and seized his cargo. As punishment for what was in truth no crime save in this pestilential city, Vanaad could but watch helplessly as his ship, the Swift Breeze (one of the finest vessels it has ever been my pleasure to sail upon) was ordered burnt to the waterline and scuttled.

UTKEL

Utkel, where I was born and raised, is a Purple Town of hard-working folk, where pleasant canals wind under curving bridges, and the wide waters of the Mindorn River flow through salt marshes to meet the Bay of Menii. The river is broad enough that ships may sail a fair distance upstream, and so warehouses and piers are a common feature throughout the city. The citizens of Utkel are Straasha-fearing folk, without the airs and arrogant pride of Menii's citizens. Although some merchants make Utkel their home, the majority of its citizens are honest toilers, seamen, sailors and fisherfolk, as were their families of old. They worship at the Rippling Chapel, the finest temple built to honor the Sea King as strands in any city of the Young Kingdoms, a blue-lit grotto within the depths of a rocky headland, above which stands the enclave of Straasha's priests. Utkel's inexpensive, homely taverns offer simple but wholesome fare, and provide mariners of all nations a place to sit and talk as equals.

AN
AUTHENTIC AND INTERESTING
NARRATIVE

OF THE VOYAGES OF THE BRIG
THE PRIDE OF UTKEL

WITH PARTICULAR DESCRIPTIONS OF
DIVERS PORTS, HARBORS AND
MARITIME PERILS

INCLUDING DESCRIPTIONS OF TRAVAILS,
CUSTOMS, AND HOW WE WERE RECEIVED.
WRITTEN FOR THE BENEFIT OF SAILORS AND
MARINERS BY

CAPTAIN KELGAR SAILFAR

PUBLISHED BY EPLIVAN PRINTER AND SONS, UTKEL

INTRODUCTION

Having sailed Straasha's waters for two-score years and more, it has been my concern that the lives of more sailors are lost through ignorance rather than by direct misfortune. It is for the prevention of such that I put quill to parchment, having perforce given up the sea due to the pains of gout, although the tides still call my blood, and salt flows yet through my veins. Mayhap this exercise is for naught, and sailors good and true will continue to be lost, despite my endeavors to the contrary. Still, it is my wish that the knowledge I have gleaned, not without cost, is remembered when the Sea King claims my soul and my body is delivered to the waves.

To you who read this, be warned that the passage of time may have erased something of the truth of what I write, and know also that my own ignorance and assumptions may color this document sometimes with falsehood. I will not dissemble; I am a cantankerous old man, Straasha forgive me, but I state things plainly, without embellishment. Nor, now that I needs fear insult no more and do not intend to make another voyage save that last one when my cold flesh is carried down to the waves, should a need for false praise or fear of reprimand hold me back from writing the full truth.

Lastly, good reader, I beg you to pray for my soul, for I shall soon to die, and were not at all a good nor kindly man. And I must of honesty and heartfelt thanks give dedication of this pamphlet to the good of all mariners to the graces of the Rippling Chapel's magnanimous and generous High Priest, Brolle Wavestrider, without whom my manuscript could not be published.

By the grace of Straasha,
Captain Kelgar Sailfar,
15th Montfath, being 399 years after Liberation.

comers. Minor skirmishes are common in Filkhar Bay. The city itself is a good market for fabrics, as well as cotton, flax and wool, and luxury items of all description. Produce readily available in Raschil's markets include all manner of seafood, marinades, and the wines for which Filkhar is renowned.

TREPESAZ

The small port of Trepesaz lies at the mouth of the River Zaphra-Trepek (a plague upon these unwieldy Lormyrian names). The Lormyrian capital, Iosaz, is many days journey upriver, and in truth little rewards such effort. Trepesaz, like all Lormyrian settlements, has greatly fallen from its glory of old, and is today in truth little better than a sleepy burg. Save as a transfer point for goods bound to and from the capital, and for the delicious mud-crabs which are the local delicacy, Trepesaz has but little to recommend it to travellers in this day and age.

