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HEREIN **ELRIC GAMEMASTERS** will find invaluable tools to make their job easier. Whether you are a new player of the Elric role-playing game, or an experienced gamemaster, the play-aids in this kit will help you run your adventures. An assemblage of key charts and much useful information is now in an easily referenced form. No more fumbling through the book to find important rules. New types of character sheets are provided to assist in record keeping, and an entry level scenario is also included to get you started right away.

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Reprinted here, two per page for easier photocopying, are the half-page **Demon Sheets** and the **NPC Character Sheets**. With these play-aids you can now keep all of your PC and NPC information on fewer pages and in a more convenient format.

■ Rounding out this Kit is a complete, ready-to-play scenario; **"THE CURSE OF CHARDROS."**

Intended for beginning characters, this scenario is perfect for an inexperienced gamemaster, or for starting out a new group of

adventurers. It has enough horror and intrigue to fill a couple intense sessions of roleplaying.

The Curse of Chardros will whet your appetite for more dark fantasy roleplaying. Happy adventuring—and good luck, your players will need it!

— Les Brooks



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THE CURSE OF CHARDROS

WHEREIN THE INVESTIGATORS BENEFIT FROM NOBLE HOSPITALITY, AND BESTOW SOME KINDNESS OF THEIR OWN IN RETURN.

THIS SCENARIO IS intended for adventurers of minimal experience, who have just set out into the world. Although situated in an isolated corner of the Isle of the Purple Towns, a gamemaster can easily transplant it elsewhere in the Young Kingdoms, Shazar, Ilmiora, and Pikarayd in particular. The adventurers are introduced to the action while traveling overland.

SUMMARY

TWO HUNDRED YEARS ago Lady Aglarana Sternbrow, Champion of Law and a noble of the Isle of the Purple Towns, won a tremendous battle against the forces of Chaos. Her foe, the Pan Tangian Tzimik Marghul, a demented and murderous priest of Chardros who had infiltrated the Isle, was slain. It was believed his evil died with him. With his dying breath, however, Marghul cursed Sternbrow and her descendants, calling upon Chardros of Chaos to afflict the Sternbrow line with a living death. Since then, Aglarana Sternbrow's descendants have been subjected to the curse of the Reaper every twenty years, on the anniversary of Tzimik Marghul's death.

While traveling through bleak Belrain County, on the Isle of the Purple Towns, perhaps after completing 'The Weight of Doom' and 'The Thought That Counts' in the *Elric* rulesbook, the adventurers are beset by a storm. They shelter in a nearby castle. Here dwell Lord Gomrick Sternbrow and his young wife Listoria. As fate would have it, the adventurers arrive on the anniversary of Aglarana's battle, and are invited to share in the celebration. During this even the adventurers may notice the tensions underlying this outwardly joyful affair.

After the feast, Gomrick and Listoria retire to their chambers, from which shortly, and briefly, issue Lady Sternbrow's terrified screams. She is shortly found unconscious, and Lord Gomrick missing. Clues found previously, or evidence at this scene point the adventurers to a nearby ruin, Tzimik Marghul's tower.

Exploring the ancient structure, the adventurers discover Gomrick Sternbrow and previous victims of the curse of Chardros, now hideous tomb-things animated by the powers of Chaos. These walking corpses haunt the ruin, guarding the Reaper's shrine, the source of the unwholesome energy that

infuses them. Destroying the shrine banishes the curse, as well as laying to rest the revenants and freeing Lord Gomrick.

BEGINNING THE ADVENTURE

The adventurers are riding across the green valleys and bare hills of Belrain County, not far from Utkel and the sea. Perhaps they travel from one city to another, or are engaged in secretly collecting rare mosses for a sorcerer, or perhaps they seek adventure for its own sake.

As they ride, a rampart of black clouds marches toward them from the south, and soon looms oppressively overhead. Except for scraggly, isolated, useless trees, not a hint of shelter can be seen. Successful Listen rolls pick up faint grumbles of thunder carried on the now-chill wind. A successful Search roll notices a small castle far to the west, and beyond it a dark line that seems to be more vigorous trees. Requesting shelter from the castle's owner should occur to everyone.

CASTLE STERNBROW

THE STORM IS NEARLY upon them. Those succeeding with Ride rolls will make it to the open gate of the stout wall that defends the keep; they shelter just beyond, protected from the wind and rain lashing at the gray stone battlements. Those with failed rolls fell behind their friends and are soaked to the bone. Adventurers who ride back to urge on their friends are equally soaked, the weather lacking all respect both for noble spirits and for good horsemanship.

The castle is little more than a central keep, a surrounding wall, and red-tiled outbuildings arranged along the inside of the wall. It stands fearlessly atop a granite tor, jutting up from a green sea of grasses and bracken. Two miles further west, a sizable forest begins. The keep is small and square, two stories high, with turrets at each corner that rise another story each.

When the adventurers arrive, flags and banners flutter everywhere. The wind whips some free and carries them away, while the rain soddens everything.

Four guards huddle out of the rain beneath the gate house, bearing garlands on the tips of their spears. Despite the sudden storm, they are cheery and beaming, courtesy of a small cask of brandy which Lord Sternbrow has thoughtfully granted them.

"Welcome!" they cry upon spotting the strangers, "Welcome! Out Lord this night celebrates the glorious deeds of his ancestors, and will look kindly upon guests!"

