

Illustration by R.S.

STRIK

OF MELNIBONÉ
COMPANION



Michael Moorcock's **ELRIC** OF MELNIBONÉ COMPANION

CREDITS

AUTHOR	Thomas Howe, Alan Moore, Michael J Young, Ralf Franz, Boris Raeschler, Michael Kutschan, Carsten Strasen, Christian Einsporn, Andreas Pittelkow, Jon R White, James Biltcliffe, Joanne Gonsalves, Simon Hall, Ian White, Colin Driver, Darren Driver, Pete Nash, John Hutchinson, Nathan Baron & Simon Bray
EDITOR	
Charlotte Law	
COVER ART	
Pascal Quidault	
LOGO & MAP	
Iordanis Lazaridis	
PROOFREADING	
Ron Bedison	
INTERIOR ILLUSTRATIONS	
Chad Sergesketter, German Ponce, Jesse Mohn, Leonardo Borazio, Nathan Furman, Phil Renne & Robin Bowles.	
PLAYTESTERS	
Mark Billanie, Jason Denton, Daniel Haslam, Mark Howe,	
SPECIAL THANKS	
Michael Moorcock, Pete Nash, Charles Green, John R White, Colin Driver & Pittel	
ADDITIONAL THANKS	
Ian Kaufman	

CONTENTS

Credits & Contents	1
Introduction	2
Pawns of Fate	4
Insanity	20
Elwher and Elsewhere	24
Seas of Fate	46
Personalities of the Young Kingdoms	57
Denizens of the Million Spheres	72
Demons Detailed	93
Battle Scars	99
She Dreams of Empires - Scenario	109
Index	130
Map	132

COPYRIGHT INFORMATION

Elric of Melniboné; Companion ©2007 Mongoose Publishing. All rights reserved. Reproduction of of this work by any means without the written permission of the publisher is expressly forbidden. All art and text herein are copyrighted by Mongoose Publishing. All significant characters, names, places and items featured in *Elric of Melniboné; Companion* the distinctive likenesses thereof and related elements are trademarks of Michael Moorcock and Multiverse Inc.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Game License, please go to www.mongoosepublishing.com.

This material is protected under the copyright laws of the United Kingdom. This product is a work of fiction. Any similarity to actual people, organisations, places or events is purely coincidental.

RuneQuest is a trademark (TM) of Issaries, Inc. Produced under license from Issaries. All rights reserved. Printed in the UK.



INTRODUCTION

'I knew because I know you, Elric of Melniboné—just as I know Erekošë there—for I travel in many ages and on many planes. That is why I am sometimes called Companion to Champions. I must find my sword and my sack—also my hat. Doubtless all are in Voilodion's vault with his other loot.'

- Jhary-a-Conel; The Vanishing Tower

All heroes require a companion and just as Elric requires Moonglum or Smiorgan Baldhead or even Jhary-a-Conel, so does the *Elric of Melniboné* Games Master – and was there ever a more heroic breed than they? A companion offers friendship, advice and support. He travels with you – not all the way, perhaps but the journey is always more enjoyable for his presence – and amuses you. Sometimes he frustrates you but as always, you are glad of the companion's company. So we hope it is with this book. Within its pages you will find a wealth of additional material for use in *Elric of Melniboné* or any of the Eternal Champion, games; material that complements and expands upon that presented in the main *Elric of Melniboné* rulebook.

The aim of compiling this book has been to present material that simply would not fit into the main rules, to take some of the rich material found throughout the Elric saga and present it in a game language that can be used during play. There is much conjecture and extrapolation in these pages but all of it is based on references or examples from the Elric saga itself. Thus, you will find additional creatures drawn from the pages of the Elric novels, rules for introducing insanity into *Elric of Melniboné* games, descriptions of new lands, short essays regarding essential themes of the saga and to round out the book, a scenario.

So, retrieve your sword, your sack and especially, your hat and turn the page. Welcome to the *Elric of Melniboné Companion*.

What is in this Book?

The *Elric of Melniboné Companion* contains a plethora of useful information, arranged into the following chapters.

Chapter One - Pawns of Fate

A discussion of the key themes of the Elric Saga, including an overview of the Multiverse and ways of generating new planes of the Million Spheres.

Chapter Two - Insanity

Rules for introducing insanity – a staple of Michael Moorcock's writing – into *Elric of Melniboné* stories.

Chapter Three - Elwher and Elsewhere: the Unknown East

Expanding Elric's world to take into account the Unknown East and including the creation of Unknown East adventurers.

Chapter Four - Seas of Fate

Ships of the Young Kingdoms and a table of sailing times between the major ports.

Chapter Five - Personalities of the Young Kingdoms

Game statistics for the key characters of the Elric saga.

Chapter Six - Denizens of the Young Kingdoms

Details of additional creatures, foes and monsters with which to populate *Elric of Melniboné* stories.

Chapter Seven - Demons Detailed

An expanded table of demon Chaotic Features, plus an additional way of determining demons' appearance.

Chapter Eight - Battle Scars

Mass combat rules for *Elric of Melniboné*, allowing you to simulate the mighty clashes of the saga and involve *Elric* adventurers in the thick of the action.

Chapter Nine - She Dreams of Empires

A full scenario set in the Jharkorian city of Sequaloris. What is it that has brought distress to the young Princess Ahmayn?

Finding an answer to this question leads the adventurers into dream realms and the very heart of a plot to subjugate the Young Kingdoms.

What Else Might You Need?

The Companion tries to offer as much advice and help as he can but sometimes even he needs to call upon other resources. In addition to the *Elric of Melniboné* rules, the *Magic of the Young Kingdoms* book along with *Bright Shadows* will undoubtedly prove useful. In many places throughout the *Elric of Melniboné Companion* there are references to Runes and Rune Magic: the rules for the use of the Rune Magic can be found within *Magic of the Young Kingdoms*.



PAWNS OF FATE

This chapter explores the common themes running throughout the Elric saga. As Michael Moorcock has expanded Elric's story over the course of 45 years, he has focused on a variety of different themes, in different ways and at different stages of the saga. However, he has always made sure that the themes explored are linked, consistent and coherent. The Elric stories are no mere 'pulp' entertainments – though Moorcock has always maintained that they are, still, entertainments – but quite often deliberate attempts to subvert the Sword and Sorcery genre that was gaining considerable popularity during the 1960s and early 1970s. Later, Moorcock introduced a more mythic approach to Elric's saga, exploring the power of dreams and the way mythology influences and is influenced by, the power of individual dreams. The novel 'The Skrayling Tree' examines mythical significance in precisely this way and is an example of how Moorcock's approach has matured and refined over the years.

At the heart of all Moorcock's works is the concept of the Eternal Champion. A soul forced to fight through a million incarnations, bringing order to the Multiverse and challenging the schemes of the forces of Law and Chaos, each of which, unchecked, results in destruction. Sometimes the Champion is aware of his fate; sometimes he is not. Sometimes he cares deeply for his struggle and at times he rejects it totally. Elric is the most powerful incarnation of the Eternal Champion and Moorcock's declared favourite character. Throughout his story Elric goes through all the acceptances, ignorance and denials of his fate, becoming a tortured, isolated mixture of idealist and fatalist in the process. People are drawn to Elric because they recognise something of themselves in the moody albino but also because the themes Moorcock explores through Elric are universal: why are we here? Is there a god or gods? What have they planned for us? How do I become a better person?

They appeal, of course, because, first and foremost, the Elric tales are simply superb stories, superbly told, by a master of his craft.

In building an *Elric of Melniboné* campaign the themes explored in this section should be considered and where appropriate, included in the adventurers' backgrounds as well as in scenarios. Of course, it is quite possible and enjoyable to have a Young Kingdoms campaign that is

centred on more traditional fantasy themes but for veracity – and for a feel quite different to other fantasy roleplaying games – incorporating the elements discussed in this chapter is highly recommended.



REVERSING TRADITIONAL FANTASY THEMES

Throughout the Elric saga, the traditional tropes of epic fantasy are challenged and reversed. Elric's world was not created by a benevolent god or gods; it was forged by Chaos as an act of creativity and has had to struggle to stave-off destruction from that point forward. The Young Kingdoms is not a sweeping world accurately mapped and described; its details sometimes change, contradict each other and even merge together.

Elric himself reverses the traditional concept of a hero. He is not the saviour of his kingdom but its destroyer; he does not rescue his lover but causes her death; Elric's companions are doomed to be killed by his hand, not saved by it; he is not the simple hero who outwits the evil sorcerer but is a complex, tortured soul who *is* the mighty sorcerer. Of course, no one in the Elric saga lives 'happily ever after'; all are doomed to death at Elric's hand in one way or another.

So, how might the traditional fantasy themes be reversed for *Elric of Melniboné* adventurers? Here are some examples.


- * *The rejection of material wealth.* Many characters appearing in the Elric saga are wanderers who care little for money, jewels, property or the material trappings of everyday life. They are engaged on personal quests of self-fulfilment or of an ideological nature. Payment, treasure and vast rewards mean little; information and other ways of achieving these personal, ideological goals are far more important.
- * *Concepts of Good and Evil.* Characters in the saga, especially Elric's companions, are not necessarily concerned with the prevalence of good over evil. More often than not, the barriers between the two are blurred to the point of irrelevance. Neither Law nor Chaos should be viewed in terms of good or evil; both powers have their merits and flaws. Adventurers seek to understand how they can avail themselves of the former whilst steering clear of the latter.
- * *Impermanence of Power.* Power over others is a common theme in fantasy stories and Moorcock addresses it on many levels but at the heart of it all is the message that true power comes from self-belief and free will. Those who struggle to exert power over others commonly find it being taken away from them – or challenged, at the very least. Adventurers who choose to make the pursuit of power, whatever form it takes, should find all manner of obstacles to obtaining it but more importantly, keeping it. Adventurers who choose a path of self-realisation and belief should find their road easier to navigate and the rewards more fulfilling.
- * *Love of Life.* The Young Kingdoms is a brutal world with deep passions and especially a love of life and all it has to offer. Death comes easily at the point of a sword or the shaft of an arrow; the celebration of life should form a core part of the tone of any *Elric* campaign, even though personal tragedy and violence often intercede.

THE ETERNAL CHAMPION

The concept of the Eternal Champion is consistent throughout most of Moorcock's writing. The Champion is characterised in several ways. He usually bears a black sword that is both a benefit and a curse; he is a pawn of higher powers that he cannot comprehend; his purpose, although it is not always clear or evident, is to preserve the Cosmic Balance; he is plagued by visions and dreams of his other incarnations and on occasion, comes face to face with them, although only one, Erekošë, truly understands the nature of all their fates. In several instances the Champion is the last of his race, as is almost the case with Elric.

Common people are constantly drawn into the Eternal Champion's schemes, for good or ill and quite often the Champion's agenda is defined to some extent by the allies he has or chooses. There is no reason why Young Kingdoms adventurers should not meet and either aid or accompany Elric, for he is at large in the world and travels much of it. However, any dealings with the Eternal Champion must be carefully managed by Games Masters if game balance and credibility are to be sustained.

Just as there is an Eternal Champion, so too is there an Eternal Companion. The role of the Eternal Companion is to travel with the Champion and provide aid and advice at crucial times. Sometimes the Companion is a long-term friend, like Moonglum or Jhary-a-Conel and sometimes he is a fleeting presence; in all cases though, the Companion acts as a conscience, a brake and a counterpoint to the Champion's own struggle. The Companion provides alternative explanations, challenges the Champion's actions and offers the Champion a more human perspective on the events he is engaged in. The Eternal Companion is a far easier tool for the Games Master to use to involve characters in the stories of the Champion. Moonglum, for instance, spends a great deal of time wandering in the Young Kingdoms without Elric, adventuring in his own right and Jhary-a-Conel, an incarnation of the Companion who is aware that he is adrift in the Multiverse, can be used to offer direct assistance to characters, or perhaps act as their patron, engaging them in stories running parallel with Elric's which may prove to be of vital importance to the Young Kingdoms' fate. The Eternal Companion should be



used sparingly but his presence as a character in an *Elric of Melniboné* campaign is a much easier – and safer – way of engaging the characters in the epic struggle without directly involving Elric.

Then, of course, there is the Eternal Enemy. Again the Enemy takes many, many forms. He is Yyrkoon and Theleb K'aarna; he is also Prince Gaynor the Damned, a constant torment for Elric in the later stories of the Elric saga. The role of the Enemy is to establish the circumstances that cause the Champion to act. The Enemy accomplishes this in many ways, not all of them directed at the Champion. The Eternal Enemy constantly threatens and challenges the work of the Cosmic Balance and may be aligned with any of the Higher Powers. He uses, abuses and discards others without a care and is, as a consequence, doomed to be alone. He desires great personal power and is prepared to commit *any* act to obtain it. Furthermore, his soul has been bargained *completely* in return for abilities that will enable him to realise his dream. Whilst he shares many characteristics with the Champion, the key difference between them is the power of free will. The Enemy's soul is always owned completely by another power and he is compelled to fulfil its agenda. The Enemy can know no redemption or salvation. Peace and contentment are denied

to him. As a consequence he has no pity or compassion for any other living thing.

There is every reason to involve the Eternal Enemy in *Elric of Melniboné* campaigns. His schemes are far-reaching and involve many unwitting victims and wilful accomplices. They challenge the very nature of the Multiverse and assault the Cosmic Balance at every opportunity. All symbols of harmony and peace are challenged and reviled. The characters may therefore find themselves party to the schemes of the Eternal Enemy, either as his unwitting agents or his victims. They might never see the Eternal Enemy but they will no doubt come into contact with those who act on his behalf. The Eternal Enemy is, therefore, the Grand Arch Villain, with plans of conquest and destruction, hate and obsession. As a direct presence he should, again, be used sparingly; not all the ills of the Young Kingdoms are the result of the Eternal Enemy's actions. But when an epic, world-saving quest beckons, the chances are that, somewhere, deep behind the scenes, the Eternal Enemy in one of his many incarnations, lurks, scheming and plotting the downfall of reality or the symbols of the Cosmic Balance.

Cosmic Struggle

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

'Some stand apart, believing that a balance between the two is the proper state of things, but we cannot. We have become embroiled in a dispute between the two forces. The Book is valuable to either faction, obviously, and I could guess that the minions of Entropy are worried what power we might release if we obtain this Book. Law and Chaos rarely interfere directly in Men's lives—that is why we have not been fully aware of their presence. Now perhaps, I will discover at last the answer to the one question which concerns me—does an ultimate force rule over the opposing factions of Law and Chaos?'

— *While the Gods Laugh*

At the heart of the Elric stories is the eternal struggle between Law and Chaos. Law represents absolute structure, discipline and control, whereas Chaos is unfettered creation, constant change and random, wilful, disorder. Singularly and in dominance, neither is a force for good. The superiority of



either leads to stagnation and destruction. The struggle is twofold; the dominance of Law over Chaos and vice-versa and the struggle of the Multiverse and its agents to maintain equilibrium between the two – the Cosmic Balance. Where the forces are in equilibrium, life prospers and grows; the world is stable, and the future, whilst always uncertain, safeguarded. Where Law rules society reaches a state of order so choking that growth is impossible and individuality meaningless. Where Chaos dominates, nothing remains stable, everything is mutable, individuals destroy each other in selfish abandon, and eventually a seething, boiling state of perpetual war and mutation results – as happens towards the end of the Young Kingdoms.

The Cosmic Balance is less about harmony and more about realising each manifestation of Law and Chaos in its rightful place and to its rightful degree. Law and Chaos are not good or evil, they are simply expressions of states of existence. Good and evil are wrought by humans, who choose to employ one or both forces for selfish, violent ends.

Cults of the Balance

The *Elric* saga makes no reference to cults or direct worship of the Cosmic Balance but there are, clearly, those who follow its creed and pledge some form of allegiance to uphold its principles. The residents of Tanelorn are a good example and if one looks to *Hawkmoon*, the agents of the Runestaff are others. Some folk of the Unknown East venerate the Balance too, as examined in the *Elwher and Elsewhere* chapter.

The Cosmic Balance has no churches or temples *per se* but it does have symbols. The Runestaff and Tanelorn are the most potent symbols in the Multiverse but others will exist. The Holy Grail, as found in Michael Moorcock's excellent *Von Bek* cycle, can be interpreted as a symbol of the Balance and other, perhaps mundane, perhaps fantastic representations exist and might manifest in the Young Kingdoms as easily as in any other plane of existence.

Elric characters can serve the Balance in one of two ways. First, they can serve it indirectly by simply cleaving to neither Chaos, Law nor the Elemental powers. Treading a middle ground between philosophies of existence maintains an open mind and allows free will to be exercised – a key concept of the Cosmic Balance's ethos. Serving the Balance in this way requires nothing of the character and as a consequence, the Balance provides no direct aid in return.

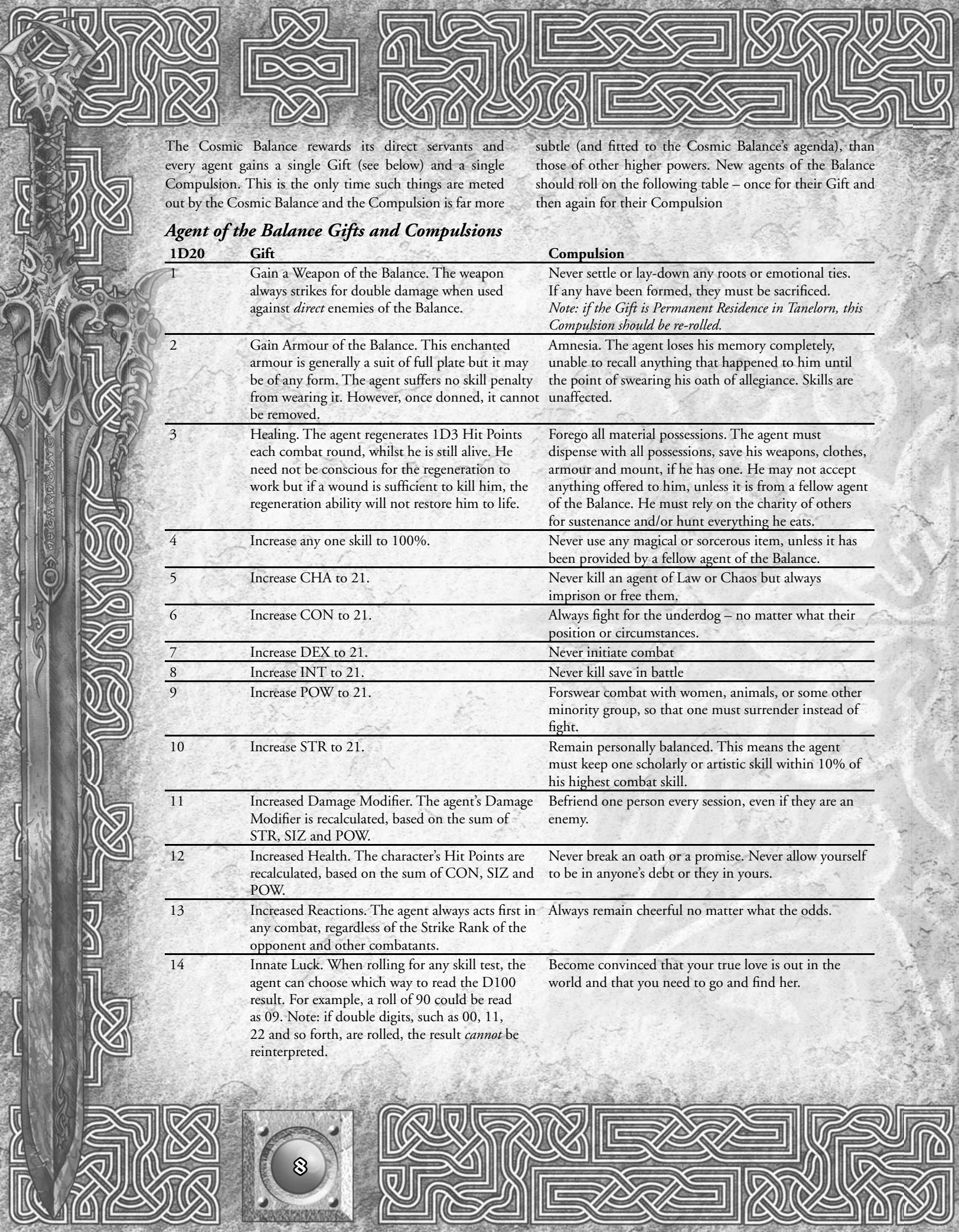
The second way is more direct and involves becoming an agent of the Balance. This is not something any character can do wilfully. The Cosmic Balance selects those it deems as being worthy of becoming its agents – it chooses them, rather than the other way around. So, by serving the Cosmic Balance indirectly, a character might find himself in the position of serving it directly as an agent should particular circumstances arise.

Becoming an Agent of the Balance

No character can become an agent of the Balance unless he has come into direct contact with one of its symbols. This could be finding and residing in Tanelorn for a while or it could be finding and perhaps protecting, a smaller symbol, such as the Runestaff or one of its personifications, such as Jehamia Cohnahlias. The Balance can manifest its symbols in any form it chooses, so that innocuous looking shield, rescued from the Abyss of the Karasim, might be a far more potent symbol than is realised. No adventurer will ever be sure what is or is not a symbol of the Balance until the symbol chooses to reveal its true nature, usually in the form of a dream or a visitation from an existing agent who will alert the character to what it is he possesses.

Once this awareness has been attained, the adventurer can swear an oath of allegiance to the symbol of the Cosmic Balance. This is, to all intents and purposes, identical to making a Pact, as described on page 94 of the *Elric of Melniboné* rulebook. However, there is one key differentiator; the Cosmic Balance does not require any dedication of the soul to seal the bargain but it does demand total service. Once sworn to the Balance, a character can form no other allegiances. For this reason those who have an active Pact with any other god cannot swear allegiance to the Balance. They may serve it indirectly of course but only those who are in complete control of their own soul can serve it directly.

The Pact (Cosmic Balance) value is based on the character's POW+CHA. It advances as does any other skill but does not advance through increases in certain magical skills, such as Summoning. The Games Master can also choose to increase the Pact (Cosmic Balance) score at the end of an adventure if the character has served the Cosmic Balance especially well in some way. A Games Master decided advance is always 1D4+1 points.



The Cosmic Balance rewards its direct servants and every agent gains a single Gift (see below) and a single Compulsion. This is the only time such things are meted out by the Cosmic Balance and the Compulsion is far more

subtle (and fitted to the Cosmic Balance's agenda), than those of other higher powers. New agents of the Balance should roll on the following table – once for their Gift and then again for their Compulsion

Agent of the Balance Gifts and Compulsions

1D20	Gift	Compulsion
1	Gain a Weapon of the Balance. The weapon always strikes for double damage when used against <i>direct</i> enemies of the Balance.	Never settle or lay-down any roots or emotional ties. If any have been formed, they must be sacrificed. <i>Note: if the Gift is Permanent Residence in Tanelorn, this Compulsion should be re-rolled.</i>
2	Gain Armour of the Balance. This enchanted armour is generally a suit of full plate but it may be of any form. The agent suffers no skill penalty from wearing it. However, once donned, it cannot be removed.	Amnesia. The agent loses his memory completely, unable to recall anything that happened to him until the point of swearing his oath of allegiance. Skills are unaffected.
3	Healing. The agent regenerates 1D3 Hit Points each combat round, whilst he is still alive. He need not be conscious for the regeneration to work but if a wound is sufficient to kill him, the regeneration ability will not restore him to life.	Forego all material possessions. The agent must dispense with all possessions, save his weapons, clothes, armour and mount, if he has one. He may not accept anything offered to him, unless it is from a fellow agent of the Balance. He must rely on the charity of others for sustenance and/or hunt everything he eats.
4	Increase any one skill to 100%.	Never use any magical or sorcerous item, unless it has been provided by a fellow agent of the Balance.
5	Increase CHA to 21.	Never kill an agent of Law or Chaos but always imprison or free them.
6	Increase CON to 21.	Always fight for the underdog – no matter what their position or circumstances.
7	Increase DEX to 21.	Never initiate combat
8	Increase INT to 21.	Never kill save in battle
9	Increase POW to 21.	Forswear combat with women, animals, or some other minority group, so that one must surrender instead of fight.
10	Increase STR to 21.	Remain personally balanced. This means the agent must keep one scholarly or artistic skill within 10% of his highest combat skill.
11	Increased Damage Modifier. The agent's Damage Modifier is recalculated, based on the sum of STR, SIZ and POW.	Befriend one person every session, even if they are an enemy.
12	Increased Health. The character's Hit Points are recalculated, based on the sum of CON, SIZ and POW.	Never break an oath or a promise. Never allow yourself to be in anyone's debt or they in yours.
13	Increased Reactions. The agent always acts first in any combat, regardless of the Strike Rank of the opponent and other combatants.	Always remain cheerful no matter what the odds.
14	Innate Luck. When rolling for any skill test, the agent can choose which way to read the D100 result. For example, a roll of 90 could be read as 09. Note: if double digits, such as 00, 11, 22 and so forth, are rolled, the result <i>cannot</i> be reinterpreted.	Become convinced that your true love is out in the world and that you need to go and find her.



1D20	Gift	Compulsion
15	Invulnerable to damage from <i>any</i> sorcery- created or summoned creature.	Develop intense reoccurring nightmares about an impending apocalypse and the desire to prepare for it in some way.
16	Invulnerable to damage from <i>one</i> type of weapon.	A desire to turn people away from the worship of gods, as they only bring about destruction or stagnation.
17	Legendary Ability. The agent gains one Legendary Ability, chosen by the Games Master and suited to the Cosmic Balance's agenda. The agent does not need any of the usual pre-requisites to use the Ability.	Seek to banish all supernatural demonic entities and the means to summon them.
18	Permanent residence in Tanelorn. The agent is given a permanent home in the Eternal City and he can find it no matter what its current location. Companions who serve the Balance indirectly who accompany the agent will always find a welcome there.	Never accept a position as a ruler and distrust all other rulers, no matter how benign they might be.
19	Resurrection. If killed, the Balance will restore the agent to life (placing all damaged Hit Locations at a value halfway between their normal value and the injured level). This gift can only be used once.	Develop a tendency towards martyrdom. It is the agent's purpose to suffer as long as other people benefit.
20	Sixth Sense. The agent is immediately aware of the enemies of the Balance and those who would directly harm the agent.	Never call upon the Balance for aid, even in the direst circumstances.

Calling Upon the Cosmic Balance for Aid

A Pact with a power generally allows the holder to call upon the patron deity in times of need. This is still true for agents of the Balance but it works somewhat differently.


The Cosmic Balance will not intervene directly. It can, however, send other agents in its place. In the *Hawkmoon* saga, for instance, the Warrior of Jet and Gold and Orland Fank both assist Hawkmoon at various times in his struggle against Granbretan. The same holds true for agents of the Balance in *Elric of Melniboné*.

Agents of the Balance make a test against their Pact value as normal. If successful, the Cosmic Balance has heard their call and will send aid. How long that aid will take to reach the agent is dependent purely on the circumstances. The Cosmic Balance does not act with any particular haste and calling upon the Pact for assistance that is needed quickly is not making the best use of the relationship. The Games Master should judge the circumstances in which the call for help is being made and then adjudicate the amount of time help takes to arrive. If circumstances are such that allies or other agents cannot appear quickly enough, the Games Master needs to inform the character that this is the case.

Descriptions and statistics for the Warrior in Jet and Gold and Orland Fank can be found in *Hawkmoon, The Roleplaying Game* on pages 129 – 131. From the Elric saga, agents of the Balance who might appear are Jhary-a-Conel, Oone the Dreamthief or Rackhir the Red Archer. Alternatively, Games Masters should create a selection of agents abroad in the Young Kingdoms or other nearby planes of existence.

Personal Tragedy and Doom

Elric's story is one of tragedy and unavoidable doom. The albino seeks peace and meaning in his life but ultimately has no control over it because of his relationships with both Chaos and his sword, Stormbringer. Every attempt to find solace is doomed to be short lived at best. His intentions to save or salvage result in death and destruction. When, finally, he ushers-in our own world by blowing the Horn of Fate, he only has strength to do so through Moonglum's sacrifice to Stormbringer, followed swiftly by Elric's own death at the hands of the runesword. When equilibrium is achieved, the Champion is forbidden to experience it and nowhere is this tragedy more poignant than in Elric's



final minutes in the new world he has brought about and Stormbringer's absolute betrayal.

Bringing something of Elric's doom to the Young Kingdoms, adventurers needn't be seen as negative or pessimistic. Most of the characters encountered in the saga are driven by some, singular purpose, be it revenge, loss, love, money or simply the quest for peace. Good storytelling mixes both good fortune and tragedy and elements of both should form part of the adventurers' personal stories and motivations. The characters in the saga are more than simple ciphers; they are or become, fully-rounded individuals acting as a foil to Elric's central dilemma but each sharing a part of it in some way. Sweeping the adventurers into the schemes of the Cosmic Balance or Law and Chaos, is an excellent way to introduce tragedy and fate and also to echo the themes persistent in Moorcock's writing.

Farric's Saga

In discussion with the Games Master, Pete decides he wants to incorporate a few of the Elric saga themes into Farric's background. The Games Master agrees, wanting to create an epic, tragedy-tinged campaign in keeping with the saga's mood.

Whilst serving in Moonglum's irregulars in Pikarayd, Farric fell in love with the daughter of a local chieftain, a fair young maiden named El'nassa. They kept their liaison a secret, save from Moonglum, who cautioned Farric against such a relationship. But Farric's love for El'nassa was betrayed by another serving the chieftain: an ambitious, avaricious sorcerer of Pan Tang called Malagan. The sorcerer covets El'nassa and when he discovered Farric and El'nassa in an embrace became enraged with jealousy and reported the liaison to the chieftain. El'nassa was sent into exile, despite Farric's protestations, while Malagan gloated, secretly preparing his own schemes to take advantage of her.

Farric learns of Malagan's treachery while travelling back to Raschil with Moonglum. Watching Pikarayd disappear into the sea-mists, he vows to have his revenge against the miserable spell-caster from Pan Tang...

Companionship & Betrayal

Elric rarely wanders alone. Despite the tendency for his companions to die, usually at Stormbringer's whim, he is, for the most part, accompanied by a wide variety of loyal friends who provide a foil to the albino's melancholia. Friendship is a constant, optimistic thread throughout the saga; whether in Moonglum's cockiness and good humour, Rackhir's pragmatism, Wheldrake's simple desire to return to Putney or Smiorgan's brash camaraderie. Elric continually forms groups of adventurers who assist him in whatever quest he is doomed to endure. The bonds shared are deep, even when the liaison is fleeting. It seems common in the Young Kingdoms for adventurers to group together in pursuit of either a shared goal or individual ones, each contributing to the good of the whole.

However, betrayal is never far away. Often it is unwitting and often it is unavoidable. Elric does not intend for the Sea Lords who trust him to lead them to Imrryr to come face to face with dragon venom but events conspire against them. The conspiracy of the fates and higher powers and how this betrays even the strongest friendships, is a common theme. This need not be betrayal within the group; quite often it is brought about by a recurring arch-enemy, such as Theleb K'aarna or Prince Gaynor the Damned. A good *Elric of Melniboné* campaign should include several strong, well-defined villains and a healthy dose of betrayal from time to time.

Mythic Resonance

Despite overturning the clichés of traditional fantasy, Michael Moorcock is always conscious of the power of myth; the stories, legends, heroes and villains that help explain the world and make sense of seemingly irrational happenings. The Young Kingdoms is a mythic world, shaped by heroic actions, empires and wars of mythic proportions. Myths in the Young Kingdoms are often recent events, such as Earl Aubec's creation of new lands out of Chaos. Elric himself is surrounded by myth: his own, as the last of a dead race and his actions, sorcerer, murderer, kinslayer and a stealer of souls. At times he seems to relish his myth; at others abhors it. As the Elric saga matures, myth plays an increasingly important role, shaping the outlook of its characters and the actions they undertake. The books 'The Fortress of the Pearl' and 'The Skrayling Tree' take place almost exclusively in mythic realms; 'The Dreamthief's Daughter' combines familiar myths of

our own (The Pied Piper, for example) with the events of the Second World War, to shape Elric's own myth and actions.

Young Kingdoms adventurers should walk in Elric's footsteps, aware that they are makers of myth and shaped by them. Quests, heroism, betrayal, tragedy, the struggle of cosmic forces and supernatural intelligences – all these components can be used to create and sustain a mythic resonance in *Elric of Melniboné* campaigns.

A Million Spheres & Multiversal Threats

'You appear to have considerable knowledge of the movements of many men,' said Elric. He held the wine untasted in his left hand.'

'Many,' agreed the Captain, 'on many worlds. 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.'

'I think so.'

'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 hesitated, turning his blind face away from Elric. 'Please know that I do not deliberately mystify you. There are some things I do not understand and other things which I may not completely reveal. It is a trust I have and I hope you feel you can respect it.'

– *The Sailor on the Seas of Fate*

Elric and other versions of the Eternal Champion, are forever finding themselves in different worlds or planes of existence. The barriers between separate realities are frail, it seems and the mechanisms for breaking through them are never far away. The Black Ship that sails between the worlds with its blind captain and mute helmsman is the perfect example of a way to transport Young Kingdoms adventurers to some other plane in peril, on the pretext that the Young Kingdoms will share a similar fate if they do not act. Different planes might be curiously similar to the Young Kingdoms, or harshly different. It is quite possible – and recommended, in fact – for Young Kingdoms adventurers to find themselves in Hawkmoon's Tragic Millennium or Corum's Lwym-an-Esh, perhaps taking part in the stories of some of the Eternal Champions from those planes.




The Moonbeam Roads and Other Pathways

'There ahead was what seemed like an ocean, rising vertically to form a wall in front of me. Through the ocean ran a gleaming road of dappled light, like one ray of sunshine falling on water. So strange was the perspective that I felt almost ill. Yet the crooked little man continued to lead me until we had stepped onto that dappled road and were walking up its steep surface. I had the strong smell of ozone in my nostrils. The road then straightened and became a silver moonbeam in a complex lattice of moonbeams, like the roadways through the realms. My guide was gone.'

– *The Dreamthief's Daughter*

There are many ways to reach another plane: gates leading from one to another; via dreams; via spells or technological devices; via strange and wonderful vehicles, such as the Black Ship or Voilodion Ghagnasdiak's Vanishing Tower; or through the actions of gods or fate itself. Even individuals, such as Dreamthieves, possess the innate ability to shift from one plane to another.

The spheres are joined together by several mechanisms, which are a part of the fabric of the Multiverse. First and perhaps the most accessible, is the Eternal Sea, a transplanar



ocean that sweeps through the Multiverse lapping against the planes of existence like waves against a beach. The sea is treacherous and gloomy, a largely silent ocean that displays, occasionally, peculiar traits unlike any mundane ocean. Its currents move with the time streams and its tides are governed by conjunctions rather than moons but it is an ocean nonetheless and can be navigated – given the right vessel and the right navigator.

And above, beyond and around the ocean, accessible through dreams and other, semi-conscious mechanisms, are the Moonbeam Roads. This immense latticework of pathways can be wandered like any road, arching above, through and beyond the fabric of the Multiverse. Walking it, one is conscious of the immensity of the Million Spheres, of their shifting, restless nature and of the incredible power that binds the whole together and allows those who have the talent, such as the Lords of Chaos, to create entire universes (or lose them).

The million realms of the Million Spheres are in a constant state of movement around a central point of the Multiverse, like planets around a star. Every now and then certain realms move into conjunction making passage between them extremely easy (relatively speaking) and allowing the conjoined spheres to influence each other in subtle and not-so-subtle ways. During such conjunctions momentous events are likely and can be felt, with activities in one sphere resonating throughout the conjoined spheres. It is at such junctures that heroes are needed, in order to protect one sphere or several, from whatever it is threatening the stability of all those taking part in the conjunction.

Finding a way of moving between the Million Spheres is very much up to the Games Master to determine, depending on the requirements of a story or campaign. Long voyages to distant spheres almost always require a vessel such as the Black Ship and a reliable guide or navigator. Such vessels can reach anywhere in the Million Spheres given enough time, although time itself is a redundant concept when sailing between worlds. However, if a traveller relies on the Moonbeam Roads, as do Dreamthieves for instance, there are limits on how far one can travel with any certainty and without danger of becoming stranded – a soul lost on the myriad pathways.

A wanderer of the Moonbeam Roads can safely navigate a number of spheres from their original sphere (i.e. their home) equal to their POW. A skill such as Dreamthief,

Lore (Million Spheres) or even Navigation, can be used to maintain orientation and direction but for each sphere of distance from one's home sphere the skill being relied upon is reduced by 5%. Thus, a character with a POW of 10 can wander up to 10 spheres from his home plane and be able to use a skill to navigate his path. However, if he wanders the full 10 planes the skill he uses to navigate would reduce by 50% and if he wandered to an 11th plane and beyond, his skill would no longer be useful. It is here that a guide or vessel would be needed, otherwise the traveller would be adrift in the Multiverse, perhaps unable to find his way back to familiar realms.

CHARACTERISTICS OF SPHERES

It is impossible to devise a complete system to define the precise characteristics of a new plane of existence; indeed, it would be fair to attempt the task, because there are truly an infinite number of worlds, however mechanisms provided here allow Games Masters to create some definition of different spheres, planes and realms for those who take it upon themselves to travel.

Every sphere is defined by certain characteristics. These are described below and can be determined randomly with a throw of 6D10. Note that randomly generating a plane of existence may well yield some contradictory results but these should be embraced rather than discarded or rigidly rationalised. Contradictions and unusual contrasts are a hallmark of Michael Moorcock's writing.

Difficulty to Reach – Some spheres are easier to reach than others. This list helps determine the difficulty of reaching a particular plane.

1. The sphere can be reached with little difficulty; literally by walking round the corner, in some instances.
2. The realm can be reached during specific times, such as during a full moon, during an equinox or when certain tides are right.
3. The sphere can be reached by consuming a specific drug or potion, which transfers the mind or spirit but leaves the physical body in situ.
4. The realm can be reached by chanting a specific, rhyme, song or spell.
5. The plane is reached by discovering a specific portal such as a whirlpool, an enchanted mirror or some other gateway.
6. The sphere can only be reached when the Million Spheres form a particular alignment.

7. The plane can be reached only through rune magic or plane-shifting technology.
8. The realm can only be reached by using a specific and unique artefact, such as the Black Ship.
9. The plane may only be reached with the aid of a Lord of the Higher Planes.
10. The realm can only be reached if the Cosmic Balance wills it.

Size – Now, determine the scale and scope of the realm. A sphere might be no bigger than a single building or it might be an entire universe, complete with its own laws of physics.

1. A building – however big or small one wishes to make it but the building is a self-contained plane.
- 2.. A street – long and winding or a maze of interconnected streets but a street, nonetheless.
3. A city – walled, perhaps, such as Tanelorn but the city is the entire realm.
4. A country – bounded by the Eternal Sea. Other countries nearby are planes in their own right. The country may or may not be inhabited and might exist in a blissful state of nature or heavy urbanisation.
5. An island – adrift in the Eternal Sea and may be a paradise, a baron rock, a featureless plain or an entire city complex.
6. A continent – bounded by the Eternal Sea. Other continents and islands nearby are planes in their own right.
7. A planet – orbiting a sun but a solitary planet; perhaps a variation on another world, such as the Young Kingdoms.
8. A solar system – orbiting a sun and consisting of other planets are various orbital distances but adrift from any larger cosmos.
9. A galaxy – thousands of stars and solar systems, all in circulation around a galactic hub.
10. A universe – thousands and thousands of galaxies; a universe with its own laws of time, space and physics.

Planes of size 7 and above are illuminated by the star they orbit. Planes of size 6 and below do not rely on a sun or star for light but are illuminated by some other force or energy. Indeed, some might be sheathed in complete darkness.

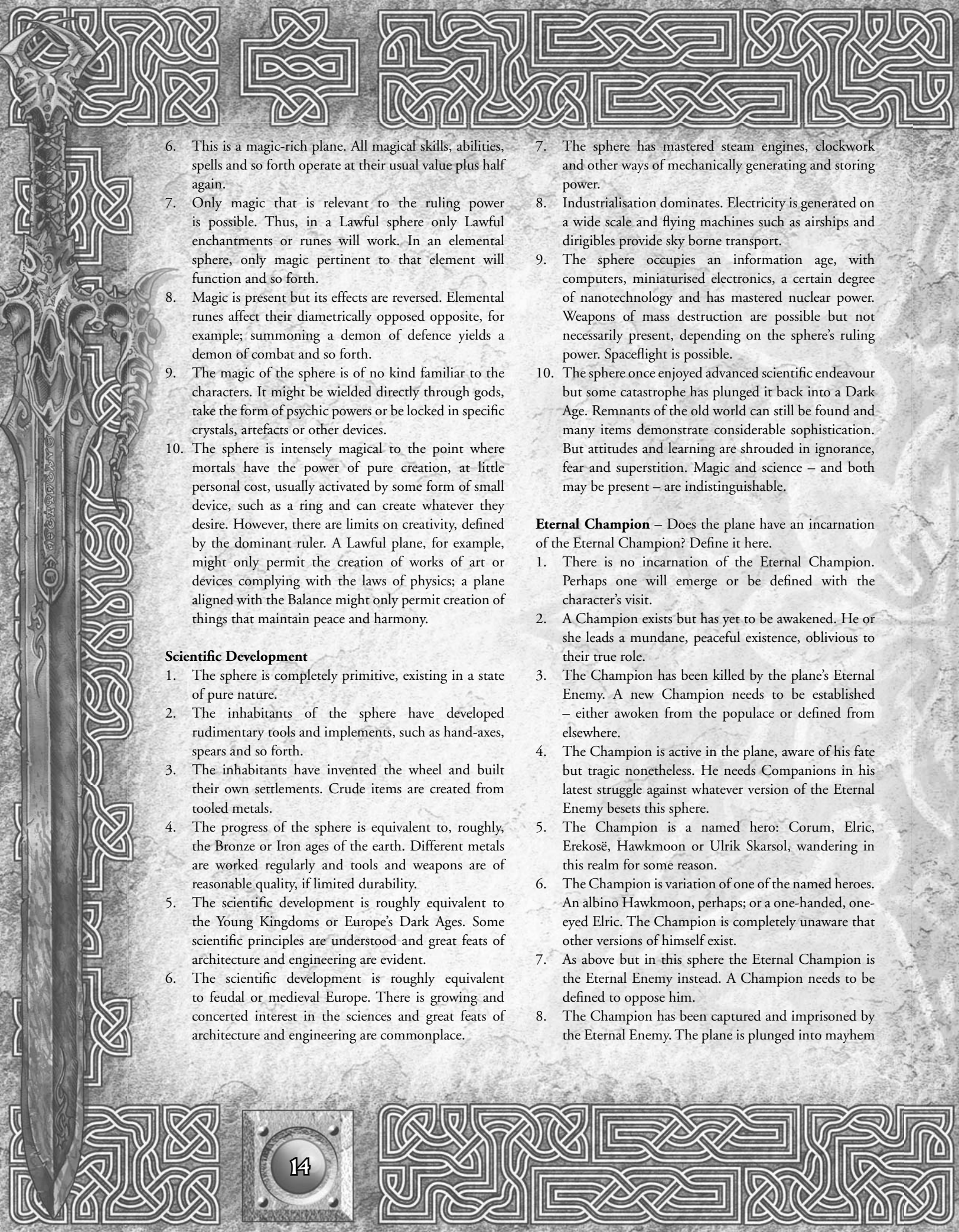
Dominant Ruler – next determine the dominant power in the sphere or plane.

1. No dominant ruler, power or allegiance. The plane forges its own destiny, defined by its inhabitants.

2. Air is the dominant element and the plane is ruled by a major air element, such as Lassa or perhaps one of her siblings or children.
3. Earth dominates, with Lord Grome or some other earth deity being the ruling power.
4. Fire is dominant and destructive, with Lord Kakatal or other fire deity at its burning heart.
5. Water is dominant in the plane, with little room for land.
6. Beast Lords – the plane is the ancestral home of a specific type of creature – perhaps mundane or perhaps magical. The plane exhibits all the environmental characteristics preferred by the resident beast. Humans have little or no place in the realm.
7. The Lords of Law dominate and everything conforms to strict laws, paragons of beauty and virtue and little or no room for deviance from perfection.
8. Chaos is the dominant power, with rampant change and wild magic widely available.
9. Agent of the Balance – the plane is governed by some agent or manifestation of the Cosmic Balance, such as the Runestaff. The agent might be a person or an object of power but it keeps its own agenda and involves those who cleave to it in its plans.
10. The plane is ruled by a mortal (or group of mortals) who has somehow come by the powers that allow him to shape the plane's destiny. The ruler can develop his own forms of governance or cleave to a higher power, such as Law, Chaos, the Balance or even the Beast Lords or Elemental powers.

Magical Presence – The availability of magic is not dependent on the presence of the Lords of Chaos or the absence of the Lords of Law. All higher powers manipulate magic in some shape or form and the capacity for magic to work is dependent on the intrinsic nature of the sphere itself, as outlined below.

1. The plane is devoid of magic. Anything of a magical nature is rendered inert. Spells, runes and summonings do not work and enchanted items, even the likes of the mighty Stormbringer, are powerless.
2. Magic is present but relatively weak. Reduce all magical skills, abilities, spells and so forth to a quarter of their usual value.
3. As above but reduce all magical skills, abilities, spells and so forth to half their usual value.
4. As above but reduce all magical skills, abilities, spells and so forth to three quarters of their usual value.
5. Magic works normally.



6. This is a magic-rich plane. All magical skills, abilities, spells and so forth operate at their usual value plus half again.
 7. Only magic that is relevant to the ruling power is possible. Thus, in a Lawful sphere only Lawful enchantments or runes will work. In an elemental sphere, only magic pertinent to that element will function and so forth.
 8. Magic is present but its effects are reversed. Elemental runes affect their diametrically opposed opposite, for example; summoning a demon of defence yields a demon of combat and so forth.
 9. The magic of the sphere is of no kind familiar to the characters. It might be wielded directly through gods, take the form of psychic powers or be locked in specific crystals, artefacts or other devices.
 10. The sphere is intensely magical to the point where mortals have the power of pure creation, at little personal cost, usually activated by some form of small device, such as a ring and can create whatever they desire. However, there are limits on creativity, defined by the dominant ruler. A Lawful plane, for example, might only permit the creation of works of art or devices complying with the laws of physics; a plane aligned with the Balance might only permit creation of things that maintain peace and harmony.
7. The sphere has mastered steam engines, clockwork and other ways of mechanically generating and storing power.
 8. Industrialisation dominates. Electricity is generated on a wide scale and flying machines such as airships and dirigibles provide sky borne transport.
 9. The sphere occupies an information age, with computers, miniaturised electronics, a certain degree of nanotechnology and has mastered nuclear power. Weapons of mass destruction are possible but not necessarily present, depending on the sphere's ruling power. Spaceflight is possible.
 10. The sphere once enjoyed advanced scientific endeavour but some catastrophe has plunged it back into a Dark Age. Remnants of the old world can still be found and many items demonstrate considerable sophistication. But attitudes and learning are shrouded in ignorance, fear and superstition. Magic and science – and both may be present – are indistinguishable.