UHAIO

I can think of few kind words to say of Uhaio, home to the Royal Vilmirian Navy. My crew have met with misfortune each time I have anchored in Uhaio, and I would warn all captains to extreme caution should they have the misfortune of berthing here. On the occasion of my first visit, much to my anger, I lost five men stout and true to the press gangs who service the navy. Finding men capable of replacing them was difficult, to say the least. Vilmirian sailors are a lazy lot compared to the men of Urkel. It is a black day indeed when honest men are so scared of service at sea that they will not enlist of their own free will, and press gangs must have cause to forcibly stock vessels with crew members instead.

When next I sailed to Uhaio (bearing a cargo of timber from Dhoz-Kam) for little wood grows nowadays in Vilmir, and cured timber always warrants a good return) one man of my company, a Lormyrian, kind of heart, took pity upon the convicts languishing in the prison hulks which rot in Uhaio's harbor. Taking a jolly-boat, he rowed to one of the hulks with the intention of tossing fruit to the prisoners, in that he might relieve their misery. For this kindly deed he was seized and executed forthwith. Like all Vilmirian cities Uhaio is bleak and without mercy. I fear for us all if this be the fate the forces of Law have in store for the

honest fisherfolk, the harborside bustles day and night with all manner of mariners. Its taverns, docks and warehouses are second only to those of Utkel in prosperity and delights for those of a nautical bent, and unlike the remainder of the city, are not bedecked in ostentatious finery.

The remainder of Menii is less honest, save for the Grand Bazaar of Goldar, whose pyramid gleams over the harbor, and can be seen for several miles out to sea. Without doubt the bazaar is the finest in the Purple Towns, and mayhap the world. It puts even Imryr to shame. The annual Menii fair is the foremost trading event of the Young Kingdoms, and should not be missed. The boasting of Ilmorans aside, not even Bakshaan can rival Menii as a city of mercantile glory.

OLD HROLMAR

When last I visited Old Hrolmar, at least ten years past, it was ruled by Duke Culvan Astran and was, like all Vilimirian cities, featureless and stultifying. Of late I have received word from reputable men, good captains all, that the old Duke's son has since donned the coronet. Changes are afoot in Old Hrolmar now, they say, and Duke Avan has instigated them all. Knowing from personal experience how little love your average Vilimirian has for things new and untested save those that come from the Church of Law, I fear that this young new Duke will not last. Mark my words, it will not be long before smoke from the Inquisition's pyres hangs over Old Hrolmar's rooftops, and Avan Astran is no more.

RASCHIL

Like Utkel, my home, the Filkharian city of Raschil is surrounded by marshes. The comparisons end there. Raschil is a stinking city, plagued by the marsh's miasma. In summer, its narrow streets stink abominably, and its proud citizens clutch scented kerchiefs, pommanders and similar fopperies to their nostrils to exclude the stench which surrounds them. Grieved has overcome Raschil's good sense, for the city has long since outgrown its walls, and lies helpless should an enemy navy sail against her. Pirates prowl Filkhar Bay, upon whose shores Raschil lies, and the waters are also patrolled by the rival navies of neighboring Argimiliar and Lornyr. Ships crossing Filkhar Bay do well to fly their colors clearly, indicating their nation of origin, and should present a bold front to all

AFILTAIN

Despite being an excellent market for horseflesh, the contrary currents and storm-wracked waters by which the approach to this port are dogged prevents the Shazarian capital receiving the fleets of merchantmen that are its due. The danger is offset by the low prices one may pay for truly superb steeds, if the expertise of my First Mate, a swarthy Pikaradyian hailing from his country's highlands, is to be believed.