Provided the adventurers are not manifestly servants of Chaos or ruffians, a guard escorts them forthwith into the keep, their mounts entrusted to a scowling stable boy. No brandy for him: only a piece of sackcloth protects him from the icy rain.

LORD AND LADY STERNBROW

The somewhat intoxicated guard leads the adventurers into the great hall, which occupies most of the keep's first floor. The wind howls outside, setting the torches aflicker and rattling the translucent horn that covers the narrow windows. But the great hall is warm, smoky, and slightly stuffy. Hounds tussle over bones beside the fire. In one corner a handful of traveling musicians alternate sprightly reels with lusty shanties. Lord Sternbrow's chamberlain, Ulsk Valgart, a short man who is as broad as he is tall, announces the adventurers to the assemblage in an accent so thick that it is almost unintelligible to those not of the Purple Towns. Lord Gomrick rises, cup in hand, and welcomes the adventurers with a drunken bellow.

LORD GOMRICK STERNBROW

This unimportant nobleman is tall and broad-shouldered, of middle age, and hearty. His black hair is streaked with gray, and is pulled back in a tarred plait. His weathered face is pale, but flushed with drink. His eyebrows are bushy and immense, and so is his beard. Lord Gomrick wears a loose-sleeved linen shirt, a finely-embroidered vest in subdued hues, and leather trousers, all in shades of blue and purple.

Although of little status among the nobility, Gomrick is justifiably proud of his lineage. He pays homage to Lord Donblas the Defender, as befits a noble of the Purple Towns, and his roots are firmly embedded in a once-piratical, now noble past. In temperament he is somewhat condescending and prone to rashness. His marriage allied him with a rising family of merchants, through whom he hopes to gain more influence and power on the Isle.

Quiet desperation underlies Gomrick's forced gaiety, as an Insight roll suggests after a few minutes of conversation with him. Lord Gomrick believes in the Sternbrow curse, and can recount all of his forebears who fell before it, but honor forbids him to speak of his fears.

LADY LISTORIA STERNBROW

His wife, whom Gomrick introduces as the Lady Listoria, is 24, half his age. Listoria's raven-black hair falls to her waist in intricate braids. She is pale and fine of dress in dark blue-dyed linen, its hem intricately embroidered with aquatic motifs, over which she drapes a light blue woolen mantle. She is the only child of a clan of wealthy Utkel merchants: when her ailing father dies, she will inherit the wool cartel he now owns.

Listoria is a great believer in tradition, and her marriage into the Sternbrow line brings much honor. Although her husband is only a marquise, he is still a Peer of the Isle. Listoria enjoys her new prestige, though she will enjoy it more in Utkel, when both title and money will open every door to her.

Having closely studied her husband's lineage, she is aware of the family curse, and frightened by it. Listoria is a devout worshiper of Lassa, and a firm believer in portents, omens, and curses. The storm is a warning to her, and adventurers with

successful Insight rolls notice that she regards them with suspicion. A critical result reveals that her glance is tinged with fear: she suspects that they may be the means through which the curse will manifest itself.

THE PAINTING

Behind the high table, above the fireplace, hangs an age-darkened portrait of a woman bearing some resemblance to Lord Gomrick, especially about the eyes. She also wields the sword the Gomrick wears, though in the picture it is unsheathed and dripping with blood. Resplendent in sea leather armor and steel skullcap, she grimly surveys the hall, holding in her other hand a swarthy, bearded, and severed head by its hair. (A successful Young Kingdoms roll suggests that the dead man could have been Pan Tangian.)

The Arrow of Law is clearly emblazoned on the warrior's leather breastplate. Behind her, a tower blazes. The painting portrays Lady Aglarana Sternbrow, Gomrick's famed ancestor; see the sub-section 'Conversations' if the adventurers seek to discuss the painting with anyone.

THE FEAST

Lord Gomrick does not wait to hear the adventurers' story. He immediately calls for the steward to serve them mulled wine, requesting that the adventurers honor his house with their company. As the adventurers warm themselves by the fire, servants lug extra trestles to the tables. If any of the adventurers are obviously of noble birth, Lord Gomrick will bid them sit by him at the high table. Lesser adventurers take lesser places, as befit their stations. With the over-careful concentration of the drunk, Gomrick explains that the feast is to honor his ancestor, Aglarana Sternbrow, and bows respectfully to the portrait behind him.

The steward and his slaves pour an unending stream of excellent wines from Karisan County, in the Isle's north, as well as ale. A thick and steaming fish soup soon appears, followed shortly by a subtlety, a concoction of rice and blueberries molded in the shape of Sternbrow Castle. Then come baked fish, thick haunches of venison, and roasted fowl. Platters of vegetables, tubers, beans and lentils, and broccoli are offered. Bread and cheese come to cleanse the palate. As knives and bread slash and dip into the bounty, the troubadours continue to play, to much banging of mugs and knife hilts on tables during the more catchy shanties. The songs all are of sailors and the sea, of shipwrecks and treasures, and of brave nobles who died well.

GUESTS

As well as the Lord and Lady, and Gomrick's invalid sister Magda Whitehands (who coughs throughout the meal and retires early to her chamber), nearly all of the castle is present at the feast.