Eternal Champion – Does the plane have an incarnation of the Eternal Champion? Define it here.

Scientific Development

1. The sphere is completely primitive, existing in a state of pure nature.
 2. The inhabitants of the sphere have developed rudimentary tools and implements, such as hand-axes, spears and so forth.
 3. The inhabitants have invented the wheel and built their own settlements. Crude items are created from tooled metals.
 4. The progress of the sphere is equivalent to, roughly, the Bronze or Iron ages of the earth. Different metals are worked regularly and tools and weapons are of reasonable quality, if limited durability.
 5. The scientific development is roughly equivalent to the Young Kingdoms or Europe's Dark Ages. Some scientific principles are understood and great feats of architecture and engineering are evident.
 6. The scientific development is roughly equivalent to feudal or medieval Europe. There is growing and concerted interest in the sciences and great feats of architecture and engineering are commonplace.
1. There is no incarnation of the Eternal Champion. Perhaps one will emerge or be defined with the character's visit.
 2. A Champion exists but has yet to be awakened. He or she leads a mundane, peaceful existence, oblivious to their true role.
 3. The Champion has been killed by the plane's Eternal Enemy. A new Champion needs to be established – either awoken from the populace or defined from elsewhere.
 4. The Champion is active in the plane, aware of his fate but tragic nonetheless. He needs Companions in his latest struggle against whatever version of the Eternal Enemy besets this sphere.
 5. The Champion is a named hero: Corum, Elric, Erekosë, Hawkmoon or Ulrik Skarsol, wandering in this realm for some reason.
 6. The Champion is variation of one of the named heroes. An albino Hawkmoon, perhaps; or a one-handed, one-eyed Elric. The Champion is completely unaware that other versions of himself exist.
 7. As above but in this sphere the Eternal Champion is the Eternal Enemy instead. A Champion needs to be defined to oppose him.
 8. The Champion has been captured and imprisoned by the Eternal Enemy. The plane is plunged into mayhem

STRA'SHESTRASSE - An Example Sphere

Stra'shestrasse was created using a roll of 6D10 and consulting the sphere characteristic definitions, above.

Difficulty to reach: 5 – Accessible through sea-borne gates and watery portals.

Size: 2 – A street.

Dominant Ruler: 5 – Water.

Magical Presence: 4 – Three quarters of Young Kingdoms standard.

Scientific Development: 7 – Steam engines and clockwork.


Eternal Champion: 3 – The Eternal Champion is dead. A new one is needed.

The sphere is a single, immensely long water-filled street, crowded with buildings of a baroque design, which is afloat in an infinite river ruled by the Water Mistress Stra'shee. Magic exists but for Young Kingdoms adventurers it is somewhat weakened, operating at three-quarters normal capabilities. As this is a world dominated by the element of water, water magic, perhaps, operates at its full capabilities. The inhabitants have developed steam devices which power rudimentary machines to work what few minerals exist but principally they manipulate water, which can be made solid and forged as though a metal, all by the aegis of the great Mistress Stra'shee. Clockwork-driven solid water chariots trundle up and down the street, dissolving into great puddles when their mechanisms run down. The inhabitants are amphibious, equipped with gills and webbed feet and must swim in the infinite river, which they do in a single communal ritual, once a day, to maintain their relationship with the good lady Stra'shee.

The people of Stra'shestrasse loathe and abhor any who worship Grome or any other earth deity. If such individuals are discovered, they are captured and taken to the Temple of Hydroalignment where certain sorceries and steam-driven water engines are used to turn the offender into an amphibian, complete with gills, fins and webbed digits, their allegiance to the earth broken on the great Water Wheels. This was the fate of Jeresaim Khanel, who dared to oppose the Hydrocrat of the Great Mistress. His body is displayed outside the Temple of Hydroalignment as a warning to any who believe in the existence of True Earth.



Plains of Fate



as a result and the key quest is to find and free the Champion.

9. The Champion is a female variation of an established version.
10. The Champion is one of the characters. The character does not know it and it will only become evident as he interacts with the plane. If the selected character holds an allegiance to a particular deity, it is likely that his role as the Champion of this plane will be to somehow oppose that allegiance. In visiting the plane the character will gain some tool or weapon (mindful of its power; resist the temptation to dispense Black Runeswords) that defines him as that plane's Champion although, when he returns to the Young Kingdoms or leaves this plane, all memories of his Champion role will become hazy and indistinct and his weapon, if he has one, will become mundane.

THE TRAGIC MILLENIUM

Using the terms defined here, the Tragic Millenium could be described thus:

Distance: 2 – 4 Spheres away. Relatively easy to reach with the right know-how and a bending of space and time.

Size: 7 – a planet. A variation on the Young Kingdoms many thousands of years into the future.

Dominant Ruler: 9 – The Runestaff and its agents.

Magical Presence: 2 – all Young Kingdoms magic is reduced to a quarter of its capabilities and effectiveness.

Scientific Development: 10 – although occupying a medieval milieu, remnants of the super-science of the old civilisations is very much in evidence, although it is often difficult to distinguish between the science and sorcery.

Eternal Champion: 4 – Dorian Hawkmoon struggles against Granbretan, a reluctant participant in the agenda of the Runestaff.

ENCHANTMENTS AND TREASURES

The Elric saga is filled with fabulous enchantments and treasures. These items tend to be unique and created with a single purpose in mind, rather than being generic, off-the-peg magical items that are left lying around for the casual

adventurer to stumble across. Most of the items detailed below are guarded in some way or are in the possession of a particular individual who might loan or gift an item if the needs are great enough and it fits the purpose. Occasionally the use of an enchanted item might be available through a cult – such as the Ship Which Sails Over Land and Sea but otherwise these are very special devices to be used sparingly and never without some form of cost or implication for the adventurers.

THE CHAOS SHIELD

A shield of great beauty wrought from dark green iron and adorned with the amber eight-pointed star of Chaos. Forged by the gods and stolen by Mordaga, no servant of Chaos, god or man, can penetrate the shield. It is guarded by Mordaga still, in his castle hidden deep beyond the Sighing Desert, where he awaits his doom.

If the shield ever comes into the hands of adventurers, it blocks all damage from creatures directly related to Chaos. Otherwise, it behaves as a normal kite shield.

THE MIRROR OF MEMORY

'But he has gained possession of the Mirror of Memory – a magical device whose hiding place he discovered by his sorceries. Those who look into this mirror have their memories taken. The mirror contains a million memories: the memories of all who have looked into it. Thus anyone who ventures into Oin or Yu or travels by sea to the capital which serves both is confronted by the mirror and forgets that he has seen Prince Yyrkoon and his Imrryrians in those lands. It is the best way of remaining undiscovered.'

— *Elric of Melniboné*

Supported by two immense pillars of supernatural design, this huge circular mirror can be angled so that its reflection catches large areas of the surrounding land. The mirror captures the memories of all who glimpse their reflections, leaving them without knowledge of their identity or their past. The memory loss is total, leaving only the base faculties for language and learning.

Prince Yyrkoon uses the mirror, which he learns about through supernatural sources, to hide his presence in Dhoz-

Kam. The mirror can be angled and swivelled through 180°, meaning that it cannot easily be turned back on itself – a flaw Elric exploits to avoid the mirror when he pursues Yyrkoon and the kidnapped Cymoril. The mirror is fragile – easily broken with a sword-swing – but breaking it causes it to release its captured memories – a million of them, not all of them human – across the immediate vicinity. Only the strongest minds can survive a mental assault of such intensity, with madness almost guaranteed for those caught in the shockwave.

Any character coming into the mirror's range of influence must make a Persistence check at –20% to resist the immense power of the enchantment's magic. If the roll is successful, then the character's memory remains intact but 1D3 Insanity Points are accrued from the experience (no Insanity gain if the test was a critical success). If the Persistence test fails, then roll on the table below to determine the degree of memory loss. Add 5 to the roll if the Persistence test was fumbled.

Mirror of Memory Effects Table

1D20	Amount of Memory Loss
1-5	1D8 minutes
6-10	1D8 hours
11-12	1D8 days
13-14	1D8 weeks
15-16	1D8 months
17-18	1D8 years
19-20	Complete and irreversible memory loss

The Ship Which Sails Over Land and Sea

'I gave Grome part of my domain and he gave me the Ship Which Sails Over Land and Sea. But he gave it somewhat unwillingly and thus it sails the sea better than it sails the land, for Grome thwarts its progress whenever he can. Still, if the ship is of use to you, you shall have it.'

— Elric of Melniboné

Built by the elemental lords Grome and Straasha to traverse each other's realms, this fabulous, beautifully-lined, galley-sized ship can indeed sail over water and ground with almost equal ease. It is Straasha's property and he would lend it only to his most faithful servants or champions and only ever if the cause is one he approves of.

The ship needs to be crewed and handled as any other ship, although it travels slightly *above* the ground, rather than through it, reaching nautical speeds overland with surprising ease.

The ship was grudgingly given to Straasha by Grome and those using it might incur his curiosity, bearing in mind that Straasha guards the vessel.

Hull: 4

Structure Points: 50

Seaworthiness: 12

Length: 27m

Beam: 6m

Capacity: 2 tons

Freeboard: 1m

Draft: 0.5m

Crew: 30 sailors, 10 officers

Speed: 4m / 34.8km when on water. When on land, the speed is 3m / 25.2km

Weapons: Two


Ram: Yes (D2 points of damage for every metre of speed)

Skill: Shiphandling –10%

Air Galleys of the Karasim

The Karasim are a race of green-skinned barbarians who are heavily allied with Lassa and were, in the distant past, allies of Myyrrhn. Their war galleys are held aloft by powerful magics of the air allowing the Karasim to conduct raids far and wide, including a raid against the fledgling island of Melniboné, resulting in the capture of Prince Silverskin.

The Karasim air galleys were destroyed in Silverskin's escape and the fact that the Karasim have not troubled the Young Kingdoms in recent times indicates, perhaps, that they have returned to their own realm via the Karasim Abyss, to the far west of Myyrrhn.



However, it is possible that, an intact air galley still remains, lost amongst the western peaks, awaiting discovery.

Hull: 3

Structure Points: 50

Seaworthiness: 11

Length: 30m

Beam: 6m

Capacity: 2 tons

Freeboard: 1m

Draft: 0.5m

Crew: 50 rowers, 10 officers

Speed: 4m / 34.8km (flying)

Weapons: Three

Ram: Yes (D3 points of damage for every metre of speed)

Skill: Shiphandling -40%

Special: Each air galley is blessed by Lassa and given the power of flight. The captain and navigator typically have command of a particularly potent version of the Rune of Air, which is used to raise the ship to its desired height and then propel it. An air galley can sail on water as easily as through the air.

Scrying Mirrors

'From one of the many earthenware jars resting on a bench near the window, he poured a substance which seemed like dried blood mottled with the hardened blue venom of the black serpent whose homeland was in far Dorel which lay on the edge of the world. Over this, he muttered a swift incantation, scooped the stuff into a crucible and hurled it at the mirror, one arm shielding his eyes. A crack sounded, hard and sharp to his ears, and bright green light erupted suddenly and was gone. The mirror flickered deep within itself, the silvering seemed to undulate and flicker and flash and then a picture began to form.'

— *The Bane of the Black Sword*

Scrying mirrors of the kind used by Theleb K'aarna seem to be a combination of herbal compounds and runes, although equally it might be of some very different sorcery or rune, gifted, perhaps, by a demon of knowledge or desire. Certainly the ability to see recently events remotely is possible with the right skills, although, as Theleb K'aarna notes, the depth of hindsight is relatively shallow and limited in duration.

Replicating a Scrying Mirror similar to Theleb K'aarna's requires knowledge of the Rune of Sight to be inscribed onto the glass of a mirror and invested with at least 5 Magic

Points, plus an additional Magic Point for every day into the past the sorcerer wishes to scry. The scrying properties are activated when a potion, blended from the dried blood mottled and blue venom of the Dorel black serpent, (requiring a separate Lore (Plant) or Lore (Potions) test) is thrown at the mirror. The sorcerer can view any scene involving characters he knows or events he is aware of, for 1D8 minutes before the image fades from view and the scrying properties must be activated once more.

Crimson Gate and the Shade Gate

'Adventurers, most of them, who, at some stage in their lives, sought a legendary land of great riches which lay on the other side of an ancient gateway, rising from the middle of the ocean, but they found themselves trapped here, unable to sail back through this mysterious gate.'

— *The Sailor on the Seas of Fate*

Gates to other planes, such as the world of the blue sun beyond the Crimson Gate, ruled by Saxif D'aan, or Ameroon, beyond the Shade Gate, are common in the Elric saga. Sometimes these are obvious portals and at others, must be discovered through sorcery or even pure accident. Gates can be created by powerful magic or be revealed by demons or in dreams. They might lead to neighbouring worlds, such as Kelmain or Karasim, or into one of the seven Dream Realms.

Gates of this nature seem to exist in remote locations, usually at the edges of the known world such as on the southern continent and the seas around it. The proximity to the seething stuff of Chaos suggests that the barriers between the planes of the Multiverse are substantially weaker here, allowing gates to be more easily found and opened.

Nanorion

Magical healing is conspicuous by its absence in the Elric saga. Herbs and potions can be concocted to aid strength and vitality and to assist healing but these are homeopathic treatments rather than magical ones. The one exception is the nanorion, an exceedingly rare gem that some demons use as hearts. A nanorion is a rare find indeed but its healing properties are great. See page 119 of the *Elric of Melniboné* rules for its healing capabilities.

Yellow Wine of Bakshaan

This peculiar wine, brewed in Ilmiora, is so potent that even the remotest over indulgence sends the human mind mad. Melnibonéans, with the innate ability to withstand any toxin, are unaffected of course. The benefits of drinking the Yellow Wine are never explained but it is possible to surmise that its taste alone is so fabulous that men are prepared to risk insanity for it. Treat every goblet of Yellow Wine as something that costs 1D4 Insanity Points (see page 20). A by-product of drinking it might be to free the internal barriers of the mind, allowing a special insight into some problem or area of knowledge. In reward for risking insanity, allow every Insanity Point gained to act as a positive modifier to a Lore or sorcery skill for a number of hours equal to the Insanity Points gained through imbibing it.

The Noose of Flesh

A dreadful spell of Law; the Noose of Flesh is held in custody by Myshella, although some lawful cults may have access to restricted supplies. A flesh-coloured powder, it becomes a veined, organic noose that contracts around whatever it has been sprinkled on, crushing it with an incredible force. Even a small amount has a devastating effect; the amount used by Myshella to defeat the Kelmain is contained in nothing bigger than a cloth-of-gold purse. An amount the size of a fingernail is enough to squeeze 10 points of SIZ. Escaping the strangulation of the noose requires an Athletics (Brute Force) test. Failure results in 1D4 points of damage being taken to each Hit Location each round until the grip of the noose is broken.

The Pearl at the Heart of the World

Coveted by the Council of Six and One Other in Quarzhasaat, the pearl is folly dreamed into existence by Varadia as a conceit to end the tyranny of Lord Gho. Yet clearly the Pearl has substance, if only in the dream realms and many sorcerer-adventurers have sought it. Its powers,

save its immense value and beauty, are unknown but greedy men always covet what they do not understand, in the vain hope that their greed will enable them to define purpose almost as an entitlement. Perhaps the Pearl, if found, allows control over the dream realms in some way or has healing powers akin to those of a nanorion. Such powers are, naturally, rumour but rumours are powerful motivators, as Lord Gho discovers to his ultimate cost.

Creating New Treasures

The essence of all Michael Moorcock's writing is imagination. Let the imagination run wild and populate your campaigns with long-lost, mythical enchantments requiring tiring quests and frequent battles to retrieve them. Remember that treasures and enchantments are often made by the gods and thus may possess whatever strange powers – benevolent or malign – the Games Master decides. They are frequently hidden from prying eyes in castles, parallel dimensions, labyrinths and other safe places, accompanied, naturally by fearsome guardians that suck both souls and sanity.

Such treasures and enchantments might also be relics of the Doomed Folk, the Dharzi or some race that walked the earth in the distant past and has been forgotten. Special treasures, with varying degrees of power are coveted by cults, individual sorcerers, merchants, kings, queens and princes. Quests are frequently embarked upon to find them with stout adventurers needed to act as muscle or guides.

Most magical treasures come with baggage. There is usually a cost attached to their use beyond the blood, sweat and tears of getting it. Users of long-lost treasures often go mad, find, to their bleak disappointment, that the treasure does precisely the opposite of its legend or carries some form of curse or other misgiving. Treasures are usually hidden for a reason; it is the folly of man and his doom, to fail to comprehend them.

INSANITY

'The drooling, idiot thing which had been Yyrkoon of Imrryr, turned at its sister's cries and stared leeringly at her. It cackled and reached out one shaking hand to seize the girl by her shoulder. She struggled to escape, but Yyrkoon still had his evil strength.'

– *The Weird of the White Wolf*

People frequently go mad in the Elric saga. The power and awfulness of the Lords of Law and Chaos and their servants, are enough to rattle even the strongest will and insanity is often the cost of bargaining with unnatural entities. Witness Yyrkoon and Theleb K'aarna; both lose their minds as a result of their obsessions and dread Pacts with higher beings.

Insanity for *Elric of Melniboné* is offered as an optional system: Games Masters should use it only if they wish to represent the effects of insanity through game mechanics.

- * Insanity is measured on a rising scale from zero to INT x2.
- * Insanity Points are gained for experiencing disturbing, shocking events. A few examples follow, with Insanity Point values.
- * Each Insanity Point represents an erosion of the will, a loss of grip on reality and how one deals with it. When the number of Insanity Points reaches a level greater than half the character's INT (round up), that character receives a temporary insanity determined randomly or chosen to fit the situation.
- * Temporary insanities are usually minor aberrations of character that compound over time, however they can be relieved. 1 Hero Point reduces Insanity Points by 1; always as part of adventurer improvement, not as an immediate mitigation. When the Insanity Points fall below half INT, the temporary insanity is removed.
- * When the total Insanity Points exceed the INT characteristic, another insanity is gained and the character is considered *permanently* insane but still able to function. At this point temporary insanities become *permanent* and Hero Points will not remove them, however, see *Curing Insanity Through Dreamtheft*, page 23.

- * When Insanity reaches INT x2, the character is a gibbering lunatic, unable to do anything beyond drool, rave and rock to and fro like a baby. Sometimes not even that. The character then passes to the Games Master for future control, perhaps coming back to haunt adventurers as a screaming, insane, nemesis in future adventures.
- * Insane Insight. A curious side effect of insanity is the enhanced perception of the supernatural world. Every Insanity Point acts as a bonus to Perception and Lore skills when trying to understand the supernatural or sorcerous

Insanity manifests itself in many ways. From small, physical things such as tics or panic attacks, through conditions such as obsessive-compulsive disorders and paranoia, until it finally reaches suicidal or homicidal proportions. Insanity is recognised in the Young Kingdoms but cannot be easily treated – unless the services of a Dreamthief can be found.

Insanity Tests

Whenever a character encounters some creature or event that is so far removed from everyday expectations, check for Insanity by making a Persistence test. If the test succeeds, the character is able to mentally handle the situation and no Insanity Points are accrued. If the test fails, Insanity Points are accrued as directed by the table below. If the test is a critical success, no Insanity is gained. If it fumbles, then double the Insanity gain. Characters who immediately turn and flee from a monstrosity or horrifying situation do not gain any Insanity Points

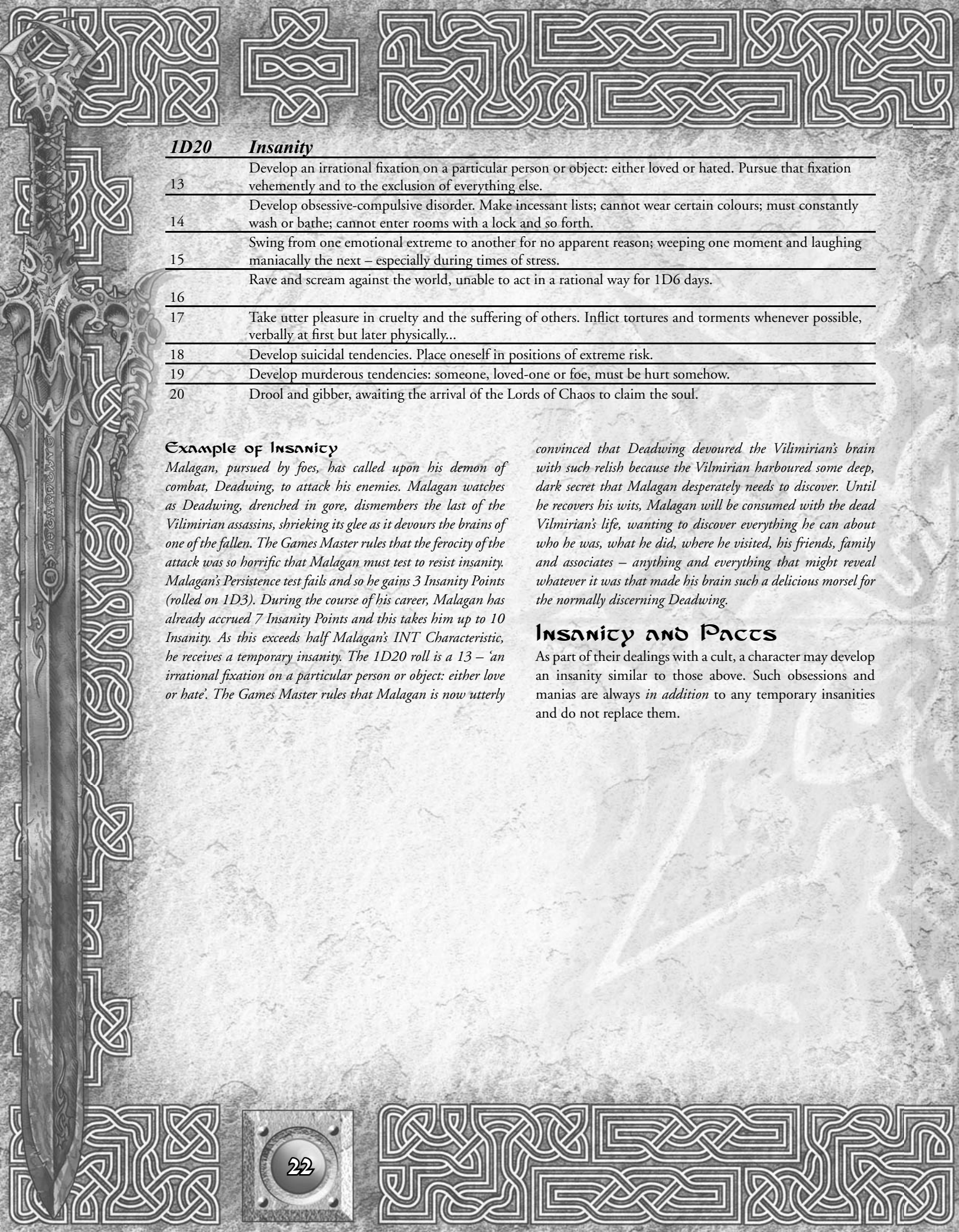
Games Masters may rule that some circumstances are so terrible, insanity is gained even when the Persistence check is a success. Note, however, that casual violence and death does not generally attract insanity. Such things are commonplace in the Young Kingdoms, especially for adventurers and they are likely to be inured to it. Equally, a sorcerer will not accrue more insanity for summoning any demon he already has an affinity with. Insanity Points are gained only when a new summoning ritual is conducted and the new demon summoned. Similarly, a repeat viewing of a creature of Chaos will not require an Insanity test, although the first encounter almost certainly will.

Situation	Example	Insanity Gained
Witness a horrible, unnatural death	Torn apart by a monster	1D3
Encounter a creature of Chaos or Demon	A Clakar or Creature of Matik	1D4
Conduct a Rite of Chaos	Summoning a demon – but note that subsequent summonings of the same demon type do not incur any further Insanity Points for the summoner	1D6
Tortured mercilessly by Dr Jest		1D8
Enter into a new Pact	Undergo the initiation rites for the cult	1
Encounter a Lord of Chaos		2D8
Encounter a Lord of Law		1D12
Encounter a Beast Lord		1D10
Encounter an Elemental Lord		1D8

Samples of Insanity

Use this table to generate random temporary insanities or create new ones to fit specific situations. Some of these insanities may have game effects, such as making certain skills, such as communication or perception tests, difficult. Apply an appropriate modifier where this is the case. Although a particular condition might appear to be transitory, such as speech loss, *it will reoccur every time there is another gain of Insanity Points.*

1D20	Insanity
1	Become sullen and withdrawn.
2	As above but also unable to speak for 1D6 hours.
3	As above but absolutely refuse to believe what has just been witnessed.
4	Become angry and confused – lashing out verbally or physically at anyone who tries to help or sympathise.
5	Weep uncontrollably for 1D6 hours; peer into the dark abyss of the soul.
6	Develop a deep aversion or fear of the circumstances of the encounter (fear of darkness, fear of enclosed spaces and so forth).
7	Experience panic attacks during stressful situations: loss of breath, thumping heart and so on.
8	Unable to sleep properly; disturbed by nightmares and flashbacks, which then haunt the waking hours.
9	Develop a nervous tic or twitch. This becomes progressively more pronounced the longer this temporary insanity lasts.
10	Develop a deep paranoia, phobia or mania related to the circumstances.
11	Voices in the mind continually speak to the character, suggesting bizarre actions. Unable to distinguish the voices from real people.
12	Become completely uncommunicative and obsessive over trivial things, immediately believing that everyone and everything is either an enemy or conspirator in some unknown plot.



1D20 Insanity

13	Develop an irrational fixation on a particular person or object: either loved or hated. Pursue that fixation vehemently and to the exclusion of everything else.
14	Develop obsessive-compulsive disorder. Make incessant lists; cannot wear certain colours; must constantly wash or bathe; cannot enter rooms with a lock and so forth.
15	Swing from one emotional extreme to another for no apparent reason; weeping one moment and laughing maniacally the next – especially during times of stress.
16	Rave and scream against the world, unable to act in a rational way for 1D6 days.
17	Take utter pleasure in cruelty and the suffering of others. Inflict tortures and torments whenever possible, verbally at first but later physically...
18	Develop suicidal tendencies. Place oneself in positions of extreme risk.
19	Develop murderous tendencies: someone, loved-one or foe, must be hurt somehow.
20	Drool and gibber, awaiting the arrival of the Lords of Chaos to claim the soul.

Example of Insanity

Malagan, pursued by foes, has called upon his demon of combat, Deadwing, to attack his enemies. Malagan watches as Deadwing, drenched in gore, dismembers the last of the Vilimirian assassins, shrieking its glee as it devours the brains of one of the fallen. The Games Master rules that the ferocity of the attack was so horrific that Malagan must test to resist insanity. Malagan's Persistence test fails and so he gains 3 Insanity Points (rolled on 1D3). During the course of his career, Malagan has already accrued 7 Insanity Points and this takes him up to 10 Insanity. As this exceeds half Malagan's INT Characteristic, he receives a temporary insanity. The 1D20 roll is a 13 – 'an irrational fixation on a particular person or object: either love or hate'. The Games Master rules that Malagan is now utterly

convinced that Deadwing devoured the Vilimirian's brain with such relish because the Vilimirian harboured some deep, dark secret that Malagan desperately needs to discover. Until he recovers his wits, Malagan will be consumed with the dead Vilimirian's life, wanting to discover everything he can about who he was, what he did, where he visited, his friends, family and associates – anything and everything that might reveal whatever it was that made his brain such a delicious morsel for the normally discerning Deadwing.

Insanity and Pacts

As part of their dealings with a cult, a character may develop an insanity similar to those above. Such obsessions and manias are always *in addition* to any temporary insanities and do not replace them.



Furthermore, Insanity Points cannot be lowered below a figure equal to the number of Pacts an adventurer holds: for example, a character having Pacts with both Mabelode and Xiombarg automatically gains 1 Insanity Point for entering into each of these Pacts. His Insanity Points will therefore *always* be at a minimum of 2.

CURING INSANITY THROUGH DREAMTHEFT

Temporary and Permanent insanities can be cured by a Dreamthief. Since insanity manifests itself in dreams, a Dreamthief can attempt to steal away an insanity by entering the afflicted's dreams and stealing either part or all, of the insanity, in the same way a normal dream would be stolen. The Dreamthief expends 1 Magic Point for every point of Insanity he wishes to steal but must still overcome the Insanity's Persistence, which is determined on 6D4 x5%.

In this way, a Dreamthief can either reduce Insanity Points enough to restore a victim's senses or steal the Insanity completely – this is the only way in which Permanent insanities can be cured.

Insanity

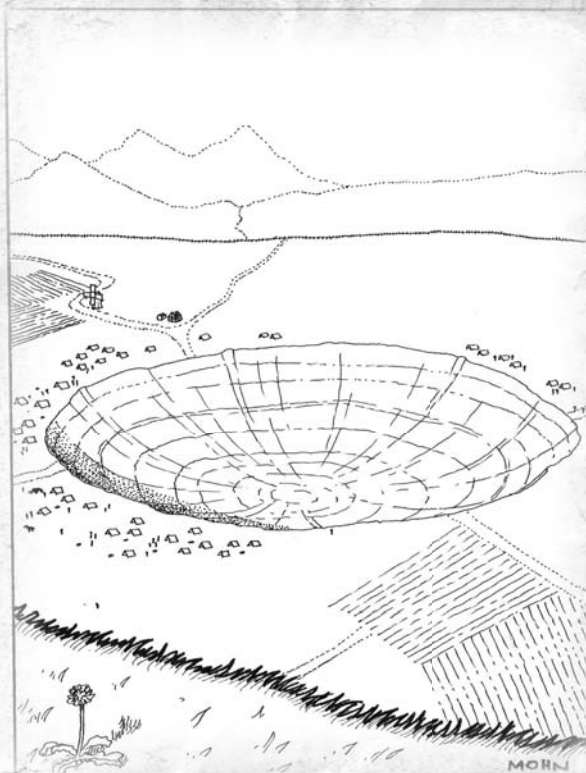
ELWHER AND ELSEWHERE: THE UNKNOWN EAST

Lying beyond the eastern mountains known as The Ragged Pillars, the Unknown East is so-called because its dealings with the Young Kingdoms are scant. A thousand years ago it was part of the Bright Empire but the war with the Dharzi ended Melniboné's ambitions there and it left the eastern lands to its own development. However, the east had seen the people of Melniboné before the Bright Empire's conquest. Perhaps 9'000 years ago Melniboné fought a bloody civil war, those who chose to maintain an alignment with the Balance being opposed by those who chose the path of Chaos.

Those who sought Chaos prevailed and the Balance-aligned Menastrai fled the tyranny. They moved as far East as they could, using magic to traverse The Ragged Pillars and finding beyond them an extensive land of pleasant grasslands, rolling hills and sweet rivers. They called these new lands *Menastree* and settled here, building the three great cities of *Amerain*, *Menerain* and *Spharain* in the west, centre and east of the new realms. The Menastrai established a new empire of peace and prosperity, mingling and breeding with the indigenous inhabitants and welcoming further refugees from Melniboné's wrathful conquest. For some six millennia Menastree knew peace and Melniboné forgot all about their old foes. However, as fate is want to have it, Melniboné, perhaps through nothing more than idle curiosity, rediscovered the Menastrai and eager to finish what it had started, sent dragons, warriors and sorcerers east to take Menastrai and merge it with the Bright Empire.

The ensuing war all but destroyed the Menastrai. Amerain and Menerain fell quickly but Spharain, the most regal and easterly of the three great cities, held out against a terrifying siege that saw Melniboné employ all its available power against the Menastrai princes. On the final day of the siege, which had lasted for close to a year, Melniboné's generals

awoke to find that Spharain had disappeared completely, leaving in its wake nothing but an immense crater. The Menastrai, reduced to less than a thousand in number, had escaped once more, employing long forgotten magic to complete it.



Where Spharain went is unknown. Philosophers have speculated that the city was transported to the very centre of the Multiverse, whilst others believe it has become the immortal city of Tanelorn. The truth is unlikely ever to be known.

THE ROARING ROCKS

Separating the Eastern Ocean of the Young Kingdoms from the warmer seas of Menastree, the immense Roaring Rocks are a semi-submerged mountain range that thrusts up through the waves, causing violent, unpredictable currents, whirlpools and maelstroms that are the doom of many ships, attempting to find a passage through.

There is only one safe channel between the Roaring Rocks. It requires six Navigation and Shiphandling tests to manoeuvre a ship safely through this channel, all the while battling against the hideously destructive currents that attempt to drag the vessel into the cliff sides and dash it to pieces. Every failed Navigation and Shiphandling test means the ship suffers 2D6 Structure Points of damage as it is battered and flung across the turbulent seas and the hidden, blade-sharp reefs, which they conceal. See *Seas of Fate*, the next chapter, for more on Young Kingdoms ships.

THE COMING OF THE DHARZI

Melniboné treated Menastree in much the same way it treated all its conquests. Many were taken into slavery and the continent was divided into provinces presided over by a Melnibonéan governor. The worship of Chaos became widespread and there was much suffering as a result. The old vestiges of the Menastrai were wiped away and it became a capital crime to uphold the ways of the Balance in any shape or form. Menastree was termed 'The Regained Empire' and the Bright Emperors appointed quasi-Emperors, ruling from Phum, to manage this far-flung territory.

This rule lasted until a thousand years ago, when an unexpected force of liberation swept through the continent: the Dharzi had arrived. Hailing from lands even further to the east, the Dharzi were obviously intent on extending the boundaries of their own empire. Its Beast Armies thundered through Menastree like a cleansing wind, testing Melniboné's resilience with their own peculiar sorceries.

Melniboné, for once caught by complete surprise, suffered devastating losses to its key cities and outposts. A fierce battle raged through the Menastree heartland of the Valed plain, culminating in the destruction of the Im'lk citadel in the Battle of Long Lake. The Dharzi did not even pause to loot the considerable treasures of Im'lk; it raged through Menastree and across the Ragged Pillars, taking its promise of war directly into the heart of the Bright Empire. The Melnibonéan survivors of the Dharzi carnage limped back to Imrryt, the remnants of the Regained Empire returning to fight the Dharzi on home soil.


Menastree was free. And it remained free. Melniboné did not return to rebuild what it had lost, because its war with the Dharzi held it behind the Ragged Pillars. When, finally, the Dharzi were defeated, the Bright Empire's strength had been sapped. It had neither the will nor reserves to return to Menastree; its decline had begun and whilst it would take centuries for its power to truly wane, Melniboné had no option but to retract its empire rather than extend it. Menastree was slowly forgotten again, returning to relative anonymity as the Unknown East.

The Menastrai, however, had been all but wiped out. The cities it founded after fleeing Melniboné were reduced to rubble and all but a handful of true-blood Menastrai had been enslaved or murdered. The inheritor of Menastree was humankind and they set about rebuilding in their own fashion, taking some things left by Melniboné and cultivating some of the Menastrai's more comprehensible philosophies. Out of the ashes of war was built a new Menastree with new nations, roughly based on the old Melnibonéan satrapies: Anakhazan, Eshmir, Valederia and so forth. These territories continue to exist and they are the realms of the Unknown East.

CHAOS HAS DEEP POCKETS

Melniboné's occupation left a sparse legacy. For the most part the worship of Chaos has been purged from the land but in the small region known as Phum, which was once a major city of Melniboné's Regained Empire, the humans have retained an allegiance with Chaos. Phum's Warrior-Priests represent a small but significant force. In the Young Kingdoms sorcery is practiced by isolated wizards and is feared by most. In Phum, the old magics of Melniboné are remembered and studied. The Warrior-Priests have inherited knowledge of a wild and destructive kind and their pacts with Chaos are deep and passionate. Thus

WELSHER AND WELSHWHER



far they have remained within Phum's boundaries, with occasional proselytizers venturing forth to bring the word of the Old Gods back to the unaligned masses of Valederia, Anakhazan and elsewhere. However, in recent years, the Warrior-Priests have been concentrating and refining their powers and Pacts. They commune with the Lords of Chaos and have an understanding that a new war is brewing, one that will see pure Chaotic dominion upon the earth. Phum is now more active, much like the canker of Pan Tang in the west (and to where it has sent emissaries) and its Warrior-Priests and covert agents are mobilising, spreading dissent and sedition wherever they might.

In response the ancient order of the Blue Assassins, foes of Chaos from the time of the Menastrai, activate their own warriors to hunt down the doom-mongers of Phum and slay them without mercy. A covert war is in progress, Chaos against the Balance. Already its influence has spread, with foes such as the Haghan'iin stirring from their forests at attack Anakhazan and Changshai being plunged into bloody civil war. The peace of 1'000 years is over. Menastree is well and truly on the road to war.

EASTERN CULTURE

Menastree shares a similar cultural base with the Young Kingdoms. In some ways it possesses a greater sophistication because its nations have had longer in which to develop along independent paths; thus there is a greater pragmatism and in the four realms that comprise the Valederian Directorates, a somewhat progressive view towards trade and shared knowledge.

In some quarters, though, cultural progress seems inhibited. Changshai, for instance, once an ascendant power, has crumbled into a protracted state of war fuelled by personal ambition and fanned by Chaotic insurgents eager to see further devastation. Okara struggles to progress beyond the subjugation of its own people and it is a state of warlords and bandit kings – little wonder that Terarn Gashtek, the Bringer of Flames, arises from there.

And the western third of Menastree is still untamed; the tribal folk of Nishvalni-Oss worship the Beast Lords directly, a legacy perhaps of the brief Dharzi influence.

The Unknown East is not a nation of great traders and merchants. There are no immense fleets to rival those of the Isle of Purple Towns; there are no great port cities such as Dhakos and Raschil. Menastree's wealth is in learning

and knowledge. It is content; it seems, to have little to do with the pursuit of those ideals and practices that forge great empires, although S'aleem and Maidahk made such attempts, in the early years following Melniboné's retreat. However, certain individuals, like Terarn Gashtek and Kaleg Vogun, of Okara and Changshai respectively, harbour imperialistic ambitions but are driven not by desires for national greatness but instead for personal gain and vengeance. In these respects Menastree is every bit as fragile and self-serving as any Young Kingdoms state.

LANGUAGE

The language of the whole of Menastree is 'pande, a complex, poetical tongue derived from the version of the Melnibonéan Low Speech spoken by the Menastrai. 'pande relies on accented vowels and fluid consonants, with different structural forms designed to convey emotional meaning. Written, it can be read almost as Low Speech but spoken it carries different inflections and pronunciations. Any character who understands Low Speech understands 'pande at half their Low Speech skill and vice versa.

The common tongue of the Young Kingdoms is barely known in Menastree but the people of the Unknown East are natural linguists, it seems. An eastern character understands Young Kingdoms Common at one third of his 'pande skill, although the reverse is not true for Young Kingdoms characters.

Gods

There is no central religion of Menastree. In the west, the practice is totemic animism, based around the veneration of the Beast Lords. In Changshai, Lord Grome is known but his consort, Ish'ish'a'maal, Duchess of the Forest, is worshipped almost exclusively and Kakatal is deemed the Fire Devil. In Phum, the Lords of Chaos in all their forms are venerated, with dark practices and insidious Pacts being forged. In Okara, the warlords of the nomad regions name themselves as demi-gods and refuse to recognise any higher form of power; in Eshmir, the stars of the heavens are venerated exclusively, believed to be the eyes of countless gods, the Elithior, who watch over the fabulous cities of Elwher and Her'is with twinkling benevolence.

The Valederian Directorates reject all gods. This, they believe, is the will of the Cosmic Balance and their philosophy is based on the principles of the Menastrai. The worship of deities is to sacrifice one's soul and reject free will. There are no churches in the lands of the Directorates, no temples or idols or shrines. Belief is focused on the Self,

although many quietly choose their own gods, undertaking secret veneration of the Menastrai Ancestor heroes such as Prince Yragael, who was the last of the Menastrai to battle Melniboné or Queen Mahrantha of Menerain who was the first of the Menastrai Royal Martyrs, her soul flayed from her body and then raped in the frightful six-day purge of the city by the insane Melnibonéan Prince Vhar-es-Shanai.

Religion is therefore a very personal affair in Menastree and this lack of organisation or the rejection of it, leaves its people vulnerable to the predations of Chaos as the end of the world draws ever closer.

SORCERY

‘... he has one of our greatest wizards in his power—Drinij Bara. The man was captured as he lay drunk between two wenches in a tavern in Phum. He had put his soul into the body of a cat so that no rival sorcerer might steal it while he slept. But Terarn Gashtek, the Flame Bringer, knew of this trick, seized the cat and bound its legs, eyes and mouth, so imprisoning Drinij Bara’s evil soul. Now the sorcerer is his slave—if he does not obey the barbarian, the cat will be killed by an iron blade and Drinij Bara’s soul will go to Hell.’

‘These are unfamiliar sorceries to me,’ said Elric. ‘They seem little more than superstitions.’

— *The Flame Bringers*

The legacy of both the Menastrai and Melniboné is sorcery. The Menastrai pursued a benevolent kind, based on knowledge of the runes and Million Spheres, expressed in lilting song and designed to build, heal and promote greater understanding of the Multiverse. Melniboné brought its own kind; the sorcery of summoning and commanding and it took the Menastrai skills of fine, magical manipulation and mutated them into more potent, selfish forms. If Elric seems unfamiliar with the magic of the Unknown East, it is because it is still deep-rooted in a more ancient approach that died with the likes of Cran Liret and the Empress Terhali. However, in Menastree and in particular places such as Phum, Okara and parts of Eshmir, sorcery is a practiced and very familiar art.

Beyond the secretive, cloistered ranks of the Warrior-Priests of Phum, sorcerers are mindful of the knowledge they possess and jealous of the knowledge of others. Individual sorcerers are vulnerable and take to hiding their souls in strange places, in much the same way as Drinij Bara hides

his in the soul of a cat. When an eastern sorcerer learns magic, he learns that the knowledge he gains grafts itself to the very soul. The mind might dwindle with age or be lost to disease, illness or a damaged brain, yet the power of magic remains wired to the spirit and if a rival can capture a soul, he captures all the understanding of its owner. The practice has its roots in the kinds of defences some sorcerers employed when Cran Liret, the Spell Thief, was at large, plundering knowledge from sorcerers from across the Million Spheres.

UNKNOWN EAST SORCERERS

In terms of Elric of Melniboné mechanics, sorcery functions much as it does in the Young Kingdoms, with a pursuit of runes and summonings being at the forefront of the sorcerer’s endeavours. However, the way in which magic is learned is different. A sorcerer commits his knowledge not just to his memory but also to his soul. He then ensures that his soul is protected, by transferring it into something else, using the Rune of Concealment (see Rune Magic, of *Magic of the Young Kingdoms*). This means that no rival sorcerer, possessing a skill such as Witch Sight, can identify either his true nature or the powers he commands. Thus, almost all sorcerers know the Rune of Concealment and use it in cunning ways, thereby protecting themselves from the jealous plundering of their rivals, whilst still maintaining their power.

DREAMTHIEVES

Dreamthieves are known throughout Menastree and perhaps the practice in the world originates here, although Dreamtheft is known across the Million Spheres, too. As in the Young Kingdoms, Dreamthieves are uncommon but they do operate across the whole of Menastree and seem to be especially revered in Eshmir, where the wealthy like to commission the theft of dreams of a particular kind in order to better understand the wishes of the star gods.

NATIONS OF THE UNKNOWN EAST

From the arid lands of the west, through to the lush immensity of the far eastern forests, Menastree is a land of distinct contrasts between its people and their beliefs. Remnants of the Menastrai, almost lost to the onslaught of time, can be found in the ruins of Amerain and Menerain and the old structures of Melniboné, incorporated into many of Menastree’s towns and cities, are still to be seen, although the industry of the Eastlanders has forged an identity distinct from the Young Kingdoms.



Amerain and Menerain

The first and second of the great cities of the Menastrai, Amerain and Menerain rivalled Imrryr for beauty and splendour. Sacked by Melniboné and reduced to rubble, they are now overgrown, half-hidden ruins; a sad reminder of what happened to the civilisation that built them.

Their treasures are long gone, plundered by the Bright Empire and others but beneath the scattered stones of their walls there are still secrets to be uncovered. The Menastrai understood much of the Multiverse and were skilled travellers of the Moonbeam Roads; remnants of their magics and mementoes from their planar travels doubtlessly remain hidden in the deep under-passages of the cities, protected, perhaps, by guardians designed to prevent Melniboné from stealing all the secrets of the Menastrai and using them to their own, bitter ends.

Anakhazan

Ruled by two great families Anakhazan is a nation of contrasts. On the eastern side of the country, the Clan Freyr, on the west, the Clan Guyë, the two separated by the mighty River Meer, dividing Anakhazan into two distinct provinces, predictably named after the respective families. The Freyr Clan is ruled by Count Kores Freyr, a stern patriarch who, despite being allied to the Balance, sympathises with Law to a greater degree and seeks to advance his understanding of it. It was the Freyr Clan that moved Anakhazan into the Valedorian Directorates, maximising its trading position in the face of competition from Eshmir and Valederia. Freyr province is a strict place, reflecting the Count's heavy handed rule: laws exist for just about everything and personal freedom is set aside in order to ensure the freedom of society as a whole is maintained. Personal excesses are curbed, with public displays of exuberance tolerated only upon certain, traditional festival days. Many see the eastern side of Anakhazan as a drab, unfeeling place and prefer the far more relaxed Guyë province on the other side of the river.

Guyë province, with Countess Anathaym Guyë at its head, the province leads revels in personal freedom. The population is encouraged to behave freely and to speak its mind, public expression being the best way of keeping people happy and tolerant. Guyë province is extremely liberal in what it allows and while it has an amicable, if at times, strained, relationship with Freyr province, it frowns upon the rather sedate and orderly way in which Count Freyr seeks to prevent personal liberty. It is therefore the case that if it is banned in Freyr, it is normally encouraged

in Guyë, only the sensibilities of the two Clan heads prevents Anakhazan from descending into the kind of civil war afflicting Changshai – that and a realisation that while differences occur, Anakhazan is above petty squabbles and should, after all, serve the Balance in its entirety.

Anakhazan's southern and central regions consist of deep, wooded valleys, fertile plains given over to farming and viticulture and a scattering of innumerable small towns and villages, each characterised by the deep yellow sandstone that is used in the buildings. In these areas the climate is warm and pleasantly humid with soft winds rolling in from the Bas'lk Hills, filtering through the valleys and forests, bringing with them the scent of exotic flowers and fragrant cypresses. South and central Anakhazan is idyllic. However, further north, the temperature drops sharply and the landscape seems to retract, giving way to scarred limestone plateaus and vast stretches of cold, damp moorland populated only by sheep, goat, boar and wolf; cold and unforgiving. Here, the people are harder of mind and spirit, given to the practicalities of the landscape and with little time for the softer, more comfortable, southerners. And always in the distance, the aptly named Withered Peaks: a shattered range of mountains, sharp and jagged, scraping at the cold inhospitable skies, home to the feared wyrms which drink men's souls (see *Denizens of the Million Spheres*, page 72). In the winter months, the sky above the Withered Peaks is alive with a blaze of colour-strange lights that flash and fade against the pitch blackness, great sheets of light that writhe and flicker before descending behind the mountains into the uncharted, unreachable, northern territories beyond, where it is said that the world ends.