Afilitain is a friendly city, although provincial. Its broad streets are quiet enough for a dog to nap in the center of a major intersection, as occasional ox-carts lumber past and ever present horses trot by. The currents from the Serpent's Teeth bring much flotsam to Afilitain, as well as sometimes the corpses of the drowned. The piers of Afilitain's docks are noteworthy for the small shrines dotting them in memorium to those claimed by the sea. The harbor itself is small but deep. Storms are common in winter, so strong anchor lines are recommended. Despite the infrequency of trade, or perhaps because of it, as if they are unused to exercise, the harbor bureaucracy is slow. The dock workers especially are notoriously fickle. We betide the captain whose ship is caught in Afilitain during a strike by Afilitain's docker's guild, for such dispute have been known to drag on for weeks.

The Serpent's Teeth, which line much of Shazar's coast, are a hundred mile long snarl of jagged islets and crags. The currents which sweep between them are notoriously dangerous. The difference between high and low tides in some stretches is as much as 30 feet. Whirlpools are not unknown. The churning seas where the cold currents of the Dragon Sea meet the warm waters of the Boiling Sea lie slightly south of the Serpent's Teeth, further plaguing the area with sudden and unpredictable fogs and storms. Unless they seek death, I advise all ships to give the Serpent's Teeth a wide berth.

BANARVA

Banarva is a rough and ready frontier town, whose quay-side taverns have given me much pleasure on the occasions of my infrequent visits to the port. In places the city's walls come down to the sea edge, and although its location on the western side of the Tarkesh peninsula spares Banarva the worst storms of the Pale Sea, it still suffers fierce gales. A portion of the battlements actually collapsed during a fearsome storm

some 20 years ago, crushing a Lormyrian trader where she lay at anchor below. Although the walls have been rebuilt, the ribs of Aubec's Honor can still be seen at low tide.

With but a few piers, a common sight in Banarua are the shallow-keeled longships native to the land hauled up on the beach, while foreign vessels from numerous nations lie moored in the harbor. A beautiful chapel to Straasha in Banarua bears frescoes of all manner of ships from through the ages upon its interior walls, and deserves a visit from all devotees of the Sea-King. Furs and timber are cheaply purchased in Banarua. Visitors should take care not to become embroiled in the feuding between the nation's north and south.

CADSANDRIA

The Argimilite capital Cadsandria is one of the most pretentious cities it has ever been my misfortune to sail to. Its harbor fees are expensive, and berths few. Ships must sometimes wait for weeks before being able to offload their cargo. Such delays are usually offset by the high prices paid in Cadsandria for imported goods, although the markets are notoriously fickle.

Even Cadsandria's poor fancy themselves men of wit and learning, and the simplest question, even directed towards a dock worker or local sailor, can often result in a long-winded, long-worded lecture in reply. I am a simple man, with simple tastes, and the habit in Cadsandria of postured and stilted conversation is not one that meets my fancy.

Although the Lords of Entropy are the state gods of Argimiliar, there is little evil in it, nor any great wit. Practitioners of Chaos in Cadsandria, following the example of their sybarite king, are generally too drunk or drug-addled, to practice arts as dark as those of Pan Tang. The greatest danger any visitor to Cadsandria faces is being marked as coarse or ill-mannered for a bearing that is honest and free of artificiality.

CHALAL

The gloomy slate city of Chalal lies upstream from the mouth of the River Cha, and is overlooked by the castle of its king, perched like a brooding raven upon its bare hill. Beyond the narrow river valley rear crags carpeted in bristling pines; a dark, savage wilderness. The broad mouth of the Cha is a poor anchorage, and prone to storms. As you enter

night. We should turn our back upon twilight Imrryt, and look to our own cities which bask in the bright light of the sun.

JADMAR

The Vilmirian capital of Jadmar is hidebound and stagnant, and its harbor is slowly becoming choked by sand. This is indicative, I think, of the Vilmirian condition. They close their borders and minds to the outside world, scorning all that is new (save what they themselves have invented, or laid claims to inventing) as weakness and heresy. Jadmar's harbor-master and his attendant assistants are the worst of any port I have ever berthed in, being uncooperative, inefficient and lazy, not to mention needlessly bureaucratic.