The Guards Captain, Trent Kelgar, a square-jawed and ignoble man, sits with his Lord at the high table, as does Bruit the Venerable, Gomrick's advisor and a priest of Donblas. More recently, Bruit has begun to question the relevance of the gods in mortal lives.

While Bruit speaks of philosophy and religion, Trent boasts of his prowess at arms and in bed; once drunk, Trent begins pawing single women of lesser status who have the misfortune to be present, unless a target can icily stare him down by overcoming his POW 13 with her own on the Resistance Table.

Trent probably ends the night unconscious and snoring under the table, as will a good many others of the castle. Other notables of the castle, their wives, and Lady Listoria's ladies-in-waiting round out the high table.

Hovering near Gomrick all night is his chamberlain, Ulsk Valgart.

At the lower tables sit guards, overseers, factors, important serfs from the surrounding farms, and representatives from the coastal fishing villages which are part of Gomrick's domain, as well as their spouses and better-behaved offspring. Slaves and Gomrick's steward, Elgar Dowsett, bustle about the hall throughout the banquet, as the attendees gorge themselves and become progressively merrier.

CONVERSATIONS

HERE ARE SUMMARIZED some of the topics which might arise during the evening. Of everyone present, only Lady Listoria is incommunicative.

THE FEAST: it is in honor of Lord Gomrick's great ancestor, Aglarana Sternbrow, who two hundred years ago on this very day fought a fearsome battle against Chaos and triumphed through skill of arms. An agent of Pan Tang, the Demon Isle, had made his laid nearby, but the valiant Aglarana slew him after he began to pillage the area.

LORD GOMRICK: he is a wise man, and a generous one, although stern when roused. Has he not gifted all his vassals with wine, or a new cloak, or honored them with this fine banquet, in celebration of his ancestor's deeds? He has been married to his Lady for six years now, although as yet neither Lady Lassa nor Salik the Potent, Lord of Law, have not seen fit to send them a child.

LORD GOMRICK'S SWORD: it is a treasured family heirloom, one carried by every ruler of Castle Sternbrow for eight generations. It is the same sword wielded by Aglarana Sternbrow when she slew the Chaos sorcerer Tzimik Marghul, as shown in yonder painting, and it bears the blessings of the White Lords themselves. Its edge never dulls and its blade never corrodes, and in devout and Law-abiding hands it never misses, or so say the old tales.

THE PAINTING: the portrait was commissioned after Lady Aglarana slew Tzimik Marghul, a Pan Tangian sorcerer and Chaos priest. She holds Tzimik's head to demonstrate her triumph. Lady Aglarana was a Champion of Law, faithful to Donblas. Gomrick wears that very sword upon great occasions.

TZIMIK MARGHUL, THE BURNING TOWER: the tower burning in the painting depicts Tzimik's stronghold after Lady Aglarana put it to the torch. Its shunned ruins are deep in the forest that grows to the west of Castle Sternbrow. The Pan Tangian was a necromancer who robbed graves and committed obscene rituals to honor his necrotic god. (No one will mention Chardros by name, and indeed fall silent if the subject is broached.)

THE CURSE OF THE STERNBROWS: Lord Gomrick has forbidden that the curse be spoken of within the keep, for the topic upsets the Lady Listoria. None present will mention it until Lord Gomrick himself brings it up. Insight rolls made during conversations about Lady Aglarana or Tzimik Marghul show that the speaker holds back something, but nothing more can be learned.

Once Gomrick speaks of it, many tongues wag, although they do so softly, and with discretion. Tzimik Marghul condemned Aglarana's descendants to life-in-death. The curse strikes every twenty years, as Tzimik or some dread force returns from the grave to haunt the heir. All of those gathered tonight fear for Lord Gomrick's safety, but allow that nothing can change the rulings of Fate, that even gods must obey.

At least one old-timer confirms that when he was a lad one Sternbrow simply vanished. This last will not be spoken of at the high table.

LADY LISTORIA UPSET

AS THE EVENING PASSES, Listoria remains polite but detached from the merriment. A successful Insight roll establishes that she is anxious and somewhat fearful, a successful Physik notes paleness and inattention, and an Idea roll sees that she has no appetite. Questioned directly, she replies that "I celebrate the deeds of the great Aglarana, and the consequences of those deeds, in my own fashion. Now I beg you sir (or madam) to speak of more pleasant things."

Pressed by an adventurer to speak of the topics which upset her, she bursts into tears and flees the hall. Behind her the revelry dies like a match.

In the aftermath, Lord Gomrick smiles drunkenly, and begs the assembly pay no mind to his wife. "She dwells overmuch upon the past," he explains to any high-ranking adventurer. It is said that as he died, Marghul cursed my ancestor and her line for all time. My wife fears that tonight, being the anniversary of Aglarana's victory and being devisable by twenty, as my wise Bruit knows, that tonight the curse may fall upon me. I have told her that she has naught to fear, but no words yet have swayed her in this. Let not a wifely fear trouble you. Feast and make merry; I shall comfort her as I may. Musicians, make you your song now, loud and lusty!" So saying, Gomrick leaves the hall, accompanied by a pair of alert and muscular guards.

If the adventurers wish to accompany him, most must receive successful Oratory rolls to impress upon Gomrick their earnestness.