Anakhazan's major city is Anakheera. Founded during Melnibonéan rule, proud, ancient Anakheera straddles the river Meer, one side belonging to each Clan. On the eastern side, life is quiet, rational and subject to the justice of Freyr's prefecture which maintains a level of public sobriety at all times. Taverns exist and street markets flourish but stripped of the exuberance natural to such places, they are dull when compared with the jewels on the other side of the river. The Guyë quarter of Anakheera is a far more lively place; a maze of streets that contrast sharply with the Freyr quarter's grid-like structure, filled with all manner of shops, businesses, taverns, brothels and smoke-houses, where various narcotics can be indulged without fear of damaging public morals. It is to the Freyr quarter that the merchants visit to trade, but the Guyë quarter where they flock to spend their profits. At sun set, dozens of bridges spanning the river creak under the weight of bodies as people leave the Freyr quarter and head for the bright lights of the western city.

ANAKHEERA



The Globe of Future Nations


Anakhazan is said to possess a magical globe that displays the nations of the world in the next time cycle and beyond: word of this treasure even drew Elric to Anakhazan, the albino believing that he might find some of the answers that had eluded him during his fraught life. The globe's nature and location is a closely guarded secret with only the heads of the Freyr and Guyë clans knowing its whereabouts and what it professes to show. Forged by the Menastrai before the Melnibonéan conquest, the globe is hidden in an underground fortress far in the north of the country. Guarded by wyrms brought from the Withered Peaks and other, strange enchantments, only those who are pure of spirit, intent and soul are allowed to gaze upon it; even Count Freyr and Countess Guyë have not dared to suppose that they are eligible to learn of its secrets. Anakhazani legend has it that as the end of the world approaches, a Champion will come forth from the deserts to meditate at the Temple of the Globe before taking part in the final battle that will herald in the next cycle of time.

Bas'lk and Nishvalni-Oss

Bas'lk and Nishvalni-Oss are the lands of the Valni, a nomadic people with ingrained superstitions, comprised of hundreds of tribes shifting from one fertile area to another on a seasonal rotation. Although the tribes each have different names for themselves and differing customs, collectively they call themselves Nishvalni (The People) and their lands are called Oss (Home) – hence, Nishvalni-Oss, “The Home of the People”. Bas'lk is another Valni word and means ‘The Good Grazing’.

Valni are black-skinned with tones ranging from dark brown through to midnight black. Hair is always black and grows in a thatch of tight curls. Amongst the Valni common to Bas'lk, the hair is worn long and is set into a complicated pattern of dreadlocks. In Nishvalni-Oss, the style is shorter, sometimes cropped closely to the skull. Living in the hottest part of the east, Valni wear very little. Loincloths for both sexes are generally the norm and these are made from animal skins or plaited grasses – not because they have never developed cloth; Bas'lk linen is a prized commodity – rather because thin hides and grass kilts allow the body to breath while still allowing for a certain amount of protection. Jewellery is extremely popular; all ages and sexes wear beads, necklaces, rings and torcs in a variety of metals,

Jelwher and Jelsewher



woods, ceramics and bones. The brighter the jewellery, the higher the individual's standing in the tribe.

The Valni revere the Beast Lords and each tribe has an allied Beast Spirit watching over the tribe and defining its character. Predatory beast spirits make for predatory tribes and these are feared across the Valni lands. Every Valni tribe possesses a head-man or woman, known as the *Si* (a male head) or the *Sa* (a female head). The Si/Sa of the tribe is chosen according to the will of the tribe's allied spirit, as administered by the shaman. Those who aspire to lead the tribe may spend years courting the shaman in a bid to prove their worth before the eyes of the spirit. Those who cross the shaman are almost certainly doomed to remain in the rank and file and it is considered bad luck to anger the shaman or go against his or her wishes. The Si or Sa is chosen when the previous head dies; no one directly challenges the current leader since this is considered to be acting against the will of the spirit. Only the shaman can depose the Si or Sa, being the only one in the tribe capable of interpreting the spirit's will and thus deciding who is fit to lead.

The Valni lands encompass vast savannas, veldt and isolated forests, gradually changing to featureless deserts of bleached stone, parched soil and rough, hardy plants in the south. Although the Ragged Pillars have prevented the advance of the Sighing Desert, Nishvalni-Oss is dry and unsuited to the cultivation of crops. There is usually one heavy rain each couple of days, caused by the movements of westerly warm fronts breaking against the Ragged Pillars but the rainfall seeps quickly into the dry, loosely packed soil, leaching away vital nutrients. Bas'lk is slightly cooler and here tough savannah grasses have managed to take; the Valni tribes bring their livestock to graze and then harvest the grass for sustenance as they move around their ancient grazing routes.

Aside from the great River of Sand, the only other large sources of water are the three great lakes known to the Valni as The Tears of the Land. The Tears mark the boundary with the Valedorian Directorates, the border towns of Im'lk in the north and Heereesh in the East marking the meeting of the two cultures. Both towns are simple affairs where the Valni come to trade goods with the civilised peoples; spices brought from the Forest of Blades, salt from the dry salt-lakes of northern Bas'lk and wooden ornaments carved from the trees of the forests. The civilised traders (mainly from the Valedorian Directorates) bring crops, fruit, weapons, alcohol and livestock and have been accused in the past of having deliberately perverted the simple nature of the

Valni by encouraging such trade. Indeed, slave caravans from Eshmir and Okara still deal in human merchandise reinforcing this reputation. The more corrigible merchants argue the opposite, explaining that relations would be far worse with the Valni if it had not been for the beneficial effect of mutual trade.

Lone travellers are few in the Valni lands: while strangers are tolerated, they are not encouraged; small bands of vicious Valni bandits prowl the borders of Nishvalni-Oss, preying on caravans that stray too far from the acknowledged roads.

CHANGSHAI

East of the great Shengk Mountains lies Changshai, the kingdom of the immense, country-spanning, Great Hunting and Careful Forests. Viewed from the eastern slopes of the mountains, Changshai has the appearance of being a gently shifting sea of tree canopies with swells of silver and shadow-green. It is dense; in places little light reaches the forest floor, creating huge pockets of darkness, its silence broken by birdsong and occasional glancing shafts of sunlight that burst through the canopy. The floor of the forest is rich in all manner of plant life, from the simplest fungi through to the most beautiful orchids. Many unique species grow in the Careful Forest and many of these unique plants have uses in healing and sorcery. Insects, as countless in their variety as the trees themselves, crawl through miniature forests of ferns and sweet, lush carpets of grass. Deer, wild boar and large, feral cats graze and prowl the hunting trails. Wolves howl throughout the night and in the northern reaches, silk worms spin their magic while illuminated by glowing flies and luminous fungi. The plants are the true rulers of Changshai, providing protection, food and fuel, with the many animals providing good hunting.

Well-worn paths wind through the ancient woods and terminate in small villages. Buildings cluster in enlarged clearings, made from local timbers and designed to blend with their surroundings. When Melniboné ruled, the Changtse were slaves, bred on the Dragon Isle and brought here to serve the Bright Empire. When the Dragon Princes departed, the slaves were left behind and they quickly spread through the forest, building for themselves the villages and small pockets of community that now pepper Changshai.

Despite its undisputed beauty, Changshai is mired in ugliness. For the past twenty years, a bloody, intractable conflict has raged between the king of Changshai, the Drei Myur and his half-brother, Kaleg Vogun, Usurper Prince of the Tanghensi. Some claim that Kaleg Vogun is the rightful

Drei of Changshai and that Myur is the impostor; others declare that Kaleg Vogun is a demon in kingly guise who seeks to establish a reign of evil upon the Earth. Others claim that the Warrior Priests of Phum engineered the entire affair, interested in seeing the effects of a civil war for some bizarre, chaotic reason. The stories differ according to the teller and there are thousands of permutations of each legend.

Currently Kaleg Vogun is winning. In the early years of the war, Vogun drove Myur out of Changshai's capital, Tanghensi and forced him to retreat back to the Sadakan Castle – once a summer residence for the royal family. Vogun had the support of the people of Tanghensi and in usurping Myur's capital, he demonstrated his strength as a ruler. Those who stayed loyal to Myur were purged and eventually Myur's supporters found themselves pushed back through the country and into the foothills of the Shengk Mountains. Kaleg Vogun holds the country in a vice-like grip; those who openly oppose him die and many have pledged their support to the Usurper Prince purely out of fear, believing that their best hope is to wait for Myur to either surrender or die so that their lives might once again return to normal.

Vogun commands no structured army, instead, pockets of armed militia hold the forests of Changshai, paying lip service to Vogun's rule but effectively carving little empires of power for themselves. Vogun's forces fight amongst each other for the pettiest of reasons and this confusion adds to the misery that sorrowing Changshai must endure. The only cause that unites Vogun's forces is a wish to see Myur dead. Few know why and few care; 20 years of bloodshed has hardened the hearts, minds and souls of the Changtse, many knowing nothing except The War. They fight because that is what they have always done; if they cannot fight the Drei Myur's forces, they will fight each other.


The Drei Myur has managed to retain a semblance of order amongst his own supporters. When he left Tanghensi, he took with him the loyalty of the nobility and regular army. Those who allied themselves with Myur recognised that Kaleg Vogun was an uncontrollable force and decided that discipline and the old traditions of Changshai should be maintained if they were not to become like the marauding scum supporting the Usurper Prince. When Myur reached the Sadakan, the army reorganised itself, recruiting new soldiers from the refugees who fled Vogun's raiding parties, training them to fight in the manner upheld by the Changshai regiments for centuries. Myur's army is small but organised – it is also loyal. And although 20 years of

The Battle of Eshmire Vale – Making of Moonglum of Rackhir

12 years ago, Kaleg Vogun made a serious misjudgement in his strategies. His confidence inflated at having driven the Drei Myur out of Tanghensi, he turned his sights upon Eshmire. Believing his forces strong enough to be able to attack and annex lands close to the Eshmirian/Changtse border, Kaleg Vogun marched north, sacking a number of small Eshmirian towns as he pressed into the country. He had reckoned without the plucky determination exhibited by the Eshmirians. A counter force confronted the Tanghensi on the northern side of the Eshmire valley, the consequent battle lasting for three days and three nights. Half a million warriors lost their lives with 70 percent of the casualties being suffered by the Tanghensi. Kaleg Vogun was pushed back, his pride shattered and his dreams of an empire stretching across the eastern edge of the continent dashed in the process. Many Eshmirian heroes arose from the Battle of the Eshmire Valley, which is commemorated in Eshmirian songs and stories, among them Moonglum, who gained his first taste of war and Rackhir who had turned his back on The Warrior Priests of Chaos and hired-out his services as a mercenary.

fighting has taken its toll on the morale of the troops, none have ever lost sight of the fact that Old Changshai must be preserved and to do this the Drei and his bloodline must survive. If the kings fall, then so does Changshai and the war is lost to the Usurper Prince.

Tanghensi, the once proud capital of Changshai, is a forlorn place. Although untouched by the war, its streets have been stripped bare of all the artifacts that had once marked the dynasty of the Drei Myur's family. Vogun has replaced these with gaudy statues and mosaics depicting himself in a variety of victorious and heroic poses. Since formal trade with other nations is nigh on impossible, food in Tanghensi is of poor quality and quite often in short supply. What little food is imported usually find its way into the hands of the black marketers – one of the few professions to actively profit from protracted hardship. Mercenaries looking for work amongst the disparate bands of guerrilla fighters at



large in the huge forests are a common sight in Tanghensi, many of whom have fled the laws of their own countries, seeking refuge in a place where lawlessness has been elevated to a high art form. Rumor has it that Vogun has recently been courting a number of sorcerers from Phum in an attempt to introduce magic into his campaign and the madness that has entrenched itself in Changshai has made the country ripe for the work of Chaos.

The Cult of Ish'ish'a'maal

The Lady of the Trees is worshipped almost exclusively in Changshai although Her worship is also known in Eshmir, Nishvalni-Oss and parts of Anakhazan. In the Young Kingdoms, the Branch Wise are less numerous but still present; many forest communities in the Young Kingdoms acknowledge Ish'ish'a'maal but usually as part of their fuller worship of Grome. No temples exist to Ish'ish'a'maal but shrines are many and these take the form of particularly old trees which are revered by either individuals or whole communities, which build their settlements around the chosen tree. No formal priesthood conducts worship: people worship Her in their own ways but observe Her teachings and do nothing to unfairly harm the forests. In Changshai, worship of Ish'ish'a'maal is more or less confined to those who are still loyal to the Drei Myur, Kaleg Vogun's followers having forsaken Her for other, less benevolent Gods.

Why Ish'ish'a'maal Is

Grome needed to clothe the world, for it was naked. So he created the lady Ish'ish'a'maal and charged Her with creating the trees and plants that would cover the world's nakedness and protect its soils. Ish'ish'a'maal thus gave birth to the trees and plants and foremost of these were the trees, for they followed Her form. The flowers and other plants she created so that the clothes of the world would know beauty and grace. Ish'ish'a'maal continues to protect Her creations, for the world cannot be allowed to go naked. She communicates with the world through the whistling of the wind through the branches of the trees and through the colours and scents of the flowers. In all these things can be seen Her beauty and in understanding their forms, so one can divine Ish'ish'a'maal's will.

The Branch Wise

Despite its lack of priesthood, Ish'ish'a'maal's cult has a small, particularly devout sect of worshippers. The Branch Wise are individuals who have dedicated their lives to the study of Ish'ish'a'maal's teachings and the way she communicates with the world. The Branch Wise do not preach or attempt

to make converts. They protect the forest in Her name and in return for their devotion, receive particular gifts and knowledge. The Branch Wise do not distinguish themselves from commoners for certain reasons (see *Perils of Branch Wisdom*, below) but are marked by Ish'ish'a'maal as being true to her. If the fingernails of a Branch Wise are examined closely, the observer may notice a greenish-tinge to the skin beneath the nail. This tinge grows deeper the longer one has been Branch Wise. The eldest Branch Wise have fingernails that are the colour of pale oak leaves.

Becoming Branch Wise

First, one must locate someone with Branch Wisdom; then, one must persuade the Branch Wise of one's serious intentions to attain Branch Wisdom. This requires three successful Influence tests or one Influence test with a critical success. Before Branch Wisdom is taught, the individual must prove one's devotion to Ish'ish'a'maal. In game terms this is summarised as follows:

- * 90% or greater in Athletics, Lore (Changshai), and Lore (Plant).
- * To have lived exclusively within a forest for at least 1 year.
- * To form a Pact with Ish'ish'a'maal, dedicating at least 5 points of POW to it.
- * Reject worship of all other gods, with the exception of Grome, Earth Father.

Those accepted into the ranks of the Branch Wise receive the following gifts and knowledge.

Teaching of the *Bark Speech* and *Wind Song* languages, initially at the character's INT but with a further increase in both of 1D6% each year.

The cult teaches the Runes of Contact, Plant, Passing and Purity. It has no summonings. Branch Wise must serve a full year before they can learn any of these Runes from the cult.

The secrets of Ish'ish'a'maal are told to the Branch Wise, with one secret being revealed to them every three years of service. Revealing these secrets to anyone without either Ish'ish'a'maal's direct permission or the unanimous agreement of all other Branch Wise, is punishable by death.

Gifts

Abstinence (Water), Change Gender, Second Life.

Compulsions:

- * Never wear clothes – all body coverings must be of bark, ferns and other produce of the forest.
- * Eat only wild foods of the forest.
- * Never use metal.
- * Speak only in whispers. Never raise one's voice.
- * Extinguish all fires.
- * Kill all enemies of the forest.

The Secrets of Ish'ish'a'maal

The trees, being long-lived, know many things. Through the winds, they can communicate over great distances and the information they discover is given to Ish'ish'a'maal. So it is that Ish'ish'a'maal knows things forgotten by mankind or known by only a very few. Of the things she knows, these secrets hold great importance for the world and so that the Branch Wise might work on Her behalf, she teaches these secrets to them.

The location of the Dragons of Menastree: When Melniboné left Menastree, it did so in a hurry and was unable to wake several of its dragons from their slumber. Melniboné has now forgotten these dragons, who still slumber in caves beneath the Shenh Mountains. Ish'ish'a'maal knows their whereabouts and how to wake them.

The location of the Lost City of Spharain: Spharain was the greatest of the Menastrai cities but was besieged when Melniboné conquered Menastree. Rather than surrender its secrets, of which it has many, Yragael, last Prince of the Menastrai, hide the city using complex magics. Many have sought, in vain, for Spharain but Ish'ish'a'maal knows where it is and how to reach it.

The location of the four treasures of the Menastrai: Granted to the Menastrai by the Balance, these are the Globe of Future Nations (held by Anakhazan), the Greatsword of Yragael (in the lost city of Spharain), the Crucible of Fate (in a deserted city at the bottom of the Tears of the Land) and the Scales of Equity (held by the Valedorian senate, although they do not know the importance of this treasure). The four treasures of the Menastrai, when brought together into the hands of a Champion of the Balance, provide a gateway to the world depicted by the Globe of Future Nations. It is believed that, come the End of the World, those loyal to the Balance can leave this world and move safely into the next.

Ish'ish'a'maal's form is that of a huge, but incredibly beautiful woman with smooth skin the colour of silver birch, her hair formed from a vast mane of golden oak leaves, and her body


covered in ivy, moss and clematis, which climbs around her in a shimmering girdle of orange and gold. Ish'ish'a'maal is, like most manifestations of gods, immune to any physical attack and can only be harmed or injured by another god. Ish'ish'a'maal can destroy physical objects but not being a goddess of destruction, She tries to refrain from destructive acts. Nor will she take any action that would offend Lord Grome or aid either Lord Straasha or the Lords of Chaos. If a Branch Wise attempts to invoke Ish'ish'a'maal to do any of these things, the summoning fails automatically.



Perils of Branch Wisdom

The Tanghensi of Kaleg Vogun, Changshai's usurper, seek to capture the Branch Wise in order to learn the four secrets. So far, they have failed but many Branch Wise have died in Vogun's torture chambers. The Branch Wise can rely upon the Royalist forces of Drei Myur for protection but they are not always around and cannot devote considerable resources to protecting such a small sect.

The Branch Wise are also targets of the Knights of Tumbru, Phum's Warrior-Priests. They seek the secrets too but more importantly, the treasures of the Menastrai. They seek to subvert these treasures to the ends of Chaos and several Knights are known to be actively involved in this quest.



For these reasons, the Branch Wise rarely meet together and spend much of their time engaged in their work either in the company of the non-Branch Wise or alone. Sometimes a Branch Wise will actively employ bodyguards if he or she believes there is a Tanghensi or Tumbru threat and this is one way that adventurers and potential Branch Wise initiates might come into contact with Branch Wisdom.

Eshmir

The golden garden of the east, the mercantile capital of Menastree; Eshmir is one of the youngest of the eastern kingdoms but is arguably the most wealthy. Lying between the northern Shenh Mountains and the Scar of the Night, Eshmir boasts the most fertile lands in the east, possesses the most accessible raw materials and has built its rapid success on shrewd dealings and careful management of its reserves.

Eshmir is a nation born of bloodshed. Its lands were once hotly contested by Phum and Okara. Eshmir has endured such attacks and always survived. To preserve its wealth Eshmirians have needed to develop military as well as mercantile skills. It is eventually only the terrible might of Ternarn Gashtek, the Flamebringer that brings Eshmir to its knees as he and his reavers lay waste to much of the civilised East.

The countryside of Eshmir is beautiful to behold. Gently rolling valleys sliced by crystal-blue rivers, the hill sides covered in a wild variety of trees, occasionally giving way to the farms that provide grain, vegetables and meat for the thriving cities of Elwher and Her'is. Further north, in the foothills of the Scar of the Night Mountains, hundreds of mines drag copper, tin, iron, silver and other precious minerals to the surface. Eshmir produces some of the highest quality iron in the Unknown East, much of which is exported to Maidahk, whose advanced smelting techniques have managed to produce some of the strongest steels available. In turn, Eshmir buys in things it cannot produce for itself: cotton, rare grains and spices, olive and other, more exotic oils. The diversity of Eshmir's trade is reflected in the industries the country supports; from the smallest farms and mines, run by family concerns, through to massive ranches and open-caste quarries, owned by powerful merchants and the Eshmirian government.

Eshmir has two major cities. Elwher is the capital, straddling the mouth of the River El. It is a young and vibrant place of gold, marble, silk and gleaming, unpretentious spires. Its wide, arcaded and symmetrical streets, with their sandy-red facades, radiate the flamboyance and style that has made

Eshmir famous. Taking its cue from Anakhazan, Elwher is a cultured place where art, philosophy and science mingle and grow. The bulk of its population is literate and while commerce is the city's lifeblood, culture is at its soul. They say that Elwher is the home of all stories and it is true that the people of Elwher hunger for literature, music and new means of artistic expression. It is unlike the dark, torturous streets of the Okaran cities, places long past their prime but is a city of light, story and song: a twinkling wide-open eye that looks upon the world and likes what it sees. The second city is Her'is; smaller than its sister city but no less bright. Her'is sits beside the fast flowing El River on the northern side of the Careful Forest. Her'is is young and built on commerce, its buildings tall and graceful, its streets wide and lined with trees, fountains and open gardens. It is more thoughtful than the impetuous Elwher and is the home of Eshmir's religious philosophy, the Elithior. Amongst the towers and spires of the city, copper-plated domes litter the rooftops, singlewide slits opened and trained on the night skies. Within reside the scrutineers, eyes fixed upon telescopes, astrolabes and charts, plotting and watching the movements of the heavens, following the doctrines of the Elithior that forms the heart of Eshmir's religion.

Eshmirians encompass all body types, ranging from the tall and slim through to the short and stocky. Hair is normally brown, red or blond, with the eyes being brown or blue in colour. Eshmirians have a distinctive accent; a soft, lilting brogue that has a soothing effect on the listener, especially when employed in song or story.

Eshmirians like to display their wealth in their dress. Silk, samite, fine linens and colourful robes of rich wool or delicately embroidered cotton are common amongst those that can afford it. Amongst those that cannot, clothes are more simple but normally gaily coloured-reds and greens being a particular favorite in Elwher. Eshmirians are fashion victims with dozens of new styles rising and falling almost weekly. It might be turbans decorated with ostrich feathers one week, peaked hats the next. Social status is evident from the flamboyance of the clothing and how up to date the fashion is.

Eshmirians are noted for their generosity and good humor. Everyone is welcome in Eshmir and no outward prejudice exists towards any of the other nations – save the Tanghensi of Changshai, who so vainly tried to sack the country. Eshmirites love singing and telling stories; they adore conversation and mock debates on trivial themes. The more serious minded nations of the Unknown East – Anakhazan

or Valederia for example – can barely understand how a people preoccupied with indulging their whims have come to be the most powerful trading nation in the Eastern Kingdoms. For their part, Eshmirians reckon it is better to keep smiling and have a happy corpse rather than dwell on miseries that cannot be avoided. Eshmirians have a saying: ‘Beneath the stars, optimists and pessimists are alike: but the optimists have a better time...’

The Elithior

‘We have an entire philosophy based on the stars in Elwher,’ Moonglum replied. ‘We regard them as the master plan for everything that happens on Earth. As they revolve around the planet they see all things, past, present and future. They are our Gods.’

— *The Stealer of Souls*

In ‘pande, *Elithior* means constellation. The worship of the constellations that revolve through the sky began shortly after Melniboné’s retreat from the Unknown East. Starting amongst the people inhabiting the forests of northern Changshai, the belief travelled with them as they moved into the lands beyond the forests that would one day become Eshmir. As Eshmir coalesced, the belief in the omnipotence of the stars grew; becoming entrenched in Eshmirian culture and eventually developing into its current state that of a science and philosophy.

Eshmirians believe that the gods reside in the night time sky, their eyes are the stars, twinkling down from the heavens to view all that happens on Earth, seeing everything that happens at all times and in all places. As with all gods, they have their chosen servants on the Earth, those that organise the worship of the masses and interpret their wishes. In Eshmir these servants are called the scrutineers.

People, who studied the stars, watched the constellations, noting their positions at particular times in the year. To these scrutineers it became evident that certain constellations were ascendant at times that coincided with important events in the Eshmirian calendar. With further study the scrutineers found that they could predict the nature or outcome of certain events by watching the placing of the constellations and it was discovered that specific constellations seemed to dictate the course of specific events. By charting the constellations and monitoring their positions, the scrutineers found that they could not only trace the likely course of history but could also predict to some extent what might take place, depending on the positions of the constellations.

The scrutineers reason that the stars know everything about the world and influence it from their position high above the Earth – they could be nothing if not the eyes of the gods. Not for them the fickle and petulant Lords of Chaos or the sterile Lords of Law but the all-seeing, all-knowing Gods of the Night. The scrutineers gave them names and these names were attached to the patterns made by the stars. Rethwyr, the constellation of the Oak tree, God of Woodlands; Anasyf, the huntress, Goddess of warriors and hunters; Angharand, the Chariot, God of travellers and merchant venturers. Hundreds of constellations – hundreds of gods, each watching and shaping the lives of the men, women and children of the world, influencing in subtle ways current events and depending on their positions, predicting others. The scrutineers, who now comprise an elite sect of philosopher-astrologer-priests, watch the stars through their simple telescopes and keep meticulous charts of the relationships between the gods and the Earth. The Scrutineers advise peasants, nobles and kings alike and the people of Eshmir place their faith in the scrutineers’ interpretations, questioning little and knowing that their gods watch over them always, even when hidden from view by the sun.

For more information on playing a scrutineer character, see page 44.



Elwher and Elsewher



Maidahk

South of Anakhazan is Maidahk, the land of the Engineers. Hotter than Anakhazan and more arid, it is a place of rough, stony deserts and great strips of wasteland where little grows except cactus and tough, inedible plants adapted to the intense climate. Yet Maidahk is also a place of arable fields and where some of the most sought after cattle can be found.

Maidahk's strength is in the ingenuity of its engineers. People who have decided to tame the lands around them and make them into a place fit to support life without resorting to sorcery. Maidahk has spent a great deal of time and energy in developing irrigation schemes, diverting rivers, creating dams and reservoirs, feeding the land to make it green. Rather than being a massive tract of uninhabitable desert, Maidahk is a place of patchwork fields of corn, wheat, barley, oats and orchards bearing exotic fruits. This organic wealth makes it one of the most important members of the Valedorian Directorates, and what it lacks in military might it amply compensates for in technical expertise.

Maidahk's capital is Rameer, an incredible feat of engineering. Towers and great houses, museums and libraries, palaces, gardens and monuments, all honouring those who achieve. To walk Rameer's streets is to see architecture at its most awe-inspiring and to be surrounded by a thriving community of builders, architects, engineers and all manner of occupations in between. Rameer is a plan of concentric circles, the marvellously Gothic university at its heart – a fusion of complex, impossibly tall towers driving skyward from a collection of narrow, bizarrely shaped buildings clustering around the spires in a conspiratorial huddle. The central ring of the city, girdling the university, is known as The Arc and is the prime residential district, home to the wealthy and the more powerful of Rameer's guilds. Most of the grandest and more elaborate buildings are found in The Arc, including the grandiose and imposing parliament hall, The Scales, designed to resemble a huge balance, built from blood-red sandstone and marble imported from S'aleem. Beyond The Arc, radiating out for about a mile, are the concentric streets and avenues of Rameer's residential areas. Some are grand impersonations of The Arc, while others are little more than ghettos, long forgotten by their designers and now left to the ravages of decay and poverty. The worst of these areas is The Marsh, half a mile from The Arc on the western side and encompassing a block of eight streets and two avenues. The Marsh is a centre for organised crime and its depravity contrasts sharply with the studious air prevalent throughout most of the city. Travellers are warned to steer

clear of The Marsh, especially at night and even Rameer's elite city guard, The Fencers, refrain from entering this area without very good cause.

The Marsh and some parts of Rameer aside, Maidahk's people are warm spirited, farsighted and committed to improving the country through artifice and hard graft. The College of Engineers is called upon from all over the east by those who want to emulate Maidahk's achievements. Maidahkis do not make a great display of personal wealth although it is common for those who have money to sport refined, tasteful items of jewelry such as broaches, filigree rings and discreet ear studs. Weapons, other than short bladed knives, are not normally worn publicly unless one happens to be a warrior and licensed in the use of such hardware. The Fencers sport twin rapiers which are used together in combat; in fact, the rapier is considered by Maidahkis to be the most noble of weapons and fencing is taught more as an art form than as a method of combat.

Okara

Okara has always harboured ambitions towards greatness, to expand its borders beyond those imposed by geography and politics. With each attempt it has failed and with each failure it has become weaker, more fragile and less able to force-feed the other nations of Menastree with its beliefs. Frustrated and alone, Okara resides in a wilderness of its own making, overtaken and overshadowed by the nations surrounding it.

Okara is an uninspiring country; flat and almost barren, it lacks splendour of any kind and the insipid nature of the land contrasts starkly with the unease and frustration shared by its people. In the north the desert laps deeply into its heart: arid and stony. In the east, the Shenhk Mountains rear menacingly, separating it from the more temperate lands of Changshai and in the south the savannah is largely desolate, save for scatterings of modest villages, too small to be properly called towns. These southern parts of Okara are the domain of the Nomad Lords – large bandit gangs that prey on the weak villages and constantly threaten the struggling King Usheri in his fortress capital of Kosaio, Okara's only true port. It is from among the Nomad Lords that Terarn Gashtek arises, ultimately to lay waste to much of the Unknown East and his story is told in greater detail later.

King Usheri, known disparagingly as the Beggar King, in wider Menastree, has ruled for 20 years, kept in power by the dark machinations of his large, devious family. Usheri has, at one time or another courted the favours of all

LOHEB BAKRA'S BRIGAND ENGINEERS

Ten years before the fall of Imrryr, Valederia was threatened by the Warrior-Priests of Phum. The Blue Assassins had carried out a successful assassination attempt on one the feared Knights of Tumbru; Sadachar the Black was ambushed and stabbed to death while returning from a pilgrimage into the Shenh Mountains. The Warrior-Priests discovered that the assassins responsible originated from the Valederian town of Ylad and in seeking retribution, sent the Knights of Tumbru to destroy the town.

Loheb Bakra of Maidahk was in Valed-Hal when the news reached the High Senate of the attack against Ylad. Unable to raise an army of sufficient skill and numbers to go against the Knights of Tumbru, they turned to Loheb Bakra who had been demonstrating his designs for war engines to the assembled heads of the Valederian Directorates. Loheb Bakra agreed to test his machines in the defence of Ylad and so, accompanied by a motley army of raw recruits, a handful of experienced soldiers and a ragtag of volunteers, he marched north to meet the Knights of Tumbru in the fields and low hills leading down to the sleepy agricultural town.

Bakra's engines were extremely varied in their design: huge, steam-powered trebuchets that delivered boulders six feet in diameter; wind-powered chariots employing vast sails to catch the gentle breezes and scoot through the fields, armed with spears and blades to chop at the legs of approaching cavalry camels, along with other strange and deadly devices that, it was hoped, would withstand the onslaught of the Knights of Tumbru and their powerful sorceries.

The Knights of Tumbru expected little resistance when they rode into the Ylad valley and were stunned when, from the hills, the wind-chariots ploughed into their ranks. Then, as they tried to gather together their wits, the steam trebuchets rained rocks down onto the battlefield, striking with an accuracy even Loheb Bakra had not imagined.

The battle of Ylad Vale lasted for 10 hours. Eventually the Knights of Tumbru, battered and bloody from their unsuccessful attack, turned and fled. They realised that with all their martial skill and sorcerous knowledge, they had simply not planned for the use of machines on the battlefield; machines that held them at bay and then cut them down when they tried to advance.


Loheb Bakra was hailed as a hero and the survivors of the battle of Ylad Vale who had operated his machines formed their own company at arms, pledged to the defence of the Valederian Directorates. Thus were the Brigand Engineers born. Where a threat of arms exists against a village, town or city in the Valederian Directorates, Loheb Bakra's Brigand Engineers can be found, their ever more bizarre machines ready to take on any odds that might be levelled against them.

the eastern nations and where his plans for alliance have been rejected, he has tried to use force to make his voice heard. Usheri envisages a Menastree united by the sword. Contemptuous of the success of the Valederian Directorates and scornful of the independence of Eshmir, Usheri has sought to undermine both, at differing times. Few nations trust Usheri and view him with disdain. Every country knows that he would be the one to control such a united

Menastree, seeing no place for others in his great scheme of things.

Some merchant-venturers from other nations engage in trade with Okara; the mines in the foothills of the mountains provide copper, bronze, iron and a small quantity of gold, however nothing that cannot be bought elsewhere. Instead

Usheri and Eshwari



Okara has to fend for itself; Usheri ever dreaming of greatness but lacking the means to realise his ambitions.

Okara has three large areas of settlement. Y'shath is in the north, the centre of the mineral trade and closest to Valederia. It is little more than a glorified town with a ramshackle appearance and a reputation for violence and unrest. Mercenaries and outlaws congregate there, the detritus from the rest of the Unknown East, many to hire their services to merchant caravans or en-route to either the Nomad Lords in the south or to fight in the civil war raging in Changshai. A mean and dirty place, Y'shath is frequented by the most desperate and dangerous people of Menastree. On the coast, Kosaio, Okara's capital, is an imposing walled city built by Melniboné and the closest thing that Okara has to grandeur. Its vicious spires loom above the huge, 20 foot thick walls, impossible towers that no human architect could ever design. Within, labyrinthine streets snake between lopsided buildings carved from the rocks upon which Kosaio is built. King Usheri's influence is everywhere in the city. His palace, known to all as *That Excellent Ruin*, squats spider-like at the centre, the other buildings paying homage to it. The entire city seems to be alive with activity, however the discreet observer soon realises that its existence is a sham, a poor impersonation of other cities designed to honour King Usheri's vision. Usheri has urged his people to adopt the ways and customs of other nations, hoping to steal the best parts from each and create the perfect city. Kosaio is far less than the sum of its parts and Usheri's intrinsic mistrust of even his own people has led to the creation of a city where no one trusts anyone else.

The people of Okara are reserved in their tastes and fashions. Clothing is simple but sturdy, usually comprising of simple, linen shirts with strong breeks and topped with a long coat or robe. In the mountainous areas the Okarans frequently wear the skins of yaks and other furs, to protect themselves against the fierce cold that permeates the higher altitudes. Turbans are common and hats are unknown but the Okaran's do allow themselves some splendour in this respect; amongst the wealthy turbans are rich and ornate, kept in place with bejewelled pins and decorated with the feathers of peacocks and Birds of Paradise. Even the lowlier classes make sure that their turbans always look splendid and many villages specialise in creating their own designs that provide an identity for the wearer. It is possible for an Okaran to know exactly what region of the country someone is from by the design of their turban and sometimes even which village or town by the style of decoration.

TERARN GASHTEK - THE FLAMEBRINGER

A plague had smitten Eshmir and the locust had stripped her of her beauty. Both plague and locust went by the same name – Terarn Gashtek, Lord of the Mounted Hordes, sunken-faced carrier of destruction; Terarn Gashtek, insane blood-drawer, the shrieking flamebringer. And that was his other name' – Flame Bringer.

— *The Bane of the Black Sword*

Among the Nomad Lords of southern Okara, the most powerful is Terarn Gashtek. Tired of King Usheri's impotent promises of a world ruled by Okarans, Terarn Gashtek sought to destroy Usheri, snatching the sovereignty of Okara for himself. Certain merchant-venturers from Eshmir learned of Terarn Gashtek's arrogant assertions and took this information back to Elwher. The scrutineers looked to the stars and saw within them the signs of a great struggle looming. Mistakenly believing this to be of King Usheri's making, Eshmir foolishly sent weapons to Terarn Gashtek, hoping that in doing so they might strike up lucrative trade deals with Okara's new ruler.

Gashtek used the weapons to unify the bandit gangs roaming southern Okara and with a force of 15'000 behind him, launched his attack on Kosaio. The city fell within a week, its large but poorly trained, militia unable to withstand the siege conditions. Despite Gashtek's promises of safe passage if he surrendered, King Usheri was publicly beheaded in Kosaio's main square and the inhabitants of the city presented with an option: join Terarn Gashtek and conquer the east or die. Unsurprisingly most chose the latter and by the end of the first week of Kosaio's occupation, the city had been all but purged of dissenters.

It was during this purge that Gashtek made his most lucrative discovery. Lying drunk between two wenches was Drinij Bara, a sorcerer of some repute who had fallen into a squalid style of life consisting of drinking, womanising and gambling. In his drunken ramblings, Drinij Bara foolishly revealed that his cat held his soul and on Terarn Gashtek's orders both sorcerer and familiar were brought before him. Gashtek made the sorcerer an offer he couldn't refuse. Provide sorcerous aid or have the cat killed, thus ending Drinij Bara's own life.

So it was that with Drinij Bara's aid; or rather the aid provided by Dag-Gadden the Destroyer, Terarn Gashtek crossed the Shenhk Mountains and attacked the capital of Changshai, Tanghensi, which, embroiled in its civil war, was taken completely by surprise. Fire washed over the crumbling city

as Dag-Gadden the Destroyer lived up to its name and Kaleg Vogun himself met with Terarn Gashtek's sword on the steps of his own palace. In one cut Gashtek ended 20 years of civil war and earned himself the name of Flamebringer.

By now word had reached Eshmir that Gashtek planned to lay waste to the east. Eshmir hurriedly arranged its forces along the length of the Eshmire Valley, cutting off the main way of entering the country. Unaware of the sorcerous help Gashtek had enlisted, the Eshmirian army lasted no more than six hours against the might of the Flamebringer's forces – swollen with recruits from the defeated Tanghensi. A ragtag army of 30'000 swarmed into Elwher and proceeded to sack every last building. Some Eshmirians, Moonglum among them, fled the country, seeking refuge in Anakhazan. However Moonglum had heard that Drinij Bara had revealed to Gashtek that richer pickings could be found on the western side of the Ragged Pillars. Realising that The Flamebringer would stop at nothing, Moonglum rode west, intent on warning Elric of the coming threat.

Having taken Eshmir, Terarn Gashtek crossed the Shenhk Mountains again and headed for Valederia. At its border he encountered a force of 100'000 – the amassed troops of the Valederian Directorates, Commanded by Countess Guyë. For two days the opposing forces waited on either side of a long, narrow valley, assessing the strategies open for attack and defence. Finally Gashtek decided that an attack was the only form of defence he would need and ordered Drinij Bara to be taken to nearby Phum, there to enlist the support of the Knights of Tumbru.

Survivors of the following battle swore that Terarn Gashtek's forces had not grown in size but hundreds spoke of an invisible army that cut and sliced its way through the Directorate's ranks even before The Flamebringer had given his troops the order to advance. It is said that half the Directorate forces perished before Gashtek had crossed the valley separating them, although nothing will ever be certain. Some voices muted that Chardros himself had commanded this invisible attack, at the behest of the Warrior-Priests of Phum; others said that it was the Knights themselves having become invisible through powerful sorceries. Whatever the truth, Terarn Gashtek defeated an army of more than twice the size of his own and in doing so seized control of the civilised east.

Phum

Phum is the oldest established province of Menastree. This was the first region colonised by the Menastrai and later

it became the centre of Melniboné's empire. It is the cradle of eastern civilisation but is no longer looked upon as the centre of the continent. Phum is feared, despised and ignored by the other nations: the reason? The Warrior-Priests of Chaos, the infamous Enclave of Tumbru.

A lack of proper roads makes much of Phum's interior inaccessible and even if other countries wished to trade with it, they would find it extremely difficult. Some merchants are prepared to venture into the Phum heartland but they are few. Phum must exist on what it can produce for itself and its resources are limited. Agriculture is subsistence based and only a handful of farms can produce enough to sell. Drought is the scourge of the country; dry seasons cripple the small farmsteads and hundreds have died during such times. Even the considerable power of the Enclave of Tumbru cannot prevent Phum from wasting away when the rains do not come.

The capital is Hasal. Built on the ruins of Melniboné's first city in the east, it is a ramshackle place with hastily erected structures resting uncomfortably against the walls of ruined buildings dating back to Melnibonéan rule. Streets end abruptly in towering blockades, the remains of the ancient city walls; buildings shift uneasily on poor foundations, some occasionally collapsing for no apparent reason. Sewerage flows between the tenements and black stoned houses, rats the size of small dogs scamper over the debris. Hasal is not a pleasant place to live and it resides in the long shadow of the huge Castle Tumbru, home to the Warrior-Priests.

Phumites are accustomed to hardship. Living in a poor country, they are used to shortages of food, disease and the crippling effects of drought. The lives of Phumites are nasty, brutish and usually short. This blighted society has further compounded its problems with its caste system. The social structure recognises three castes: the high caste, which consists of land owners and those that manage to make money by exploiting the less fortunate; the middle caste, consisting of artisans and merchants, people capable of eking some kind of living from Phum's depleted resources; and the low caste, peasants and beggars who either scavenge or starve. The size of each caste is inversely proportional to its social position. The high caste numbers less than 100 families; the middle caste perhaps 200-300; the low caste runs into tens of thousands. 90 percent of Phum's wealth is held by one percent of the country and no where is the social divide more apparent than in Hasal.

THE WARRIOR-PRIESTS OF CHAOS - THE KNIGHTS OF TUMBRU

Feared and hated, this strange sect of warrior-monks call themselves the Knights of Tumbru. It is thought that the enclave has its origins in a small group of Melnibonéan knights headed by Dyvir Sesh Tumbru, a Dragon Prince and favoured disciple of Slortar. It was he who built the huge, labyrinthine castle that squats in the hills overlooking Hasal, inculcating in his followers a martial tradition mixed with mysticism and study of the ways of Chaos. When Melniboné left Menastree, the enclave remained, continuing its secular way of life and maintaining a last bastion of Chaos.

The Knights of Tumbru rarely venture from their castle of basalt and bone. When they do, it is as individuals, either leaving the enclave once their formal education is complete, never to return or as inducted knights, walking abroad on some mission of Chaos. It is believed that the enclave maintains an army of demons, which will be released one day, to fight on the side of Chaos when it clashes with Law; however, such conjecture has never been proven. No one who is not a devout disciple of Chaos has ever set foot inside the enclave and returned and the sorcerers who leave the enclave never discuss its secrets, for fear, perhaps, of what might befall them if they do.

The Knights of Tumbru pledge their souls to a Lord of Chaos and in order to prove their devotion are sent out from the enclave to perform some quest that accurately displays their allegiance. These quests can take many forms and are usually designed to not only test the skill and resolve of the knight but to further the aims of the enclave itself. Knights have been sent out to undermine the Valedorian Directorates, to infiltrate the echelons of power in Eshmir, to observe the civil war in Changshai, gain knowledge of the Globe of Future Nations in Anakhazan and so on. Quests can take days, months or years to complete. Some Knights never return, dying in the service of their Chaos Lord. Others are more successful, steadily furthering the aims and influence of Chaos while slowly eroding the equilibrium of the Cosmic Balance.

The paramount god worshipped by the Warrior-Priests is Krim of the Seven Spheres. Krim is a relatively minor duke of Chaos and barely known outside of the Unknown East. He was, however, worshipped by Melniboné at one time in the distant past and his worship was brought into Menastree when Dyvir Sesh Tumbru came to the region.

The Knights of Tumbru believe that seven realms exist including their own. Some believe there are eight but that belief is without proof and Krim is known only in the seven that forms the core credo of the Warrior-Priests' religion. Krim is considered to be the omnipotent master of worlds, a subtle presence that brings his influence to bear in small but significant ways, often undetectable to anyone but his loyal followers. Rackhir is a devotee of Krim and his wanderings are intended to unlock the god's secrets and discover the true extent and nature of Krim's power. Teaching in Phum has it that Krim's knowledge is guarded in the city of Tana Lorn where documents show how the seven realms (Man, Chaos, Law, Limbo, Dwarves, Giants and Eternals) intersect, permitting Krim to manifest his power in each. Rackhir has made it his duty to find Tana Lorn and understand the greater meaning behind the interactions of the Seven Spheres.

Warrior-Priest characters are discussed further on page 45.

Tattoos are common amongst Phumites, with many members of the high caste going through the pain and expense of having their entire bodies coated in gaudy designs, showing their wealth and standing. The low castes design their own and the poor quality inks lead to infections that can permanently disfigure or poison the blood. Clothing varies. Those who can afford it buy fashions from Valederia, affecting the style and mode of dress, if not the philosophy behind it. The poorer castes wear home-woven garments of coarse wool and tanned animal hide – beggars often wear nothing at all and fights can easily break out over discarded scraps of clothing.

Few Phumites get to travel. Those that do rarely return to their homeland, preferring to stay in whatever countries they drift to. The other nations of the east see Phumites as taciturn and untrustworthy – worse, perhaps, than the Okarans. In their defence, Phumites rarely make trouble and they are all too conscious of this reputation. This relates to the presence of the Enclave of Tumbru in Phum, with almost all eastern nations believing every Phumite to be a Chaos-worshipper. This couldn't be further from the truth: most Phumites have never heard of Chaos and it is usually the high caste that indulges in actively allying itself with the Lords of Entropy, hoping to find favour with the Enclave of Tumbru. Common Phumites ignore the influence of Chaos, preferring to actively survive from one day to the next without concentrating on bringing further uncertainty into their lives.

S'aleem

Hot and flat, S'aleem is mostly open savannah, its huge plains dominated by hardy grasses and herds of antelope and bison. Small villages and homesteads are the most common forms of settlement, sometimes with a single extended family dominating the community. S'aleem supports two cities: Karakose, the City on the Lake and Graghin, the larger of the two and S'aleem's only sea port. Communication between Graghin and Karakose is excellent: long, narrow-sailed ships ply the currents of the Karak river, transporting produce along S'aleem's spine.

S'aleem lacks the magnificent and ambitious architecture of its neighbour, Maidahk; it lacks the sprightly conflict of Anakhazan and the natural tenacity of Valederia but possesses instead a calm reserve that has often acted as a moderating influence in the political arena of the Valederian Directorates. S'aleem has borrowed much from other nations, especially Maidahk's principles of irrigation to make its own lands fertile. It was for this reason that

S'aleem entered the Valederian Directorates: Maidahk promised to help introduce an irrigation system into S'aleem if it would agree to enter the Directorate treaty. The symbiosis has served both countries well; S'aleem's main crop is rice, which it grows in abundance and trades with the other Directorate nations. The lands around Graghin and Karakose and almost all the way up the river, are an immense patchwork of paddy fields, fed by the Karak, thousands of man-made tributaries diverting water to the rice crops on either side.

Graghin operates a thriving fishing industry. Square-sailed junks ply the coastal waters, bringing back shark, marlin, tuna, lobster and 100 other species that are then salted and shipped to Karakose and the other neighbouring countries. The merchant venturers who trade in preserved fish are known as Scalers and it is the Scalers that control the merchant economy in both Graghin and Karakose. Rice is the staple product but fish is more profitable and the Scalers occupy a very powerful position in S'aleem's economy, much to the chagrin of the rice producers and traders.