KARISS

Another of the Purple Towns, although its arrogant inhabitants never refer to it as anything less than a city, Kariss is the home of the ancient nobility of the isle, and as such, the destination of few merchants, save those sycophants who ape the nobility's shallow style. Kariss is a town of old-fashioned values. Its residents refuse to concede that time has passed them by. Long the capital of the Isle of Purple Towns, although that honor has since been purchased by Menii, Kariss has amassed much wealth, and puts the flea-pit capitals of Pikarayd, Oin and Yu to shame. The town is elegant and quaint, with a generous harbor which is wasted on the pleasure craft of the idle rich. Standing aloof and distant over the city is the alabaster tower of the Temple of Winds, sacred to Lady Lassa All-Knowing. Regardless of their creed, captains, sailors and mariners of all nations pay their devotions at the Temple of Winds while in Kariss-town, to ward of the ill fate of becoming becalmed upon the high seas.

MENII

Menii is the administrative and political capital of the Isle of Purple Towns; its streets swarm with delegations and ambassadors from this country and that province, so that it stands beside Cadsandria as a truly cosmopolitan city. The Bay of Menii is one of the best harbors in the world. Its deep waters are well protected from storms, while Menii port itself is large and welcoming. Flanked by cliffs and a small village of

and demon-haunted waters the widest possible berth.

ILMAR

Ilmar is the premier port in the Northern Continent, and my home away from home. Its people are honest, which is more than can be said for Ilmar's rival, the Ilmioran city-state of Baksnaan, which I had the misfortune to visit once. Landlocked, Baksnaan is far inferior to Ilmar, but I digress. Ilmar is a pleasant city of wooden houses, prone to misty autumns and pleasant summers. Its shipyards rival those of the Fortress of Evening, and may even be superior, if the latest rumors I have heard regarding Ilmari vessels be true. Cradled in the river valley at the mouth of the river of the same name, Ilmar's markets are always busy, and its merchants eager to buy. Among the goods for sale include fresh herbs from the forest of Troos, which can be had for a better price than in Imrryr, and are of better quality than those sold in Baksnaan.

IMRRYR

The Dreaming City is as dangerous as Hwamgaarl in its own way, an inhuman city of drugs and madness. To add to the infamy of the Melnibonéans, I hear from my friend Vanaad of Menii that of late the Imrryrians have taken umbrage at the Purple Towns offering friendly competition to them as a port of trade, and banned all from those shores on pain of death. Such should prove to all rational men that the inhabitants - I will not call them people - of Melniboné are truly the last senile citizens of a doddering empire.

The days of Imrryr's power are long since gone. Although I have not sailed to Imrryr myself, I am told by learned men that Melniboné has been abandoned by the grotesque and baneful gods of Entropy, and who am I to doubt their words? I personally believe that her dragons are all dead, as it has been centuries since such creatures have been sighted by credible witnesses, if indeed they ever existed, and that we shall see no more of their sorcerous gilded war-barges upon Straasha's seas.

Of the famed wonders of the Dreaming City, her slender towers and haunted gardens, I have little to say other than that these are indeed the last remnants of a dream, which even now fades as the Young Kingdoms awaken to a new age. Men have no province in dreams. We are creatures of the daytime world, surely as the Melnibonéans were creatures of the

the river, which is deep and broad, the ruins of an ancient Melnibonéan settlement can be seen on the port side. These ruins are shunned by the people of Chahal. Their city was founded by survivors many miles away from the site of Melnibonéan atrocities upon their forebears, making Chahal a relatively young settlement.

Chahal is prone to fogs, which leave its unpaved streets boggy and treacherous. I once heard that a Filkharian drowned in the streets of Chahal, although this may be apocryphal. The city is a trading enclave for the whole nation, and its market's are the tensest I have ever dealt in. Only the strong-willed survive in Chahal; the nervous soon crack. The reason for the tension is the uneasy truce demanded of the blood-feuding Pkaraydian tribes by their blood-thirsty and barbaric King while they are within Chahal's walls. Swaggering mercenary packs, on leave from the petty but savage highland wars they fight in, drink in the city's taverns (louse-ridden hovels the lot of them), and can be hired on to guard ships from pirates, although I would not trust many of them not to turn pirate themselves.