He goes directly to his bedchamber, and there bids all good night. The guards remain outside, and will not look kindly upon eavesdroppers. If the adventurers manage to stay for a while, successful Listen rolls detect low murmurs and, after a time, the creak of a bed. Silence falls.

In the hall, the feast winds down gradually, and many revelers sleep on the floor, warmed by the fire and the dogs. Guards Captain Kelgar's snores are the loudest. Occasionally someone reels out to urinate, then back again to sleep. The adventurers may sleep where they will, though Elgar the steward makes sure that any high-ranking adventurers each have a pallet and a fur robe for the night. As the fire gutters and dies, darkness falls everywhere in Castle Sternbrow.



A CRY IN THE NIGHT

AROUND MIDNIGHT, long after everyone is sleeping, successful Listen rolls allow the adventurers to wake to the screams of a woman. Her desperate and terrified shrieks originate from Gomrick's bedchamber. The screams soon stop, but if none of the adventurers waken, a trumpet alarm soon shakes them awake, whereupon anxious servants tell them frightful news.

If the adventurers remained near the bedchamber after Gomrick retired, they may assist the guards in breaking down the door, which has been bolted from within. The screams continue until the door is breached.

Of stout oak, the bolted door is STR 35, which must be overcome on the Resistance Table before it opens. Each guard has STR 16. Up to three people may attempt to force the door at one time. It takes the adventurers at least one combat round to get to it.

If the door opens within the first three rounds, the adventurers see Lord Gomrick in his nightshirt, being dragged out the window by a horde of withered, skeletal things. Another lies severed on the floor, cut down by Gomrick's sword. The Lady Listoria swoons once the door has been forced; adventurers with successful Dexterity rolls can catch her before she hits the floor.

The things abducting Lord Gomrick are already outside the window. Not even the nimblest of adventurers is able to stop them before they have scabbled like insects down the outside of the keep and the curtain wall, which touches this side of the keep. They vanish into the night.

Adventurers who were wakened by servants arrive to find the Lady Listoria unconscious, and the two guards explaining to chamberlain Valgart that they arrived in time to see Lord Gomrick carried out the window by shambling, emaciated things, one of which lays dead on the floor.

In the hall itself, while armed men run in seemingly every direction, Guards Captain Kelgar, drunken he may be, organizes a surprisingly efficient pursuit. A few men are set checking the castle's insides, and a half-dozen more circuit the castle looking for signs of the abductors. Most wait for the horses to be saddled, to begin pursuit in earnest.

THE CADAVER

One of the creatures which abducted Lord Gomrick is dead on the chamber floor, struck down by Gomrick before he was overcome. The thing's naked body is humanoid, but dry and bloodless, like a husk. Its skin is brown and as wrinkled as old leaves. Its leathery hide clings to the bones beneath, while its long-nailed hands and feet resemble claws. Its teeth are prominent, as are its eyebrows. Its long gray hair is matted and filthy.

A successful Idea roll suggests a terrible facial resemblance between it and the missing Lord Gomrick, particularly the eyebrows. Seeing this, several mutter afresh about the Sternbrow curse, and whispers of Chaos-sorcery quickly spread about the castle.

THE SWORD OF AGLARANA

Beside the severed creature is the broadsword that did the damage, its golden hilt gleaming in the torch light. No nick or spot disfigures the blade, though it is centuries old and has been swung against many a foe. If the adventurers examine it, they see that the blade is engraved with the Arrow of Law upon one side, and the words *Donblas guide my wielder's hand* upon the reverse.

The blade is endowed with a Lawful enchantment, as Witch Sight confirms, though that spell does not always detect enchantments. In the hands of a person of at least twenty points greater Law than Balance and Chaos, the wielder of this weapon's chance to hit is 50% higher than his or skill would indicate. Additionally, the blade does 1D8+1+3D3 damage (plus the wielder's damage bonus), for a minimum of 5 points of damage every swing, and a maximum of 18.

AN OPTION

MALEVOLENT GAMEMASTERS might decide that the cadaver, being undead, has not truly been slain by the sword, but is merely wounded, and will knit itself together in time. Unless the adventurers order the body burnt (none present otherwise have the wit to request it), the horror bides its time and, when the adventurers have left the castle, it reanimates and stalks the drafty halls with ghastly intent.

Upon their successful return, if the adventurers destroy the statue of Chardros they find in the tower's ruins, the cadaver will have disintegrated into dust, although not so its many victims. The Lady Listoria is found holed up in some small cupboard, delirious with terror. If the adventurers have not shattered the Chaos carving, then the lich will still prowl the keep upon their return. Perhaps they arrive just in time to save someone trapped by it, or perhaps not.

If any among the investigators have allegiance with Law, that one may pick up the sword and be confirmed by the chamberlain for using it in Gomrick's cause. If more than one adventurer would have the sword, then he or she who has the highest broadsword skill takes it.

LADY LISTORIA'S TALE

A successful Physik roll wakens the distraught noblewoman. She awoke, she says, at a scratching at the shuttered window. Even as she shook her husband's shoulder, what seemed a tide of them crept into the room. Gomrick woke to her screams, and with an oath bounded from bed swinging the naked blade which he had held in sleep to reassure her. One fell before him, but five more seized and subdued him, and he was carried from her in an instant, protesting vainly.

The Lady Listoria begins to cry again, and beseeches Lassa, Donblas, and the adventurers to save her husband. Bruit the Venerable arrives with a calming potion. She drinks it, and soon sleeps.