S'aleemites have a typically olive-coloured skin with dark hair and eyes. The S'aleemite accent is a sharp, clipped version of the rolling tongue found in Maidahk – peppered with the slang terms that are always popular throughout the country. One could be forgiven for thinking that they speak a different language to 'pande altogether.

Valederia

Valederia dominates central Menastree, running across the continent from the Withered Peaks in the north to the Bay of Circles in the south. Valederia embraces the gamut of climates. The northern quarter of the country; from the foothills of the Withered Peaks to the hills known as the Teeth of Shenhk, is temperate and verdant, suffering no real extremes of temperature or rainfall and thus leading to huge fields of wild grass and fragrant coniferous forests. To the south, temperatures increase steadily and on the coast – around Valed-Hal, the nation's capital, it can be miserably hot all year round with little respite in the autumn and winter months, save for the monsoons, where brutal rain lashes the country for up to two hours each day.

Valederia is sparsely populated, the bulk of its inhabitants living in the three major cities of Valed-Hal, Yaan and Rhzau. Small villages, towns and extended farm settlements are scattered throughout the Valederian plains but essentially the country is highly civilised. A rudimentary network of toll roads links the cities and important towns, leading to



The Blue Assassins

The cult of the Blue Assassins is shrouded in mystery, yet one thing is certain: they despise Chaos and have pledged to strike at its heart whenever possible. It was the Blue Assassins that attempted to murder Sorana, the beautiful, dread sorceress and lover of Rackhir. It was the Blue Assassins that took the life of Yaldishan Kamiir, the bandit sorcerer who plagued the free roads of Valederia. They have made it their job to attack those in sympathy with the Lords of Entropy and to wipe them from the face of the Earth. It is said that the Blue Assassins originated soon after Melniboné conquered Menastree. A group of Menastrai refugees fled into the lands that would one day become S'aleem, hiding on one of the tiny islands in Lake Karak and plotting how they might somehow bring down the Dragon Princes.

The Blue Assassins are still active. The size of the cult has expanded but is still based within the wilds of S'aleem, where it started. Its actual location is a closely guarded secret and the cult's organisers are said to be direct descendants of the original Menastrai refugees: some even claim that the refugees themselves have survived the centuries through the sustenance provided by certain herbs and benign spells. Whatever the truth, they are extremely secretive and brilliantly organised. Assassins are trained from birth in the arts of stealth and deception, schooled to hate Chaos and taught to lead a double life: normal citizens on the one hand, destroyers of Chaos on the other. Many assassins lead normal lives for years, only rarely being called upon to carry out an assassination. Others are constantly engaged in organising the cult's massive intelligence network, tracking Chaos worshippers and questing Knights of Tumbru. No assassin ever reveals anything about the structure of the cult or its training methods: assassins who are taken alive never talk, despite the foulest tortures and those that are captured take their own lives rather than betray the cult itself.

excellent routes of communication. In this way Valederia remains a unified state despite its size and fragmented population. Despite their lack of numbers, Valederians have an arrogance about them that separates them from the rest of the Eastlanders. Valederia is the largest country; it has, (in their eyes) the fairest means of government and is the instigator of the most powerful trading group in the world. Valederians thus feel that they have much of which to be proud and believe themselves to be in advance of the rest of the Unknown East. Individual Valederians obviously realise that this is not the case and recognise that the general view of the Balance is not shared by everybody. However the general impression Valederians give out is one of thinly disguised contempt for the countries outside the Directorate and even for those within.

The three major cities of Valederia are uninspiring. Valederia lacks the flamboyance of Eshmir and the architectural vision of Maidahk; its cities are neither impressive nor dismally bleak. Nothing is allowed to dominate anything else and everything has its rightful place and function. Valed-Hal is a major seaport and has been since the Menastrai first came to the east. Over the millennia it has changed many times and none of the original Menastrai or subsequent Melnibonéan

buildings have been left standing. One of the largest cities in the Unknown East, it is a very ordered place, with its different functions divided into clearly defined areas. The inhabitants of Valed-Hal live in the north, surrounded by parkland and pleasant communal gardens. The mercantile district, where all trade is conducted, is hidden away from the view of the populace by a barricade of cypress trees forming a huge semicircle around the unpleasing sight of warehouses, shops and stores. The government district occupies Valed-Hal's centre and is a bland neighbourhood of faceless buildings clustered around a small private park used by government officials and civil servants.

The harbour district is the only place in Valed-Hal with any true identity. The oldest part of the city, its quay and harbour walls were built by the Menastrai and are still standing. An impressive maze of interconnecting locks, marinas and small harbours that seethe with the kind of energy displaced from the rest of the city. The harbour front is a mass of small taverns, shops, market stalls and hostleries of one kind or another. Foreigners are attracted to the Harbour district almost immediately and it often seems to be a settlement that is completely autonomous of the rest of Valed-Hal. The government recognises this as one of the

city's strengths and has declared that the Harbour district must not be changed in any way. This means that while the old buildings are left standing, new ones cannot be built and repairs must be in keeping with traditional values. Therefore the harbour district, beautiful and quaint as it is, is gradually crumbling away and as more people throng its tiny streets, the decrepitude is accelerated each year.

The Valederian Directorates

The Valederian Directorates comprises the four nations of Anakhazan, Maidahk, S'aleem and Valederia. The Directorate itself is a treaty formed about a hundred years before the fall of Imrryr and proscribes that the four nations will share a common set of beliefs and philosophies. These are centred on the preservation of the Cosmic Balance and are as follows:

- * Each nation will fight against the intrusive influence of Chaos or Law and can rely upon the other nations of the Directorate to provide aid if called upon.
- * Free trade exists between the Directorates with importation taxes being levied only on goods coming in from non-Directorate nations. This has the effect of keeping prices of staple foods at a set level and ensures markets for the agricultural producers of the Directorates. Imported goods from outside the group can be more expensive than elsewhere in the Unknown East.
- * Ideas are to be exchanged freely throughout the Valederian Directorates and education is to be allowed

for all people at all levels in society. The Directorates, principally Valederia itself, are learned countries and have established an educational system of schools and universities far in advance of the Young Kingdoms.

- * It is the duty of each member of the Directorates to maintain and uphold the will of the Cosmic Balance: all people are born free and should remain free of the influences of the extremes of Law and Chaos. It is the duty of each nation to ensure that its peoples preserve a tolerant and liberal outlook in matters of politics, religion and society to promote the Balance in the individual.

The Valederian Directorates have been enormously successful. As individual nations their strength is slight but allied by the common tenets of the Directorate, they present a considerable economic, social and military force. The unity of the Directorate has helped maintained peace throughout Menastree since the demise of Melniboné; a peace that remains until Terarn Gashtek raises arms against the whole of the eastern continent and comes close to wasting it completely.

Unknown East Characters

Creating an adventurer from Menastree is treated in precisely the same way as for the Young Kingdoms characters. There are several new professions open to Unknown East characters, as described below.


Countries, Cultural Backgrounds and Professions

Country	Cultural Backgrounds	New Professions
Anakhazan	Civilised, Noble, Serf	
Bas'lk	Barbarian, Nomad (Temperate)	Shaman
Changshai	Civilised, Noble, Serf	Guerrilla
Eshmir	Barbarian, Civilised, Noble, Serf	Scrutineer
Maidahk	Civilised, Noble, Serf	Engineer
Nishvalni-Oss	Primitive, Barbarian, Nomad (Temperate)	Shaman
Okara	Barbarian, Nomad (Desert)	
Phum	Civilised, Noble, Serf, Slave	Warrior-Priest
S'aleem	Civilised, Noble, Serf	Blue Assassin
Valederia	Civilised, Noble, Serf	

Blue Assassin

The Blue Assassins of S'aleem are opposed to Chaos in all its forms but especially towards the Warrior-Priests of Phum and itinerant and lone sorcerers. For much of their

lives they train for the battle which they suspect is brewing between the forces of Law and Chaos but every so often a target for assassination is identified and a Blue Assassin chosen for the task.



Every Blue Assassin is expected to evade capture and if captured, to take their own life at the first possible opportunity. Any Blue Assassin who fails this suicide pact becomes an enemy of the Order and subject to an assassination contract of their own.

Skills

Basic Skills: 1H or 2H weapon +5%, Bow +5%, Lore (Regional) +10%, Stealth +10%.

Advanced Skills: Disguise. Pick One from: Lore (Chaos), Lore (Poisons), Mechanisms, Survival, Tracking

A Blue Assassin character should, in consultation with the Games Master, spend a little time defining a previous mission against Chaos, for example, the target, whether or not it was a success and the repercussions of the job.

Engineer

The engineers of Maidahk are experts in design and construction. The engineering sciences are a noted tradition in Maidahk and it is considered a more noble profession than almost anything else. Engineers come in many forms, from architects, builders and plumbers through to mechanics, demolition specialists and drainage consultants. Engineer adventurers should choose a speciality.

Skills

Basic Skills: 1H weapon +5%, Evaluate +10%, Resilience +5%

Advanced Skills: Engineering (Pick a speciality), Lore (Technical speciality). Pick One from: Lore (Geometry), Lore (Mathematics), Lore (Physics), Mechanisms

Every engineer adventurer should create, in consultation with the Games Master, one item of technical brilliance that showcases their area of expertise.

Guerrilla

Changshai, wracked by civil war, has developed guerrilla warriors on both sides, loyalists and Tanghensi. These warriors are usually arranged in small groups but are quite often solitary individuals, who spend the bulk of their time in the immense forests of the country, seeking-out the enemy with the intent to kill them. Typically hard-bitten and experts in the ways of hit and run warfare, Changshai guerrillas are used to hardship, hazards and death in all its forms.

Skills

Basic Skills: Lore (Forest) +10%. Pick Two from: Athletics +5%, Dagger +5%, Dodge +5%, Evaluate +5%, Lore (Plant) +5%, Resilience +5%.

Pick Two from: 1H Axe +10%, 1H Flail +10%, 1H Hammer +10%, 1H Sword +10%, 2H Axe +10%, 2H Flail +10%, 2H Hammer +10%, 2H Sword +10%, Bow +10%, Crossbow +10%, Polearm +10%, Shield +10%, Unarmed +10%.

Advanced Skills

Survival

Scrutineer

The scrutineers are both astronomers and astrologers, experts in the myths and ways of Eshmir's star gods, the Elithior. Men of learning, they study all the constellations but it is typical for them to pick a single constellation that they choose as their patron. Through the study and veneration of their particular deity, they gain a certain amount of sorcery and of course, enter into a Pact with their god, receiving Gifts as for any Pact and which should be selected from those listed for Agents of the Balance on page 7 of the Pawns of Fate chapter in this book. Corresponding Compulsions are chosen from the following list:

Scrutineer Compulsions

- * Always ask for the birth date of anyone you meet and then spend 1D4 days preparing an astrologically accurate birth chart to determine their personality. Use this chart to inform all dealings with that person.
- * Always speak in a mystical tone, full of allegory, reference to obscure star myths and portents of doom.
- * Never carry a weapon of any kind.
- * Never drink alcohol.
- * Never eat meat.
- * Never harm another human being.
- * Never make a decision without first consulting the stars, spending an inordinate amount of time in doing so..
- * Never strike the first blow.
- * Never wear armour.

Skills

Basic Skills: Influence +10%, Lore (Regional) +10%. Pick one from: First Aid +5%, Influence +5%, Language (High Speech) +5%, Persistence +5%

Advanced Skills: Lore (Elithior), Pact (Elithior Constellation), One Rune pertinent to the constellation venerated

All scrutineers possess a telescope and an astrolabe. If the character is from the Noble background, he also has a permanent observatory at his place of residence.

SHAMAN

The shamans of Bas'lk and Nishvalni-Oss venerate the many Beast Lords of the Nishvalni plains, seeking from them knowledge and guidance. Every shaman enters into a Pact with a Beast Lord and is taught, through the dream magic of the shamanic initiation rite, some sorcery that may be used to the benefit of the tribe. Shamans always adorn themselves in the trappings of the beast they venerate and try to adopt similar patterns of behaviour. Every shaman believes he channels the spirit of the beast and will, upon death, be reincarnated in beast form.

Some shamans have the ability to transform themselves into the venerated beast for a short period of time, such as the strength of their relationship with their Beast Lord. The chance that a shaman has this ability is a percentage chance equal to the amount of POW dedicated to the Beast Lord in establishing the Pact. A shapechanger can alter his form on a successful Pact test. It takes one combat round to effect the transformation and it costs 1 Magic Point per combat round to maintain it. Whilst in the animal form he takes on all physical and mental characteristics of the beast, with the exception of POW, which remains the same as for the human form. When the shaman returns to his normal shape, he suffers one level of fatigue for every two rounds spent in the animal form.

Note: A shaman does not need to understand High Speech to use his magic. However, his Rune Casting skills can never exceed his Lore (Animal) percentage, in the same way High Speech influences general sorcery skills.

Skills

Basic Skills: Lore (Animal) +10%, Lore (Regional) +10%. Pick one from: First Aid +10%, Influence +10%, Lore (World) +10%, Persistence +10%

Advanced Skills: Pact (Beast Lord), Rune of Beast.

WARRIOR-PRIEST

The Warrior-Priests of Phum are the devout soldiers of Chaos in Menastree. Their reputation as unyielding

proponents of the Chaos Lords precedes them far and wide and they are justly feared. Many take a wandering life, acting as mercenaries or sell-swords, proselytizing as they go but many remain in Phum and their enclave, awaiting the call from the Lords of Chaos that will signal the final battle for creation.

Every Warrior-Priest has a Pact with a Lord of Chaos and must dedicate at least 5 points of POW to it. The amount of POW dedicated indicating one's status in the cult. As one of their Gifts they may take *any two* sorcery skills from the Sorcery Skills Gift list, below. In addition to the Compulsions relevant to their Lord of Chaos (see the Cults chapter of the main *Ehric of Melniboné* rules), they must accept a Compulsion from the following list:

Sorcery Skills Gifts

- * Command.
- * Rune Casting (Rune of Concealment, plus one other).
- * Summon Demon (choose a type).
- * Summon Elemental (choose a type).
- * Witch Sight.

Warrior-Priest Compulsions

- * Always aim for the abdomen of an opponent when engaged in combat.
- * Always aim for the chest of an opponent when engaged in combat.
- * Always aim for the head of an opponent when engaged in combat.
- * Attempt to make one new convert to Chaos each month.
- * Dress in only one colour and never wear any other.
- * Never surrender or accept it.
- * Never use a shield.
- * Never wear armour.
- * Specialise in only one type of weapon or form of combat.

Skills

Basic Skills: Influence +15%, Lore (World) +5%, Persistence +10%

Advanced Skills: Language (High Speech), Lore (Chaos)

SEAS OF FATE

'Where the Sighing Desert gave way to the borders of Ilmiora, between the coasts of the Eastern continent and the lands of Tarkesh, Dharijor and Shazar, there lay the Pale Sea. It was a cold sea, a morose and chilling sea, but ships preferred to cross from Ilmiora to Dharijor by means of it, rather than chance the weirder dangers of the Straits of Chaos which were lashed by eternal storms and inhabited by malevolent sea-creatures.'

- Stormbringer

SHIPS OF THE YOUNG KINGDOMS

Young Kingdoms ships are defined by a series of attributes, much like characters. Each ship detailed in this chapter shares the following characteristics, whether the ship in question is a mighty warship, such as a Battlebarge or a simple Lormyrian river barge.

Hull: The hull acts as the ship's armour, reducing the damage done to its Structure Points.

Structure Points: A ship's Hit Points. Damage to these represents damage to the integrity of the ship itself and ships do not heal of their own accord. A ship must be hauled into a dry dock for Structure Points to be repaired.

Seaworthiness: The ability of the ship to stand up to the rigours of sailing. All ships must undergo frequent maintenance in order to keep their Seaworthiness rating from deteriorating.

Length: The distance from bow to stern.

Beam: The widest part of a ship – usually in the middle. Ships equipped with oars will have the beam of the ship increased when the oars are deployed. The inclusion of oars increases a ship's beam by half again.

Capacity: This indicates the cargo capacity of the ship in tons. This number reflects the ship's cargo capacity in addition to the weight of the ship's rigging, crew, provisions and so forth.

Freeboard: The minimum height between the ship's gunwale and the waterline. Comparing two ships' freeboards can help give the vertical distance a character needs to achieve when jumping from one to the other.

Draft: The depth of water needed for the ship to manoeuvre effectively and avoid running aground. This is the distance between the ship's keel and the waterline.

Speed: The speed at which the ship travels per Combat Action / per 12 hour period. A ship that relies solely upon sails for propulsion is dependent on the wind for its speed (see page 51).

Weapons: This entry denotes the number of naval weapons that can be mounted on the ship.

Ram: This entry denotes whether or not the ship is capable of mounting a ram. Just because a ship can mount a ram, does not necessarily mean it will. The statistic given in parentheses indicates the damage a mounted ram will cause to a rammed ship.

Skill: Every ship has its own peculiarities and each design presents different challenges. This entry firstly denotes which skill is used when operating the ship (nearly always either Boating or Shiphandling). Also, though any ship can be operated under ideal conditions without the necessity of a skill test, when the ship and crew are called upon for more extreme endeavours, this modifier is applied to the skill test. Note that this modifier is in addition to any others the Games Master feels are appropriate.

Crew: This is the amount of each type of crew member that the vessel can accommodate.

Cost: This illustrates the cost to anyone wishing to buy the ship.

BARGE

Found throughout the Young Kingdoms, principally on navigable rivers, the barge has a wide, flat bottom, which allows it to carry a good amount of cargo but its low Seaworthiness keeps it in its place as a river or coastal

vessel, or, more commonly, a transport that never leaves harbour. Barges are a common sight on the mighty Zaphra-Trepek River of Lormyr, and it is an acknowledged fact that Lormyrian built barges are the best in the world.

Hull: 3
Structure Points: 100
Seaworthiness: 10
Length: 12m
Beam: 8m
Capacity: 12 tons
Freeboard: 0.3m
Draft: 0.5m
Speed: 1m / 8.4km
Weapons: One
Skill: Boating +0%
Crew: 4 rowers or polemen
Cost: 500 Bronze



Bireme

A common warship, the bireme mounts two banks of oars on either side of the hull, presenting a relatively short profile in the water and enabling the ship to reach greater rates of speed than a war galley can manage. Biremes are common in the navies of the Southern Continent.

Hull: 3
Structure Points: 60
Seaworthiness: 12
Length: 20m
Beam: 3m
Capacity: 1 ton
Freeboard: 1m
Draft: 1m
Speed: 5m / 43.2km when rowed
Weapons: Two
Ram: Yes (D3 points of damage for every metre of speed)
Skill: Shiphandling +0%
Crew: 60 rowers, 10 officers and sailors, 10 soldiers or archers
Cost: 15,000 Bronze

Cog

The Cog was pioneered by the master shipbuilders of Tarkesh in response to the requirements of the emerging trading nations such as Ilmiora and Vilmir. Cogs are sturdy, reliable and swift for their size, capable of hauling large amounts of cargo across the Oldest Ocean. The best cogs are of Takeshite origin and some sailors trust their lives to nothing else but both Ilmiora and Vilmir build designs that come close in terms of quality and handling.

Hull: 4
Structure Points: 80
Seaworthiness: 28
Length: 24m
Beam: 7m
Capacity: 75 tons
Freeboard: 4m
Draft: 3.5m
Speed: Sail only
Weapons: Two
Ram: No
Skill: Shiphandling +10%
Crew: 25 officers and sailors
Cost: 20,000 Bronze

Knorr

Lormyr developed the Knorr from the Tarkeshite longship, adapting the basic design for greater use on the Zaphra-Trepek. Broad and slow, the Lormyrian Knorr is a reasonable merchant vessel but lacks the speed and battle capabilities of a Longship.



Hull: 3
Structure Points: 40
Seaworthiness: 22
Length: 21m
Beam: 5m
Capacity: 17 tons
Freeboard: 2m
Draft: 1m
Speed: Sail only
Weapons: One
Ram: No
Skill: Shiphandling +0%
Crew: 15 officers and sailors
Cost: 8,000 Bronze

Longship

Found all across the Young Kingdoms but originating in the northern reaches of Tarkesh, the Longship is, perhaps, the most efficient and effective ship design ever created. Longships can take to the sea under sail or oar, can handle river, ocean and coastal waters with equal ease and when necessary, can be hauled onto land by their crews and upturned to provide shelter. Most Longships lack certain creature comforts such as covered crew areas and are most often encountered as coastal warships or exploration vessels. Tarkeshite Longships are painted in vibrant colours with evocative figureheads carved into the shape of sea monsters or patron gods.

Hull: 3
Structure Points: 70
Seaworthiness: 20
Length: 28m
Beam: 6m
Capacity: 20 tons
Freeboard: 1.5m
Draft: 1.5m
Speed: 5m / 43.2km when rowed
Weapons: Two
Ram: Yes (D2 points of damage for every metre of speed)
Skill: Shiphandling +20%
Crew: 50 rowers, up to 200 soldiers or archers
Cost: 20,000 Bronze

Melnibonéan Battlebarge

'Each of the golden battlebarges was equipped with banks of oars, each bank containing between twenty and thirty oars on either side. The banks were four, five or six decks high and, as in the case of The Son of the Pyaray, might have three independent steering systems, fore and aft. Being armoured all in gold, the ships were virtually indestructible, and, for all their massive size, they could move swiftly and manoeuvre delicately when occasion demanded.'

— Elric of Melniboné



The Battlebarges of Melniboné are legendary and feared. More akin to floating cities than ships, these immense vessels carry thousands of crew and warriors, typically have hulls covered in hammered gold and take to the seas with sorcerous aid. A single Battlebarge can take on a fleet of smaller warcraft single handedly and emerge victorious with barely a scratch. At the Bright Empire's height, Melniboné could field a100 or more Battlebarges but now, in the time of the Young Kingdoms, only a dozen or so remain in a serviceable condition.

A Battlebarge deploys anywhere between three and six banks of oars and is equipped with between two and eight immense masts. Its armaments include war engines such as ballista and trebuchet, razor-like battering ram/hull slicers, archery platforms, spear platforms and on some models, landing platforms for dragons.

Battlebarges are still occasionally seen on the seas of the Young Kingdoms but it is a rare occurrence. Melniboné only launches these awe-inspiring craft when its direct interests are seriously threatened, preferring to rely on the smaller, more manoeuvrable, war galleys used to protect the harbour and maze of Imrryr.

Hull: 20

Structure Points: 500

Seaworthiness: 20

Length: 160m

Beam: 35m

Capacity: 100 tons

Freeboard: 8m – 10m

Draft: 3m

Speed: 8m / 50km

Weapons: Fifty

Ram: Yes (D10 points of damage for every metre of speed)

Skill: Shiphandling –40%

Crew: 1,500 - 3,000 rowers, 200-500 warriors or marines, 100 officers and crew

Cost: Incalculable

Slave Galley

A development of the War Galley (see below), these vessels are smaller than their cousins but every bit as fearsome. They are designed to attack other ships, take their crews for the purposes of slavery and to transport slaves in large numbers from one place to another. The two main proponents of Slave Galleys are Dharijor and Pan Tang,

although other nations, Vilmir included, have been known to use the vessels. Fast, sleek and designed to inspire fear with imposing, viciously barbed hull rams and deliberately peculiar, harshly angled timbers, Slave Galleys are the curse of the Young Kingdoms' oceans.

Hull: 3

Structure Points: 35

Seaworthiness: 12

Length: 20m

Beam: 6m

Capacity: 2 tons. The cargo area is divided into metal and wooden cages, designed to hold prisoners in no comfort whatsoever.

Freeboard: 1m

Draft: 0.5m

Speed: 4m / 34.8km when rowed

Weapons: Two

Ram: Yes (D4 points of damage for every metre of speed)

Skill: Shiphandling –10%

Crew: 50 rowers, 10 officers and sailors

Cost: 6,500 Bronze

Trireme

Employed by the navies of the Western Continent, especially Pan Tang and Dharijor, the Trireme is both fast and deadly. Similar in design and structure to the Bireme, it mounts three banks of oars on either side and is an exceptional vessel for all types of warfare. The large numbers of rowers needed to power the Trireme are usually slaves or convicted criminals, their pace of work (hence the ship's speed) determined by a drum master who beats the rowing rhythm on a pair of immense kettle drums.

Hull: 4

Structure Points: 80

Seaworthiness: 18

Length: 37m

Beam: 4.5m

Capacity: 1.5 tons

Freeboard: 3m

Draft: 2.5m

Speed: 6m / 51.6km when rowed

Weapons: Three

Ram: Yes (D4 points of damage for every metre of speed)

Skill: Shiphandling +0%

Crew: 170 rowers, 25 officers and sailors, 20 soldiers

Cost: 25,000 Bronze

War Galley

The favoured warship of the fleets of the Northern Continent, the War Galley (particularly the Vilmirian version) is a light and fast ship is designed for coastal manoeuvres, rather than ocean travel. It rides low in the water, propelled by a bank of 25 oars on either side and usually carrying a metal-shod ram. War Galleys are deployed to protect the trading Cogs of merchant fleets against the predations of Pan Tangian and Dharijorian pirates and slavers.

Hull: 3

Structure Points: 40

Seaworthiness: 12

Length: 27m

Beam: 6m

Capacity: 2 tons

Freeboard: 1m

Draft: 0.5m

Speed: 4m / 34.8km when rowed

Weapons: Two

Ram: Yes (D2 points of damage for every metre of speed)

Skill: Shiphandling -10%

Crew: 50 rowers, 10 officers and sailors

Cost: 7,000 Bronze

Movement

The ships of the Young Kingdoms use one of two types of propulsion: rowing or poling and sails. Some of the ships listed are capable of using both and each has its own advantages.

Rowing

Each vessel capable of movement by rowing or poling has a Speed entry in its description. This is the ship's base Movement in normal operating conditions. Rowing a vessel at this normal speed counts as medium activity for determining Fatigue.

The vessel can be slowed to half speed, which counts only as light activity for the rowers to maintain. The speed of the vessel can also be doubled, a gruelling activity which counts as heavy activity for the rowers.

If the vessel is operating against a fresh gale or heavier wind, the level of activity is increased by one step. Thus moving at half speed counts as medium activity, moving at normal speed counts as heavy activity and the vessel cannot move at double speed. That said if the vessel is operating before a fresh gale or heavier wind, the level of activity is decreased by one step. Thus moving at normal speed counts as light activity and moving at double speed counts as medium activity.

Wind Speed: The speed of the prevailing winds.

Against: The vessel is moving against or perpendicular to the direction of the wind.

Before: The vessel is moving with the prevailing winds.

Skill Modifier: The modifier to the Boating or Shiphandling skill imposed by the winds. This modifier is in addition to the modifiers of the ship itself and any others the Games Master feels are appropriate.

Wind Speed	Against	Before	Skill Modifier
Calm	—	—	—
Light Wind	—	—	—
Moderate Wind	Slight Adversity (-25% Speed)	Slight Adversity (-25% Speed)	—
Stiff Wind	Slight Adversity (-25% Speed)	Slight Adversity (-25% Speed)	-10%
Fresh Gale	Moderate Adversity (-50% Speed)	Moderate Adversity (-50% Speed)	-20%
Full Gale	Great Adversity (-75% Speed)	Great Adversity (-75% Speed)	-40%
Hurricane	*	*	-60%

* Rowing vessels cannot make headway in a hurricane.

Sailing

Sails offer some significant advantages over rowing. A sailing ship requires a much smaller crew, for example and the ship relies on wind, rather than sheer muscle for its propulsion. The speed of a sailing ship depends upon the angle of the wind in relation to the ship, as well as the speed of the wind itself. For the sake of simplicity, these rules incorporate four wind directions: before the wind, quarter wind, half wind and head wind.

Before the Wind: The wind is coming directly from the stern of the ship toward the bow.

Quarter Wind: The wind is blowing against one of the ship's rear quarters, at a roughly 45-degree angle to the length of the ship.

Sailing Speed

Wind Speed	Before the Wind	Quarter Wind	Half Wind	Head Wind	Skill Modifier
Calm	1m / 16.8km	—	—	—	0%
Light Wind	3m / 52.8km	2m / 33.6km	1m / 16.8km	—	0%
Moderate Wind	5m / 86.4km	4m / 69.6km	3m / 52.8km	1m / 16.8km	0%
Stiff Wind	7m / 121km	6m / 103.2km	5m / 86.4km	2m / 33.6km	-10%
Fresh Gale	9m / 155.5km	8m / 138.2km	7m / 121km	3m / 52.8km	-20%
Full Gale	*	*	*	*	-40%
Hurricane	*	*	*	*	-60%

*The winds of a full gale or a hurricane can shred a ship's rigging. In such a situation, the best that can be done is to deploy a small amount of sailcloth to keep the ship steady and hope to ride out the storm. Alternatively, the truly reckless or desperate may press onward, at the same speed as a fresh gale but with double the normal skill penalty.

Vessel Damage

For each 12-hour period spent sailing or boating, the captain of a ship must test his Shiphhandling (or Boating) skill. If the test is successful, the ship makes it through the day's travel without incident. If the captain fails his Shiphhandling skill test, the ship's Seaworthiness is reduced by a single point.

A ship can meet its end in one of two ways. A ship that loses all its Seaworthiness points begins taking on water at a rate faster than the water can be expelled, causing it to sink. A ship may also be destroyed through the loss of all its Structure Points as a result of damage from weather and enemies.

Half Wind: The wind is blowing across the ship, at a roughly 90-degree angle to the length of the ship.

Head Wind: The wind is blowing directly from the bow of the ship toward the stern.

The Sailing Speed table gives the speed a sailing ship will travel under different wind speeds, presented in the following manner: Speed per Combat Action / Speed per 12 hour period. The rules assume all sailing ships travel at roughly the same speed, the heavier ships using more sails to offset their weight. In the event of one ship chasing another, the outcome of the race will depend upon the Boating or Shiphhandling skills of the captains of either ship.

Seaworthiness

All ships are built from wood, timber and nails and whilst weatherproofed and waterproofed as far as possible, all of them continually take on water. The question is exactly how much water. Bailing water from a ship's bilge is a normal part of a sailor's daily duties and larger ships try to carry at least one carpenter (and spare lumber) to make emergency repairs when needed. So long as a ship has at least one Seaworthiness point remaining, the water comes into the ship at a slower rate than it is expelled by the actions of the crew. Once the ship's Seaworthiness falls to zero, its day is done. The vessel will begin to swamp, a process that takes one Combat Round for every metre of the ship's length. When a ship is fully swamped, it will sink.

Every time a ship suffers five or more points of structural damage from a single attack (after the Hull has been deducted), reduce the Seaworthiness of the ship by one point per five points of damage.

STRUCTURE POINTS

Ships take damage from a variety of sources, such as the lashing winds of a terrible storm or the merciless ram of a charging warship. A ship's Structure Points are exactly like a human's Hit Points, just as a ship's hull is exactly like a human's armour. Any incoming blow is first compared to the ship's current Hull rating. If the damage is less than or equal to the Hull rating, the blow causes no damage. If it is greater, the Hull rating is subtracted from the damage. Any damage remaining is deducted from the ship's Structure Points.

If a ship's Structure Points are ever reduced to zero, the ship immediately begins to break apart. What remains is useful only as life rafts for the surviving crew.

DANGERS

The sea is a dangerous place to be. Even without the potential dangers of enemy ships, monsters and pirates, threats such as storms and fires can imperil a ship.

Fire

Small fires are very common aboard ships, though they are always carefully contained. A fire that escapes control is, however, a real danger to a ship. If not extinguished, an uncontrolled fire aboard a ship will grow one size category every 2D6 minutes. The ship's Hull rating does not protect it against fire damage. Every Combat Round during which the fire rages, the Games Master should roll damage dice and apply the damage directly to the ship's Structure Points.

MONSTERS

There are creatures in the briny deep larger and stronger than anything found on land: sea serpents and other horrors loyal to Pyaray are every Young Kingdoms' sailor's worst nightmare. Most sea creatures will not attack a ship on the open sea unless they are controlled or starving – a ship is very large and very unappetising, after all. Naturally, if the people aboard the ship are busily lobbing harpoons at the beast, it will likely decide to either flee or make them stop.

STORMS

Greater than monsters, greater than fire, the most terrible danger facing a ship at sea is the weather. Much like monsters, storms occur as part of the Games Master's plot

for the game. The wind and the sea combine to strike at the tossing ship with a primal fury, as masts creak and crack in the gale, leaks spray water into the hold and cargo bursts its ties to tumble about the storm-wracked deck.

For a ship to survive a storm intact, the captain must employ his Shiphandling skill (or Boating skill if necessary) to keep the vessel steady and turned into the storm. If the skill test is successful, the ship endures one hour of storm weather at a cost of only one point of Seaworthiness. If the skill test fails, the ship endures one hour of storm weather at a cost 1D6 Seaworthiness.



COMBAT AT SEA

'Beneath him, on Jagreen Lem's foredeck, a great catapult rested, and slaves had already filled its cup with a large ball of flaming pitch. Normally, Elric knew, such catapults were an encumbrance, since when they reached that size they were difficult to rewind and gave lighter war-machines the advantage. Yet obviously Jagreen Lem's engineers were not fools. Elric noted extra mechanisms on the big catapult and realised they were equipped to rewind rapidly.'

— Stormbringer

The threat of sea combat is ever-present in Elric's time. Slavers, pirates and wreckers are common on the Young Kingdoms' seas, especially in and around the waters of Dharijor and Pan Tang. The rules for resolving combat between ships are simple and streamlined, designed to allow the combat to be played out in a swift and dramatic fashion.

The Games Master must first determine the distance at which the two ships become aware of one another. If the two ships both desire to enter combat, they may proceed toward one another at any speed they like.

Ranged combat is only possible if either vessel has archers or onboard war engines such as a catapult. Archers must be within bow range of their target to fire. Catapults can be used when a ship is within 100m of its target.

Weapons

Larger ships have the ability to mount war engines, such as arbalests, ballistae and springals. The rules for these engines are given below. Though they are deadly weapons, engines are very difficult to use in ship-to-ship combat. If employed in ship-to-ship combat, its operator is attempting to use a weapon mounted on the pitching deck of a ship to hit a moving target with indirect fire. The Games Master should certainly apply a penalty of at least 25% to such attack rolls.

Rams

Rams are exceptionally dangerous weapons in naval combat, though they are not without their disadvantages. The weight of a ram on the bow of a ship slows its base movement (or sailing speed, if under sail) by 1m. Additionally, the ram's weight makes manoeuvring the ship more difficult, imposing a -10% penalty on the Shiphandling skill tests involving swift or reactive sailing.

The damage dealt by a ram is dependent upon the size of the ship and the speed at which it is travelling when it strikes its target. The exact damage is listed on page 46-50 under the descriptions for individual ships. Note that even a ship not equipped with a ram can choose to ram another ship if it so wishes. Such rams will only ever inflict one point of damage per metre of the ship's speed, to a maximum of the ship's Hull score.

If a ram is included in the ship's construction, it increases the ship's price by 10%. If it is added later, the additional work needed to reinforce the ship's structure will raise the ram's price to 15% of the ship's original purchase price.

Soldiers

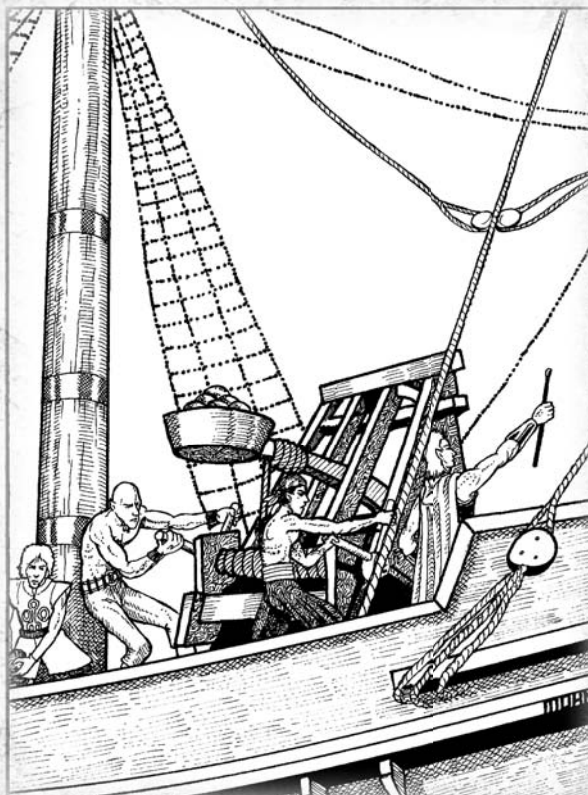
Perhaps the best weapon a ship has at its disposal is its crew. When two ships enter bow range of each other is when combat between them truly begins. The most common combat tactic of warships, in fact, is to strike once with the ram and remain in contact with the enemy ship, allowing the soldiers aboard to attack in hand-to-hand combat.

Catapults

A long arm, mounted on an armature and wound back by ropes, gears and levers, a catapult is designed to lob ordnance at an enemy, be it stones, shot or balls of flaming pitch. A catapult requires either a specific Catapult skill or a Mechanisms skill test to aim and fire it accurately.

It takes a crew of four men two full combat rounds to ready a catapult for firing, and a further four men to load it with ordnance.

The damage a catapult inflicts depends on its load – see the table overleaf. Damage is applied to both the Structure Points of the ship, reduced by the hull value and to any unfortunates who happen to be in the firing line.



Distances Between Young Kingdoms Ports

	Aflrain	Bakshaan	Banarva	Cadsandria	Chalal	City of the Yellow Coast	Dhakos	Dhoz-Kam	Gromoorva	Hwamgaarl	Ilmar	Imrryr
Aflrain		13	13	14	18	16	6	16	11	7	15	14
Bakshaan	13		12	9	14	16	12	15	12	4	1	7
Banarva	13	12		14	18	18	2	15	1	4	11	9
Cadsandria	14	9	14		6	4	13	12	13	9	10	5
Chalal	18	14	18	6		2	18	17	18	14	15	10
City of the Yellow Coast	16	16	18	4	2		15	16	18	15	17	16
Dhakos	6	12	2	13	18	15		15	2	5	12	9
Dhoz-Kam	16	15	15	12	17	16	15		15	14	16	10
Gromoorva	11	12	1	13	18	18	2	15		4	12	9
Hwamgaarl	7	4	4	9	14	15	5	14	4		5	6
Ilmar	15	1	11	10	15	17	12	16	12	5		8
Imrryr	14	7	9	5	10	16	9	10	9	6	8	
Iosaz	26	15	16	10	16	19	17	15	17	15	16	14
Jadmar	19	7	13	6	11	15	14	14	14	6	8	5
Menii	14	10	15	3	6	2	15	14	15	10	11	7
Nieva	12	12	1	16	18	17	2	20	2	3	12	9
Nio	14	13	1	17	19	18	3	21	3	4	13	10
Old Hrolmar	18	12	15	4	12	5	18	16	18	9	15	10
Ramasaz	15	15	11	4	12	13	15	3	15	13	15	4
Raschil	12	15	15	2	10	12	12	10	11	9	11	4
Ryfel	17	11	19	5	1	1	17	7	17	16	17	8
Trepasaz	16	15	14	2	11	13	13	4	16	13	16	4
Uhaio	17	14	14	4	11	5	12	16	16	8	14	7
Vilmiro	15	11	13	5	13	6	10	14	15	7	13	6

	Iosaz	Jadmar	Menii	Nieva	Nio	Old Hrolmar	Ramasaz	Raschil	Ryfel	Trepasaz	Uhaio	Vilmiro
Aflitain	26	19	14	12	14	18	15	12	17	16	17	15
Bakshaan	15	7	10	12	13	12	15	15	11	15	14	11
Banarva	16	13	15	1	1	15	11	15	19	14	14	13
Cadsandria	10	6	3	16	17	4	4	2	5	2	4	5
Chalal	16	11	6	18	19	12	12	10	1	11	11	13
City of the Yellow Coast	19	15	2	17	18	5	13	12	1	13	5	6
Dhakos	17	14	15	2	3	18	15	12	17	13	12	10
Dhoz-Kam	15	14	14	20	21	16	3	10	7	4	16	14
Gromoorva	17	14	15	2	3	18	15	11	17	16	16	15
Hwangaarl	15	6	10	3	4	9	13	9	16	13	8	7
Ilmar	16	8	11	12	13	15	15	11	17	16	14	13
Imrryr	14	5	7	9	10	10	4	4	8	4	7	6
Iosaz		14	12	16	17	20	5	7	12	5	18	16
Jadmar	14		6	7	8	2	17	8	8	16	1	3
Menii	12	6		11	12	2	8	6	4	7	3	4
Nieva	16	7	11		1	16	16	17	17	16	15	13
Nio	17	8	12	1		17	17	18	18	17	16	14
Old Hrolmar	20	2	2	16	17		16	16	14	15	1	2
Ramasaz	5	17	8	16	17	16		4	12	1	12	10
Raschil	7	8	6	17	18	16	4		13	2	7	6
Ryfel	12	8	4	17	18	14	12	13		7	8	10
Trepasaz	5	16	7	16	17	15	1	2	7		12	11
Uhaio	18	1	3	15	16	1	12	7	8	12		2
Vilmiro	16	3	4	13	14	2	10	6	10	11	2	

Catapult Load

Catapult Load

Rock/missile

Flaming Pitch

Damage

3D6

2D6+1D4 damage per round until the flames are extinguished

Repair

Ships are in continual need of repair. Ships lose Seaworthiness as part of their normal operation, wear and tear that must be attended to eventually. In addition to this is the damage to a ship's Structure Points that occur through combat.

Cost of Repair

For the sake of simplicity, all the various items needed for repairing a ship, from sailcloth to tar to cured timber, are bundled together into basic prices. A ship requires 10 Bronze worth of materials to repair every lost point of Seaworthiness. Repairing lost Structure Points requires 100 Bronze worth of materials for every point.

Repair Crews

A standard repair crew can repair 10 points of Seaworthiness or four Structure Points per day on a beached or dry docked ship. If he is working alone, a ship's carpenter can repair three points of Seaworthiness *or* one Structure Point per day on a beached or dry docked ship.

Repairs at Sea

Many ship captains wisely carry repair materials and a carpenter on board their ship at all times, in order to make emergency repairs after (or during) a storm or engagement with a monster or enemy ship.

While at sea, it is extremely hard to repair damage. Any Craft (Woodworking) skill tests suffer a -40% penalty. When attempting to repair a ship at sea, the carpenter must attempt a Craft (Woodworking) skill test every 12 hours. Success indicates he has repaired one lost point of lost Seaworthiness *or* one Structure Point. This can be

increased by an additional +1d4 points if there are sufficient crewmen available to form a work squad.

If the ship's carpenter fails his Craft (Woodworking) skill test, no repairs are made but the supplies used in the attempt are still consumed.

Dry Docks

Dry docks are essential for proper, extensive repairs. A dry dock is normally only available in small cities or larger and cost 100 Bronze per day to rent.

Beaching a Ship

Beaching a ship is normally only done in the most dire circumstances. Small vessels can be beached with impunity, though even they have a 25% chance of losing a point of Seaworthiness when they do so. Beaching other ships requires the captain to make a Shiphandling or Boating test with a penalty equal to the length+beam+capacity of the ship. Success on this test merely results in the ship losing 1D6 Seaworthiness and 1D6 Structure Points. Failure results in the ship losing its draft x D10 (minimum of 1D10) in both Seaworthiness and Structure Points, as the ship effectively crashes into the shore.

Port to Port

Sea travel is a frequent occurrence in the Elric saga and aside from sorcerous means, is the only way of travelling between continents. The table on the previous double page gives approximate sailing times, in days, between all the major sea ports of the Young Kingdoms, taking into account general hazards, such as known reefs, areas notorious for piracy and winds and currents.

PERSONALITIES OF THE YOUNG KINGDOMS

This chapter provides statistics for many of the personalities described in the Heroes and Villains chapter of the Elric of Melniboné rules and details several more characters from the saga. All of these characters can serve as patrons for adventurers, as enemies or simply as background figures to lend colour and authenticity.

Duke Avan Astran

For a description, see page 151 of the Elric of Melniboné rules.

CHARACTERISTICS

STR	15
CON	16
DEX	14
SIZ	14
INT	13
POW	13 (1 Point of Dedicated POW to Donblas)
CHA	14

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	1/6
4-6	Left Leg	1/6
7-9	Abdomen	3/7
10-12	Chest	3/8
13-15	Right Arm	3/5
16-18	Left Arm	3/8
19-20	Head	5/6

WEAPONS

Type	Weapon Skill	Damage	AP/HP
Longsword	107%	1D10+1D2	4/10
Spear	94%	1D10+1D2	2/10
Kite Shield	108%	1D6	10/18

SPECIAL RULES

Combat Actions:	3
Magic Points	12
Movement:	4m
Strike Rank:	+14

SKILLS

Athletics 75%, Dodge 66%, Influence 80%, Language (Common Tongue) 100%, Language (Low Speech) 40%, Lore (World) 75%, Perception 55%, Resilience 60%

TYPICAL ARMOUR

Ringmail and Leather (-18%)

PACTS, RUNES AND SUMMONINGS

Pact (Donblas) 55%.

GIFTS AND COMPUSSIONS

Divine Training

PRINCESS CYMORIL

'They surround a young woman whose blue dress matches their uniforms and whose bare arms are encircled by five or six bracelets of diamonds, sapphires and gold. Strings of diamonds and sapphires are wound into her hair. Unlike most of the women of the court, her face has no designs painted upon the eyelids or cheekbones. Elric smiles. This is Cymoril. The soldiers are her personal ceremonial guard who, according to tradition, must escort her into the court.'

— Elric of Melniboné

Cymoril is Elric's cousin and lover. She is sister to Yyrkoon and he has an incestuous infatuation with his sister, which turns to insane jealousy as her romance with Emperor Elric deepens. Cymoril is the one person who truly knows and understands Elric's heart and he holds her counsel above most others.

To punish both Elric and Cymoril, Yyrkoon places his sister under a sorcerous sleep whilst Elric spends a year wandering the Young Kingdoms. When Elric returns with the Sea Lords, to sack Imrryr, she awakens and intervenes in the duel between the two emperors, meeting her death at Stormbringer's point. From then on, Elric is never the same again, plagued forever by what he has done and what he has lost.

Cymoril is unlikely to be encountered outside of Imrryr and even then, will be accompanied by her bodyguards at all times. As a Melnibonéan princess, she is curiously kind and displays few of the aloof tendencies of other Imrryrian women.

Characteristics

STR 10
CON 13
DEX 12
SIZ 11
INT 22
POW 17 (1 Point of Dedicated POW to Lassa)
CHA 26

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapons

Type	Weapon Skill	Damage	AP/HP
Dagger	45%	1D4+1	4/6

Special Rules

Combat Actions: 2
Magic Points 16
Movement: 4m
Strike Rank: +16

Skills

Artistic Expression 75%, Athletics 47%, Courtesy 100%, Dodge 64%, Healing 55%, Language (Common) 100%, Language (High Speech) 75%, Language (Low Speech) 110%, Lore (Animal) 85%, Lore (Imperial Court) 99%, Lore (Melniboné) 75%, Lore (Plant) 95%, Lore (World) 45%, Perception 95%, Persistence 80%, Resilience 44%

Pacts, Runes and Summonings

Pact (Lassa) 40%, Rune of Air 60%

Dyvian Storm

For a description, see page 151 of the Elric of Melniboné rules.