DHAKOS

Beware the smooth tongues of the citizens of Dhakos, who are in truth people of little honor, and slippery as eels, as is their catamite King, Dharmit. Their intricate treacheries are all too quick to catch up visitors to their many-spired city. A perfect example of the scurrilous nature of the Jharkorian are the Vanat family of Dhakos, assassins all of them, from the smallest babe to the patriarch of the clan of killers. Their ancestors have all been assassins, and their descendants will be assassins also. They are respected, and paid by honor by the citizens of this city, who consider them as they would a family of redeemed wine-makers, or sail-makers whose family have always practiced the craft. Such strange custom is the norm in Dhakos, who I deem too highly enamored of their Melnibonéan past.

The city itself sprawls across the coastal plain, and around its harbor, which I grant is the largest in the Young Kingdoms, although the degree of skill shown by the dock-workers is inferior to that of your average Purple Townsman. The harbor mouth is heavily fortified against Pan Tangian or Dharijorian attack, and home to the aggressively large Jharkorian navy, whose Captain Admiral Athven Askari is rumored to share the

King's favor most intimately. Even this sordid and shameful secret is of no concern to the morally lax people of this hot, windy city, with its open sewers and cess-pit minded inhabitants.

DHOZ-KAM

The twin capital of Oin and Yu, who are so poor that they cannot afford a capital city each, Dhoz-kam is a benighted slum, aswarm with pirates and vagabonds of every nationality. It is the most lawless city in the Young Kingdoms. No questions are asked in its market places, and its merchants buy and sell every conceivable item, from slaves to sorcerous grimoires, without shame. Prices are poor; if you seek a good market, sail elsewhere. If you are hiding from the Vilmirian Inquisition, or have stolen goods you wish to be rid of, Dhoz-Kam is the city for you.

THE FORTRESS OF EVENING

The splendid shipyards of this northern province Purple Town are overshadowed by the mysterious alien castle which stands above it. None know who built it, or why. It is said that even the Dragon Lords, when they first set their accursed feet on the Indigo Isle, found the Fort of the Evening (so named because its parapets flare crimson in the light of the setting sun, when the solar disc is no longer visible from the city below) already standing. Other than its shipyards, and its rough and ready sea-front watering holes, brothels and gambling dens (where the name of the Golden God is invoked often; usually as a profanity, and invariably in vain), there is little to recommend in the Fortress of Evening.

GALEAZZO

The slowly-dying city of Galeazzo is built upon a small archipelago of rocky islands. Although its harbor has little protection from the Pale Sea, Galeazzo has been blessed by Lord Straasha, and so is spared from storms. Every Spring the rite which weds Galeazzo to the Sea King is performed. Ships and their crews take part in all manner of races and feats of strength, to choose which ship is fit to carry the Patriarch of the Church of Water, and from whose deck he shall perform the ceremony. An excellent year for the ship and its lucky crew soon follow, although on the few occasions that a foreign ship has won, the seamen of Galeazzo became notoriously bitter. Speaking of the mariners of this city, I have it

on good authority that Galeazzeans are born able to swim, and learn to sail before they can walk.

No other human city in the Young Kingdoms produces finer glass. Despite their honored status, the glassblowers of Galeazzo are little better than glorified prisoners, for it is feared by the city's councilors that were any of their number to flee, the secret of perfect Galeazzean glass would soon be known to the city's rivals, and the last glory of Galeazzo be lost. Thus it is that the glass blowers are kept under lock and key, and their lives made miserable.

Once the premier port in Ilmiora, Galeazzo's shipyards have been eclipsed by those in Ilmar, and her artists wooed away by Bakshaan, although any native of this city would stridently deny such claims. The faithful of the Sea King may still find special joys in Galeazzo, and her shipyards still produce fine vessels for a remarkably low price, although far fewer than once slid down her slipways into the Pale Sea.