THE CHASE

I F THE ADVENTURERS saw Lord Gomrick carried off, they have probably raced after his abductors. If so, they see the creatures descend the outer wall of the castle and head west across the moor land, toward the forest. At least one creature glares back from atop the outer wall before clambering down and away, its hideous brown face and flaming eyes clearly visible to any pursuers.

Adventurers who woke later, or who stayed to learn the Lady Listoria's condition, will need successful Track rolls beyond the wall to discover the direction of the creatures. There are six distinct tracks, two of them weighed down heavily; they lead toward the forest to the west.

In either case the storm has broken, and the moon occasionally appears to cast a pale light everywhere.

(Back at the castle, the guards organize a mounted pursuit. Trent Kelgar proves too drunk to stay on his horse, and is hereafter known as 'Mud-Face' behind his back. This mounted force of 15-20 fighters can catch up with the adventurers when and if the gamemaster wants them to.)

Two eager guards volunteer to help the adventurers, and will run with them on foot in pursuit. Both have torches, as well as flint, tinder, and steel.

THE FOREST

Reaching the trees, the horses must be left behind. It is very dark, so that the woods are a maze of tree trunks, brambles, rocks, ravines, and shadows. Pine trees are everywhere, interspersed with oaks and chestnuts. Nonetheless, the tracks are fresh and distinct. As they go forward, both guards swear and make the sign of the Arrow. They are headed straight for the ruined tower of Tzimik Marghul.

After an hour, they reach the edge of a broad clearing. Here the trees are skeletal, though elsewhere the leaves and needles are thick upon branch and bough. Unpleasant pale, pulpy fungus clings to the gnarled trunks.

At the center of the clear stands a broken tower, overgrown with vines and creepers. Moonlight shines through the ragged walls and the roof is long since rotted away, leaving rotten rafters like bare bones. To the far side of the tower a handful of irregular gravestones protrude from the earth like broken teeth.

A successful Search roll notices occasional movement near the stones. A successful Listen roll detects tittering laughter coming from within the ruins.

ATTACK FROM BELOW

Close up, the graveyard shows only weeds, hemlock, and deadly nightshade slowly stirring in the chill breeze. But anyone who stays in the graveyard for more than a combat round risks alerting the four creature-things that dwell beneath the soil: call for a Luck roll each round.

If disturbed, their skeletal arms thrust up from within the earth; each arm has a 50% chance to grab an intruder. Although a creature cannot hurt anyone by holding him or her, once it has someone, it

clammers out of the earth and attacks, eyes ablaze with evil. See the statistics at the end of this scenario.

THE TOWER

Within the tower, Lord Gomrick Sternbrow crouches amongst the beetle cases, owl packets, and mouse droppings, and laughs to himself, having been driven mad. Once aware of the adventurers, he fixes them with his cracked gaze and says, "What, do you seek to take me from my family? This is my home. Here I belong." He hurls himself at the adventurers.

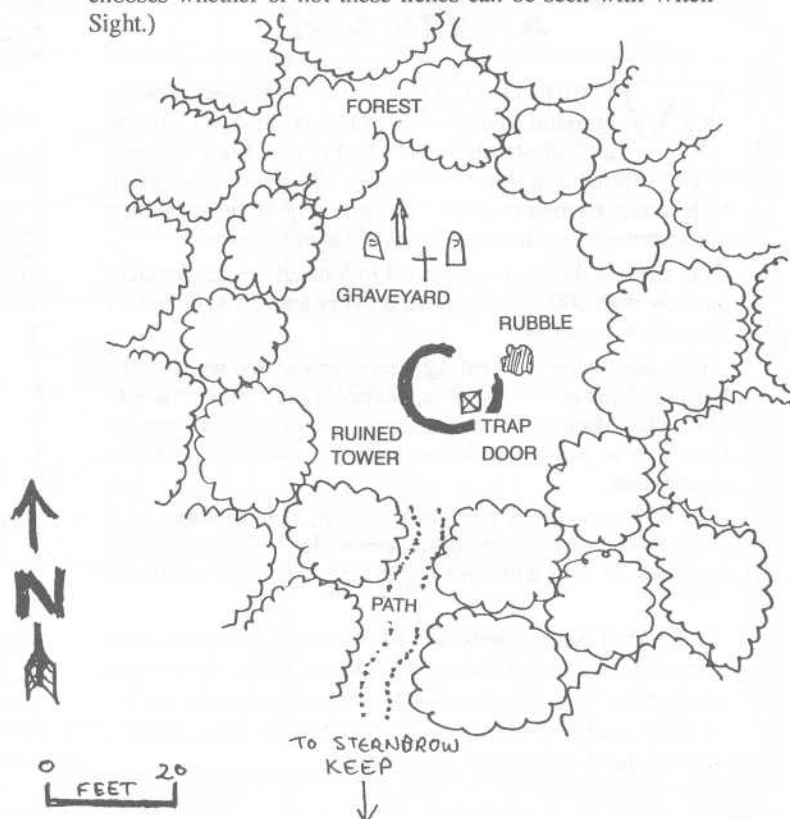
Lord Gomrick does no damage in his attacks, but conflict within the tower alerts its undead guardians. While the adventurers try to restrain him, only a successful Listen roll at half chance lets them hear the liches approach.