Characteristics

STR 14
CON 16
DEX 17
SIZ 15
INT 13
POW 20
CHA 18

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/7
4-6	Left Leg	6/7
7-9	Abdomen	6/8
10-12	Chest	6/9
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Greatsword	106%	2D8+1D2	4/12
Lance	108%	1D10+4+1D2	4/10
Battle Axe	95%	1D6+1+1D2	3/8
Kite Shield	100%	1D6+1D2	10/18

Special Rules

Combat Actions: 3
Magic Points 20
Movement: 4m
Strike Rank: +16

Skills

Athletics 75%, Courtesy 65%, Dodge 70%, Language (Common) 100%, Language (High Speech) 75%, Language (Low Speech) 110%, Lore (Animal) 85%, Lore (Dragon) 90%, Lore (Imperial Court) 99%, Lore (Melniboné) 75%, Lore (Plant) 95%, Lore (World) 45%, Perception 52%, Resilience 68%, Riding (Dragon) 90%, Riding (Horse) 100%

Typical Armour

Melnibonéan Plate (-6% skill penalty)

Legendary Abilities

Battle Fury, Dead Eye, Heroic Aura, Loremaster, Poison Immunity

Pacts, Runes and Summonings

Pact (Dragon) 95%, Pact (Straasha) 10%
Rune of Water 20%

Dyvim Tvar

For a description, see page 151 of the Elric of Melniboné rules.

Characteristics

STR 14
CON 13
DEX 16
SIZ 15
INT 18
POW 15
CHA 21

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/6
4-6	Left Leg	6/6
7-9	Abdomen	6/7
10-12	Chest	6/8
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6

Weapons

Type	Weapon Skill	Damage	AP/HP
Greatsword	116%	2D8+1D2	4/12
Lance	118%	1D10+4+1D2	4/10
Battle Axe	105%	1D6+1+1D2	3/8
Kite Shield	99%	1D6+1D2	10/18

Special Rules

Combat Actions: 3
Magic Points: 15
Movement: 4m
Strike Rank: +17

Skills

Athletics 65%, Courtesy 75%, Dodge 77%, Influence 100%, Language (Common) 100%, Language (High Speech) 79%, Language (Low Speech) 114%, Lore (Animal) 95%, Lore (Dragon) 120%, Lore (Imperial Court) 104%, Lore (Melniboné) 85%, Lore (Plant) 90%, Lore (World) 70%, Perception 65%, Resilience 60%, Riding (Dragon) 101%, Riding (Horse) 110%

Typical Armour

Melnibonéan Plate (-6% skill penalty)

Legendary Abilities

Battle Fury, Dead Eye, Heroic Aura, Loremaster, Poison Immunity

Pacts, Runes and Summonings

Pact (Dragon) 100%

Doctor Jest

'The artist was tall and very thin, almost like a skeleton in his stained, white garments. His lips were thin, his eyes were slits, his fingers were thin, his hair was thin and the scalpel he held was thin, too, almost invisible save when it flashed in the light from the fire which erupted from a pit on the far side of the cavern. The artist was named Doctor Jest and the art he practiced was a performing art rather than a creative one (though he could argue otherwise with some conviction): the art of drawing secrets from those who kept them. Doctor Jest was the Chief Interrogator of Melniboné. He turned sinuously as Elric entered, the scalpel held between the thin thumb and the thin forefinger of his fight hand; he stood poised and expectant, almost like a dancer, and then bowed from the waist.'

— Elric of Melniboné

A master torturer; a true artist of pain in all its forms, Doctor Jest is obliging, obsequious, methodical, practical and utterly oblivious to the screams and cries of his works in progress. Given time and tools (of which he has plenty), no secret stays hidden from Doctor Jest's inquiring scalpels and calm, quiet technique. He likes to share his art, describing what he is doing as he does it and where possible, showing the subject the results. The lucky ones die quickly. The unlucky ones survive as permanent, insane exhibits of his work.

Characteristics

STR 9
CON 18
DEX 20
SIZ 10
INT 19
POW 19 (9 POW dedicated to Balaan)
CHA 9

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-16
4-6	Left Leg	-16
7-9	Abdomen	-17
10-12	Chest	-18
13-15	Right Arm	-15
16-18	Left Arm	-15
19-20	Head	-16

Weapons

Type	Weapon skill	Damage	AP/HP
Scalpel	200%	1D3	-13

Special Rules

Combat Actions: 4
Magic Points: 19
Movement: 4m
Strike Rank: +20

Skills

Artistic Expression (Mutilation) 175%, Courtesy 100%, Dodge 64%, Healing 95%, Influence 99%, Language (Common) 100%, Language (High Speech) 35%, Language (Low Speech) 110%, Lore (Animal) 105%, Lore (Plant) 95%, Lore (Imperial Court) 99%, Lore (Melniboné) 105%, Lore (Torture) 150%, Lore (World) 15%, Perception 95%, Persistence 90%, Resilience 84%

Legendary Abilities

Loremaster, Poison Immunity

Pacts, Runes and Summonings

Pact (Balaan) 70%
Rune of Man 80%, Rune of Purity 80%, Rune of Truth 90%, Rune of Woman 80%
Command 50%, Summoning Ritual (Demon of Desire) 40%, Summoning Ritual (Demon of Knowledge) 35%



Magum Colim

'Tall, old Admiral Magum Colim in his sea-green armour stepped forward and bowed. 'The golden battle-barges of Imrryr are ready to defend their city, my liege. It will take time, however, to manoeuvre them into position. It is doubtful if all will fit into the maze at once.'

— *Elic of Melniboné*

Magum Colim commands the Imperial fleet. At his disposal are the infamous Battlebarges of Melniboné; vast, golden-hulled war machines several storeys high. Secretly Magum Colim is sceptical of Elic's ability to rule but when the albino takes his year of wandering, it is Magum Colim who is left as regent.

Characteristics

STR 13
CON 15
DEX 16
SIZ 16
INT 17
POW 18 (6 POW dedicated to Straasha)
CHA 15

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/7
4-6	Left Leg	6/7
7-9	Abdomen	6/8
10-12	Chest	6/9
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Long spear	120%	1D10+1D2	2/10
Great Axe	112%	2D6+2+1D2	3/10
Bone Bow	105%	2D8+1D2	2/9

Special Rules

Combat Actions: 3

Magic Points: 17

Movement: 4m

Strike Rank: +17

Skills

Courtesy 100%, Dodge 84%, Healing 55%, Influence 99%, Language (Common) 100%, Language (High Speech) 45%, Language (Low Speech) 110%, Lore (Imperial Court) 99%, Lore (Melniboné) 110%, Lore (Straasha) 79%, Lore (World) 85%, Perception 87%, Persistence 86%, Resilience 80%

Typical Armour

Sea Green Melnibonéan Plate, inscribed with the Rune of Water

Legendary Abilities

Dead Eye, Poison Immunity

Pacts, Runes and Summonings

Pact (Straasha) 70%

Rune of Water 70%

Mordaga, the Sad Giant

'Mordaga was as tall as two men, but his back was slightly stooped. He had long, curling black hair and was clad in a deep blue smock, belted at the waist. Upon his great feet were simple leather sandals. His black eyes were full of a sorrow such as Moonglum had only seen before in Elric's eyes. Upon the sad giant's arm was a round shield which bore upon it the

eight amber arrows of Chaos. It was of a silvery green colour and very beautiful. He had no other weapons.'

'I know the prophecy,' he said in a voice that was like a lonely, roaring wind. 'But still I must seek to avert it. Will you take the shield and leave me in peace, human? I do not want death.'

— Stormbringer

Once a god, Mordaga dared to challenge his fellows and even the authority of the Cosmic Balance. As punishment he was banished to the earth, cursed to mortality, and to live with the knowledge that, one day, 'four men of fate' will come to take the Chaos Shield and his life. Mordaga is therefore a sorrowful, fearful, pathetic and doomed creature, testament – if any were needed – of the cruelty of the god realms.

His castle is hidden in the far north of the Young Kingdoms, a secret from even the nomads of the Sighing Desert. It lies at the top of a mountain, reached by stairs spiralling towards its summit. The castle has two lines of defence. The first, near the gates, is an ancient, semi-sentient tree capable of releasing its leaves to attack intruders. The leaves flood forth in waves, seeking out the living, and attach themselves. Every leaf causes a Hit Point of damage, if it contacts bare skin and also drains a point of POW. The tree can send forth a wave of 1D20 leaves per combat round, which hang lazily in the air, as if being blown by a gentle wind. The leaves have an attack ability of 40% and can be parried.

The second defence is more predictable: 150 human warriors, mercenaries perhaps, recruited to protect Mordaga from the 'four men of fate'. These warriors, compelled by whatever remains of Mordaga's god-hood, fight with little mercy.

Those who penetrate Mordaga's defences are greeted by the sorrowing giant. He is likely to heap any number of rewards on those who come to kill him and it can be presumed, perhaps, that his castle is well-stocked with treasures that will persuade even the hardest heart.

Should adventurers come seeking Mordaga and try to kill him, they will find he resists their blows. His destiny is to be slain only by the men of fate – and the man who delivers the fatal blow is Moonglum, who understands that fate cannot be denied.

Characteristics

STR 30
CON 25
DEX 13
SIZ 28
INT 19
POW 25
CHA 12

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/10
4-6	Left Leg	-/10
7-9	Abdomen	-/11
10-12	Chest	-/12
13-15	Right Arm	-/9
16-18	Left Arm	-/9
19-20	Head	-/10

Weapons

Type	Weapon Skill	Damage
None	– see the Castle defences, description on previous page.	

Special Rules

Combat Actions: 3
Magic Points: 25
Movement: 6m
Strike Rank: +16

Skills

Dodge 40%, Lore (Million Spheres) 80%, Perception 100%, Resilience 100%

Pacts, Runes and Summonings

None – he is a god doomed to mortality, after all. However Mordaga has the Chaos Shield, which can resist the forces of Chaos. See page 16 of the Enchantments section of the Pawns of Fate chapter.

Mysheila, Empress of the Dawn

For a description, see pages 156 - 157 of the Elric of Melniboné rules.

Characteristics

STR 12
CON 20
DEX 13
SIZ 10
INT 30
POW 40
CHA 30

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapons

Type	Weapon Skill	Damage
None		

Special Rules

Combat Actions: 3
Magic Points: 40
Movement: 4m
Strike Rank: +22

Skills

Dodge 60%, Influence 100%, Language (Common) 100%, Language (High Speech) 80%, Language (Low Speech) 100%, Lore (Law) 100%, Lore (Million Spheres) 90%, Perception 100%, Persistence 100%, Resilience 90%, Seduction 99%

Legendary Abilities

Empathic Wound, Heroic Aura, Immortal, Legendary Love (Aubec), Tireless

Pacts, Runes and Summonings

Myshella has apotheosized and serves the White Lords directly.

Runes (all at 100%): Alarm, Confinement, Hearing, Law, Light, Man, Passing, Protection, Purity, Sight, Truth, Woman

Command 95%, Summon Oonai 90%



Pence

OONE

For a description, see page 157 of the Elric of Melniboné rules.

Characteristics

STR 12
CON 14
DEX 13
SIZ 10
INT 18
POW 25
CHA 17

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/5
4-6	Left Leg	1/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	-/5

Weapons

Type	Weapon Skill	Damage	AP/HP
Rapier	75%	1D8	3/8

Special Rules

Combat Actions: 3
Magic Points: 25
Movement: 4m
Strike Rank: +16

Skills

Athletics 60%, Courtesy 80%, Dodge 75%, Dreamthief 120%, Language (Common) 100%, Language ('pande) 75%, Lore (Dream Realms) 100%, Lore (Million Spheres) 70%, Perception 86%, Persistence 65%, Resilience 60%

Typical Armour

Leather (-14% skill penalty)

Legendary Abilities

Empathic Wound

Pacts, Runes and Summonings

None

Rackhir

For a description, see page 157 of the Elric of Melniboné rules.

Characteristics

STR 18
CON 18
DEX 19
SIZ 14
INT 15
POW 17 (7 points dedicated to Vezhan)
CHA 17

Personalities

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/7
4-6	Left Leg	-/7
7-9	Abdomen	2/8
10-12	Chest	2/9
13-15	Right Arm	-/6
16-18	Left Arm	-/6
19-20	Head	1/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Longsword	108%	1D10+1D4	2/10
Longbow	180%	2D8+1D4	2/7

Special Rules

Combat Actions:	4
Magic Points:	17
Movement:	4m
Strike Rank:	+17

Skills

Athletics 75%, Dodge 90%, First Aid 92%, Language (Common) 90%, Language (High Speech) 73%, Language (Low Speech) 48%, Language ('pande) 100%, Lore (Chaos) 80%, Lore (Million Spheres) 32%, Lore (World) 79%, Perception 87%, Persistence 92%, Resilience 80%, Tracking 64%

Typical Armour

Leather jerkin and cap of deep scarlet (-4% skill penalty)

Legendary Abilities

Deadeye, Heroic Aura

Pacts, Runes and Summonings

Pact (Vezhan) 79%
Runes: Air 64%, Chaos 31%, Deception 42%, Earth 61%, Fire 44%

Gifts and Compulsions

Rune Mastery, Endurance
Unable to find rest or solace, Hunted by Chaos

Earl Saxif D'aan

A tall figure appeared at the top of the gang-plank. He had the fine features of a Melnibonéan nobleman, was thin, proud in his bearing, clad in voluminous robes of cloth-of-gold, an

elaborate helmet in gold and ebony upon his long, auburn locks. He had grey-blue eyes, pale, slightly flushed skin, and he carried, so far as Elric could see, no weapons of any kind.'

— *The Sailor on the Seas of Fate*

An ancestor of Elric's on his mother's side and supposedly dead for some 200 years, Saxif D'aan epitomises the casual cruelty of Melniboné. He fell in love with a human woman, who was herself in love with Prince Carolak, a half-Melnibonéan mercenary serving in Shazar. When she tried to escape with Carolak, D'aan caught her and had her broken and then flayed on a Wheel of Chaos, watching dispassionately. Before she told him she loved him. Remorse gripped Saxif D'aan and he exiled himself to a plane close to that of the earth, forever fearing Prince Carolak's revenge.

Elric encountered Saxif D'aan when he rescued Vasliss of Vilmir from the world of the blue sun beyond the Crimson Gate, who reminded D'aan of his murdered love. Finally Saxif D'aan's fears were realised when Prince Carolak returned from the limbo he had been consigned to.

It is possible others will encounter this tragic figure as he sails the seas of fate, trying to avoid his doom. His world can be reached via the Crimson Gate and he rules there, with scores of exiled pirates, from his castle, Fhaligarn.

Characteristics

STR	17
CON	15
DEX	16
SIZ	18
INT	17
POW	18 (10 POW dedicated to Pyaray)
CHA	12

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/7
4-6	Left Leg	-/7
7-9	Abdomen	-/8
10-12	Chest	-/9
13-15	Right Arm	-/6
16-18	Left Arm	-/6
19-20	Head	-/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Longsword	80%	1D10+1D4	2/10

Special Rules

Combat Actions:	3
Magic Points:	18
Movement:	4m
Strike Rank:	+17

Skills

Courtesy 97%, Dodge 64% , Influence 79%, Language (Common) 100%, Language (High Speech) 75%, Language (Low Speech) 117%, Lore (Imperial Court) 90%, Lore (Melniboné) 110%, Lore (World) 85%, Perception 77%, Persistence 65%, Resilience 50%

Pacts, Runes and Summonings

Pact (Pyaray) 63%
Runes: Chaos, Raising, Water
Command 80%, Summoning (Demon of Combat) 75%

Count Smiorgan Baldhead

For a description, see page 157 of the Elric of Melniboné rules.

Characteristics

STR	16
CON	16
DEX	15
SIZ	17
INT	14
POW	12
CHA	14

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/7
4-6	Left Leg	1/7
7-9	Abdomen	2/8
10-12	Chest	2/9
13-15	Right Arm	1/6
16-18	Left Arm	1/6
19-20	Head	2/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Battle Axe	95%	1D6+1+1D4	3/8
Bastardsword	90%	1D8+1D4	4/12

Special Rules

Combat Actions:	3
Magic Points:	12
Movement:	4m
Strike Rank:	+14

Skills

Athletics 61%, Dodge 86%, Influence 95%, Language (Common) 100%, Language ('pande) 15%, Lore (Sea) 115%, Lore (World) 77%, Perception 70%, Persistence 62%, Resilience 74%, Shiphandling 140%, Stealth 48%, Survival 65%

Typical Armour

Leather and a metal skullcap (-14% skill penalty)

Legendary Abilities

Decapitating Strike

Theleb K'aarna

For a description, see page 158 - 159 of the Elric of Melniboné rules.

Characteristics

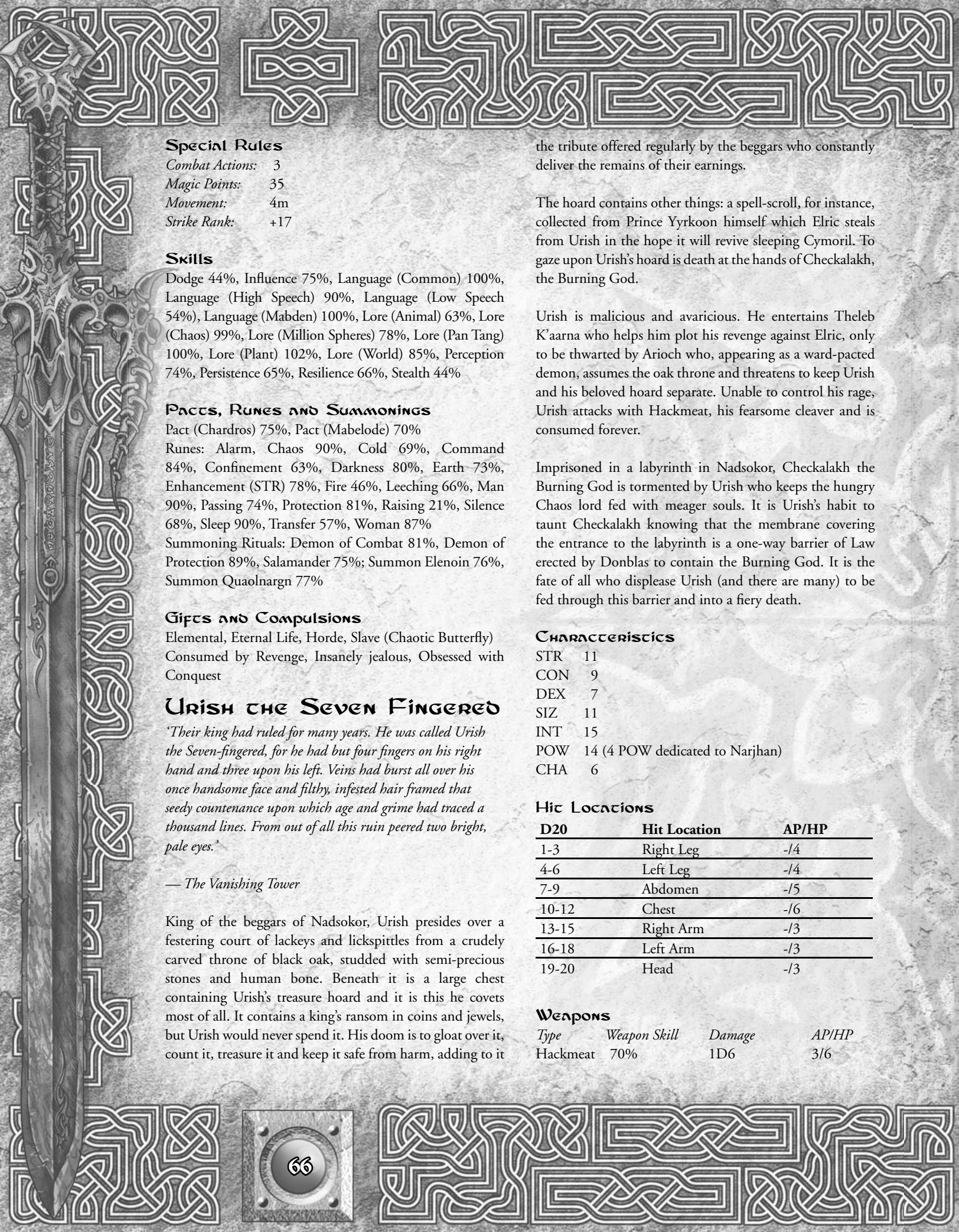
STR	12
CON	11
DEX	12
SIZ	16
INT	22
POW	35 (10 POW dedicated to Chardros, and 10 POW dedicated to Mabelode)
CHA	14

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapons

Type	Weapon Skill	Damage
Dagger	75%	1D4+1+1D2



Special Rules

Combat Actions: 3
Magic Points: 35
Movement: 4m
Strike Rank: +17

Skills

Dodge 44%, Influence 75%, Language (Common) 100%, Language (High Speech) 90%, Language (Low Speech 54%), Language (Mabden) 100%, Lore (Animal) 63%, Lore (Chaos) 99%, Lore (Million Spheres) 78%, Lore (Pan Tang) 100%, Lore (Plant) 102%, Lore (World) 85%, Perception 74%, Persistence 65%, Resilience 66%, Stealth 44%

Pacts, Runes and Summonings

Pact (Chardros) 75%, Pact (Mabelode) 70%
Runes: Alarm, Chaos 90%, Cold 69%, Command 84%, Confinement 63%, Darkness 80%, Earth 73%, Enhancement (STR) 78%, Fire 46%, Leeching 66%, Man 90%, Passing 74%, Protection 81%, Raising 21%, Silence 68%, Sleep 90%, Transfer 57%, Woman 87%
Summoning Rituals: Demon of Combat 81%, Demon of Protection 89%, Salamander 75%; Summon Elenoin 76%, Summon Quolnargn 77%

Gifts and Compulsions

Elemental, Eternal Life, Horde, Slave (Chaotic Butterfly)
Consumed by Revenge, Insanely jealous, Obsessed with Conquest

Urish the Seven Fingered

'Their king had ruled for many years. He was called Urish the Seven-fingered, for he had but four fingers on his right hand and three upon his left. Veins had burst all over his once handsome face and filthy, infested hair framed that seedy countenance upon which age and grime had traced a thousand lines. From out of all this ruin peered two bright, pale eyes.'

— The Vanishing Tower

King of the beggars of Nadsokor, Urish presides over a festering court of lackeys and lickspittles from a crudely carved throne of black oak, studded with semi-precious stones and human bone. Beneath it is a large chest containing Urish's treasure hoard and it is this he covets most of all. It contains a king's ransom in coins and jewels, but Urish would never spend it. His doom is to gloat over it, count it, treasure it and keep it safe from harm, adding to it

the tribute offered regularly by the beggars who constantly deliver the remains of their earnings.

The hoard contains other things: a spell-scroll, for instance, collected from Prince Yyrkoon himself which Elric steals from Urish in the hope it will revive sleeping Cymoril. To gaze upon Urish's hoard is death at the hands of Checkalakh, the Burning God.

Urish is malicious and avaricious. He entertains Theleb K'aarna who helps him plot his revenge against Elric, only to be thwarted by Arioch who, appearing as a ward-pacted demon, assumes the oak throne and threatens to keep Urish and his beloved hoard separate. Unable to control his rage, Urish attacks with Hackmeat, his fearsome cleaver and is consumed forever.

Imprisoned in a labyrinth in Nadsokor, Checkalakh the Burning God is tormented by Urish who keeps the hungry Chaos lord fed with meager souls. It is Urish's habit to taunt Checkalakh knowing that the membrane covering the entrance to the labyrinth is a one-way barrier of Law erected by Donblas to contain the Burning God. It is the fate of all who displease Urish (and there are many) to be fed through this barrier and into a fiery death.

Characteristics

STR 11
CON 9
DEX 7
SIZ 11
INT 15
POW 14 (4 POW dedicated to Narjhan)
CHA 6

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/3

Weapons

Type	Weapon Skill	Damage	AP/HP
Hackmeat	70%	1D6	3/6



Special Rules

Combat Actions: 2
Magic Points: 14
Movement: 4m
Strike Rank: +11

Skills

Athletics 44%, Dodge 56%, Influence 75%, Language (Common) 90%, Language (Opish) 57%, Lore (Beggars) 110%, Lore (World) 55%, Perception 95%, Persistence 49%, Resilience 44%

Pacts, Runes and Summonings

Pact (Narjhan) 54%

Gifts and Compulsions

Commands the Burning God
Obsessed with his treasure hoard

Queen Yishana

For a description, see page 159 of the Elric of Melniboné rules.

Characteristics

STR 11
CON 12
DEX 14
SIZ 11
INT 16
POW 14
CHA 17

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapons

Type	Weapon Skill	Damage	AP/HP
Dagger	70%	1D4+1	4/6
Rapier	68%	1D8	3/8

Special Rules

Combat Actions: 3
Magic Points: 14
Movement: 4m
Strike Rank: +15

Skills

Athletics 60%, Courtesy 75%, Dodge 40%, Influence 100%, Language (Common) 100%, Lore (Law) 78%, Perception 100%, Persistence 64%, Resilience 60%, Seduction 92%



Jhary-a-Conel

Elric turned and to his surprise saw a small man whose sharp, merry features were shadowed by an enormous turban of yellow silk. This headdress, at least as wide as the man's shoulders, was decorated with a pin containing a great green gem and from it sprouted several peacock feathers. He seemed to be wearing many layers of clothing, all highly coloured, of silk and linen, including an embroidered waistcoat and a long jacket of beautifully stitched blue patchwork, each shade

subtly different from the one next to it. On his legs were baggy trousers of red silk and his feet sported curling slippers of green and yellow leather. The man was unarmed, but his hands he held a startled black and white cat upon whose back were folded a pair of silky black wings.'

— *The Fortress of the Pearl*

Jhary-a-Conel is an incarnation of the Eternal Companion. A jolly, witty, optimistic man who is well traveled throughout the Multiverse, even if he sometimes fails to recall precisely where he has been, who he has accompanied and what he has been called. He dresses in a way he believes to be acceptable anywhere in the Million Spheres and is somewhat vain about his appearance but is never arrogant. He is always polite, charming and a faithful friend.

Jhary appears whenever there is a need for the agenda of the Cosmic Balance to be served. This means he can appear to anyone engaged in that agenda, Eternal Champion or otherwise. His presence might be short-lived, his companionship being available only for a brief period to give advice or physical assistance in the shape of his cat, Whiskers. At other times he might remain in the company of those he aids for days, weeks or months – until the Cosmic Balance decides to send him elsewhere.

If it comes to a fight, Jhary is happy to participate, although he is not the most skilled combatant. Often Whiskers is employed to neutralize a threat, although the threat must be unusually robust for Jhary to command Whiskers into the fray.

For some strange reason, Jhary is prone to capture and imprisonment – usually because he has said or done the wrong thing, quite in error and never with the intention of giving offence.

CHARACTERISTICS

STR 11
CON 13
DEX 15
SIZ 11
INT 17
POW 25
CHA 18

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	1/6
4-6	Left Leg	1/6
7-9	Abdomen	1/7
10-12	Chest	1/8
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	1/6

WEAPONS

Type	Weapon Skill	Damage	AP/HP
Dagger	60%	1D4+1D2	4/6
Rapier	60%	1D8+1D2	3/8

SPECIAL RULES

Combat Actions: 3
Magic Points: 25
Movement: 4m
Strike Rank: +13

SKILLS

Athletics 60%, Courtesy 90%, Dodge 60%, Influence 95%, Language (Common) 100%, Lore (Multiverse) 150%, Mechanisms 85%, Perception 100%, Persistence 90%, Resilience 70%

TYPICAL ARMOUR

Baggy, gaudy clothing for 1 point. Jhary suffers no skill penalty for his clothing.

PACTS, RUNES AND SUMMONINGS

Cosmic Balance 120%

GIFTS AND COMPULSIONS

Eternal Companion, Traveller of the Million Spheres, Whiskers
Extremely fond of his hat. Prone to being captured and taken prisoner.

WHISKERS, JHARY-A-CONEL'S CAT

A small, black and white cat with sleek, black wings sprouting from its shoulder blades. Whiskers is utterly loyal to Jhary-a-Conel and maintains an empathic bond with him at all times. Whiskers can fly and is seemingly fearless, attacking enemies much larger than himself. When

faced with an enemy that needs defeating quickly, Whiskers can increase to SIZ 50 (with STR increasing at the same rate), swallowing whole anything of SIZ 45 or less. It takes Whiskers 1 Combat Action to swell 10 points in SIZ.

Characteristics

STR 3 - 50
CON 7
DEX 18
SIZ 3 - 50
INT 6
POW 12
CHA 13

Hit Locations

D20	Hit Location	AP/HP
1	Right Front Leg	-/2
2	Left Front Leg	-/2
3-4	Forequarters	-/4
5-6	Hndquarters	-/3
7-11	Right Wing	-/2
12-17	Left Wing	-/2
18	Right Rear Leg	-/2
19	Left Rear Leg	-/2
20	Head	-/3

Note: the Hit Points above are for normal size. They increase by 1 point for every 5 points of SIZ.

Weapons

Type	Weapon Skill	Damage	AP/HP
Bite	40%	1D6 (Damage Modifier depends on Whisker's STR+SIZ)	2/-
Scratch	60%	1D3	2/-
Swallow	80%	Digestion	2/-

Special Rules

Combat Actions: 3
Magic Points: 12
Movement: 6m on the ground and in the air
Strike Rank: +9
Traits: Night Sight, Flight, Formidable Natural Weapons

Skills

Athletics 60%, Dodge 40%, Resilience 46%, Perception 55%, Stealth 65%, Survival 50%

Terarn Gashtek

'A plague had smitten Eshmir and the locust had stripped her of her beauty. Both plague and locust went by the same name—Terarn Gashtek, Lord of the Mounted Hordes, sunken-faced carrier of destruction; Terarn Gashtek, insane blood-drawer, the shrieking flame bringer. And that was his other name—Flame Bringer.'

— The Flame Bringer

A nomad warlord of Okara Terarn Gashtek delivers destruction and cruelty to the Unknown East on an unprecedented scale when he marauds through the region intent on complete conquest. He is greedy, avaricious and bent on wiping the existing civilizations from existence. With his prisoner, the sorcerer Drinij Bara, to supplement the immense barbarian horde he commands, only Elric stands between Gashtek and the destruction of the Young Kingdoms.

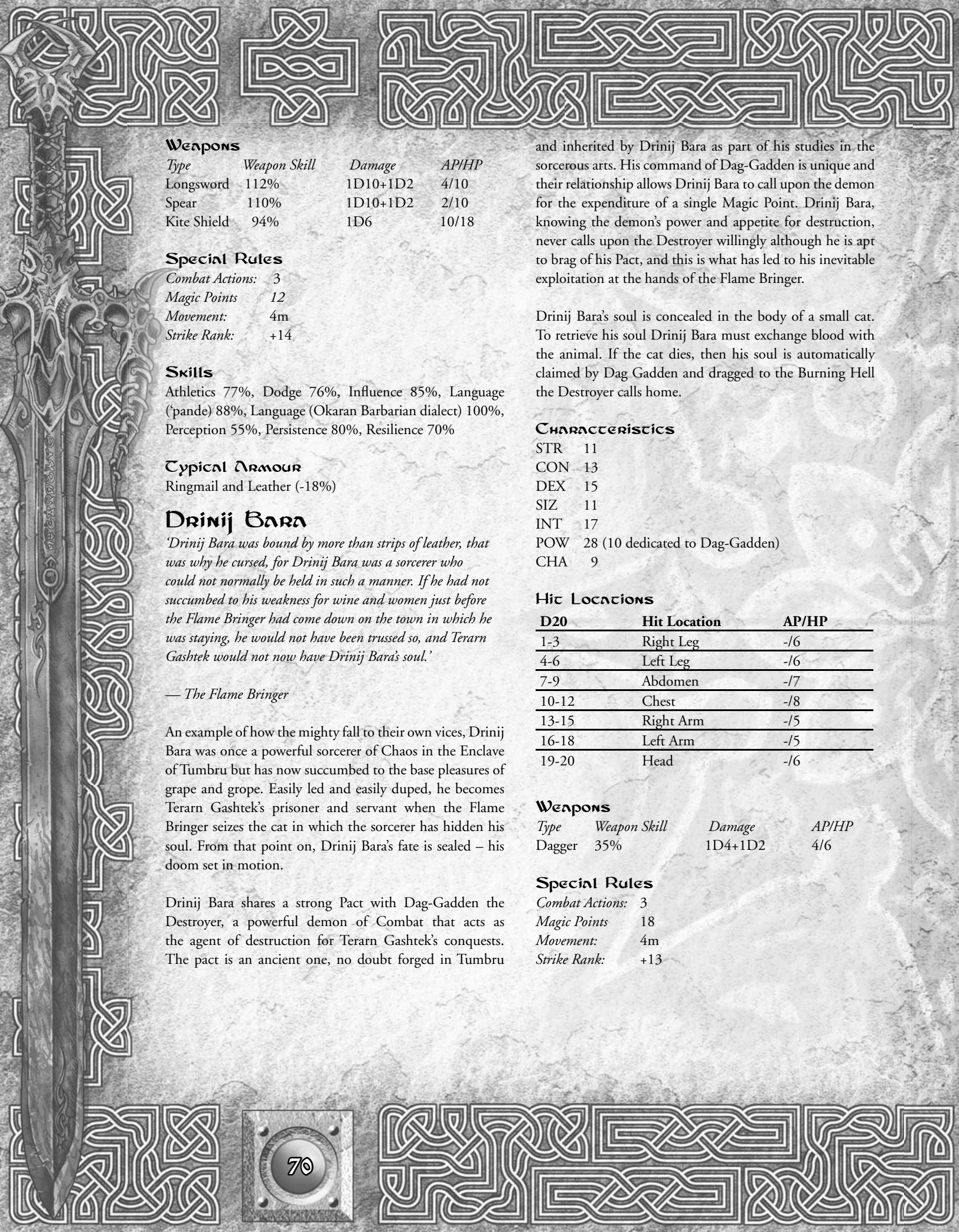
Gashtek is not driven by notions of wealth or glorious empire – solely by thoughts of carnage and destruction. He does not build, does not nurture and treats the trappings of civilization with utter hatred and contempt. Even amongst his own people he is considered cruel and vicious, although many lesser warlords of the Okaran steppe are ready to ally themselves with his banner rather than face his wrath.

Characteristics

STR 15
CON 16
DEX 14
SIZ 14
INT 13
POW 10
CHA 11

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/6
4-6	Left Leg	1/6
7-9	Abdomen	3/7
10-12	Chest	3/8
13-15	Right Arm	3/5
16-18	Left Arm	3/8
19-20	Head	5/6



Weapons

Type	Weapon Skill	Damage	AP/HP
Longsword	112%	1D10+1D2	4/10
Spear	110%	1D10+1D2	2/10
Kite Shield	94%	1D6	10/18

Special Rules

Combat Actions:	3
Magic Points	12
Movement:	4m
Strike Rank:	+14

Skills

Athletics 77%, Dodge 76%, Influence 85%, Language ('pande) 88%, Language (Okaran Barbarian dialect) 100%, Perception 55%, Persistence 80%, Resilience 70%

Typical Armour

Ringmail and Leather (-18%)

Drinij Bara

'Drinij Bara was bound by more than strips of leather, that was why he cursed, for Drinij Bara was a sorcerer who could not normally be held in such a manner. If he had not succumbed to his weakness for wine and women just before the Flame Bringer had come down on the town in which he was staying, he would not have been trussed so, and Terarn Gashtek would not now have Drinij Bara's soul.'

— The Flame Bringer

An example of how the mighty fall to their own vices, Drinij Bara was once a powerful sorcerer of Chaos in the Enclave of Tumbru but has now succumbed to the base pleasures of grape and grope. Easily led and easily duped, he becomes Terarn Gashtek's prisoner and servant when the Flame Bringer seizes the cat in which the sorcerer has hidden his soul. From that point on, Drinij Bara's fate is sealed – his doom set in motion.

Drinij Bara shares a strong Pact with Dag-Gadden the Destroyer, a powerful demon of Combat that acts as the agent of destruction for Terarn Gashtek's conquests. The pact is an ancient one, no doubt forged in Tumbru

and inherited by Drinij Bara as part of his studies in the sorcerous arts. His command of Dag-Gadden is unique and their relationship allows Drinij Bara to call upon the demon for the expenditure of a single Magic Point. Drinij Bara, knowing the demon's power and appetite for destruction, never calls upon the Destroyer willingly although he is apt to brag of his Pact, and this is what has led to his inevitable exploitation at the hands of the Flame Bringer.

Drinij Bara's soul is concealed in the body of a small cat. To retrieve his soul Drinij Bara must exchange blood with the animal. If the cat dies, then his soul is automatically claimed by Dag Gadden and dragged to the Burning Hell the Destroyer calls home.

Characteristics

STR	11
CON	13
DEX	15
SIZ	11
INT	17
POW	28 (10 dedicated to Dag-Gadden)
CHA	9

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapons

Type	Weapon Skill	Damage	AP/HP
Dagger	35%	1D4+1D2	4/6

Special Rules

Combat Actions:	3
Magic Points	18
Movement:	4m
Strike Rank:	+13



Skills

Athletics 41%, Dodge 36%, Language ('pande) 100%, Language (High Speech) 90%, Lore (Multiverse) 38%, Perception 54%, Persistence 64%, Resilience 60%

Pacts, Runes and Summonings

Dag Gadden 90% (10 points of Dedicated POW)
Alarm 68%, Chaos 75%, Concealment 89%, Dissolution 61%, Reflection 72%
Dag-Gadden 90%, Command Dag-Gadden 90%

Dag-Gadden the Destroyer (12 point Demon of Combat)

'The sorcerer produced a handful of powder from his belt pouch and hurled it into the air where it became first a gas, then a flickering ball of flame and finally a face, a dreadful unhuman face, formed in the flame. 'Dag-Gadden the Destroyer,' intoned Drinij Bara, 'you are sworn to our ancient pact—will you obey me?'

'I must, therefore I will. What do you command?'

'That you obliterate the walls of this town and so leave the men inside naked, like crabs without their shells.'

'My pleasure is to destroy and destroy I shall.'

— The Flame Bringer

A powerful demon addicted to the pleasures of sheer destruction, Dag-Gadden is a very special summoning known only to a handful of the Warrior Priests of Chaos in the Unknown East. He shares a powerful pact with Drinij Bara. When summoned it must be commanded to destroy; it will not act otherwise. When it manifests, Dag-Gadden is a flaming wind of pure demolition, rending everything in its wake and Dag-Gadden can manifest either as an ethereal wind of destruction with no physical form or as a solid,

monstrously-faced human, wreathed in fire. It can change from physical to ethereal form over the course of 2 combat rounds. In this form, it is invulnerable to mundane physical attacks but can be harmed by other demons and elementals that do not rely on physical damage.

Characteristics

STR 63
CON 55
DEX 31
SIZ 45 (45 cubic metres in ethereal form)
INT 16
POW 36
CHA 5

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/20
4-6	Left Leg	-/20
7-9	Abdomen	-/21
10-12	Chest	-/22
13-15	Right Arm	-/19
16-18	Left Arm	-/19
19-20	Head	-/20

Weapons

Type	Weapon Skill	Damage	AP/HP
Breathe/Throw Fire	189%	10D8	4/6

Skills

Athletics 93%, Dodge 93%, Persistence 118%, Resilience 115%, Unarmed 189%

Typical Armour

Dag-Gadden radiates incessant heat that causes 1D4 points of damage per combat round to all materials coming within four metres it.



DENIZENS OF THE MILLION SPHERES

This chapter examines creatures and monsters encountered by Elric during his travels across the Young Kingdoms and beyond. It takes the opportunity to delve a little deeper into the origins and motivations of these creatures, hopefully to provide ideas for using them effectively in Elric of Melniboné campaigns instead of as simple sword-fodder for impulsive heroes.

AGAK AND GAGAK

'The Captain smiled. 'A brother and a sister. Sorcerers from quite another universe than ours...'

'And possessing great power, they crave for more - for all the power that there is in our universe. These beings are amoral in a way in which the Lords of Law or Chaos are not. They do not fight for influence upon the Earth... their only wish is to convert the essential energy of our universe to their own uses. I believe they foster some ambition in their particular universe which would be furthered if they could achieve their wish.'

— *The Sailor on the Seas of Fate*

Sibling sorcerers from a universe that exists outside the Million Spheres, Agak and Gagak seek the power to feed on entire planes of existence, absorbing its energy and assimilating it with their own, mutable form. In their own universe, Agak and Gagak are not especially powerful beings; however they are ambitious and seek to rule their home universe completely, supplanting and dominating whatever unearthly powers rule there.

So it is that Agak and Gagak have quested into the Million Spheres, seeking the very heart of the Multiverse so that they might feast upon its energy and then return to their own universe as creatures of limitless power. Their quest has taken aeons in the reckoning of humankind and it has involved Agak and Gagak scouring whole worlds in search of the very centre of the Million Spheres. In each world they have visited they have assumed very different

forms, sometimes posing as gods, sometimes posing as mere mortals. In each realm they have adopted a similar strategy: to identify those who have some inkling of the nature of the Multiverse or who have access to such powers and to make them into agents, servants or slaves of their agenda. They make hollow promises in return; promises of power and blasphemous knowledge; promises of kingdoms and empires. Many have succumbed to the beguilement, for Agak and Gagak are arch manipulators, easily able to offer tangible demonstrations of their powers that ensnare the greedy and weak of mind but strong of ambition. The fate of those who serve Agak and Gagak is similar; to be used and then discarded, left poor, insane, unfulfilled or dead. Once they have a little more knowledge – enough to advance their search a little further – the sorcerers depart, leaving behind them destruction and madness

With each plane plundered thus, the sorcerers draw a little closer to the centre of the Multiverse. This realm is an island, afloat in the sea that laps at the shores of all planes in the Million Spheres and once it was home to a great empire and civilisation. The city at the heart of the Multiverse has had many names; Karadur, Spharain and some claim, Tanelorn. By the time Agak and Gagak find it, it is a ruin, abandoned by those who dwelt there, warned, perhaps, of the sorcerers' impending arrival and having both the good sense and means to flee. Once they have reached the ruins of the city, Agak and Gagak assume part of its form, shaping themselves into twin, semi-organic buildings, connected by wires, tubes and organic tendrils. Then they sleep and dream, all the while consolidating the power they have absorbed in their travels through the Multiverse, preparing the final act that will suck every scrap of energy from it, dooming everything to oblivion.

However, this lies in the future – or *a* future. For now, Agak and Gagak are at large in the Multiverse, travelling from one plane to another, furthering their knowledge and feeding on the fools who would help them. They have visited the Young Kingdoms; they assisted the Dharzi and their influence

spurred the Beast Men to make war on Melniboné. They sought the counsel of Cran Liret, the Spell Thief and showed him how to build his Chaos Engines. Posing as humble merchants they visited Pan Tang and schooled a young, ambitious sorcerer known as Theleb K'aana in magics that even the Lords of Chaos do not comprehend. With every interaction they have gained a little more knowledge and sowed the seeds of further evil and destruction in reward. They masqueraded as gods, demons and lovers and if any Young Kingdoms scholar were to investigate all the myriad fragments of their passing, he would be able to decipher a little of their ultimate plan and goal.

In the future – or rather *a* future – when they have found Karadur's remains, it will take the Blind Captain and his mute steersman to assemble a group of heroes from across the Multiverse to face Agak and Gagak once and for all. Their battle with the sorcerers, shaped like cities, will go unnoticed in the Young Kingdoms. However, those who have, perhaps, sold a little of their soul to Agak and Gagak, will feel their demise and be driven both insane and vengeful as a result. Through their actions the Cosmic Balance will tip a little further towards the powers of Chaos and disorder, bringing the end of the Young Kingdoms a little nearer...

In the Million Spheres, Agak and Gagak have powers equivalent to gods and can assume any form they choose. *Elric of Melniboné* characteristics are therefore largely redundant, as they are essentially immortal and can only be slain by the Four Who Are One. However, they are *not* gods and take physical shape so that they can interact with those who might serve their agenda somehow. Characteristics for both of them are below if the need for them should arise. In their natural form – that assumed in their own universe – they are city-sized accretions of flesh and tendrils, each possessed of an immense, eight-sided, multicoloured eye. Viewing them in this form costs 2D8 Insanity Points (see page 20)

Characteristics

	Agak (male)	Gagak (female)
STR	21	18
CON	21	21
DEX	21	21
SIZ	18	18
INT	30	40
POW	90	90
CHA	18	21

Agak and Gagak Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/8
4-6	Left Leg	-/8
7-9	Abdomen	-/9
10-12	Chest	-/10
13-15	Right Arm	-/7
16-18	Left Arm	-/7
19-20	Head	-/8

Agak and Gagak can be damaged normally by physical attacks but can resume another physical form, of whatever size, strength or shape they desire, within 1D8 hours.

Note that Gagak, the sister, is especially afraid of contagion and disease. No earthly disease can harm her but she has a psychological fear of illness that manifests as an obsessive compulsive need for absolute cleanliness and hygiene. She actively fears anyone who displays signs or symptoms of illness.

Weapons

Agak and Gagak do not rely on physical attacks but instead rely on psychic dominance to achieve their ends. Those who they wish to control or who threaten them, must make an Opposed Persistence test against Agak or Gagak's Persistence. If either sorcerer succeeds critically, then the victim is completely enthralled and obeys every command or suggestion without question and cannot break free of the domination unless the sorcerer permits it. If the test is a simple success, then Agak or Gagak must spend 1 Magic Point each day to keep control of the victim. Once per day the victim is allowed to make a further Opposed Persistence test to break free of the control. Agak and Gagak can control as many victims simultaneously as they wish, as long as they have the Magic Points to do so. Once the sorcerers have relaxed their mental domination, the victim loses a point of INT for every Magic Point Agak or Gagak spent in controlling them and gain 1D4 Insanity Points (see Insanity on page 20). Note that the sorcerers only rely on psychic domination if someone they need refuses to help willingly or threatens them in some way.

Special Rules

Combat Actions: 4

Magic Points: 90

Movement: 4m

Strike Rank: +25

Traits: Psychic Domination, Planar Travel (see overleaf)

Skills

Dodge 60%, Language (High Speech) 95%, Lore (Home Universe) 100%, Lore (Million Spheres) 60%, Perception 90%, Persistence 120%, Resilience 120%

Sorcery

Agak and Gagak know all Runes at 95%.

Each sorcerer can step into another plane of existence simply by willing it but must make a successful Persistence test to complete the transition. They have no control over which plane they arrive in.

If changing into some different physical form, it takes a number of Combat Actions equal to the SIZ of whatever it is they are assuming to complete. They can take no other actions during this time and must drop any psychic domination they have operating.

Games Masters are encouraged to give Agak and Gagak whatever sorcerous powers are necessary for them to complete their agenda and locate the centre of the Multiverse.