GROMOORVA

Beware detailing your transactions in this port in your ship's log if you would afterwards sail to Vilmir, or are boarded by that nation's privateers, for at best they will seize your cargo, and at worst fire your ship, as befell my comrade in arms, Hugot Onebrow, as fine a man as ever sailed. The Vilmirians consider Gromoorva an evil place, whose citizens have made a pact with Chaos, and who are enamored of the demon-worshipping and blood-thirsty zealots of Pan Tang. After hearing of Hugot's misfortune, and too because every second ship which moors in Gromoorva is that of a pirate, and not an honest man, I strongly advise you to treat the Dharijorian capital as you would a plague ship, and avoid it utterly.

HWAMGAARL

I have never set foot in Huamgaarl harbor, and never will. Only the evil and the insane sail to this place, and few ever leave. From their port of ebony and obsidian, the blood-stained cliffs echoing with the tortured screams of the damned, the black galleys of Pan Tang set forth to pillage and destroy. Like the sharks which follow in their wake, Pan Tangian galleys are merciless and cruel hunters. Flee at the first sight of their black sails, and give this accursed island and its churning, storm-wracked



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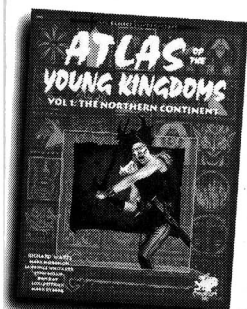
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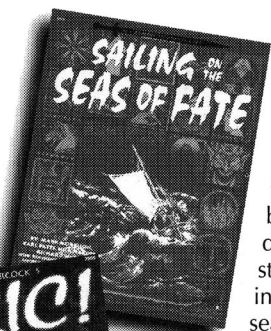
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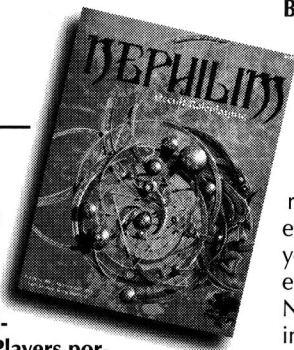
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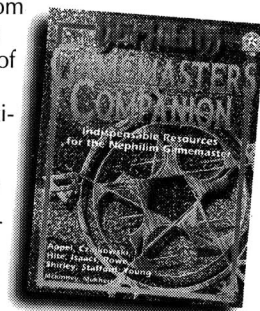
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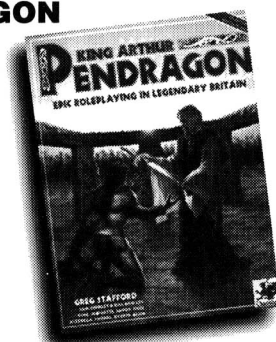
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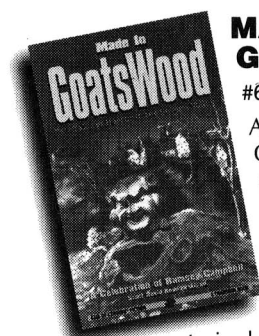
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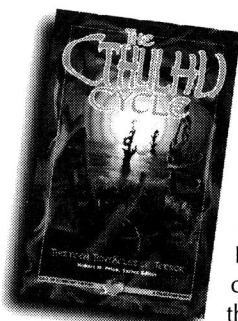
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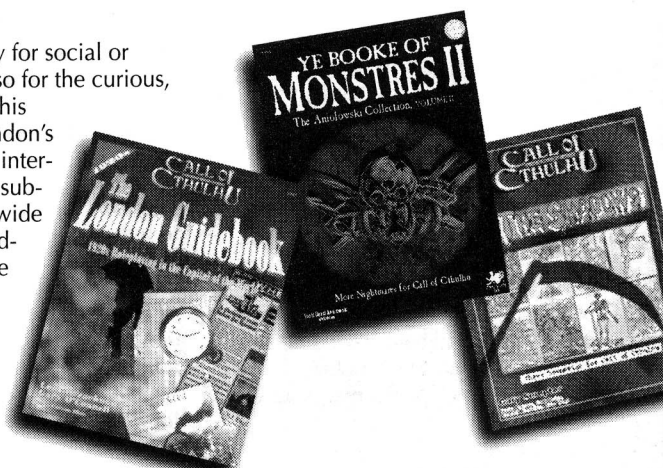
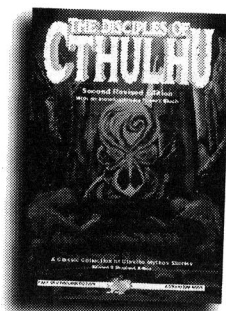
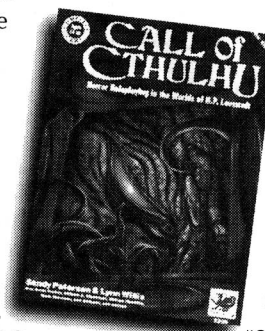
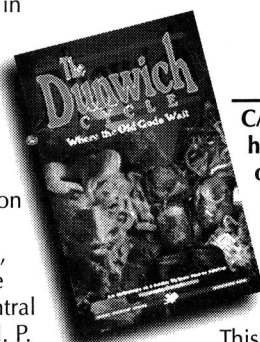
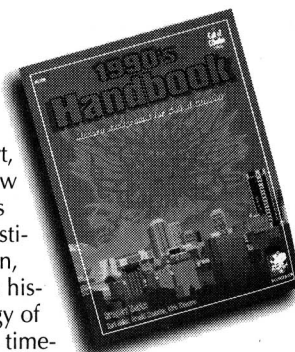
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OPEN SEAS