The cadavers raise the trap door opening up from the cellar and clamber stiffly out, lurching forward to attack. If the adventurers do not hear them, they cannot parry their first attacks.

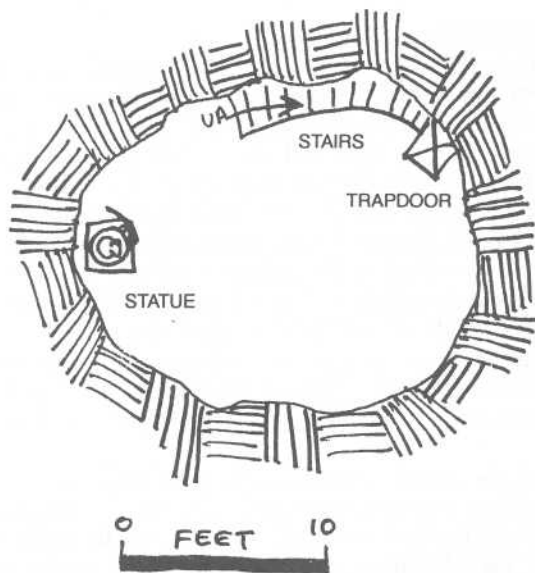
In total, ten undead Sternbrows exist at the tower, six in the tower and four more in the graveyard. They retain a semblance of cunning; if the fight goes badly, they retreat to the cellar, to hold off the adventurers, for the cellar stairs are narrow enough that only one adventurer at a time can descend, while four liches can attack. Adventurers can jump from the stairs to the cellar floor, but if the Jump roll fails, they are unable to attack or to parry during the next round.

THE SHRINE OF THE REAPER

In the cellar, a terrible idol dominates one corner. It is five feet tall, mounted on a low pedestal. It depicts Chardros the Reaper, a skeletal monstrosity bearing a scythe, and adorned with carvings of the flayed skins of countless victims. The statue is the source of the power animating the undead; it radiates strongly if viewed with Witch Sight. (The gamemaster chooses whether or not these liches can be seen with Witch Sight.)



CELLAR



Attacking the statue means that all the surviving undead concentrate their attacks upon the attacking player. The statue has 25 hit points. Upon the 25th being destroyed by any sort of attack, the statue splits in two, and the skeletal guardians collapse instantly into piles of dust and bones, all with grateful sighs.

To be properly destroyed, the statue should be smashed to dust by clubs and hammers. While it can be hacked at effectively by swords, they cannot pulverize the statue, which conceivably could reactivate in some later time.

AFTERMATH

WE PRESUME THE statue destroyed, Tzimik Marghul's curse of Chardros is lifted, and all the undead Sternbrows are laid to rest. Lord Gomrick recovers from his madness, although it takes two weeks before he is strong enough to thank them properly. In the meantime the adventurers are feted and adulated at every turn.

On the day that he has returned to himself, he thanks them publicly with 500 bronzes each, a paltry sum he says, but all his coffers can afford.

If an adventurer wielded Aglarana's sword and wounded or killed a chaos-creature with it, Gomrick gives the weapon to him or her, declaring that Aglarana's sword will do more for Law in those hands than in resting in his once-more peaceful country seat.

As he is a noble of the Purple Towns, Lord Gomrick will circulate the adventurers' deeds among his peers and among the priests of Law, which may be to their benefit in later times.

The Lady Listoria grants each adventurer a token and a letter of introduction to her father, Rampkin of Utkel, the famous woolstapler, whose doors will not be closed to them thereafter.

Finally, each adventurer gains a Law check, good for 1D6 points if the allegiance roll succeeds.

STATISTICS

LORD GOMRICK STERNBROW, AGE 51

STR 14 CON 15 SIZ 12 INT 10 POW 13
DEX 8 APP 10 HP 14

Damage Bonus: +1D4

Weapons: Enchanted Broadsword (42+21=)63%,
1D8+1+1D4+3D3
Sea Axe 50%, damage 2D6+2+1D4
Brawl 65%, damage 1D3+1D4

Armor: 1D6 (helm on), Sea Leather, but he is not wearing this when attacked and kidnaped.

Skills: Art (Declaim Poetry) 15%, Bluster 65%, Common Tongue 55%, Evaluate 56%, Family History 83%, Insight 70%, Listen 40%, Own Language (Temeric) 70%, Ride 55%, Sailing 71%, Young Kingdoms 38%.

TWO RESOLUTE GUARDS

BIFF, Age 22.

STR 15 CON 15 SIZ 13 INT 11 POW 10
DEX 8 APP 10 HP 14

Damage Bonus: +1D4.

Weapons: Long Spear 40%, damage 1D10-1+1D4
Broadsword 55%, damage 1D8+1+1D4
Full Shield 45%, damage kb+1D4+1D4

Armor: 1D8-1 (helm on), Half Plate.

Skills: Dodge 35%, Insight 35%, Listen 35%, Move Quietly 35%, Ride 40%, Search 40%.

BOFF, Age 22½.

STR 15 CON 15 SIZ 13 INT 10 POW 11
DEX 11 APP 11 HP 14

Damage Bonus: +1D4.

Weapons: Long Spear 45%, damage 1D10-1+1D4
Broadsword 45%, damage 1D8+1+1D4
Full Shield 40%, damage kb+1D4+1D4

Armor: 1D8-1 (helm on), Half Plate.