Worshipping Agak and Gagak

Some have and some will, recognise the sorcerers as gods and offer them worship. It is perfectly possible to do so and a Pact can be established with either or both, in the usual way. Any POW dedicated to Agak and Gagak immediately adds to the sorcerers' POW characteristic.

In a bid to emulate gods, Agak and Gagak offer gifts in the form of knowledge of the Runes and the true nature of the Multiverse. The Compulsion a worshipper receives is always 1D8 Insanity Points.

BABOON

'He saw a red mouth, yellow fangs, orange fur. Then the growling sounded and the beast sprang at him even as he raised Stormbringer to defend himself and shouted a warning to the others. The creature was a baboon, but huge, and there were at least a dozen others following the first.'

— *The Sailor on the Seas of Fate*

Baboons are found across the Young Kingdoms, from the jungles of Oin, across the steppes of Dorel, and even as far north as the Weeping Waste. They are even used in the service of the sorcerers Agak and Gagak. They have long dog-like muzzles, close-set eyes, heavy powerful jaws, thick fur (except on the muzzle), a short tail and rough spots on their protruding hindquarters. Some males also have a large, white mane. Baboons are ground dwellers and are found in plains, open woodland and hills. They are omnivorous foragers and active throughout the day and night. They have been known to raid human settlements and in the Weeping Waste and Dorel, males are hunted for the prized white mane.

Characteristics

STR	3D6+6	(17)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	3D6+12	(23)
INT	6	(6)
POW	3D6	(11)
CHA	6	(6)

Baboon Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-17
4-6	Left Leg	-17
7-9	Abdomen	-18
10-12	Chest	-19
13-15	Right Arm	-16
16-18	Left Arm	-16
19-20	Head	-17

Weapons

Type	Weapon Skill	Damage
Bite	35%	1D6+1D6
Fist	45%	1D4+1D6

Special Rules

Combat Actions: 3

Movement: 4m on the ground, 5m in the trees

Strike Rank: +11

Skills

Athletics 95%, Dodge 45%, Perception 30%, Resilience 52%, Stealth 55%, Survival 45%, Tracking 40%



Bear

The most common bear of the Young Kingdoms is similar to the Kodiak and they are found across the world, generally in hilly, heavily forested regions. Fur colour varies from the black of the Jharkorian and Dharijorian species, through to the prized Golden bears of Ilmiora and the pure-white of the Lormyrian pine valleys. A big, powerful predator with each limb ending in a clawed paw, bears tend to be solitary but travel over large territories in search of food, remembering the details of the landscape they cover. They use their excellent memories to return to locations where food was plentiful in past years or seasons. Most bears are able to climb trees to chase prey or gain access to additional vegetation.

Characteristics

STR 3D6+15 (26)
CON 2D6+6 (13)
DEX 3D6 (11)
SIZ 3D6+15 (26)
INT 5 (5)
POW 3D6 (11)
CHA 5 (5)

Bear Hit Locations

D20	Hit Location	AP/HP
1-2	Right Rear Leg	3/8
3-4	Left Rear Leg	3/8
5-7	Abdomen	3/9
8-10	Chest	3/10
11-13	Right Front Leg	3/8
14-16	Left Front Leg	3/8
17-20	Head	3/8

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D8+1D12
Claw	50%	1D6+1D12

Special Rules

Combat Actions: 2
Movement: 6m
Strike Rank: +8

Skills

Athletics 60%, Perception 50%, Resilience 53%, Stealth 15%, Survival 60%, Tracking 25%

Typical Armour

Tough Hide (AP 3, no Skill Penalty)

Boar

Boars are widespread. Tall, powerful wild pigs with wickedly curved tusks, often with a sharp ridge of prickly fur along the length of the back. They live in forested regions and are natural foragers. Typically they are found in groups of 15-20, usually with at least one sow with piglets. If disturbed, boars are fast and dangerous, goring with their powerful tusks and using their full weight in a charging attack.

Characteristics

STR 3D6+6 (17)
CON 2D6+9 (16)
DEX 3D6 (11)
SIZ 2D6+3 (10)
INT 5 (5)
POW 3D6 (11)
CHA 5 (5)

Boar Hit Locations

D20	Hit Location	AP/HP
1-2	Right Rear Leg	2/6
3-4	Left Rear Leg	2/6
5-7	Hindquarters	2/7
8-10	Forequarters	2/8
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/6

Weapons

Type	Weapon Skill	Damage
Tusk	45%	1D6+1D2

Special Rules

Combat Actions: 2

Movement: 4m

Strike Rank: +8

Skills

Athletics 25%, Dodge 55%, Perception 50%, Resilience 45%, Stealth 55%, Survival 50%, Tracking 25%

Typical Armour

Hide (AP 2, no Skill Penalty)

Camel

Camels are found in the Sighing Desert, the Weeping Waste and across the Unknown East. Sure-footed beasts of burden, with a strange, swaying gait and the traditional hump (or two, for the Bactrian variety), camels have enormous stamina and when pressed by a skilled rider, can rise to a charge that is every bit as formidable as that of a war horse. Camels are notoriously stubborn, requiring anyone other than a trusted rider or owner to make a Lore (Animal) test to gain the camel's trust before it can be encouraged to do anything. If this test is failed, the camel may either kick or spit, depending on its mood and the degree of the Lore (Animal) failure.

Characteristics

STR	4D6+20	(34)
CON	2D6+15	(22)
DEX	2D6+6	(13)
SIZ	4D6+25	(39)
INT	5	(5)
POW	3D6	(11)
CHA	5	(5)

Camel Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	1/12
3-4	Left Hind Leg	1/12
5-7	Hindquarters	1/13
8-10	Forequarters	1/14
11-13	Right Front Leg	1/11
14-16	Left Front Leg	1/11
17-20	Head	1/12

Weapons

Type	Weapon Skill	Damage
Kick	35%	1D8+2D8

Special Rules

Combat Actions: 3

Movement: 5m

Strike Rank: +9

Skills

Athletics 40%, Dodge 35%, Perception 30%, Resilience 40%, Stealth 20%, Survival 90%,

Typical Armour

Hide (AP 1, no Skill Penalty)

Crocodile

Crocodiles are found in the warm rivers of Oin and Yu, the marshes of the Silent Lands and the murky waters of the many small rivers threading their way through the Forest of Troos. Crocodiles are stealthy killers, cutting silently through the water towards the prey and then exploding in a flurry of spray, teeth and tail to seize the victim and haul it into the water. When a crocodile in the water bites its victim, it holds on and spins around, attempting to tear away a large chunk of flesh. This attack is automatically successful, assuming of course the crocodile succeeds on the initial attack and inflicts damage equal to the crocodile's Damage Modifier each round to the bitten location. Armour offers no defence. A crocodile on land is unable to use this attack, although it can still bite.

Characteristics

STR	8D6+12	(40)
CON	6D6+8	(29)
DEX	2D6	(7)
SIZ	8D6+12	(40)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Crocodile Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	7/13
4	Right Hind Leg	7/13
5	Left Hind Leg	7/13
6-9	Hindquarters	7/14
10-14	Forequarters	7/19
15	Right Front Leg	7/12
16	Left Front Leg	7/12
17-20	Head/Neck	7/13

Weapons

Type	Weapon Skill	Damage
Bite	50%	1D8+2D8

Special Rules

Combat Actions: 2

Movement: 4m, 6m in water

Strike Rank: +5

Skills

Athletics 90%, Perception 50%, Resilience 80%, Stealth 50%

Typical Armour

Thick Hide (AP 7, no Skill Penalty)

Dog

Dogs are found across the Young Kingdoms. Melniboné breeds huge hunting hounds and the plains tribes of Dorel and the Weeping Waste breed smaller, more agile varieties built for endurance and their ability to enter the bush easily to flush-out small game. In Nadsokor, mange-riddled curs seem to outnumber the shabby populace considerably.

These statistics are for a small hunting dog or guard dog. Larger animals are bred for war; such beasts can be more than twice as big and strong as these animals.

Characteristics

STR	1D6+1	(5)
CON	3D6	(11)
DEX	2D6+6	(13)
SIZ	1D6	(4)
INT	5	(5)
POW	1D6+6	(10)
CHA	5	(5)

Dog Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	-/3
3-4	Left Hind Leg	-/3
5-7	Hindquarters	-/4
8-10	Forequarters	-/5
11-13	Right Front Leg	-/2
14-16	Left Front Leg	-/2
17-20	Head	-/3

Weapons

Type	Weapon kill	Damage
Bite	40%	1D6-1D6

Special Rules

Combat Actions: 3

Movement: 6m

Strike Rank: +9

Traits: Night Sight

Skills

Athletics 60%, Dodge 30%, Perception 55%, Resilience 60%, Stealth 45%, Survival 30%, Tracking 75%

Devil Lizards of Pan Tang

'Behind them, instantly observable, came the Devil Riders of Pan Tang on their six-legged reptilian mounts, bred by sorcery it was said. Swarthy and with introspective expressions on their sharp faces, they carried long, curved sabres, naked at their belts.'

— Stormbringer

The six-legged reptilian mounts of Pan Tang's cavalry are fast, strong and as vicious as their riders. Covered in a layer of thick, armoured scale and with narrow-snouted jaws filled with row upon row of razor-sharp teeth, these beasts are a hybrid of earth-born reptile and chaotic sorcery.

They are bred with two purposes in mind: to obey their riders and to kill without compunction. The six legs give them speed and stability but they are capable of rearing up to attack with the two front legs, to lash-out with the hind, to snap shields, swords and skulls with their maw and to whip with the spined tail. Riderless they enter a killing frenzy, even turning on Pan Tangians if needs-be.

Characteristics

STR 3D8+20 (37)
CON 3D8+8 (18)
DEX 4D8+12 (23)
SIZ 3D8+20 (37)
INT 4 (4)
POW 3D8 (14)
CHA 4 (4)

Devil Beast Hit Locations

D20	Hit Location	AP/HP
1-3	Right Front Leg	8/11
4-6	Left Front Leg	8/11
7-11	Forequarters	8/13
11-12	Hind Quarters	8/12
13-14	Right Mid Leg	8/11
15-16	Left Mid Leg	8/11
17	Right Hind Leg	8/11
18	Left Hind Leg	8/11
19-20	Head	8/11

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D8+2D8
Claw	65%	1D10+2D8
Tail	45%	1D6+2D8

Special Rules

Combat Actions: 4

Movement: 6m

Strike Rank: +11

Skills

Dodge 35%, Perception 35%, Persistence 40%, Resilience 60%

Typical Armour

Thick scales (8 points, no skill penalty)

Dharzi

'Arioch!' swore Elric, suddenly recognising the riders. 'These are the Lords of Dharzi, dead these ten centuries. We're fighting dead men, Moonglum, and the too-tangible ghosts of their dogs. Unless I can think of a sorcerous means to defeat them, we're doomed!'

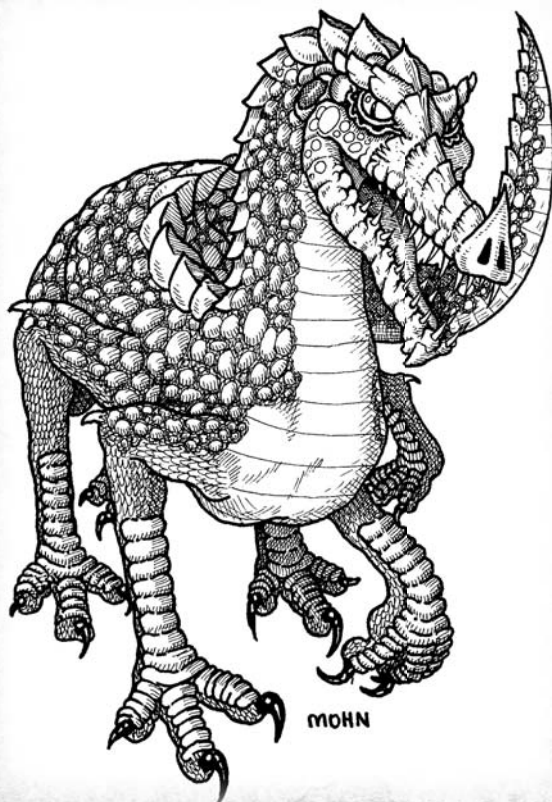
'The zombie-men appeared to have no intention of taking part in the attack for the moment. They waited, their dead eyes eerily luminous...'

— *While the Gods Laugh*

The foe that signalled the beginning of the Bright Empire's slow decline, the Dharzi were powerful sorcerers from a distant eastern land, possessed of fearful magic and engaged in pacts with the Beast Lords of both this world and others.

It is uncertain whether the Dharzi originated on the plane of the Young Kingdoms or came from another, nearby world; however they came to conquer, whatever their origin and they came in the hundreds of thousands, immense, rapid-moving armies that fought with beasts and monsters at their side and took no prisoners.

The Dharzi were motivated by no reason other than expansion. Their attacks on Melniboné were not inspired by racial hatred or a need to prevent the Bright Empire's expansion; nor was there any case for revenge: the Dharzi



and Bright Empire had never come into contact before. The Dharzi simply looked to the west, saw an opportunity and set out to seize it. It is possible, perhaps, that they believed the western realms would prove to be an easy conquest but their invasion force took no such chances. The vast armies of the Dharzi moved like a locust cloud over ripe croplands, barely pausing to survey the territories they fought across until, that is, they cleared the Ragged Pillars and moved over the Weeping Waste. As they bore down on the realms now occupied by Vilmir and Ilmiora they encountered the massed ranks of the Bright Empire and slave armies, complete with regiments of sorcerers and creatures summoned specifically to do battle.

The clash was horrendous. Hundreds of thousands died and the Dharzi armies dispersed, spreading north, south and pushing further west, aiming to sweep behind the Bright Empire's battle-lines. Dharzi sorcery met Melnibonéan sorcery and the fabric of the earth shuddered as the might of Chaos smashed against the mutated, magically enhanced monsters of the Dharzi Beast Regiments. Melniboné, for all its prowess in battle, reeled and had no option but to allow the Dharzi to pass into the Young Kingdoms proper and from there, choose its battles carefully.

Melniboné was, quite literally, fighting for its survival. The Dharzi numbers surpassed the Bright Empire's strength and Imrryr had little option but to awake its dragons and push them hard in pursuit of the winged monstrosities the Dharzi brought with them. On the seas, Battlebarges met in bloody conflict with Dharzi living ships and the Oldest Ocean turned red with the carnage.

As the Dharzi reached the western continent they formed strongholds in the Silent Lands and southern Shazar. Here they built strongholds – factories where natural fauna could be taken and rendered into vicious beasts of destruction. Melniboné had never seen such machines and such creations. On the one hand they marvelled at the creativity but on the other were horrified at the ease with which the Dharzi created army after army of mutated, warped and melded monsters. Their Hunting Dogs, a combination of huge hounds and eagles, are an excellent example but there were others far more terrifying. These were not demons, summoned to the Young Kingdoms and given material form; these were natural creatures combined into hideous,

rococo forms and then strengthened with frightening sorcery. Melniboné found itself battling wave after wave of monster, commanded and organised with superb precision. It took every reserve the Bright Empire could muster to battle the Dharzi and every ounce of magical aid they could call upon.

In the end the Dharzi were defeated in two ways. First, Melniboné sent its heroes of the time to the southern continent and to the very edge of the world where the seething stuff of raw Chaos could be channelled and used against the Beast Men and Dharzi lords. The sorcerers of the Bright Empire used the very stuff of Chaos to warp and destroy the Dharzi in the south and north, directing its incredible energies in ways that sent most of the Bright Empire sorcerers insane.

The second way took the calling of the Earth Kings, Lord Grome and his ancient brothers. The old pacts between Melniboné and the elements of the Earth were invoked and after yet more battles, the Earth Kings caused the very ground to swallow the Dharzi and their strongholds, claiming them as dead servants for eternity.

The Dharzi Elric encounters in his search for the Dead God's Book are the semi-dead lords swallowed by Grome and his brothers. They dwell still, in their buried strongholds, deprived of true life but undying in their spirit. Returning to the surface requires a huge effort of will and the form they assume is that of dead-eyed, corpse-men, clad in black hooded robes to disguise their decaying features. They can still summon the beast-things wrought in their unholy factories, bringing them to the surface to partake in hunts and the occasional retributive strike against those who wander too deeply into the lands imprisoning them. But their full power has been long broken and their numbers are few.

Characteristics

STR	3D6+6	(17)
CON	3D6+6	(17)
DEX	2D6+6	(13)
SIZ	3D6+3	(14)
INT	5D6	(18)
POW	5D6	(18)
CHA	1D6	(3)



Dharzi Lord Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	- /7
4-6	Left Leg	- /7
7-9	Abdomen	- /8
10-12	Chest	- /9
13-15	Right Arm	- /6
16-18	Left Arm	- /6
19-20	Head	- /7

Weapons

Type	Weapon Skill	Damage	AP/HP
Claw	60%	1D8+1D4	
Greatsword	70%	2D8++1D4	4/12

Special Rules

Combat Actions:	3
Magic Points:	18
Movement:	4m
Strike Rank:	+16
Traits:	Semi-Corporeal, Undead

Skills

Athletics 30%, Dodge 30%, Perception 80%, Persistence 90%, Resilience 110%, Riding 80%,

Typical Armour

None but normal weapons inflict only half damage and Dharzi do not need to make any Resilience tests to avoid death.

Gazing upon the true, zombie-like form of a Dharzi Lord causes Insanity. The victim must enter an Opposed test of Persistence with the Dharzi. If the victim succeeds, he gains 1D3 Insanity Points. If he loses, he gains 1D8. If he fumbles in the test, he immediately gains one Temporary Insanity from the table on page 21, in addition to the 1D8 Insanity Points and any other Insanity effects depending on his overall Insanity points.

Summonings

Hunting Dog, 85% (see the *Elric of Melniboné* main rules).

A Dharzi Lord can summon a Hunting Dog for every Magic Point he chooses to expend. It takes 1D4 combat rounds for the creature to claw its way into existence but once it has been summoned, it obeys its master's commands without any question.

Haghan'iin

North of the savannas of Bas'lk in the Unknown East lies a massive forest that few speak about and fewer have visited. This is the Haghan'iin forest, a strange, tortured place that is a relic of the war between the Dharzi and Melniboné. During the terrifying battles between these two mighty nations, horrifying sorceries were employed on both sides, the spells twisting not just the warriors of the two armies but also the very countryside over which they fought. The Haghan'iin forest is a testament to the gruesome nature of the war. For countless miles its warped trees cluster in on each other, sunlight unable to penetrate the dense canopy layer of inch-thick black leaves and the interior of the forest is a twilight world, home to fearsome creatures that can be heard howling, screaming and crying like babies. It is as if the forest is alive and reports from those who have ventured close enough have told of how the trees open languid, blood-red eyes to peer at the intruders. People have seen the trees breathing – some even feeding on the tattered shapes of animals using probing branches equipped with talons and tearing claws.

The Haghan'iin Host reside nowhere but in this forest, the consequence of hundreds of years of mutation – a bizarre and bitter combination of fauna and flora. Physically the Haghan'iin resemble humans: bipedal, binocular, five fingered and toed. However this is where the resemblance ends. The Haghan'iin have no blood; instead the oil of the Fal tree courses through their veins, making them dangerous to kill. Their skin, in its natural state, is of a greenish-brown hue, although a strange ability allows them to blend chameleon-like with their forest surroundings, giving them almost total invisibility. This ability ceases if a Haghan'iin leaves the forest and it appears that this is an ability conferred by the forest and not inherent in the Haghan'iin.

The Host speaks no tongue recognisable by humans, communicating by rapid changes of skin colour and in high-pitched screeches and hums, like the chattering of forest insects. It is known that they hate all forms of life not connected with their forest and those who stray into Haghan'iin territory are hunted down, captured and subjected to strange rituals designed to bind the body and soul of the intruder with the fabric of the forest. Survivors of such rituals bear livid scars across their body, deep incisions made by wooden skewers where seeds have been forced into the wound. One expedition into the forest told how eight of its members were lashed to trees and over the course of



many days turned into trees themselves, screaming while their limbs hardened and became branches.

Haghan'iin fear magic and cannot use it. This is probably a throwback to the residual sorceries that made them what they are and the collective consciousness of the forest manifests itself in panic when magic is encountered. Had Elric not been so qualified in sorcery, it is likely that he would have never escaped the Haghan'iin clutches.

Haghan'iin live in the trees and have carved entire cities from the forest. They move easily through the upper reaches of the trees, using vines and creepers to shift silently and swiftly. Haghan'fin females we known to be non-sentient, little more than mindless breeding machines useful only for rearing young. Females either breed males or females, never both, those that breed males are regarded as prized possessions by the leaders of Host. Females live apart from males, corralled in the high reaches of the tree cities, tending the young Haghan'fin automatically. To kill a male-bearing female is to murder part of the forest and brings about the full wrath of the Host; such was Elric's mistake and when his magics destroyed the entire male-bearing stock of females, the Host tracked the albino into Anakhazan, there to clash with the armies of Countess Guyë and even more of Elric's magic. This resulted in the destruction of the Haghan'iin and an end to this bizarre race.

CHARACTERISTICS

STR	2D8+3	(12)
CON	2D8+4	(13)
DEX	2D8+6	(15)
SIZ	2D8+3	(12)
INT	2D8	(9)
POW	3D8	(14)
CHA	1D8	(5)

HAGHAN'IIN HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	2/5
4-6	Left Leg	2/5
7-9	Abdomen	4/6
10-12	Chest	6/7
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	2/5

Weapons

Type	Weapon Skill	Damage	AP/HP	Range
Hunting Bow	70%	1D8	2/10	50m
Longspear	65%	1D10	2/10	
Club	60%	1D6	2//4	

Special Rules

Combat Actions:	3
Movement:	4m
Strike Rank:	+12
Traits:	Natural camouflage

Skills

Acrobatics 99%, Athletics 114%, Dodge 95%, Lore (Plant) 95%, Perception 90%, Persistence 60%, Resilience 45%, Stealth 95%

Typical Armour

Bark-like skin. No armour penalty

Haghan'iin do not have blood but falian oil, which is the essential sap of the explosive Fal tree. The oil is less volatile than that found in the Fal tree but if an individual Haghan'iin receives a Major Wound in any Hit Location there is a chance equal to half its Persistence that it will explode. The damage caused to those within range is as follows:

- 0 - 1 metre radius: 3D6
- 2 - 3 metre radius: 2D6
- 4 - 5 metre radius: 1 D6

Karasim

'The Karasim have long hated our power and sought to challenge it. But what sorcery drives those ships?'

— Elric: *The Making of a Sorcerer*

The Green Men of the Karasim are an ancient and perhaps, extinct foe of the Bright Empire. Their home is beyond the western edge of the world, further west than even Myrrhn and the Vale of Xanyaw. It is an immense chasm that plunges down, into the seething blackness of the Void and the city of the Karasim is carved into the very walls of the chasm – a city of deep caves, tortuous passageways and precarious stone bridges that span the yawning voice below.



The Karasim are larger and stockier than humans and Melnibonéans, with jade-green skin and flat, brutish faces. They survive through raiding and also through forging Pacts with whatever Higher Powers seek ruthless thieves, pirates and murderers. A chief Pact is with the Lady Lassa and her blessings allow the War Galleys of the Karasim to fly through the air as though sailing across the waters. In the past, they have forged alliances (and broken them) with the winged people of Myrrhn and other old species of the Bright Empire such as the Pukwajji.

In the early days of the Bright Empire the Karasim took prisoner the young Prince Silverskin, son of the Emperor Elric. Silverskin was rescued from doom by the Myrrhn but the Emperor raised an army and marched on the Karasim Abyss, only to be caught by the brutal green-skinned warriors. Prince Silverskin was also captured but with Arioch's helped he escaped and using the Black Sword for the first time, freed his father and the daughter of the King of the Myrrhn.

The Melnibonéans fled south, pursued by the Karasim army and eventually met them in battle in the Melmane Marsh. The small army of Melnibonéans seemed doomed to fall to the Karasim horde but the battle was turned with the arrival of the Myrrhn who turned on their former allies and helped slaughter the Karasim army.

Nothing has been heard of the Karasim since those early days of the Bright Empire. Silverskin burned their boats when fleeing their city and perhaps the Karasim have been driven into extinction. Equally possible is that they have simply laid dormant, regaining their numbers and their strength, forging new pacts with the Lords of Chaos perhaps or other Elemental Lords. It is possible the Karasim will rise again, seeking revenge against the fair people of Myrrhn or even the remnants of Melniboné – for they were a vengeful, uncompassionate race, bent on taking what other have strived to create for themselves.

CHARACTERISTICS

STR 3D6+6 (17)
CON 3D6+3 (14)
DEX 3D6 (11)
SIZ 2D6+12 (19)
INT 3D6 (11)
POW 3D6 (11)
CHA 2D6 (7)

Karasim Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	2/7
4-6	Left Leg	2/7
7-9	Abdomen	4/8
10-12	Chest	6/9
13-15	Right Arm	2/6
16-18	Left Arm	2/6
19-20	Head	2/7

Weapons

Type	Weapon Skill	Damage	AP/HP
War Sword	70%	1D8+1D6	4/10
Kite Shield	68%	1D6+1D6	8/12

Special Rules

Combat Actions:	2
Magic Points:	11
Movement:	4m
Strike Rank:	+11

Skills

Athletics 40%, Dodge 60%, Perception 40%, Persistence 60%, Resilience 70%, Riding 30%, Shiphandling 70%

Typical Armour

Leather and ringmail –24% skill penalty

Pacts, Runes and Summonings

Lassa 50%

Rune of Air 50%, Summon Sylph 45%

Kelmain

'So you are the mighty Kelmain,' Elric sneered. 'No wonder you needed sorcery to aid you if you are so cowardly. Have you not heard, beyond World's Edge, of Elric Kinslayer?' But the Kelmain plainly did not understand his speech, which was strange enough in itself, for he had spoken in the Common Tongue, known to all men.'

'These people had golden skins and eye-sockets that were almost square. Their faces, in all, seemed crudely carved from rock, all sharp angles and planes, and their armour was not rounded, but angular.'

— *The Vanishing Tower*

The Kelmain hail from the plane of Kelm'a, which is located close to the plane of the Young Kingdoms but insulated from it by the Barrier of Law that prevents incursions of Chaos.



Kelm'a is ruled by the Sword Rulers. Its three islands are host to Queen Xiombarg, King Mabelode and Prince Arioch. The Kelmain are the dominant species of Kelm'a, having conquered the peaceful, graceful people known as the M'sel-O several centuries ago. The M'sel-O are now a slave race, used to serve the brutal Kelmain and their chaotic masters, despite their obvious intelligence and understanding of the multiverse.

The three realms of Kelm'a are each ruled by a king, a high priest and a post known as the high concubine. All three positions pay direct homage to the Sword Ruler controlling their realm, with their cities clustered around the palace each Sword Ruler has erected in the precise centre of each island.

Although they worship chaos, the Kelmain war amongst themselves constantly, which reflects the never-ending struggle for supremacy being waged amongst the Sword Rulers. Queen Xiombarg is the most powerful and is continually opposed by King Mabelode. Prince Arioch, who is both son and lover to Queen Xiombarg, opposes both depending on his relationship with Xiombarg. Mabelode hates both of them and seeks to wipe them from the face of Kelm'a completely so that he can reshape the world into something more to his liking. All three Sword Rulers use the Kelmain to fight their battles, promising great magics and dark secrets to their princes and kings. The Kelmain, ever happy to fight, oblige, turning their swords against their own kind without a moment's thought. Prince Umbda, champion of Mabelode, prince of the land of Um-Kelm, for example, has waged almost perpetual warfare against Princess Xham of Xiombarg for two decades, until being driven back by a demon army Xham conjured, forced to retreat to his father's palace, where he plots, schemes and broods.

Having laid waste to their own, once beautiful, lands, the Kelmain are in search of new territories to seek. They have heard of the existence of other worlds but have never been able to gain access to them. Then, into the court of Prince Umbda, came a strange individual with smooth skin and almond-shaped eyes, a traveller of the Multiverse. Umbda's first thought was to murder this interloper but his priests identified the new arrival as a man of great sorcerous power who had, perhaps, been brought to Kelm'a by the Lord Mabelode to act as a guide and mentor. Theleb K'aana had arrived.

In the past few months Theleb K'aana has made many trips to Kelmain, using magic taught to him by the alien sorceress Gagak (see page 72), that he cunningly denies to Prince Umbda until the time is right. The sorcerer of Pan Tang seeks revenge against Elric and wishes to establish a throne of the Sword Rulers at the edge of the Young Kingdoms, directly challenging the supremacy of Law and its champion, Myshella. Prince Umbda has refreshed his battered army and encouraged by Lord Mabelode, is now prepared to extend the realm of Um-Kelm into the fabled lands that lie beyond the Festering Sea (the gateway between Kelm'a and the Young Kingdoms). The High Concubine of Prince Umbda's land has promised the prince that she will help him murder his father and become his lover if he successfully creates a new realm in the lands Theleb K'aana has described. Prince Umbda, spurred by lustful dreams, dreams of conquest and dreams of becoming king of Um-Kelm, is now ready to march with Theleb K'aana and slay the sorceress who sleeps in the castle of Kaneloon.

The Kelmain have a strange, angular appearance, as though carved from gold-veined marble. Their cheekbones and jaws are blocky, their brows a sharp blade above an angular, hook-like nose and their eye sockets are square. When they move, they do so in a careful, jerky motion but are fleet of foot and expert horsemen. Their hair is long, thick, and does not seem to move with its owner, remaining rigid, like a helmet of silk. Within the sharp, tapering skull is a mind as twisted as the Kelmain body is straight and angular. The Kelmain are in complete thrall to the powers of Chaos and those who command it and without exception they seek to advance their own empires and the realms of the Sword Rulers, regardless of the cost. They are tireless fighters and the rank and file soldiery never question the commands issued to them. Those of noble birth, like Prince Umbda and Princess Xham, believe themselves invincible, chosen champions of the Lords of Chaos with whom they commune directly.

Though Prince Umbda and his host perish when Myshella uses the Noose of Flesh, the barrier between the Young Kingdoms and the realm of Kelm'a is now breached and the warriors of Kelmain are able to pass into the southern and eastern continents with relative ease. Whilst Prince Umbda's dreams of conquest have come to nought, Princess Xham

of Xiombarg and King Imeb of Arioeh are now preparing their own armies for invasion.

Characteristics

STR	2D8+8	(17)
CON	2D8+8	(17)
DEX	2D8+8	(17)
SIZ	2D8+2	(11)
INT	2D8+2	(11)
POW	3D8	(14)
CHA	2D8	(9)

Kelmain Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	4/6
4-6	Left Leg	4/6
7-9	Abdomen	6/7
10-12	Chest	6/8
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6

Weapons

Type	Weapon Skill	Damage	AP/HP
Bastard Sword	60%	1D8+1D2	4/12
Target Shield	55%	1D6+1D2	8/12

Special Rules

Combat Actions:	3
Magic Points:	14
Movement:	4m
Strike Rank:	+14

Skills

Athletics 35%, Dodge 40%, Pact (Sword Rulers) 30%, Perception 40%, Resilience 40%, Riding 85%

Typical Armour

Plate mail and chain mail (–22% skill penalty)

Sorcery

Kelmain nobility, such as Prince Umbda or Princess Xham, know 1D4 Runes at 60% and 1D2 summonings at 45% (plus Command at the same percentage) appropriate to the Sword Ruler they worship.



Krettii

‘Certain spells had come into the keeping of the Krettii, a tribe of near-brutes who had migrated to the island from the region of The Silent Land less than fifty years before. Their shaman, one Grrodd Ybene Eenr, had made unthinking use of devices buried by the dying sorcerer as the spells of his peers sucked life and sanity from them. Elric had dealt with more than one clever wizard, but never with so mindless a power.’

— *Elric at the End of Time*

The current, sub-humans of Sorcerers’ Isle are little better than barbarians. Migrants, it seems, from the Silent Lands, they may possibly be the descendants of the Pukwadji, the Grome-venerating dwarfs who occupied the Silent Lands in the earliest days of the Bright Empire.

The Krettii, led by the shaman Grrodd Ybene Eenr, have discovered the Chaos Machines of Cran Liret and foolishly experimented with them, unleashing dreadful powers. Elric is described as having had to combat ‘sprite with sprite,

devil with devil', indicating that the Krettii have found and released many of the captive Chaotic entities from Cran Liret's laboratories.

The Krettii are brutish humans. Short and stocky with flat, wide skulls and thick tangled hair. They speak a guttural version of Common and have a succession of vile, incestuous practices including cannibalism and human sacrifice to their 'god', Cran Liret or what remains of the Spell Thief's soul.

Characteristics

STR	3D6+2	(13)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+4	(11)
INT	2D6	(7)
POW	3D6	(11)
CHA	1D6	(4)

Krettii Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapons

Type	Weapon Skill	Damage	AP/HP	Range
Club	40%	1D6	2/4	
Flint Spear	55%	1D8-1	2/5	
Spear (Thrown)	60%	1D8-1	2/5	20m

Special Rules

Combat Actions:	2
Movement:	4m
Strike Rank:	+9

Skills

Athletics 65%, Dodge 40%, Perception 30%, Persistence 40%, Resilience 40%, Tracking 30%

Maggots of Agak and Gagak

'The beasts were of a primitive sort, mostly gaping mouth and slithering body, but there were many of them oozing

towards the twenty men who quickly formed themselves into the four fighting units and prepared to defend themselves. The creatures made a dreadful slushing sound as they approached and the ridges of bone which served them as teeth clashed as they reared up to snap at Elric and his companions.'

— *The Sailor on the Seas of Fate*

Large, oozing, leech-like creatures that live within the city-bodies of the twin sorcerers, Agak and Gagak, these simple, mindless monstrosities might conceivably be found in the service of other such entities. Whilst easy to kill they appear in numbers and in a confined space, their carcasses soon restrict movement and the dreadful stench drains the air around the combat.

2D20 maggots are likely to be encountered at any one time.

Characteristics

STR	1D8	(5)
CON	1D8	(5)
DEX	1D8	(5)
SIZ	1D8	(5)
INT	1D8	(5)
POW	1D8	(5)
CHA	5	(5)

Maggot Hit Locations

D20	Hit Location	AP/HP
1-16	Body	1/5
17-20	Mouth	1/4

Weapons

Type	Weapon Skill	Damage
Bite	40%	1D8-1D6

Each maggot killed releases a cloud of noxious stench that dissipates breathable air in a confined space. A Resilience test is required each round after the second maggot is killed and the Resilience test is reduced by 5% for each corpse. Failing a Resilience test causes the combatant to lose the next 1D3 Combat Actions as he struggles to breathe.

Special Rules

Combat Actions:	1
Movement:	4m
Strike Rank:	+5

Skills

Dodge 10%, Perception 25%, Resilience 20%

Typical Armour

Skin and ooze (AP 1, no Skill Penalty)

Mermen

Mermen infest the waters known as the Straits of Chaos and all around Pan Tang. Why they display such an affinity for that island is unknown but an affinity clearly exists as the merman is Pan Tang's emblem. Once creatures of Straasha the Mermen defected to Pyaray's service long ago. These are not innocents of the ocean; they are every bit as oppressive and aggressive as their land-based kinsmen of Pan Tang. They delight in dragging living souls to Pyaray's depths and go to great lengths to cause havoc on the surface waters.

Large and roughly humanoid but with ugly, barnacled faces and livid red gills in the sides of their necks, they have a serrated dorsal fin running the length of their spine and a long, shark-like tail in place of legs. Their teeth are small and sharp, their eyes slitted and malicious. Their hair is tangled with weed and writhing, dark green tendrils. They speak a version of Mabden and Pyaray's whispered, watery language reserved normally for the dead crews of his fleets.

Characteristics

STR	5D8+6	(29)
CON	3D8+6	(20)
DEX	5D8	(23)
SIZ	3D8+6	(20)
INT	3D8	(14)
POW	3D8	(14)
CHA	1D8	(5)

Mermen Hit Locations

D20	Hit Location	AP/HP
1-6	Tail	1/8
7-10	Abdomen	1/9
11-12	Chest	1/10
13-15	Right Arm	1/7
16-18	Left Arm	1/7
19-20	Head	1/8

Weapons

Type	Weapon Skill	Damage	AP/HP
Spear	55%	1D10+1D10	2/10
Grapple	45%	1D4+1D10	

The standard Merman tactic is to grab the legs of a swimmer and swiftly drag it below the water to drown. If a



foe is strong enough to resist this form of attack, the vicious barnacled spear is employed.

Special Rules

Combat Actions: 4
Magic Points: 14
Movement: 6m
Strike Rank: +19
Traits: Excellent swimmer

Skills

Acrobatics 50%, Athletics 65%, Dodge 70%, Pact (Pyaray) 80%, Perception 45%, Persistence 60%, Resilience 50%

Typical Armour

Scales (AP 1, no Skill Penalty)

Runes and Summonings

Rune of Chaos 45%, Rune of Water 40%
Command 35%, Summon Sea Serpent 30%

Quaolnargn

In a smoking pit, somewhere beyond the limitations of space and time, a creature stirred. All around it, shadows moved. They were the shadows of the souls of men and these shadows which moved through the bright darkness were the masters of the creature. It allowed them to master it—so long as they paid its price. In the speech of men, this creature had a name. It was called Quaolnargn and would answer to this name if called... It did not eat flesh and it did not drink blood. It fed on the minds and the souls of adult men and women. Occasionally, as an appetizer, it enjoyed the morsels, the sweetmeats as it were, of the innocent life-force which it sucked from children. It ignored animals since there was not enough awareness in an animal to savour. The creature was, for all its alien stupidity, a gourmet and a connoisseur.'

— *The Stealer of Souls*

This hideous, blind monstrosity is an assassin that feeds on the souls of its contracts. Quaolnargn resembles a vast, green toad-like thing with milky unseeing eyes that moans with the pain being on earth causes it. Quaolnargn must be commanded using the Command skill and focuses on the soul of the victim specified by its summoner.

Quaolnargn is invulnerable to normal weapons although, if struck in the head by a critical hit, it is dispelled.

Characteristics

STR 60
CON 100

DEX 10
SIZ 100
INT 4
POW 18
CHA 4

Quaolnargn Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	-/32
3-4	Right Hind Leg	-/32
5-6	Left Hind Leg	-/32
7-10	Hindquarters	-/33
11-14	Forequarters	-/34
15-16	Right Front Leg	-/32
17-18	Left Front Leg	-/32
19-20	Head/Neck	-/32

Weapons

Type	Weapon Skill	Damage
Drain Soul	Automatic	See below
Tongue	55%	Grasp

Quaolnargn uses its long, sticky tongue to grasp its victim, which is allowed an Athletics (brute force) test to break free. Otherwise it begins to drain the victim's soul at the rate of 1D8 points of POW per round. Once POW is completely drained, Quaolnargn devours the soulless remains.

Special Rules

Combat Actions: 3
Damage Bonus: +4D10
Movement: 6m
Strike Rank: +7

Skills

Persistence 30%, Resilience 40%, Track Soul 100%

Reptile Men of Pio

'The riders galloped wildly towards the reptilian monsters of Pio, their swords and lances waving, their yells rising to where Elric drifted high above. The monsters roared and opened their huge jaws, their masters pointed their ornate weapons at the horsemen of Tanelorn. Flames burst from the muzzles, the riders shrieked as they were devoured by the dazzling heat.'

— *The Vanishing Tower*

Brought from the plane of Pio by Theleb K'aana to assault Tanelorn, the warriors of Pio are monstrous, reptilian beings



bearing little resemblance to humankind. Heavy, angular heads rest on short, thick, necks, with black, soulless eyes staring from above narrow, komodo-like jaws, filled with tiny, razor-sharp teeth. Their hands are webbed and attached to long, slender arms, which like most of their body, are covered in mottled and blemished scales of dull grey.

They do not speak any human tongue, communicating in a half-rasped, half-roared language but they are, nevertheless intelligent. Their weapons are testament to this: wide muzzled implements that connect with the body of the owner with veins and wires that merge with the skin and emit beams of fiery heat, powered by the immense reserves of inner energy from the men of Pio themselves.

Their world, Pio, is a plane distant to Earth and dominated by these creatures which were once bred as slaves by the Law-aligned sorcerers who lived there. The sorcerers were experts in taking the natural flora and fauna of Pio and changing it, using enormous transmutational machines and arcane, half-understood technologies from countless worlds more advanced than their own. Most of their experiments were profound failures, hideous, unintelligent mutants that were consigned to the disintegration vats. However, the reptile men were successful. Unfeeling yet intelligent, enormously strong and thus useful as slave labour in constructing the baroque machinery the sorcerers plundered from countless unsuspecting worlds.

As is the way with slaves, the reptile men grew tired of their masters' commands and rebelled. They turned the weapons they had constructed against the sorcerers and fed the remains into the transmutation vats. The mounts of the reptile men are the results of their efforts: the masters are now the slaves themselves; nightmarish creatures, huge, lumbering lizards that bear a vague resemblance to their former selves but warped into an agonised, saurian mess.

The reptile men of Pio are now on a vengeful quest to destroy all those who aided or abetted their former masters in some way. Using the planar machines the sorcerer scientists of Law created, the reptile men travel the Multiverse as mercenaries, happy to turn their weapons against any enemy that might once have had dealings with those who supplied knowledge or machinery to the sorcerers of Pio. This is how Theleb K'aana came across them and how he convinced them to attack Tanelorn, claiming that the Eternal City harboured escaped sorcerer-scientists and their allies.

The weapons the reptile men carry are advanced beam violators that draw upon the electrical energy of the body.

Wires connect the handgun directly to the user's neurosystem and the weapons themselves are artificially intelligent, sensing immediately when they are to be used and sending a mass of writhing needle-ended wires to dig deep into the skin and connect with the nerve clusters. The weapon and its wielder effectively become one. Each use of the weapon drains the user's body of precious electrical energy. The reptile men, genetically enhanced, are capable of withstanding the weapon's vampiric nature but other users cannot. For every 2 points of damage the weapon delivers, the user's CON is sapped by 1 point. Expended CON points are regenerated at the rate of 1 point per day, if the user can rest fully. If CON is reduced to zero through using the energy weapon, the user is fatally de-electrified, his entire nervous system imploding with the shock. There is no Resistance test allowed to cheat death.

Characteristics

STR	4D6+6	(17)
CON	4D6+6	(17)
DEX	2D6+6	(11)
SIZ	4D6+6	(17)
INT	3D6	(11)
POW	6D6	(21)
CHA	1D6	(3)

Reptile Men of Pio Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/7
4-6	Left Leg	6/7
7-9	Abdomen	6/8
10-12	Chest	6/9
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/7

Weapons

Type	Weapon Skill	Damage	AP/HP	Range
Claw	60%	1D8+1D4		
Neural Violator	70%	3D6	4/12	50m

Special Rules

<i>Combat Actions:</i>	3
<i>Movement:</i>	4m
<i>Strike Rank:</i>	+11
<i>Traits:</i>	Regenerate CON – 1D4 points per Combat Round

Skills

Athletics 30%, Dodge 40%, Perception 60%, Persistence 80%, Resilience 70%, Riding 80%



Typical Armour

Natural reptilian hide, no armour penalty

Pio Reptilian Mounts

Characteristics

STR	3D6+20	(21)
CON	5D6+10	(23)
DEX	3D6	(11)
SIZ	6D6+20	(31)
INT	4	(4)
POW	3D6	(11)

Lizard Mounts of Pio Hit Locations

D20	Hit Location	AP/HP
1-3	Right Front Leg	8/11
4-6	Left Front Leg	8/11
7-11	Forequarters	8/13
12-13	Hind Quarters	8/12
14-15	Right Hind Leg	8/11
16-18	Left Hind Leg	8/11
19-20	Head	8/11

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D8+2D8
Claw	65%	1D10+2D8
Tail	45%	1D6+2D8

Special Rules

Combat Actions: 4

Movement: 6m

Strike Rank: +11

Skills

Dodge 35%, Perception 35%, Persistence 40%, Resilience 60%

Typical Armour

Thick scales (8 points, no skill penalty)

Sea Serpents

Sea serpents and sea monsters are mentioned in the saga but never described. As creatures of Pyaray they are undoubtedly chaotic in origin and may even exhibit intelligence, like dragons. Large, scaly and serpentine, they cruise the depths of the oceans feeding on lesser marine creatures and awaiting either the command of Pyaray or the

telltale thump of galley-oars on water or the distant crack and swish of sail canvas, as a sign to seek surface prey.

The first sign of any sea serpent attack is likely to be a single hump slicing the water as the beast circles the ship. Then a glimpse of a spined tail slipping back into the water. When the attack comes it is an explosion of water and the roaring of the monster as it crunches timber, intending to sink the ship and pick-off the crew a mouthful at a time as they swim for their lives.