**WHO RULES THE OCEANS HAS MASTERED
THE YOUNG KINGDOMS. MELNIBONÉ, THE ISLE OF THE
PURPLE TOWNS, AND DREAD PAN TANG
ARE THE HINGES OF THE SEA
AND THE GRAPPLES OF THE LAND.**

**EACH SEEKS DOMINION IN THE WORLD,
AND HAS HAD IT IN THE PAST, OR WILL HAVE IT SOON.
WHILE CHAOS, LAW, AND BALANCE LEAVE THE WATERS
TO THE WIND, THOSE WHO DARE MAY SAIL.**

Sailing on the Seas of Fate details ship and sea rules for use with the ELRIC! roleplaying game, providing all the tools and background needed by a gamemaster. It includes a ship record sheet, sixteen types of merchant vessels, various small boats, lethal warships, and the feared Melnibonéan battle barge. Also featured are sailing instructions, a ship disaster table, sea menaces, storms, siege engines, seafaring, survival at sea, ship and sea battles in the Saga, crew stats for five classes of vessels, creatures, scenario hooks, an analysis of the Dark Ship that sails the multiverse, spot rules for shipboard combat, shipboard fumble rules, many illustrations, more.

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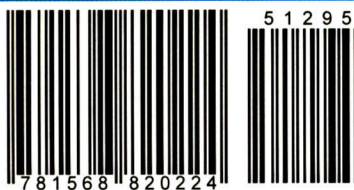
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ELRIC! is a roleplaying game based on the novels of Michael Moorcock, whose tales about Elric and other incarnations of the Eternal Champion are now classics of fantasy available everywhere in the English-speaking world.

In this game, heroes discover secrets about the world of the Young Kingdoms, the nature of the universe, the Gods of Law and Chaos, and what their prophecies portend. You and your friends portray ordinary people from the Young Kingdoms who seek adventure, riches, power, and understanding. You face the same sorts of situations and dangers that Elric, Moonglum, Dorian Hawkmoon, and Corum encountered, but this time you must win those legendary victories.

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