Skills: Dodge 40%, Insight 45%, Listen 40%, Move Quietly 40%, Ride 45%, Search 40%.

TEN UNDEAD HORRORS OF CHARDROS

These wrinkled and emaciated cadavers are animated by the power of Chaos. Creatures of Chardros the Reaper, they were once members of the Sternbrow clan in different generations. Each was carried off and initiated into this unnaturally extended family. All have prominent eyebrows, as well as claws, skeletal features, and burning eyes.

All have INTs and POWs of 1 each. Each DEX is 12.

#	STR	CON	SIZ	HP	DB
1	14	17	13	15	+1D4
2	14	13	16	15	+1D4
3	14	20	12	16	+1D4
4	14	14	9	12	+0
5	17	8	10	14	+1D4
6	13	15	11	10	+0
7	10	11	14	13	+0
8	8	15	13	14	+0
9	12	12	10	14	+0
10	14	16	12	14	+1D4

MOV 7-lurch

Weapons: Bite 35%, damage 1D8
Wrestle 25%, damage special

Armor: 1 pt leathery skin

Skills: Protect Statue 65%, Search 40%, Stalk 70%.



LEADER & FOLLOWERS

ALLEGIANCE

Name _____
Birthplace _____ Sex _____ Age _____
Looks, Attitude _____

CHAOS	BALANCE	LAW

CHARACTERISTICS

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
APP _____ Armor _____

DAMAGE BONUS

SPELLS

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44	45	46
47	48	49	50	51	52
53	54	55	56	57	58
59	60	61	62	63	64
65	66	67	68		

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					
45	46	47	48	49	50	51	52					
53	54	55	56	57	58	59	60					
61	62	63	64	65	66	67	68					

SKILLS

- ☐ Dodge _____
☐ Hide _____
☐ Insight _____
☐ Listen _____
☐ Move Quietly _____
☐ Search _____
☐ Track _____

HAND-TO-HAND WEAPONS

Weapon	Skill %	Damage	HP	Length	Handed
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

MISSILE WEAPONS

Weapon	Skill %	Damage	Range	Atk. / Rnd.	HP
<input type="checkbox"/>					
<input type="checkbox"/>					

BOUND DEMONS & ELEMENTALS

Name _____ Breed / Type _____
STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ MOV _____
Need _____ MP to summon _____ HP _____
Abilities / Skills _____

Name _____ Breed / Type _____
STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ MOV _____
Need _____ MP to summon _____ HP _____
Abilities / Skills _____

Follower _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills & Spells _____

● Weapon _____ Dam. _____
Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Follower _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills & Spells _____

● Weapon _____ Dam. _____
Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Follower _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills & Spells _____

● Weapon _____ Dam. _____
Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

ROGUES GALLERY

Name _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____
Birthplace _____

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

SQUAD SHEET

LEADER

MAGIC POINTS

HIT POINTS

ELRIC!

DARK FANTASY ROLEPLAYING™

Name _____ Sex _____

Birthplace _____

Attitude, Looks _____

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44		

UNCONSCIOUS	Dead -2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44

CHARACTERISTICS

NOTES

ATTACKS & WEAPONS

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
APP _____ Armor _____

DAMAGE BONUS

Skills _____

Spells _____

Weapon _____

Skill % _____

Damage _____

Range _____

HP _____

SQUAD

Name, Title _____

Attitude, Looks _____

CHARACTERISTICS

NOTES

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS

Skills _____

Spells _____

1

Notes _____

2

Notes _____

HIT POINTS

UNCONSCIOUS	Dead -2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44

HIT POINTS

UNCONSCIOUS	Dead -2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44

ATTACKS & WEAPONS

Weapon _____ Skill % _____ Damage _____ Range _____ HP _____

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44		

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44		

3

Notes _____

4

Notes _____

5

Notes _____

6

Notes _____

HIT POINTS

UNCONSCIOUS	Dead -2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44

HIT POINTS

UNCONSCIOUS	Dead -2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44

HIT POINTS

UNCONSCIOUS	Dead -2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44

HIT POINTS

UNCONSCIOUS	Dead -2	-1	0	+1	+2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44		

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44		

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44		

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44		

LARGE SQUAD OR RABBLE

Name, Title _____

Attitude, Looks _____

STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

MOV _____

DAMAGE BONUS

Idea _____%

Luck _____%

Dexterity _____%

Armor _____

NOTES

Skills _____

Spells _____

ATTACKS & WEAPONS

Weapon _____ Skill % _____ Damage _____ Range _____ HP _____

1

Notes _____

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					

MAGIC POINTS

Unconscious	0	1	2	3	4								
5	6	7	8	9	10	11	12						
13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28						
29	30	31	32	33	34	35	36						
37	38	39	40	41	42	43	44						

2

Notes _____

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					

MAGIC POINTS

Unconscious	0	1	2	3	4								
5	6	7	8	9	10	11	12						
13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28						
29	30	31	32	33	34	35	36						
37	38	39	40	41	42	43	44						

3

Notes _____

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					

MAGIC POINTS

Unconscious	0	1	2	3	4								
5	6	7	8	9	10	11	12						
13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28						
29	30	31	32	33	34	35	36						
37	38	39	40	41	42	43	44						