Characteristics

STR	6D8+40	(67)
CON	12D8+16	(70)
DEX	2D8+8	(17)
SIZ	10D8+24	(69)
INT	2D8	(9)
POW	3D8	(14)
CHA	3	(3)

Sea Serpent Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	7/28
4	Right Hind Flipper	7/28
5	Left Hind Flipper	7/28
6-9	Hind quarters	7/29
10-14	Fore quarters	7/30
15	Right Front Flipper	7/28
16	Left Front Flipper	7/28
17-20	Head/Neck	7/28

Weapons

Type	Weapon Skill	Damage	AP/HP
Bite	55%	1D10+3D12	- / 4
Tail	30%	1D10+3D12	- / 8

Special Rules

Combat Actions: 3

Movement: 10m when swimming

Strike Rank: +13

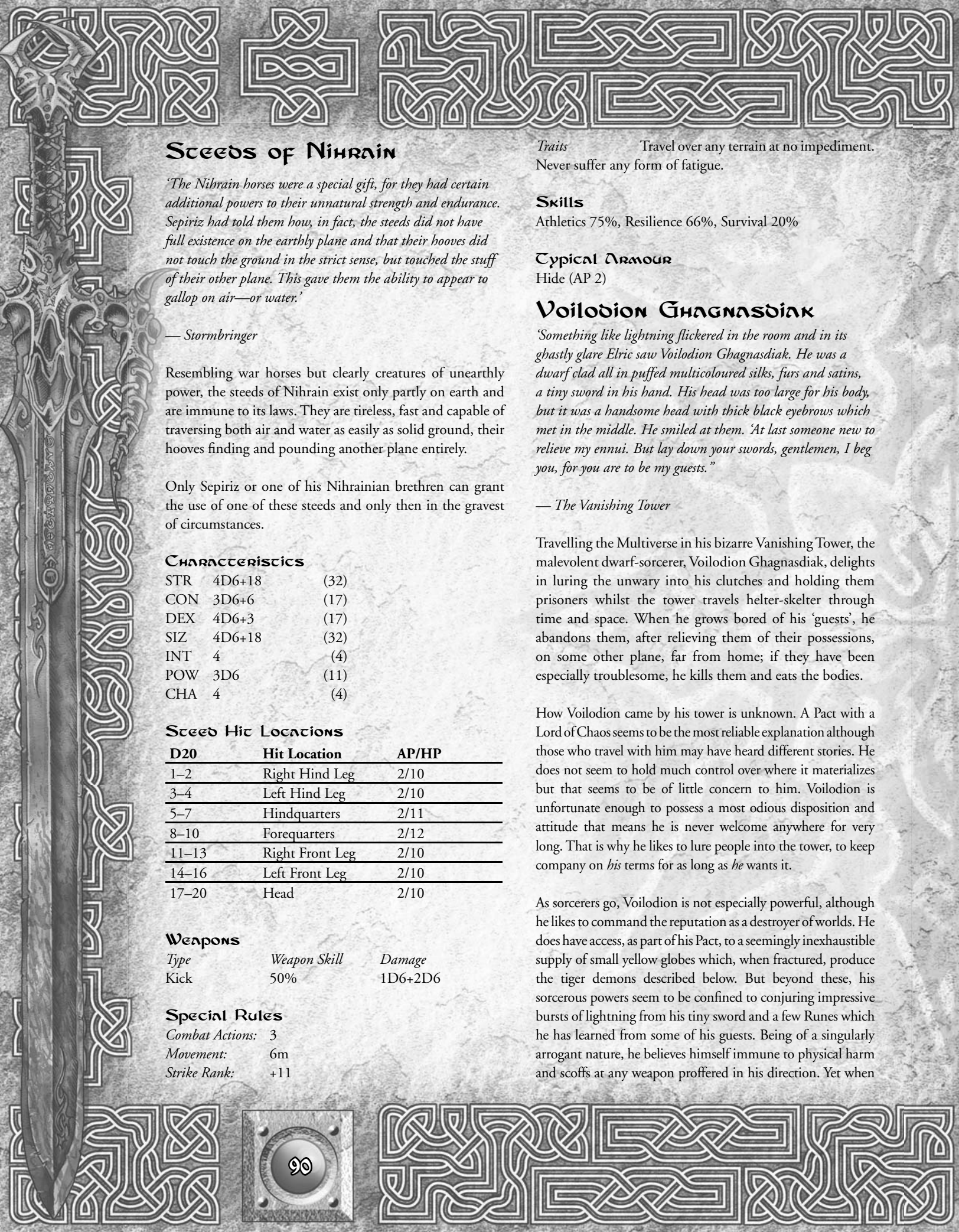
Traits: Excellent Swimmer, Formidable Natural Weapons

Skills

Athletics 120%, Persistence 80%, Resilience 80%, Tracking 90%

Typical Armour

Scales (AP 7, no Skill Penalty)



Steeds of Nihrain

‘The Nihrain horses were a special gift, for they had certain additional powers to their unnatural strength and endurance. Sepiriz had told them how, in fact, the steeds did not have full existence on the earthly plane and that their hooves did not touch the ground in the strict sense, but touched the stuff of their other plane. This gave them the ability to appear to gallop on air—or water.’

— Stormbringer

Resembling war horses but clearly creatures of unearthly power, the steeds of Nihrain exist only partly on earth and are immune to its laws. They are tireless, fast and capable of traversing both air and water as easily as solid ground, their hooves finding and pounding another plane entirely.

Only Sepiriz or one of his Nihrainian brethren can grant the use of one of these steeds and only then in the gravest of circumstances.

Characteristics

STR	4D6+18	(32)
CON	3D6+6	(17)
DEX	4D6+3	(17)
SIZ	4D6+18	(32)
INT	4	(4)
POW	3D6	(11)
CHA	4	(4)

Steed Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/10
3–4	Left Hind Leg	2/10
5–7	Hindquarters	2/11
8–10	Forequarters	2/12
11–13	Right Front Leg	2/10
14–16	Left Front Leg	2/10
17–20	Head	2/10

Weapons

Type	Weapon Skill	Damage
Kick	50%	1D6+2D6

Special Rules

Combat Actions:	3
Movement:	6m
Strike Rank:	+11

Traits Travel over any terrain at no impediment.
Never suffer any form of fatigue.

Skills

Athletics 75%, Resilience 66%, Survival 20%

Typical Armour

Hide (AP 2)

Voilodion Ghagnasdiak

‘Something like lightning flickered in the room and in its ghastly glare Elric saw Voilodion Ghagnasdiak. He was a dwarf clad all in puffed multicoloured silks, furs and satins, a tiny sword in his hand. His head was too large for his body, but it was a handsome head with thick black eyebrows which met in the middle. He smiled at them. ‘At last someone new to relieve my ennui. But lay down your swords, gentlemen, I beg you, for you are to be my guests.’

— The Vanishing Tower

Travelling the Multiverse in his bizarre Vanishing Tower, the malevolent dwarf-sorcerer, Voilodion Ghagnasdiak, delights in luring the unwary into his clutches and holding them prisoners whilst the tower travels helter-skelter through time and space. When he grows bored of his ‘guests’, he abandons them, after relieving them of their possessions, on some other plane, far from home; if they have been especially troublesome, he kills them and eats the bodies.

How Voilodion came by his tower is unknown. A Pact with a Lord of Chaos seems to be the most reliable explanation although those who travel with him may have heard different stories. He does not seem to hold much control over where it materializes but that seems to be of little concern to him. Voilodion is unfortunate enough to possess a most odious disposition and attitude that means he is never welcome anywhere for very long. That is why he likes to lure people into the tower, to keep company on *his* terms for as long as *he* wants it.

As sorcerers go, Voilodion is not especially powerful, although he likes to command the reputation as a destroyer of worlds. He does have access, as part of his Pact, to a seemingly inexhaustible supply of small yellow globes which, when fractured, produce the tiger demons described below. But beyond these, his sorcerous powers seem to be confined to conjuring impressive bursts of lightning from his tiny sword and a few Runes which he has learned from some of his guests. Being of a singularly arrogant nature, he believes himself immune to physical harm and scoffs at any weapon proffered in his direction. Yet when



attacked by Jhary-a-Conel's cat, Whiskers, he is powerless to prevent his eyes from being scratched out.

It is quite possible that Voilodion can become quite likeable and even an ally, in the short-term. As a wanderer of the Multiverse he is party to all kinds of information that may be an asset in some escapade or another but his arrogant and avaricious nature always leads to a betrayal of one form or another and being cursed with an exceedingly low boredom threshold, honoured guests soon become tiresome and he desires a new companion.

Voilodion has collected many treasures in his travels and robberies. His treasure room, protected by a huge metal door, which only opens to his express command, is packed with all manner of items: clothes, shoes, weapons, jewels, gems, banners – even, though no one knows precisely *how* he came to get it, the *Runestaff*. Voilodion carries a king's fortune in the coffers of the Vanishing Tower but he is too mean to part with any of it – even if he was not so miserly, he rarely spends long enough in any one place to make use of it.

CHARACTERISTICS

STR 7
CON 14
DEX 16
SIZ 6
INT 18
POW 5 (Voilodion has 12 POW dedicated to an unknown Chaos Lord)
CHA 5

Voilodion GHAGNASDIAK Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Weapons

Type	Weapon Skill	Damage	AP/HP
Sword	30%	1D6-1D4	2/4

The sword crackles with lightning whenever Voilodion wills it to, but the discharge is harmless; merely an impressive pyrotechnic.

Special Rules

Combat Actions: 3
Movement: 4m
Magic Points: 5
Strike Rank: +17

Skills

Athletics 65%, Dodge 67%, Language (High Speech) 55%, Lore (Million Spheres) 90%, Perception 78%, Persistence 60%, Resilience 50%, Sleight 85%, Stealth 64%, Throwing 70%

Sorcery

Rune of Alarm 44%, Bewilderment 54%, Hearing 52%
Command 55%

Pacts

Unknown Lord of Chaos 65% (12 dedicated POW)

Gifts and Compulsions

The Vanishing Tower, Demonic Globes
Believes he is immune to all physical attacks.

Voilodion has 12 Demonic Globes stashed in a secret part of his tower. By making a successful Command roll, he can summon a globe instantly into his palm, which can then be thrown at a foe. Each Globe has 1AP and 3HP. When it shatters a Tiger Thing is created, taking 1D6 Combat Actions to materialise.

Tiger Demons of Voilodion GHAGNASDIAK

At first it seemed all made of flowing hair which gradually compressed until it formed the outline of a creature with the heavily muscled body of a gorilla, though the hide was thick and warted like that of a rhinoceros. From behind the shoulders curved great black wings and on the neck was the snarling head of a tiger. It clutched a long, scythe-like weapon in its hairy hands. The tiger head roared and the scythe swept out suddenly'

— The Vanishing Tower

These demons of combat are imprisoned within the yellow globes gifted to Voilodion Ghagnasdiak. When shattered, the demons materialise within 1D6 Combat Actions. They materialise complete with wicked-bladed scythes, which they wield two-handed. They fight tirelessly for 12 minutes or 144 Combat Rounds, which is usually enough to defeat most foes and always battle whoever shattered their globe or the nearest available enemy of Voilodion. Only Voilodion Ghagnasdiak can command them. Once a tiger demon has reached the end

of its 12 minutes of existence, it evaporates into a nauseating wisp of smoke and cannot be resummoned.

Tiger Demon Characteristics (6 MP demons of combat)

STR 27
CON 24
DEX 27
SIZ 20
INT 6
POW 12
CHA 6

Tiger Demon Hit Locations

D20	Hit Location	AP/HP
1	Right Leg	6/9
2	Left Leg	6/9
3-4	Abdomen	6/10
5-6	Chest	6/11
7-11	Right Wing	3/9
12-17	Left Wing	3/9
18	Right Arm	6/8
19	Left Arm	6/8
20	Head	6/9

Weapons

Type	Weapon Skill	Damage	AP/HP
Talons	81%	1D6+1D10	6/8
Bite	81%	1D4+2+1D10	6/8
Scythe	81%	1D10+2+1D10	3/8

Special Rules

Combat Actions: 4
Movement: 4m
Strike Rank: +24
Traits: Formidable Natural Weapons; Flight

Skills

Athletics 81%, Dodge 81%, Persistence POW 36%, Resilience 72%, Unarmed 81%

Typical Armour

Warty, leathery hide on the body, thick feathers on the wings. No armour penalty

Wolf

Wolves proliferate across the Young Kingdoms, occupying most large forests and hilly areas. Consummate pack hunters, wolves gather in groups ranging from a few individuals to

packs as large as 50 or more. They tend to prefer mountain and forest terrain, though they can be found almost anywhere.

Wolves fight as a group. In combat, several of them will target a single enemy, raising the chances that one of them will be able to get through any defence. Larger wolves of the pack will often attempt to throw an enemy off his feet with Knockback, allowing the remainder of the pack to rush in while the enemy is prone.

Though wolves are hated by ranchers and farmers for their tendency to dine on slow, stupid yet valuable livestock, wolves rarely attack humans.

Characteristics

STR 3D6 (11)
CON 3D6+3 (14)
DEX 3D6+3 (14)
SIZ 2D6+3 (10)
INT 5 (5)
POW 3D6 (11)
CHA 5 (5)

Wolf Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/5
3-4	Left Hind Leg	2/5
5-7	Hindquarters	2/6
8-10	Forequarters	2/6
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/5

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D8-1D2
Claw	30%	1D6-1D2

Special Rules

Combat Actions: 3
Movement: 5m
Strike Rank: +9
Traits: Night Sight

Skills

Athletics 80%, Dodge 55%, Perception 60%, Resilience 40%, Stealth 55%, Survival 40%, Tracking 60%

Typical Armour

Hide (AP 2, no Skill Penalty)

DEMONS DETAILED

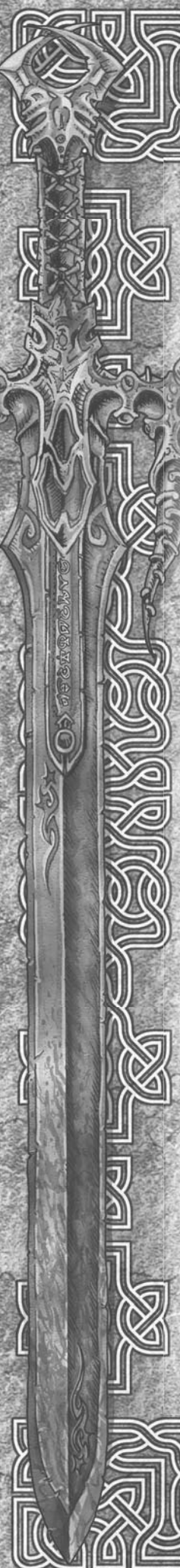
The *Elric of Melniboné* Sorcery chapter provides 50 chaotic features for demons. This chapter expands this to 100 and includes a table for determining the physical form a summoned demon takes.

Chaotic Features Table

01	Absorbing	All Runes it comes into contact with are drained by 1D8 MP each combat action and are added as temporary Characteristic or Attribute points; roll a D10, 1=STR, 2=CON, 3=DEX, 4=SIZ, 5=INT, 6=POW, 7=CHA, 8=MP, 9=HP or 10=roll twice.
02	Accursed	Temporarily weakens the soul of an opponent by 1D8 POW each successful hit.
03	Acidic	Possesses acidic ichor, which sprays whenever the skin is penetrated, causing damage to the attacker; roll a d4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per wound.
04	Agile	+1D8 DEX.
05	Alluring	Produces pheromones, which attract and seduce victims, who must succeed in an opposed test of Persistence against the Allurement's potency of 1D8x10% to avoid approaching defencelessly.
06	Antennae	Large antennae which sprout from a random location and grant a new primary sense; roll a d6, 1=Echolocation (sonar), 2=Thermoception (heat), 3=Insanoception (insanity), 4=Nociception (pain), 5=Ethoception (souls), 6=Runeception (sorcery).
07	Apathetic	-1D8 POW.
08	Armed	Uses weapons, has 1D4 different types; roll randomly on weapon list.
09	Armoured	Wears extra armour, +1D8 Armour Points to every location.
10	Arms	Gain an extra pair of manipulation limbs from a random species (roll on Creature Type table).
11	Asymmetric	One half of the creature is larger, longer or taller than the other, double the Hit Points of locations in the larger side and halve the Hit Points of locations in the smaller.
12	Beaked	Gain a bite attack. Each additional incidence adds another toothed beak on a different location; roll a d4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
13	Beautiful	+1D8 CHA.
14	Big	+1D8 SIZ.
15	Blind	No vision organs.
16	Boneless	Can squeeze through any gap.
17	Broadcaster	Any damage inflicted on the creature is felt by everybody within 5m, who suffer the psychological but not physiological effects as if they had been wounded too.
18	Burning	Glow with burning heat, injuring anyone within melee range; roll aD4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per round.
19	Chameleon	+1D8x5% bonus to Stealth when hiding.
20	Clawed	Gain a claw attack. Each additional incidence adds another set of claws on a on a different location; roll a D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D2 damage.

21	Clever	+1D8 INT.
22	Climbing	Has a spider or lizard like ability to scale surfaces, +1D8x10% bonus to Athletics when climbing.
23	Clumsy	-1D8 DEX.
24	Contagious	Inflicts a virulent disease with a delay of 1D8 hours and potency of 1D8x10%, which causes a penalty of 1D8 points to; roll a D6, 1=STR, 2=CON, 3=DEX, 4=INT, 5=POW or 6=CHA.
25	Corroding	Weapons take 1D8 damage each time they strike the creature.
26	Crystalline	Gain 1D10 Armour Points from a crystalline crust.
27	Deaf	No hearing organs. Suffer a -40% penalty to the Command skill when trying to control a demon with this feature.
28	Disturbing	Creature is covered with unsettling forms, such as baby arms or multiple eyes or mouths; gain an extra 1D8 Insanity points.
29	Draining	Temporarily weakens the willpower of an opponent by 1D8 MP each successful hit.
30	Droning	Produces a buzzing noise that sedates listeners, who must succeed in an opposed test of Persistence against the Droning's potency of 1D8 x10% to avoid falling asleep for 1D8 minutes.
31	Exploding	Does damage equal to Damage Modifier to all within 5m upon death.
32	Feeble	-1D8 STR.
33	Fixated	Creature may only concentrate upon only one thing at any one time. If in combat all attacks are concentrated on one particular opponent.
34	Frail	-1D8 CON.
35	Haemophilic	Bleeds 1 HP per round from any wounded location.
36	Hated	Will be instantly attacked by any encountered members of a specific species.
37	Hatred	Creature possesses unreasoning hatred of a particular species and will attack on sight.
38	Head	Gain an extra head (roll on the Creature Type table), each one gets an independent Persistence test against mental effects and can control the entire body if one head is incapacitated.
39	Heart of Nanorion	The demon's heart is a Nanorion gem, which can heal as many HP as the demon had POW before it shatters.
40	Horned	Gain a gore attack. Each additional incidence adds another set of horns on a different location; roll a D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
41	Icy	Radiates freezing coldness, injuring anyone within melee range; roll a D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per round.
42	Intangible	Cannot be harmed physically (roll again if Inviolable).
43	Inverted	All vital organs are external, thus all successful attacks upon it are automatic critical hits.
44	Inviolable	Cannot be harmed magically (roll again if Intangible).
45	Leaper	Has powerfully sprung legs, +1D8 x10% bonus to Athletics when jumping.
46	Legs	Gain an extra pair of motile limbs from a random species (roll on Creature Type table).
47	Levitating	Has the capability to move over any solid or liquid surface without sinking or leaving tracks.
48	Mimic	Changes into the shape of a creature it successfully touches, maintaining its own Characteristics but assuming the locations and a duplicate image of the being contacted.

49	Mournful	Appearance is so sad or pathetic, that observers must succeed in an opposed test of Persistence against the Mournfulness' potency of 1D8 x10% to be able to attack.
50	Mutated	Roll a random location, which no longer exists.
51	Nerveless	Cannot feel pain and doesn't suffer the ill-effects of serious wounds.
52	Numb	No sense of touch.
53	Obfuscating	Produces a cloud of mist that blinds observers, who must succeed in an opposed test of Perception against the Obfuscation's potency of 1D8x10% every combat action to observe the creature.
54	Observant	One of the creature's sensory organs either grows bigger (x1D4 in size) or multiplies (x1D4 in number), adding a +1D8x10% bonus to the Perception skill when using that sensory perception; roll a D6, 1=Sight, 2=Sound, 3=Smell, 4=Taste, 5=Touch and 6=Other (if possessed).
55	Oversized	One location is swollen to a very large size or length, doubling its Hit Points.
56	Paralysing	Temporarily weakens the dexterity of an opponent by 1D8 DEX each successful hit.
57	Patterned	Weird colouring and markings, e.g. tiger stripes, spots, blotches and so on.
58	Phobic	Creature is scared of one thing; singing, light, cats and so on.
59	Poisonous	One unarmed attack inflicts a venomous poison with a delay of 1D8 combat actions and a potency of 1D8x 10%, which causes an extra 1D8 damage to the location struck.
60	Polymorph	Changes form every round, maintaining its own Characteristics but assuming the locations of the new shape and carrying over any damage already suffered (various forms should be prepared in advance by the Games Master).
61	Quick	Double Movement.
62	Reflecting	All Runes cast on the creature are reflected back upon the caster.
63	Regenerating	Recovers 1 Hit Point per round to every location, except for major wounds.
64	Resistant	Invulnerable to one type of damage or weapon type; fire, cold, poison, disease, swords, spears, cudgels and so forth (also known as a Wardpact). The demon must declare its resistance or Wardpact to anyone preparing to use that form of attack.
65	Roaring	Produces a thunderous sound, which deafens listeners, who must succeed in an opposed test of Resilience against the Roaring's potency of 1D8x10% to avoid becoming temporally deaf.
66	Scaly	Gain 1D6 Armour Points from reptilian scales.
67	Scintillating	A shifting polychromatic appearance that confuses onlookers, who must succeed in an opposed test of Persistence against the Scintillation's potency of 1D8x10% to avoid becoming mesmerised.
68	Screaming	Horrible screams which terrify listeners, who must succeed in an opposed test of Persistence against the Screaming's potency of 1D8x10% to avoid gaining a temporary insanity.
69	Shadowy	Can control the ambient light in its immediate surroundings.
70	Shaggy	Gain 1D4 Armour Points from a thick, hairy pelt.
71	Shelled	Gain 1D8 Armour Points from an insectile or crustacean carapace.
72	Shrunk	One location is shrunk to a very small size or length, halving its Hit Points.
73	Skinless	The creature has no Armour Points and cannot wear armour.
74	Slimy	Leaves a sticky trail wherever it travels.
75	Slow	Halve Movement.
76	Small	-1D8 SIZ.



77	Spiny	Opponents in melee suffer half their own rolled damage if they successfully land an attack.
78	Spores	Produces clouds of spores. If inhaled the breather must win an opposed test of Resilience against the Spore's potency of 1D8x10% to avoid suffering 1D8 Hit Points to the chest every round until successful; as the spores gestate into worms, flowers, vines and so on, that are coughed up or grow out of their lungs.
79	Stalker	+1D8x5% bonus to Stealth when sneaking.
80	Stench	Gives off nauseating odours that sicken inhalers, who must succeed in an opposed test of Resilience against the Stench's potency of 1D8x10% to avoid dropping prone and vomiting.
81	Sticky	Secretes a strong glue or mucus of potency 1D8x10%, which causes items to adhere to its skin, requiring a Brute Force Athletics test at a penalty of the potency to remove.
82	Sting	Gain a sting attack. Each additional incidence adds another stinger on a different location; roll a D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
83	Strong	+1D8 STR.
84	Stupid	-1D8 INT.
85	Susceptibility	One form of substance causes double damage to the creature; alcohol, silver, fire and so on.
86	Swimmer	Has webbed digits and gills, +1D8x10% bonus to Athletics when swimming.
87	Tailed	Gains extra unarmed attack, the damage is triple the creature's Damage Modifier but only for the purposes of calculating Knockback.
88	Tentacle	Gains grapple attack. If successful then the tentacles Inflict Pain each combat action thereafter.
89	Tongue	Gains grapple attack. If successful then the sticky tongue Immobilises the opponent and they can be automatically bitten or swallowed the following combat action.
90	Toothed	Gain a bite attack. Each additional incidence adds another toothed maw on a different location; roll a D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage – roll.
91	Tough	+1D8 CON.
92	Transmuter	Changes the substance of whatever it touches into another material; living victims must succeed in an opposed test of Resilience against the Transmute's potency of 1D8x10% to avoid being changed into crystal, dust, plants, wine, bronze and so on.
93	Ugly	-1D8 CHA
94	Vampiric	Temporarily weakens the health of an opponent by 1D8 CON each successful hit.
95	Vulnerable	Damage to one location slays the creature instantly.
96	Warded	Invulnerable to one form of material; steel, wood, stone, flesh and so on.
97	Warped	One random location changes to that of a different species (roll on Creature Type table).
98	Weakening	Temporarily weakens the strength of an opponent by 1D8 STR each successful hit.
99	Wilful	+1D8 POW.
100	Wings	Gains bat, bird, butterfly or insect wings granting a Flying Movement equal to normal Movement.

Demon Physique

When designing a new species of demon, the following table may be of use in deciding the demon's basic physique – or roll twice or more and combine the results, for a truly disturbing effect.

Demon Physique Type

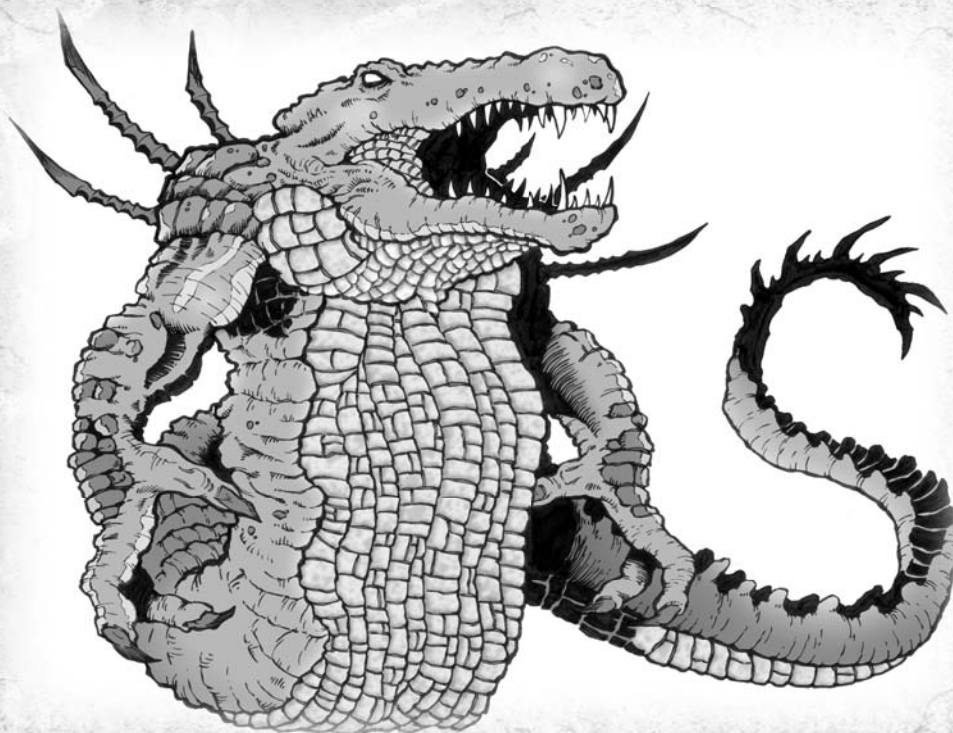
1D100	Body Type	Nature
01-04	Arachnine	Spider
05-08	Avian	Bird
09-12	Canine	Dog
12-16	Caprine	Goat
17-20	Cervine	Stag
21-24	Cancrine	Crab
25-28	Crocodilian	Crocodile
29-32	Equine	Horse
33-36	Feline	Cat
37-38	Glirine	Rodent
39-40	Hirudinal	Leech
41-44	Humaniform	Human
45-48	Insectile	Insect
49-52	Lupine	Wolf
53-56	Noctillionine	Bat
57-60	Octopine	Octopus

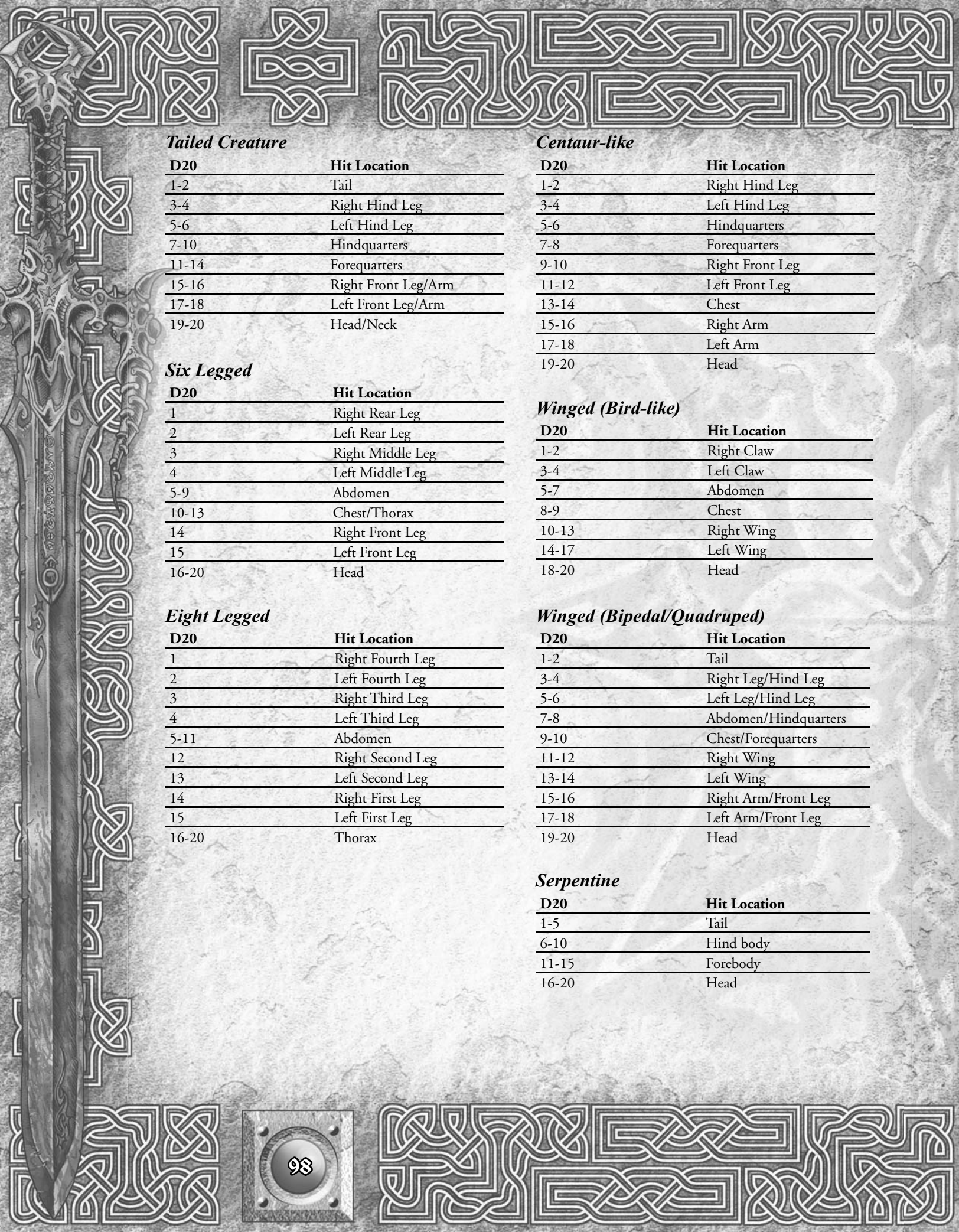
1D100	Body Type	Nature
61-64	Pyridine	Butterfly
65-68	Piscine	Fish
69-72	Porcine	Boar
73-76	Ranine	Frog
77-80	Saurian	Lizard
81-84	Simian	Ape
85-88	Taurine	Bull
89-92	Ursine	Bear
93-96	Vermian	Worm
97-00	Vespine	Wasp

Sample Hit Locations

Bipedal

D20	Hit Location
1-3	Right Leg
4-6	Left Leg
7-9	Abdomen
10-12	Chest
13-15	Right Arm
16-18	Left Arm
19-20	Head





Tailed Creature

D20	Hit Location
1-2	Tail
3-4	Right Hind Leg
5-6	Left Hind Leg
7-10	Hindquarters
11-14	Forequarters
15-16	Right Front Leg/Arm
17-18	Left Front Leg/Arm
19-20	Head/Neck

Six Legged

D20	Hit Location
1	Right Rear Leg
2	Left Rear Leg
3	Right Middle Leg
4	Left Middle Leg
5-9	Abdomen
10-13	Chest/Thorax
14	Right Front Leg
15	Left Front Leg
16-20	Head

Eight Legged

D20	Hit Location
1	Right Fourth Leg
2	Left Fourth Leg
3	Right Third Leg
4	Left Third Leg
5-11	Abdomen
12	Right Second Leg
13	Left Second Leg
14	Right First Leg
15	Left First Leg
16-20	Thorax

Centaur-like

D20	Hit Location
1-2	Right Hind Leg
3-4	Left Hind Leg
5-6	Hindquarters
7-8	Forequarters
9-10	Right Front Leg
11-12	Left Front Leg
13-14	Chest
15-16	Right Arm
17-18	Left Arm
19-20	Head

Winged (Bird-like)

D20	Hit Location
1-2	Right Claw
3-4	Left Claw
5-7	Abdomen
8-9	Chest
10-13	Right Wing
14-17	Left Wing
18-20	Head

Winged (Bipedal/Quadruped)

D20	Hit Location
1-2	Tail
3-4	Right Leg/Hind Leg
5-6	Left Leg/Hind Leg
7-8	Abdomen/Hindquarters
9-10	Chest/Forequarters
11-12	Right Wing
13-14	Left Wing
15-16	Right Arm/Front Leg
17-18	Left Arm/Front Leg
19-20	Head

Serpentine

D20	Hit Location
1-5	Tail
6-10	Hind body
11-15	Forebody
16-20	Head

BATTLE SCARS

'There are my own White Leopards,' she told him. 'five hundred picked warriors who run as swiftly as horses, are as strong as mountain cats and as ferocious as blood-mad sharks—they are trained to kill and killing is all they know. Then there are my other troops—infantry and cavalry, some eighty Lords in command. The best cavalry are from Shazar, wild riders but clever fighters and well-disciplined. Tarkesh has sent fewer men since I understand King Hilran needed to defend his southern borders against a heavy attack. However, there are almost a thousand and fifty foot-soldiers and some two hundred mounted men from Tarkesh. In all we can put perhaps six thousand trained warriors on the field. Serfs, slaves and the like are also fighting, but they will of course serve only to meet the initial onslaught and will die in the early part of the battle.'

— Stormbringer

War comes ever-easily to the Young Kingdoms. Invading hordes, such as Kelmain; beggar-armies such as that that besieges Tanelorn; the wandering mercenary armies of Melniboné and of course, the soul-destroying sight of the armies of Chaos, marching to lay-waste to the world in the last battle. Armies, rank and file. The clash of shield wall against shield wall, the thunder of cavalry and orders barked by manic generals each playing a murderous game of chess with living pieces. Yes, war comes ever easily to the Young Kingdoms and so does the carnage.

This chapter offers a way of simulating epic battles in *Elric of Melniboné*. It is an abstraction of true battle, for obvious reasons but it provides a way for the deeds of individual heroes to be undertaken in the heat, confusion and deafening crescendo of conflict. To simplify matters, an army is composed of only three basic kinds of unit – infantry, cavalry and missile troops. Depending on circumstances, the Games Master can go into more detail on specific smaller units – obviously, if the characters are in command of a group of knights, for example, then they will

have more interest in the tactics used by their unit than in the fortunes of the army's cavalry as a whole.

Units

Firstly, determine the type of the unit: **Infantry**, **Cavalry** or **Missile Troops**. Any fast-moving unit counts as cavalry, from horse-mounted knights to devil-lizard Pan Tangian warriors. It is possible for some units, like mounted archers, to count as two different types of unit. Special units, such as Melnibonéan dragon riders and Pan Tangian Tyger troops and covered in *Special Units*, below.

Every unit has a value, called Combat Strength, which represents its ability in battle. This single value encompasses the unit's equipment, training, morale and capacity to fight. Combat Strength can be a negative value; a negative-strength unit will do poorly in battle but it is still better than no unit at all. Combat Strength is calculated as follows:

Base Ability Scores

The base Combat Strength score is calculated according to the following table:

Base Combat Strength

Troop Unit	Combat Strength (CS)
Infantry Close Combat	Average STR+ Average CON
Cavalry Close Combat	Average STR+ Average CON, +10
Infantry Missile Troops	Average DEX+ Average CON
Infantry Missile and Close Combat	Average STR+ Average DEX + Average CON
Cavalry Missile and Close Combat	Average STR+ Average DEX + Average CON, +10

Training

Training measures both the troop's combat skill and their ability to fight side by side. Troops can be: Conscripts, Green, Trained, Exceptional, Elite or Legendary. The training level confers a bonus to the CS.

Training Bonus

Training Level	CS Bonus	Example
Conscripts	-15	Slaves, a peasant fyrd
Green	-10	Town or city levy
Trained	0	Standing army, town or city militia
Exceptional	+10	Veteran warriors, grizzled professionals
Elite	+20	White Leopards, Melnibonéan mercenaries, Demons of Combat
Legendary*	+30	Elric, Moonglum, Dyvim Tvar, Jagreen Lern, the allies of Black Ship fighting Agak and Gagak

**Legendary units are extremely rare and comprise of units composed of the true movers and shakers of the Multiverse, serving, whether they know it or not, some Higher Power. Their deeds and reputation are so great they will swiftly pass into the realm of myth; warriors who champion cosmic causes like Law and Chaos. The group of heroes assembled by the blind captain of the Black Ship to destroy Agak and Gagak, including Elric, Hawkmoon, Corum and Erekošë, for example, comprise a Legendary unit.*

Mixed Units

The CS of a unit is determined by the *dominant* type of warrior in that unit. Putting a single plate-armoured White Leopard in command of a gang of Jharkorian slaves does not upgrade the slaves from no armour to plate armour. However, in cases where a *sizeable* proportion of a unit possesses a particular quality, then assign a proportional bonus (rounded down). For example, a unit composed of two-thirds trained troops (+0 CS) and one-third green troops (-10CS) would have its CS reduced by 1.

Commander

The leader of a unit has an effect on its CS. If the unit's commander has the Heroic Aura Legendary Ability, add

+10 to the unit's CS. If he has Lore (Military Tactics), add +5 for each full 30% he has in the skill. If he has CHA 15 or more, add +5 to the unit's CS. All bonuses for a commander are cumulative.

Commanders who are considered poor, cowardly or foolish subtract 10 from a unit's CS.

Equipment

A unit's equipment improves its chances in battle. Modify the CS accordingly: The bonuses and penalties in the below table are cumulative, so poor quality 2H weapons would gain no CS bonus.

Equipment CS Modifiers

Equipment	CS Bonus/Penalty	Examples
Armour	Average AP for the unit	
1H Weapons	0	
2H Weapons	+5	Greatsword, Greataxe and so forth
Blessed Weapons	+10	Inscribed with a Rune of Law or Chaos or an Element
High Quality Weapons	+5	Weapons forged in Imrryr
Poor Quality Weapons	-5	Weapons forged in Oin or Yu

A few weapons give the unit special traits. Note if the unit has Shields, Two-Handed Weapons, Lances, Pikes or Polearms.

Missile troops have a range that depends on their equipment. Short-bows, slings and other such weapons are Close-Range. Long-bows, spears and artillery weapons are Long-ranged weapons.

Missile Weapon Ranges

Close Range

Blowgun, Dagger, Dart, Hatchet, Javelin, Rock, Nomad Bow, Short Bow, Shortspear, Sling, Throwing Star

Long Range

Long Bow, Melnbonéan Bone Bow, Staff Sling

Morale

A unit's willingness to fight can drive its members to greater acts of heroism – or cause them to flee the field in terror if battle goes against them. Morale is affected by a unit's commander, by their circumstances and by the course of the war, as well as supplies (or a lack of them). Hunger, thirst or sickness can defeat an army as fast as any foe. Every unit has a Morale rating which influences its CS. A unit's Morale will change during the course of a battle and this is discussed in more detail, below.

Unit Morale

Morale Rating	Starting Morale	CS Bonus/ Penalty
Miserable	25%	–10
Wavering	50%	–5
Stable	75%	0
Good	100%	+5
Excellent	125%	+10
Fanatic*	Never changes	+5

**Fanatic units are willing to ignore all pain and suffering and injury in pursuit of their cause and unlike other morale ratings, Fanatic morale never changes. Examples are devout Knights of Miggea, Pan Tangian beserkers and the White Leopards of Jharkor*

Unit Size

Finally, note how many warriors are in the unit. The amount of damage inflicted by the unit and the number of casualties it can sustain are obviously dependant on its numbers.

Terrain & Conditions

A wise general considers the battlefield and the hour of battle carefully, as terrain, weather and other such conditions can

affect a unit's fighting ability. Further CS modifiers apply, depending on terrain and other battlefield conditions.

Terrain and Conditions Modifiers

Terrain and Conditions	CS Modifier
Defensive Structure	+10 Missile, +10 Infantry
Forests and Thick Cover	Missile –10, Cavalry –10
High Ground, such as hills	Missile +5, Infantry –5, Cavalry –10
High wind, rain	Missile –10 to –20, depending on severity
Narrow city or town streets	Missile and Infantry –5, Cavalry –10
Natural Barrier, such as a River	–10 to any units crossing river
Night, darkness	Missile –10, Cavalry –10, Infantry –5
Open Field	Cavalry +10
Wet or Muddy Ground	Cavalry –10

Range

There are four 'range bands' in a battle, arranged around the centre of the battlefield. A unit can be:

Distant: Effectively off the battlefield. Reserves and camps are normally distant.

Long: Only missile weapons with Long range can be used.

Close: Close-range missile weapons can be used and units can charge.

Melee: The shortest of ranges – hand to hand combat.

Order of Battle AND Battle Phases

A battle consist of a number of phases:

1. Orders
2. Heroic Actions
3. Resolution
4. Morale Checks

After these phases are complete, if one side has not surrendered or broken, return to phase one again.

ORDERS

An army's commander may give one order to each unit in his army, so normally he will issue one order each to his cavalry, missile and infantry troops. Both commanders must make Opposed Lore (Military Strategy and Tactics) tests; the winner realises what one of his opponent's tactics is and may change one of his orders in response.

Any order in *Italics* can be used to move from Close range into Melee range.

The winners of the Lore (Military Strategy and Tactics) test goes first and resolves one of his orders; the sides then alternate until all orders have been resolved.

The available orders are:

Advance: The unit moves one range category towards the foe.

Attack: The unit engages a foe, advancing from Close to Melee range. This is the 'default' order in battle and does not affect the CS of any unit. Only units in range may be attacked (Long or Close for missile troops, Melee for cavalry or infantry).

Concentrate Fire (Missile Only): The missile troops fire at a particular enemy, inflicting damage. Resolve this missile damage immediately. At Long range, reduce the unit's effective CS by -20. This attack cannot be used at Distant or Melee range.



Brace for Charge: The unit prepares itself to withstand a charge. +10 CS vs Charge only, +10 CS if equipped with Polearms.

Charge: The unit charges on another unit within Close range, moving into melee. Attackers get +10 CS this round when making this attack.

Defensive Line: The unit arranges itself to maximise its defences. Reduce the combat results by two steps for both winner and loser.

Encircle: The unit tries to sweep around the flanks of another unit. +10 CS if the unit has more troops than its foe.

Flank Attack: The unit tries to flank the enemy. Cavalry units get +10 CS vs Infantry or Missile; all units get +10 CS if the enemy is already engaged.

Give Ground: The unit falls back while staying engaged. +20 CS vs Encircle or Hit and Run. Two Give Ground orders in a row move the units one range band back.

Hit and Run (Cavalry only): The unit makes its attack, then falls back to Close range. The unit automatically disengages at the end of the round.

Hold Ground: The unit holds its position, no matter what. It gets a +25% bonus to the morale check at the end of the round.

Reform (Broken units only): The unit reorganises after breaking. The -100 CS penalty is removed. If the unit's Morale is less than average, they will not reform.

Retreat: The unit falls back one range band. If engaged, it suffers a -10 CS penalty this round.

Slaughter Them: The unit suffers a -20 CS penalty but if its final CS total is higher than its opponents, then it inflicts three times as many casualties as normal.

Slow Advance: Two Slow Advance orders in a row allow a unit to close one range band towards a foe. While using Slow Advance, a unit does not suffer any penalties from terrain.

Shield Wall (Infantry or Missile troops with Shields only): The damage sustained by the unit is reduced by two steps.

Quick Advance: The unit moves two range bands towards the enemy. -20 CS this round.

Heroic Actions

Player Characters involved in a battle encounter foe after foe, a cascade of whirling swords and flying arrows. Sometimes, a character gets a chance to distinguish himself in battle. Each round of battle, check the battle conditions, arrangement of troops, available equipment and other opportunities for the characters' chance of attaining some form of glory. Roll 1D3 to see how many chances present themselves each round of battle, so not every character will have a chance each round. However, by spending a Hero Point, a character may buy a chance of glory, if one has not presented itself as a result of the die roll.

Attack Artillery: A break in the battle lines exposes the crew of one of the enemy's siege engines, if deployed, to attack. If the character can slay the soldiers manning the engine, then he can stop the weapon from being used again.

Behind Enemy Lines: The character finds himself and a handful of other soldiers (1D20% of the unit) on the wrong side of the enemy. The character can choose to lead these men back to their comrades or can form an independent unit of the same type as the original that is at the rear of the enemy forces. This unit can immediately make a Flank order attack on the enemy.





Capture a Commander: The character comes face to face with an enemy officer or general. If defeated, the unit loses the CS bonus from their commander (generally +5 to +20) and the character's unit gets a +5 CS bonus this round. If a commander is taken alive, he can be ransomed.

Capture the Standard: The character comes close to the enemy standard, which is guarded by 1D3 warriors in addition to a standard bearer. If the standard is captured, the enemy unit's CS suffers a -10 penalty.

Duel: The character comes upon a rival on the battlefield and the flow of battle around them forms a natural arena. The two may fight for 2D6 rounds before the press of combat carries them apart again. If the character defeats the foe, his unit gets a +10 CS bonus; if he is slain or knocked unconscious, the unit gets a -10 CS penalty this round.

Fallen Friend: One of the character's allies – possibly even another Player Character – is wounded and falls to the ground. He will be trampled, bleed to death or be stabbed by a passing foe unless the character rescues him.

Fallen Foe: The character comes across a wounded or dying enemy. If the character heals him or gets him to safety, then he could perhaps ransom him or even win his loyalty.

Heroic Effort: The character has a chance to turn the tide of battle. He is pitted against 1D4 foes at once but for each one he defeats, his unit gets a +5 CS bonus this round. If the character is slain, his unit gets a -10 CS penalty this round.

Hold the Standard: The standard bearer of the character's unit is slain. The character can choose to sweep it up but he will be attacked by 1D3 foes immediately. If the standard falls, then the unit suffers a -15 CS penalty.

My Kingdom for a Horse: The character encounters a mounted enemy. If the character can defeat this foe and capture the horse, his unit gets a +5 CS bonus and can choose to count as cavalry for the next round as battle.

Precise Shot: A flash of sunlight reflecting off a helm draws the character's attention. An enemy commander is within sight but not within reach. The character can make one

shot with a missile weapon at the enemy commander. If he hits, then the enemy unit suffers a -5CS penalty. If he slays the commander, then the unit also loses the CS bonus from the commander, if any.

Rally Troops: A group of fleeing and broken troops pass by the character. He may make a Lore (Military Strategy and Tactics), Influence or Oratory test to rally the terrified troops. If successful, the unit reforms as if it has executed a Reform order.

Red Carnage: The character hurls himself into the thick of the fray. He may attack a series of foes. His unit gets a +1 CS bonus for the first foe he kills, a +2 CS bonus for the second, +3 CS for the third and so forth, up to a maximum of six foes.

Save Commander: The unit's commander is attacked by a powerful foe or is in the path of a flying arrow, screaming demon of combat or fanatical opponent. The character can choose to interpose himself and save his commander's life, taking the brunt of the attack himself. If he fails to do so, the commander is injured or slain and the unit loses any bonuses from its commander.

Tactical Brilliance: The character sees an opening in the enemy's defences and can take advantage of it by leading his unit. The character may change the order being executed by his unit for another order.

Take Command: The character seizes leadership of the unit after the commander is injured, slain or proves himself weak or foolish.

The Message Must Go Through: A stray arrow kills a messenger; a gust of wind jostles a flag. However it happens, the result is the same – the commander of the character's unit gets the wrong message and the unit is executing the wrong order. The character sees this error and must get the correct order to the commander immediately.

Vile Sorcery: The enemy force includes a sorcerer of some sort, which is about to be used on the character's unit. Unless the character stops this attack, his unit suffers a -3D6 CS penalty this round.

Resolution

'Horses screamed as the tigers leapt and rended them, tearing down mount and man and slashing at the throats of their victims. The tigers raised bloody snouts and stared around for a new prey. Terrified, many of Elric's small force fell back shouting. Most of the Tarkeshite knights broke and fled the field, precipitating the flight of the Jharkorians whose maddened horses bore them away and were soon followed by the few remaining Shazarians still mounted. Soon only Elric, his Imrryrians and about forty White Leopards stood against the might of Dharijor and Pan Tang.'