4

Notes _____

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					

MAGIC POINTS

Unconscious	0	1	2	3	4								
5	6	7	8	9	10	11	12						
13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28						
29	30	31	32	33	34	35	36						
37	38	39	40	41	42	43	44						

5

Notes _____

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					

MAGIC POINTS

Unconscious	0	1	2	3	4								
5	6	7	8	9	10	11	12						
13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28						
29	30	31	32	33	34	35	36						
37	38	39	40	41	42	43	44						

6

Notes _____

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					

MAGIC POINTS

Unconscious	0	1	2	3	4								
5	6	7	8	9	10	11	12						
13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28						
29	30	31	32	33	34	35	36						
37	38	39	40	41	42	43	44						

7

Notes _____

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					

MAGIC POINTS

Unconscious	0	1	2	3	4								
5	6	7	8	9	10	11	12						
13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28						
29	30	31	32	33	34	35	36						
37	38	39	40	41	42	43	44						

BOUND DEMONS & ELEMENTALS

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____
Abilities _____

Skills / Weapons _____

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DARK FANTASY ROLEPLAYING™

DEMON / ELEMENTAL SHEET

Alias _____ True Name _____
Breed _____ Description _____
Need _____
Attitude _____ Magic Points to Summon _____

SYMBOL / PORTRAIT

CHARACTERISTICS

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS

SKILLS

☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44	45	46
47	48	49	50	51	52
53	54	55	56	57	58
59	60	61	62	63	64
65	66	67	68		

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					
45	46	47	48	49	50	51	52					
53	54	55	56	57	58	59	60					
61	62	63	64	65	66	67	68					

ABILITIES

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

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SIZ _____
INT _____ x5= Idea _____ %
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DEX _____ x5= Dexterity _____ %
MOV _____ Armor _____

DAMAGE BONUS

SKILLS

☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____

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11	12	13	14	15	16
17	18	19	20	21	22
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35	36	37	38	39	40
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UNCONSCIOUS												
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5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					
45	46	47	48	49	50	51	52					
53	54	55	56	57	58	59	60					
61	62	63	64	65	66	67	68					

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Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

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DARK FANTASY ROLEPLAYING™

NPC ADVENTURER SHEET

Name _____
Birthplace _____ Sex _____ Age _____
Looks, Attitude _____

ALLEGIANCE

--	--	--

CHAOS BALANCE LAW

CHARACTERISTICS

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
APP _____ Armor _____

DAMAGE BONUS

SPELLS

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
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31	32	33	34	35	36	37	38	39	40	41	42	43
44	45	46	47	48	49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64	65	66	67	68	

SKILLS

<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

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DARK FANTASY ROLEPLAYING™

NPC ADVENTURER SHEET

Name _____
Birthplace _____ Sex _____ Age _____
Looks, Attitude _____

ALLEGIANCE

--	--	--

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CHARACTERISTICS

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CON _____
SIZ _____
INT _____ x5= Idea _____ %
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APP _____ Armor _____

DAMAGE BONUS

SPELLS

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35	36	37	38	39	40
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18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43
44	45	46	47	48	49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64	65	66	67	68	

SKILLS

<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____	_____

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

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ELRIC!

GAMEMASTER SCREEN

This package contains play aids, reference cards, forms, a map and a new scenario for use with the ELRIC! roleplaying game. ELRIC! gamemasters and players will find tools inside which will make their game session play more quickly and easily, with no more fumbling through the book to find needed rules. The various pieces included here are described below:

* The **GAMEMASTER'S SCREEN** is a large 8.5x38" quick reference source containing the most commonly needed charts and rules.

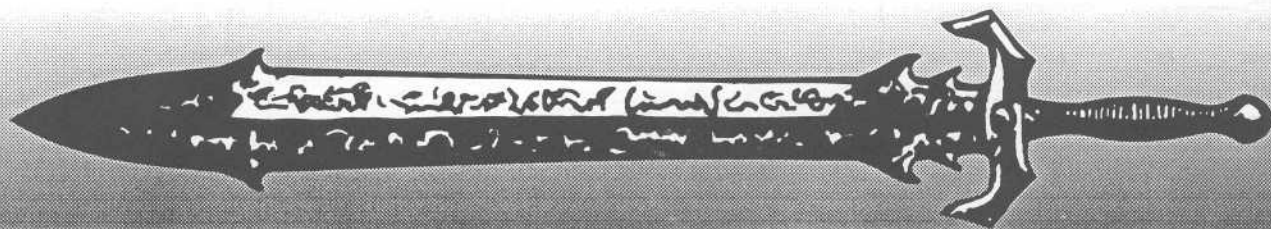
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* **A GAMEMASTER BOOKMARK** presents a concise index of the most commonly accessed sections of the rulesbook.

* **NEW CHARACTER RECORD SHEETS** help make your non-player character record-keeping easier. The sheets included are titled: Bound Demons & Elementals, Rogues Gallery, Leaders & Followers, Squad, and Large Squad or Rabble.

* **MAP OF THE WORLD** consists of an evocative double-sized 11x17" rendering of the world drawn by the Uhaio Cartographers Guild.

* **THE CURSE OF CHARDROS** is a complete scenario that rounds out this kit, filled with enough horror and intrigue for an intense roleplaying session or two. It is perfect for starting out a new group of adventurers.



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