— Stormbringer

After determining the effect of orders and Heroic Actions, it is time to determine the results of the clash of armies. Resolution happens in the same sequence of units as orders were resolved. Both units make a percentile roll against their current Combat Strength; if successful, add +20 to the unit's CS for the rest of this round.

Damage from missile units is resolved before damage from melee attacks. Obviously, melee attacks can only damage a missile unit if they are in melee range.

Finally, consider the difference in numbers between the two units:

Unit Numbers Comparison

Unit outnumbered foe	CS Modifier
Slightly	+5
By half again	+10
Twice size of foe	+15
Three to one or more	+20

Next, subtract the higher CS from the lower. The difference in CS scores determines the damage inflicted. Multiply the value on the table by the number of troops in the *smaller* unit.

Damage Inflicted

Difference in CS

Infl icts	Multiplier
–100 or more	None
–90	x1/20 (0.05)
–80	x1/20 (0.05)
–70	x1/10 (0.1)
–60	x1/10 (0.1)
–50	x1/10 (0.1)
–40	x1/5 (0.2)
–30	x1/5 (0.2)
–20	x1/4 (0.25)
–10	x1/4 (0.25)
0	x1/3 (0.3)
+1	x1/3 (0.3)
+20	x1/3 (0.3)
+30	x1/2 (0.5)
+40	x1/2 (0.5)
+50	x1/2 (0.5)
+60	x3/4 (0.75)
+70	x3/4 (0.75)
+80	x1
+90	x2
+100	x3

To calculate the casualties, take the value of the difference between the two units and check on the table above twice. The first check takes the *positive* version of the result for casualties *suffered* by the losing unit. The second check takes the negative result, to determine the casualties *inflicted* on the larger unit by the smaller unit.

Morale

Any unit must make a Morale test against its Starting Morale score when it loses a round of battle or when it loses 10%, 25% or 50% of its starting strength.

If the morale check is successful, then the unit's morale is reduced by one step. If the morale check fails, then the unit breaks and flees. It keeps making retreat actions, and suffers a –100 reduction to its CS.

Special Units and Events

Artillery

Siege engines and other battlefield artillery, such as trebuchets, can fire one per battle round. A successful Mechanisms check is required to target an enemy unit; the damage inflicted varies depending on the artillery weapon.

Demons

When Chaos employs its most feared soldiers, demons of combat range across the battlefield. Where demons appear, their CS is calculated as for any other unit type but add the average Magic Points invested in their characteristics to the CS. For example, an infantry unit of 6 MP combat demons from the 6th Crimson Hell has a basic CS of STR+CON divided by 2, plus 6. As demons of combat count as Elite troops, they also gain +20.

The morale of any unit facing a demon unit is reduced by one step.

Dragons

Dragons strafe troops, pouring flaming venom from them from on high. A dragon performing this kind of attack hits 3D6 troops on average. Armies can return fire at dragons if they are equipped with longbows or similar. The missile unit must make a percentile test against its CS to hit; on a critical hit, the dragon is damaged and can make no further attacks for 1D6 rounds of battle.



Sieges

A siege works the same way as a battle, but casualties for both sides are reduced by a number of steps depending on the type of fortification:

Fortification	CS Modifier	Attacker's Casualties Reduced	Defender's Casualties Reduced
Wooden walls or earth banks	+10	—	One step
Small tower, low walls	+20	One step	Two steps
Small castle	+30	One step	Three steps
Large castle	+40	Two steps	Four steps
Mighty Fortress	+50	Two steps	Five steps

New Battle-Related Skills

These new Advanced skills are used for the control of troops on the battlefield.

LORE (Military Strategy and Tactics) (INC)

The deployment of troops, deciphering the best conditions for battle and the advantages the environment offers, reading the ebb and flow of the conflict and anticipating an opposing general's plans – all these are covered by the Military Strategy and Tactics skill. It is used primarily during the orders phase of a battle round, as described earlier in this chapter but it may also be used outside of a battle, during a planning and preparation for an upcoming conflict, to gain an understanding of the likely strategies to deploy in the battle proper.

Martial Prowess (SCR+POW)

'They threatened him, hoping that he would lay down his sword and let himself be captured. But Elric smiled. Stormbringer began to sing. Elric grasped the sword in both hands, bent his elbows then suddenly held the blade straight out before him.'

'He began to whirl like a Tarkeshite dancer, round and round, and it was as if the sword dragged him faster and faster while it gouged and gashed and decapitated the Kelmain horsemen.'

'For a moment they fell back, leaving their dead comrades heaped about the albino, but Prince Umbda, after a hurried conference with Theleb K'aarna, urged them upon Elric again.'

– The Vanishing Tower

A character must have 110% in a Close Combat Weapon skill before choosing to take this Advanced skill.

There is nothing more impressive than a single warrior standing defiant amidst a circle of foes, fighting them off without fear or concern for the danger. By the flashing of attacks and parries, he seems to be more than just a single combatant in battle – like Elric, he is a true force to be reckoned with.

Martial Prowess is specifically a battlefield skill. Whenever outnumbered in Close Combat, a character with this skill can trade in his first Combat Action to call for a Martial Prowess skill test. Whatever the number is on a successful test, it should be noted for the rest of the round. All enemies that wish to attack the character for the remainder of the round must first roll their Persistence skill against the character's Martial Prowess result. If they succeed they can attack as normal. If they fail, they will suffer –25% to their Weapon skill roll to hit.

Should a character roll a Critical Success with Martial Prowess, he may add an additional Combat Action after his last normal one (Strike Ranks still apply). If he fails with a Fumble, however, he loses an additional Combat Action and this skill does nothing for the round.

Sample Units

A selection of typical unit types are provided here as examples of forces from across the Young Kingdoms (and beyond).

BEGGAR, SLAVE OR PEASANT Levy Infantry

CS: 7

Morale: 25%

Number in Unit: 500

Notes: Conscripted troops with poor morale, armed with shortspears and simple shields and clad in leather armour (although this may be poor quality). The beggar army of Nadsokor is of this quality.

Trained Infantry

CS: 22

Morale: 75%

Number in Unit: 100

Notes: A typical infantry unit found across the Young Kingdoms, armed with war swords or longswords, shortspears and shields and clad in leather armour.

Trained Cavalry

CS: 32

Morale: 75%

Number in Unit: 40

Notes: Horse-mounted, trained cavalry soldiers found in many Young Kingdoms armies, armed with war swords or longswords, shortspears and clad in leather armour.



Trained Archers

CS: 22

Morale: 75%

Number in Unit: 60

Notes: A typical archery unit armed with a longbow and clad in leather armour.

Veteran Infantry

CS: 38

Morale: 100%

Number in Unit: 100

Notes: Seasoned warriors, including mercenary units, armed with high quality or two-handed weapons (such as Filkharian pikemen, or Lormyrian axemen) and clad in chainmail armour.

Veteran Cavalry

CS: 48

Morale: 100%

Number in Unit: 40

Notes: Highly skilled and experienced cavalry soldiers found in the armies of Lormyr, Ilmiora and Vilmir, armed with lance and clad in chain mail armour.

Veteran Archers

CS: 36

Morale: 100%

Number in Unit: 60

Notes: Seasoned archers armed with longbows and clad in chain mail armour.

Jharkorian White Leopards

CS: 50

Morale: 125%

Number in Unit: 100

Notes: Highly trained, fiercely loyal and expert killers, the White Leopards are the Jharkorian elite, fighting with full plate armour, high quality weapons and a merciless attitude.

Kelmain Host Infantry

CS: 51

Morale: 100%

Number in Unit: 150

Notes: Chaos-worshipping, square-eyed warriors from the

plane of Kelm, commanded by Prince Umbda or Princess Xham, the Kelmain Host are highly co-ordinated and disciplined warriors. However, if their commander is isolated or killed, co-ordination suffers, reducing Morale to 75%.

Knights of Shazar

CS: 55

Morale: 125%

Number in Unit: 80

Notes: The best horsemen on any battlefield, experts with a lance and at shooting a longbow from horseback.

Melnibonéan Mercenaries

CS: Infantry and Archers 54, Cavalry 64

Morale: 125%

Number in Unit: 250

Notes: The remnants of Melniboné, now reduced to fighting as wandering mercenaries, and led by the redoubtable Dyvim Tvar, kinsman of Elric, and his son, Dyvim Slorm. In response for the carnage visited on Imrryr, the mercenaries of Melniboné visit unmitigated ferocity on any foe they are paid to fight. All equipment is of superior quality.

Pan Tang Tyger Warriors

CS: 60

Morale: 125%

Number in Unit: 50

Notes: Merciless warriors who fight with trained sabretooth tigers. The tigers themselves strike fear into an enemy, reducing Morale by one rank.

Pan Tang Devil Beast Riders

CS: 65

Morale: 125%

Number in Unit: 30

Notes: Riding six-legged, demon-like lizards that rend anything in their path. The very sight of these monsters reduces Morale by one rank.

SHE DREAMS OF EMPIRES

A young princess beset by disturbing dreams holds the key to the schemes of the Pan Tangian sorcerer Tork'aada Varenkor who, following in the footsteps of Theleb K'aarna, has made contact with the Kelmain Host and is intent on carving a new empire for Pan Tang in the peaceful heart of Jharkor. If his plans reach fruition, Varenkor will open a portal between the realm of Kelm'a and the Young Kingdoms, permitting Princess Xham of the Kelmain to move her army between the worlds. The scenario can be divided roughly into four parts.

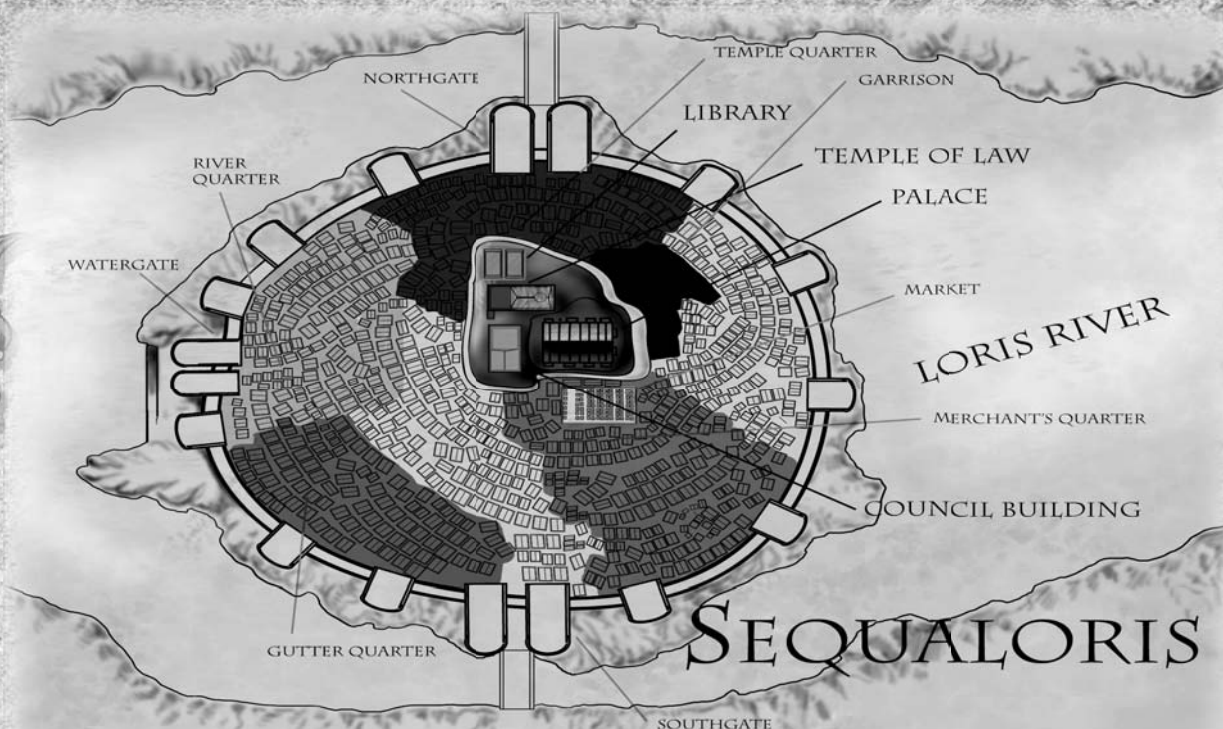
- * In the first part, the adventurers are introduced to Sequaloris and either witness the events surrounding the Blossoming Rite or hear of them from troubled locals during the subsequent feasting. They are then, somehow, persuaded into attending the Princess Ahmayn.
- * In the second part they enter Ahmayn's dream and experience the torments holding the young girl prisoner. The dream holds vital clues for the scenario's direction and resolution.
- * From here, the scenario becomes more freeform in nature and depends very much on what the adventurers choose to do and what they achieve. In the third part, the hunt is on for Varenkor, before he can activate the device that will bring the Kelmain into the Young Kingdoms. If Games Masters prefer a faster game with a neat resolution, then preventing Varenkor's plan provides such a conclusion.
- * In the fourth part, the Kelmain invade Sequaloris and garrison the city, preparing for greater war against the Young Kingdoms. A variety of sub-scenario options are presented to help manage what the adventurers do during the invasion, one of which is a full pitched-battle with the Kelmain, using the mass combat rules presented in the *Battle Scars* Chapter. Again, the conclusion of the scenario is dependent on the adventurers' actions but if Princess Xham is killed, Ahmayn is freed although at great cost to her soul.

The Blue Spires of Sequaloris

The city of Sequaloris rises like a king's crown from the expansive meadows of central Jharkor. Built on an island in the deep-flowing Loris River, its towers and minarets are topped with azure quartz mined from the nearby hills and the city watches over many small villages, farms and homesteads that go about their daily business unaware of the schemes of Chaos and Law or the demands of the Lords of the Higher Planes.

The city is governed by the Council Seq but is accountable to King Darmit. It is Darmit's habit to visit Sequaloris to preside over the Council's business twice each year but when unable to do so his elder sister, Princess Yishana, goes in his stead. Yishana has several lovers in Sequaloris and thus never balks at the duty, despite the sleepy nature of the city and its like of a vibrant society. So it is that Yishana finds herself in Sequaloris this particularly fine spring, accompanied by her young cousin, the Princess Ahmayn. Each spring the people of Sequaloris celebrate the Blossoming Rites where the young men and women of the city are deemed to come of age and are baptised in the clear waters of the Loris. Princess Yishana will preside over this year's Blossoming and Ahmayn will take part. Thereafter follows three days of feasting and merrymaking in which the entire city gives way to the kind of hedonism that is relatively commonplace in certain regions of the capital, Dhakos. For Yishana, it is an excuse to indulge in her various lovers with impunity. For the people of the meadowlands, it is an excuse to eat, drink and carouse before the hard work of the harvest.

And so it is that the adventurers find themselves in Sequaloris too. The City of Blue Spires attracts many at this time of year. The street markets are fine places for trade, and the merchants flock from Dhakos, Aflitain, and even from Dharijor's less aggressive areas on the northern Jharkorian border. For the adventurers this is perhaps a time to relax, or perhaps a time of work – accompanying a wealthy trader, or seeking a new employer for their next adventure.



At the Blossoming

At first light of the Blossoming every boy or girl of seventeen or eighteen dresses in a shift of pure white linen, having kept a vigil and fast the night before. At the appointed hour they leave their homes, accompanied by their proud families and join the line of citizens that snakes through Sequaloris, candles in hand, making their way to the Watergate. It is a fine procession that moves in solemn silence, at its head the monarch, who carries the anointing bowl made from the clearest crystal. From Watergate the Blossoms form a line, boys and girls alternating and proceed, one by one, to wade into the cool river where Princess Yishana awaits, anointing bowl in hand, to wet their head with the water of the Loris. Princess Yishana looks tired, she had little sleep the night before but plenty of exercise, however she conducts the ceremony with a forced smile and stifled yawns. As each newly anointed youth emerges from the river, a Blossom no more but a man or woman, their families gather round with dry robes and hearty congratulations for their kindred.

The last to enter the water is Princess Ahmayn. Her eyes are cast down and she does not smile as she wades out to

the platform where her cousin awaits. She extinguishes her candle in the current, as have the others but when she turns to look at Princess Yishana and receive her blessing, her eyes are filled with tears. A look of dismay fills Yishana's beautiful, if flushed and tired face, and then Ahmayn screams twice before fleeing for the safety of the shore. Attendants try to comfort her but she shakes them away and runs back into the city and thence to the palace.

The Blossoming Rite is in disarray. City elders shake their heads with grim expressions; people stand bewildered at this display. The silence of the ceremony is transformed into a hubbub of speculation and doom saying. Yishana, her face a thundercloud, is helped ashore by her bodyguards and is hurried back to the city in pursuit of the errant Ahmayn.

For the simple folk of Sequaloris, the Blossoming has become cankerous. Ahmayn's distraught state has cast dark clouds over the proceedings and already harsh whispers believe that the harvest will fail, the Loris shall gorge with mud and the blue spires of the city will turn red when the sunset hits them.

Of Muted Feasting and Cooled Carousing

The people of the city drift back to the streets and despite Ahmayn's actions, the feasting begins. It is a slightly subdued affair until the wine has flowed for a good hour and then spirits rise and dances begin. A cheese-rolling contest ends with a huge barrel of cheddar smashing into a cobbler's display. A mock boxing match turns momentarily serious when one of the combatants fails to dodge a low blow and retaliates with vigour. The street-food sellers are plagued by small black flies and in one quarter of the city, near the Northgate, an entire barrel of wine is found to be vinegar of the poorest kind.

Down at Northgate, a nondescript, grey-cloaked figure toys with a paring knife as he dips into a bowl of stuffed olives. This is Tork'aada Varenkor, a sorcerer of Pan Tang travelling incognito. The litany of minor disruptions are due to him, a result of the Compulsion he carries with him; a myriad of minor inconveniences to all those within his considerable sphere of influence. He is waiting and he is patient.

Games Master Notes

The adventurers might notice this array of minor mishaps on a successful Perception test. Keen-eyed adventurers might note the dark-haired, olive-eating man watching the happenings with a wry smile. He is not Jharkorian. Dharijorian, perhaps? Or Pan Tangian? It is difficult to tell. His features are relatively plain but his clothing marks him as a traveller.

...And a Figure of Motley

One of the competitors in the cheese-rolling race – its winner, as a matter of fact – wears a strange combination of colourful clothes and a wide-brimmed hat topped with scarlet feathers. He laughs and jokes and shares his prize (a flagon of wine) with the other competitors, sipping carefully from his own cup and occasionally, shooting the odd glance in the direction of the palace.

This man is most certainly a traveller. He goes by many names but in Sequalaris, Jasper will do. In other worlds he is known as Jhary, or Jerry, or Jhonas, and sometimes he is

accompanied by a small, black and white cat but that much loved pet is not in evidence today.

...And a Figure of Urgent Import

A tall man, accompanied by a dumpy, female servant of the royal household, bustles through the streets, avoiding revellers, rolled cheeses and discarded wineskins. Pauses every now and again to question the more sober of the city folk but leaves soon afterwards wearing an increasingly pained expression. This is HarcherSeq the councillor, who attends the royal household. He is seeking help and finding little of it amongst the revellers. It is not long before he reaches the adventurers. 'I am looking for people who might have a knowledge of healing,' he says, voice filled with gravity. 'Princess Yishana herself offers a reward for any who can assist.'

The physicians who attend the palace have been unable to diagnose whatever ailment it is that needs diagnosis and HarcherSeq is reluctant to discuss the precise nature of Yishana's reward but he is sincere and in need of help, as the dumpy servant hanging on his smock-tails shows by continually snivelling into a sodden handkerchief of withered grey lace.

Games Master Notes

Should the adventurers turndown this plea for help, Jasper intervenes, having overheard HarcherSeq's conversation. 'Why, I have some knowledge, gained from the master physician-slaves of ancient Meeroon-vas-Ankharam in the Pershic Lands (know you of them?). And my new friends here will doubtless assist me.' With a mischievous twinkle in his blue eyes he winks at the nearest character and whispers: 'Aid for a princess! I'll be happy to share it with you if, in return, you will act as my protectors. I have an unfortunate habit of being thrown into rotten dungeons, no matter how well my intentions.'

And, should the encouragement of the Eternal Companion fall upon unwilling ears, he shrugs, bows and goes alone with HarcherSeq and the snivelling handmaiden towards the palace.



Two Princesses

HarcherSeq leads the way to the palace, an immodest, many spired, many towered structure at the very centre of Sequaloris, reached by way of steep, cobbled streets and many twists and turns between dwellings and storehouses. HarcherSeq is silent as he strides and does not speak again until all are within the confines of the courtyard and a pair of massive oak gates has been bolted behind them. 'Her highness the Princess Ahmayn was found here, on this very step, semi-delirious, after fleeing the Blossoming this morning.' He says and waves a hand at one of the large marble steps they are ascending. 'The Seq physicians cannot rouse her, yet she appears to be sleeping. Her cousin, her most exalted royal wonderment Princess Yishana cannot rouse her. The tests conducted, including a bleeding of the bad humours from both arms has failed to yield a single clue as to her ailment.'

He does not pause and leads the characters through the marble-lined halls of the palace and up several flights of stairs until a room, guarded by two White Leopard pikemen, is reached. The pikemen permit immediate entry and the characters are led into a huge bedroom where a group of bearded, mostly ancient, men fuss and converse in urgent whispers around a six posted bed. In the bed is a golden-haired young woman – the Princess Ahmayn – her pretty face is twisted into a fierce mask of determination, eyes clamped closed, her hands clutching at the bed sheets. Her head moves occasionally and her eyes flicker beneath the lids as though she is dreaming.

Princess Yishana, radiantly beautiful and dressed in a gown of deepest blue satin, rises from a seat opposite the bed and dismisses the assembled group of dithering physicians. 'Since my healers fail me, I turn to the streets in the hope this is some ailment of a... more common kind,' she says, attempting to mask a tone of disdain. 'Can you help her?'

If Jasper is present, he merely smiles and offers a bow before placing a palm on the Princess Ahmayn's forehead. He sighs and relaxes himself. Finally, after perhaps 10 minutes of concentration, he reaches the diagnosis below. If the characters are to attempt some form of diagnosis, any of the following skills will do the trick: Dreamthief, Healing, Meditation, Rune of Woman or Witchesight. Watching the girl and probing a little into the surface layers of her troubled psyche reveals she is under the effects of an especially potent dream, one that has trapped her between the waking and slumbering worlds. What has caused it is unfathomable but

its effects will be hard to lift, even if the characters have some sorcery.

Jasper or if one of the party is a Dreamthief, the Dreamthief character, knows that the dream holding Ahmayn must be captured and removed. 'It is fortunate I find myself in Sequaloris your majesty,' he says, turning cobalt eyes on Yishana. 'For I have some skill in the art of Dreamthief, taught to me by an acquaintance of yours.' He winks, then but Yishana looks puzzled. She has not met Prince Elric yet and nor will she do so for several years but that is to whom Jasper refers.

The process of Dreamthief can be undertaken singly or with companions. Jasper recommends companions and this is why he was so keen to seek aid. If he is not present, then this is a choice for the characters to make but any half-decent Dreamthief knows that a dream that can grasp and torture a young girl in broad daylight is of a potent kind. Entering Ahmayn's dreamscape will require assistance.

Games Master Notes

The key to this scenario lies in Ahmayn's dreams. Before she arrived in Sequaloris with Yishana, Ahmayn was inducted to the Cult of Miggea by her father. As a gift Ahmayn has been given the power of second-sight, allowing her a glimpse, via dreams, into the near future. As she entered the water for the Blossoming Rite she experienced a waking dream, born of the realm of Falador, of the coming of a chaos horde to besiege and destroy Sequaloris. Horrified and panic-stricken, she fled the ceremony and ran home, collapsing on the steps at the entrance to the palace. The dream is so strong it now holds her in an unremitting grasp and it cannot be stolen. The only way to free Ahmayn is to save Sequaloris. However, a Dreamthief can enter Ahmayn's dream realm and learn something of the dream – see Within the Shadow of a Dream, below.

The dream originates with both Tork'aada Varenkor and Xham of the Kelmain. They share it and Ahmayn has tapped into it. The three are now locked into each other's fate, with Ahmayn being the prisoner.

Within the Shadow of a Dream

It is clear, then, that someone must enter the dream realm holding Ahmayn captive to free her. Such a thing is barely understood within the Young Kingdoms but it is possible to do and if none of the adventurers are capable, then Jasper is, although his powers are very limited.

Companions and bodyguards are advisable. Pages 126 and 127 of the Elric of Melniboné rules describe the costs of taking companions into a dream realm. Preparations should be made: food, rest and for Ahmayn to be placed in the centre of the bedroom but on the floor so that all those preparing to enter her dream realm can lie around her.

As soon as the Dreamthief has laid his dream staff across Ahmayn's wrists (Yishana watches, coldly; she has signalled to her White Leopards to be alert for any treachery), the Dreamtheft begins: souls and minds begin to bind and the physical world ebbs away into

a

web of

unreality, flowing to

a

river from which the adventurers emerge, feeling cold but not wet. They stand on a muddy riverbank looking west, perhaps a range of indistinct hills. The sky above is leaden, turning to black as it meets the horizon and the ground beneath their feet is hard, like stone and scarred by fissures radiating out on a web like structure from the river bank. Behind them the river flows south in a dead-straight line, its waters the same colour as the sky. On the far bank there is no horizon or landscape; the world simply ends in a curtain of white.

This is Ahmayn's dreamscape or to be precise, it is the dream holding Ahmayn. The adventurers can go anywhere within it, in any direction, save to the far bank of the river but the events that occur happen wherever they might go.

The dream is a product of Imador – Land of New Ambition. Its Intensity is 15 and Persistence 75%. However it is not an easy dream to capture, even for a Dreamthief with the Magic Points to do it. The reason being that this is not a

dream Ahmayn has created herself. It is a dream she has tapped into; its creator is not even human and at this point is not even in the realm of the Young Kingdoms.

Any Dreamthief who attempts to capture the dream, as they might in any normal Dreamtheft, automatically triggers the dreamscape in full and alerts the fabric of the dream to their intrusion. The dreamscape plays out for the adventurers irrespective of what they do but it will not initially be hostile unless they take direct action. Therefore the adventurers can either be passive observers and emerge from the dream unscathed or they can try to steal or disrupt it and incur its wrath.

Scene One

In the distance the ground begins to crack and seethe as the fissures suddenly widen. It takes Athletics or Acrobatics tests to remain upright as the ground shakes. In front of the adventurers, perhaps a half kilometre away (though distance has no real meaning here), a city, not unlike Sequalaris, erupts from the earth, growing up towards the leaden sky. It's towers and spires are the colour of bone, it's walls the colour of congealed blood. It takes minutes for it to become fully formed and the sound of its birth is deafening.

Behind the adventurers, emerging at precisely the same time and at the same pace an immense sword, the size of a citadel tower, erupts from the ground, again, a half kilometre away. It emerges point first and when it has completed its squealing, grating unsheathing, the immense blade is of glistening silver, its hilt and pommel the colour of the parched earth. At the base of the pommel a pair of great doors swings open and from it comes the sound of pounding hooves, followed quickly by an ill-smelling wind. Then the riders emerge. They are mounted on immense, ghostly warhorses, covered in barding. The hooves pound the earth as wave after wave pours from the sword tower. The riders themselves are blurred and indistinct – it is impossible make out any physical detail but it is obvious they are armoured and carry a variety of vicious-looking weapons.

If any of the adventurers, including Jasper, if there, has attempted to steal and contain the dream, a group of riders equal to the adventurers' number swings away from the main force and bears down upon them, lances lowered and swords swinging in anticipation of scything into heads.

Any damage sustained by the adventurers is not carried back into the physical world but the experience may leave a physical scar. Record the amount of damage each character

suffers; at the end of the dream sequence the damage taken equals the percentage chance that the character will suffer this self-same dream as a recurring nightmare unless they can find a Dreamthief to steal and remove it.

Mounted Dream Warriors

These mounted dream cavalry are always hazy and indistinct, although their weapons are sharp enough and their determination strong. They make a Charge at the adventurers and fight for one full round of combat before breaking away and rejoining the main charge. If any are killed, the warrior simply fritters away in a cloud of flesh-coloured smoke.



As the warriors are mounted, they gain all the advantages of mounted combatants as discussed on page 76 of the *Elric of Melniboné* rules.

Characteristics

STR 17
CON 17
DEX 17
SIZ 11
INT 11

POW 14

CHA 11

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	4/6
4-6	Left Leg	4/6
7-9	Abdomen	6/7
10-12	Chest	6/8
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6

Weapons

Type	Weapon Skill	Damage	AP/HP
Bastard Sword	60%	1D8+1D2	4/12

Special Rules

Combat Actions: 3

Movement: 4m

Strike Rank: +14

Skills

Athletics 35%, Dodge 40%, Perception 40%, Persistence 75%, Resilience 75%, Riding 85%

Typical Armour

Plate mail and chain mail (–22% skill penalty)

Scene Two

As the riders tear towards the city the adventurers' perspective abruptly shifts and they are within the city walls, standing behind a tall, cloaked man who holds the hand of a young woman. The young woman should be the same size as the man but somehow, in this dream perspective her size is diminished. The pair are looking over the walls of the city and towards the advancing horde of warriors. No one else is present; the city is deathly quiet.

The adventurers cannot interact with this pair, no matter what they do or try, the man and young woman are oblivious to their presence. They turn and the man forces the woman down a flight of curved stone stairs and to the main city gate. He screams and bellows at her to open the gates and she steadfastly refuses to do so. He draws a knife and slices it across the straps of her dress and it falls to her ankles, revealing a shivering, naked body beneath. The woman reluctantly starts to haul on the great bars holding the city gates shut.

The Dreamthief can keep the city gates closed by attempting to steal this aspect of the dream. To do so it costs 15 Magic Points and the Dreamthief must overcome the Persistence of 75% in an opposed test with his Dreamthief skill. If he has made this attempt already, earlier in the dream, it does not need to be reattempted – the gate stays shut. If the theft is a failure, the gate swings open and the man and woman are pressed to either side of the gates as the ghostly warriors stream in.

If the gates remain closed, the man turns and stares at the adventurers. His face is blurred and it is impossible to give him any identity. The man throws back his head and laughs long and hard; then, before any of the adventurers can act, he spins and stabs the young woman in the stomach.

Scene Three

The perspective shifts for a final time. The adventurers now stand in some form of throne room, draped with curtains and tapestries each decorated with a strange, geometric motif. A long crimson carpet that adheres to the soles of the feet like blood stretches up to a throne where a queen, clad in a dress of midnight black sits on a throne made of swords. Like all faces in this dream, her features are indistinct but on a Perception test the adventurers can tell her features are blocky and angular.

Cowering at her feet is the young woman from the previous scene and now the adventurers can tell, if not actually see, that this is Ahmayn. The queen seizes Ahmayn by her hair and hauls her closer, cruelly, causing the young princess to cry out, which she does in the reality of the bedroom, too, at this point. The queen mutters something to the princess and Ahmayn begins to scream. From behind the throne two figures stride. One is the man from the previous scene and if any of the characters can succeed in a Perception test, opposed by the dream's Persistence of 75%, they can finally establish his features (they are those of Tork'aada Varenkor). He smiles sardonically as he gazes at the queen on the throne.

The second figure is completely distinct: the most beautiful woman anyone could ever imagine, black hair streaked with scarlet, diaphanous robes clinging to a sensual body. Her face is proud and cruel and at her hip is a malevolent, gold-bladed longsword with a basket hilt made from what might be a human skull. Any character with a Pact to Xiombarg or another Sword Ruler recognises the Duchess of Chaos instantly. Anyone else with Lore (Chaos) or similar is allowed to test to understand who she is.

Any character who has a Pact with Xiombarg hears Xiombarg's voice in his head; a sweet, lilting, infinitely cruel voice that says:

'Sweet mortal whom I love so dearly, retreat from this place now and do not interfere with my plans. A place for you in my scabbard awaits when my realm is established. A portion of this insignificant kingdom, no less. Deny me and feel my wrath!'

Every character hearing Xiombarg's voice immediately gains 1D8 points in their Pact. They must also make a test against it, following this increase. If the roll succeeds, then they are compelled to withdraw from the dream and for the duration of this scenario, will feel compelled to act in Xiombarg's interests. If they try to act in a way counter to her schemes, a further test against the Pact is necessary and the action is allowable if they roll *over* their Pact's value. If the Pact is successfully resisted in this manner, it drops by 1D8% each and every time. Those who have pledged their soul to a Lord of Chaos pays dearly when their loyalty wavers.


As a final part of this scene Xiombarg reaches down and draws the face of Princess Ahmayn towards her, laying a passionate kiss on the girl's lips. Ahmayn struggles and cries for help, as though her very soul is being sucked from her body. The adventurers are powerless to resist and as Ahmayn's screams echo in their souls, the carpet of blood sweeps them back through the throne room and out of the dream, depositing them in the waking world.

Varenkor's Plan

Varenkor's plan is straightforward: to open a portal between the plane of the Kelmain and the Young Kingdoms, bring forth Queen Xham's army, sack Sequaloris, and establish a new empire in Jharkor, dedicated to the Sword Rulers. His plan has been years in preparation and it has taken a great deal of time and energy to get this far.

Varenkor shares the dream of Princess Xham and Princess Ahmayn. Furthermore, if the adventurers have invaded the dream and tried to interfere with it, he is now aware of *them*. He also has the edge on the adventurers because he knows that, for them to be able to invade the dream, they must have visited the palace.

Varenkor has, in his employ, several spies. Two of these, Gauvust and Tustrim (see page 128-129 for statistics) are sent forth to follow the adventurers and report back to him. They make their way to the palace, posing as revellers and



watch and wait for the adventurers to emerge. They then spend the next few hours following them and observing their movements. If spotted, they melt into the crowd or one of Sequaloris's many alleys.

If pursued and cornered they retaliate but their essential instinct is to get away with as much information as possible; not to get engaged in brawls.

The Aether Glass and the Kelmain

The way in which Varenkor means to open the gate between Jharkor and Kelm'a is a device he calls the *Aether Glass*. This fist-sized prism of crystal bends not light but the fabric of reality. It requires the planes close to the Young Kingdoms to be in alignment, which they will be at dawn of the second day of the feasting. By uttering the Rune of Passing and investing it with 18 Magic Points, the Aether Glass magnifies the psychic energy and sunders the barriers between the worlds for 18 hours. This is the amount of time the Kelmain have to pass through from their realm and take Sequaloris and the army Princess Xham has at her disposal is more than capable of the task.

Varenkor, during this period, is magically weakened. If the Aether Glass is destroyed and despite its magical nature, it can be shattered, if subjected to enough force, then the gate between Jharkor and Kelm'a is slammed-shut and the Kelmain are cut-off.

Varenkor means to activate the prism in the Market Square at dawn of the next day. When he does, an army of 1,000 Kelmain warriors, led by Princess Xham and her consort, Earl Mhd'bir, will pour into the city and slay anyone who gets in their way. Their aim is to seize the palace, take Yishana and Ahmayn prisoner and use them as bargaining tools with any reinforcements who come to Sequaloris's aid. Everyone else in the city is expendable, perhaps useful as slaves but to be cut-down if they fail to co-operate.

In the 18 hours available to Varenkor and the Kelmain, a further 9,000 Kelmain troops can be assembled if needs be. Princess Xham does not intend to summon the entire force but has no qualms in bringing through whatever reinforcements are necessary. Closing the gate is therefore of paramount importance to the saving of Sequaloris.

FINDING VARENKOR

Emerging from Ahmayn's dream the adventurers may have assembled the following facts:

- * Ahmayn is in the grip of a powerful dream that cannot easily be broken.
- * The dream involves a threat to Sequaloris by someone serving the Sword Rulers.
- * A human male is working within Sequaloris to aid the invaders.
- * Ahmayn is struggling to keep the invaders out.

The key to the dream is finding the man who appears to be aiding the servants of the Sword Rulers. This information, given to Yishana, spurs her into action. She is distressed that Ahmayn is in the grip of such a dreadful dream but is neither naive nor foolish enough to doubt that her city is under threat. She orders her White Leopard captains to obtain from the keepers at the city gate a full list of everyone who has passed into the city in the past 10 days: a mammoth task, given Sequaloris's swollen population. Yishana wants details of any foreigners, anyone carrying anything that appeared remotely sorcerous or anyone who aroused even the faintest suspicions. She also despatches a messenger to ride full haste to Dhakos to warn her brother, King Darmit. A guard of White Leopards is placed around her cousin and the palace becomes a hive of frantic activity as she tightens security in a calm, authoritative way.

She wants the adventurers to search for the man in the dream and anyone who might bear the trappings of a Sword Ruler worshipper. She questions the adventurers on every aspect of what they saw and experienced in Ahmayn's dream, searching for the slightest possible clues or cracks that might expose the perpetrators of this plot. The Seq Council is ordered to scour the libraries for the smallest references to Sword Ruler worship and commands the priests to begin offering prayers to Arkyn in the hope that the White Lords might send aid of some kind.

Naturally the adventurers are sequestered to help in the search for the sorcerer. There is a slim chance that one of them spotted Varenkor earlier: anyone who succeeded in perceiving Varenkor's face in the third scene of the dream may attempt another Perception test and if they *critically* succeed recall the hunched, non-descript man eating olives outside a tavern close to where the adventurers were first approached.

Games Master Notes

The adventurers are, of course, being followed by Gauvust and Tustrim. They represent perhaps the best chance of finding Varenkor.

If either thug is captured, they are reluctant to talk and it will take several hours of persuasion, coercion or other methods to extract information from either of them. If they are spotted whilst trailing the adventurers and they flee, they make good use of the ongoing party to hide in taverns, amongst crowds or in shady back-alleys. They do, however, need to return to the house Varenkor has rented to report on their findings, although both are circumspect in doing so.

The aim should be to string-out the search for the sorcerer until just before dawn. Depending on the level of threat you wish to introduce into this scenario, Varenkor's plan might be thwarted at the last minute or it might be launched, leading to the next phase of the adventure – the coming of the Kelmain and Chaos to Sequaloris.

If Varenkor is discovered and a fight with him and his thugs ensues, it should be a tough battle. Varenkor has magical defences he can employ and will do so. Any characters that share his Pact with Xiombarg or any of the Sword Rulers face a dilemma; aid their patron deity or work against it, perhaps at personal cost.

There are few other things to note that can be introduced to add spice to proceedings:

- * In the Kelmain realm, Xiombarg is opposed by Mabelode and Arioch. Both of the male Sword Rulers do not wish to see Xiombarg extend her influence, Arioch in particular, because he has his own plans for the Young Kingdoms. Arioch also carries far more influence in the Young Kingdoms than does Xiombarg; he might be willing, if divine intervention is invoked, to offer aid to the adventurers. The Lords of Chaos are selfish beings and not averse to thwarting the schemes of their fellow dukes if it furthers their own.
- * Ahmayn has been blessed into the Cult the Miggea, the mad duchess of Law. It is quite possible for Miggea to be invoked, either through Ahmayn's indirect suffering or through the pleas of the adventurers, if any have a pact with her. See 'The Miggea Option' later.
- * Varenkor, whilst acting as the conduit for Princess Xham of the Kelmain, is considered utterly expendable. If he activates the Aether Glass but is captured or killed, the Kelmain care not a fig.
- * Princess Xham is aware of Ahmayn's sharing of the dream and is both intrigued and frightened by this. Her intention is to seek-out the young princess and capture her. She knows Ahmayn has a relationship with Miggea, no matter how tentative and is keen to extract information from her that might be used against Miggea in the ongoing battle between Law and Chaos.
- * One of the effects Varenkor has on his surroundings, as part of his Pact with Xiombarg, is that innocuous mishaps befall those around him. In the immediate environs of Varenkor's rented house, quite a few of the revellers have suffered accidents: sprained limbs, arguments leading to fisticuffs and a few cases of alcohol poisoning, despite the revellers not having as much to drink as would be the usual requirement. These unfortunate incidents, whilst appearing completely normal, might act as a helpful indicator in the search for the sorcerer.
- * If the adventurers are having trouble finding Varenkor and beginning to flounder, their task can be made easier with the help either of Whiskers, who finds the sorcerer or perhaps the merchant who has rented one of his properties to Varenkor and recalls the man the adventurers are seeking when they stumble across him in their investigation.



Time and Precious Little of It

The adventurers have until dawn to find Varenkor. It is close to dusk when they emerge from the palace and the reveries of the city will continue throughout the night. White Leopards move amongst the revellers trying not to cause alarm but searching for anyone who might be up to no good. A few are stopped, hauled from the streets and questioned, before being released.

At the tavern where Varenkor ate his olives, there is no sign of the man. The landlord, a gruff Jharkorian with a potbelly and bad breath, has trouble recalling the man. 'Aye, I've served olives and ale today. Wine too; bread and cheese and all manner of spirits. Drunk almost dry, I am. Would you like me to describe every single face I've served, tell you what they ate and drank and while I'm at it, tell you the measurements of their inside leg? Be off with you! I have customers to serve.'

Finding Varenkor is therefore going to be a very difficult task. Jasper, however, has an idea. He leads the adventurers to another inn and up to the attic room where he has his lodgings. There, asleep on the bed, is Whiskers, his small black and white cat, wings pressed tight around its body. 'Whiskers has a good nose for seeking out dirty rats,' he says, picking up the cat who purrs deeply and rubs its head against his neck. 'She doesn't like crowds but I'm sure she'd like some exercise,' and after whispering something to the cat he takes her to the window, opens the shutters and lets her wander onto the window sill. She yawns, stretches, coughs-up a fur ball and then takes to the wing, soaring out over the rooftops of Sequaloris. 'It might take her some time,' Jasper says, 'but we shall see. We must not rely on Whiskers though. Let us continue our own search. She will find me if she makes any headway.'

The Aether Glass Unleashed

In the event that Varenkor activates the Aether Glass, the following happens.

- * The basement fills with an unholy blue light, which spills upwards and outwards of the house.
- * The fabric of reality around the house bends, as though the nature of Sequaloris is being sucked in towards the basement. Persistence tests are required from anyone in a 10 metre radius of the building. Those who fail are rendered incoherent and senseless

for 1D8 minutes. If Persistence tests are fumbled, this effect lasts 1D8 hours.

- * Jasper and Whiskers are both immediately aware of the disturbance. Jasper frowns, cocks his head to one side and whispers: 'Ah, what's needed now are champions.'
- * Ahmayn briefly stirs from her dream. Her eyes snap open and she exhales sharply, a look of absolute horror in her eyes before she sinks back into a deep, troubled sleep.
- * Storm clouds gather directly above Sequaloris, plunging the new dawn into semi-twilight. Beyond the confines of the city, bright sunlight filters around the meadowlands.
- * Anyone with a Pact with Chaos immediately knows that a breach in the barrier has been allowed.

Inside the basement Varenkor, holding the prism in both hands is bathed in the blue glow as his magical energies open the breach between worlds. He shudders and gasps at the enormous psychic will needed to create the gate. For the 1D8 minutes needed to establish the breach he is invulnerable to physical attacks – the blue glow completely protects him.

The wall of the cellar opposite Varenkor ceases to exist. Beyond lies a dark-skied world with a strange, blocky landscape of dull rock, seemingly without a sun. Rank upon rank of angular, fearsome, Kelmain warriors begin to move forward, streaming into the basement, lead by Princess Xham herself.

The warriors spill out of the house and into the streets of Sequaloris. A guard is established around the house's perimeter, whilst warriors move into the surrounding streets. Any who try to defend themselves are cut down without mercy. The warriors form battle-lines, swords and shields ready. Invasion has begun.

Princess Xham waits for Varenkor to return to his own senses. Together they emerge from the house, Varenkor walking unsteadily. The two of them, protected by some hundred warriors, move in the direction of the palace, slicing down any who stand in their way. In the basement the prism lies on the floor, a stream of blue energy lapping out from it and into the breach, keeping it open. The prism can be destroyed: it has 20 AP and 50 HP but it can be damaged if enough force can be brought to bear. Smashing it seals the rift but 1,000 Kelmain are already in the city and 100 protect the house, the prism and the gate from interference.

If the rift is kept open, 500 Kelmain emerge every two hours to strengthen the force already in the city.

A Time For Heroes

This is a time for heroes indeed. What happens now is largely dependent on what the adventurers have already done and intend to do. Below are various encounters and options that may be used to decide on the course of events following the Kelmain invasion. These are extremely challenging scenarios, which need to be judged according to the circumstances but offer a great deal of scope for plotting, daring, heroism, self-sacrifice, running battles and even a final clash of armies.

A Cry for Help...

Yishana may have already sent for aid; if not, a messenger manages to get out of the city before the Kelmain can stop him. The ride to Dhakos takes five days, so it will be at least 10 days before King Darmit can bring his army to the aid of the city. In this time, the Kelmain prepare for a siege, locking-down the city, commandeering supplies and imprisoning Yishana and Ahmayn in the palace. Anyone who seems capable of offering resistance is hunted-down. The combat-capable of Sequaloris must fight guerrilla actions to survive.

The White Leopards and the city guard lead such insurgence. Diversions are set around the city and the sewers (narrow and cramped but navigable) are used by troops to move around. The Kelmain can be disrupted but not defeated in this way. Losses to the resistance are heavy.

To simulate running street battles between the adventurers, White Leopards, Sequaloris Militia and the Kelmain, use the Mass Combat rules provided in this book, along with the following Unit statistics. Note that the White Leopards are likely to split into smaller units depending on the size of the Kelmain forces being fought. Unit sizes should be varied to match conditions and battle strategies.

White Leopards

CS: 50

Morale: 125%

Number in Unit: 30

Militia

CS: 14

Morale: 75%

Number in Unit: 150

Militia Archers

CS: 24

Morale: 75%

Number in Unit: 50

Kelmain

CS: 51

Morale: 100%

Number in Unit: 200

The streets and hills of Sequaloris impose a -5 penalty to Combat Strength for infantry and archers, although the knowledge of the city streets and the ability of the Jharkorians to move quickly, means that they can ignore this penalty unless the fighting enters a particularly congested area. Archers are able to use upper storeys and roofs to rain arrows down on the Kelmain.

King is Grey and in the Crowd

Varenkor appears on the tower balcony, flanked by Xham (now called Queen) and her consort, Earl Mhd'bir. Yishana is paraded in bonds, humiliated. Varenkor offers the following speech to those gathered to hear it.

'People of Sequaloris! Accept the new regime with good grace and your lives shall be spared. Queen Xham of the Kelmain seeks only this place of stone and mortar. The old, the infirm and the children are free to leave with safe passage. Go to Dhakos! Go to Thokora! You may leave with impunity. But know that Sequaloris is now the new colony of Queen Xham of the mighty realm of Kelm'a and her patron Duchess of the Higher Worlds, Queen Xiombarg. Sequaloris is now the hilt of the Sword Rulers and you would do well to accept your new fate. If you resist, you will die.'

Many capable of leaving take the offer and a stream of bedraggled, miserable people file solemnly from Northgate and into the meadowlands of Jharkor. This is a route of escape for the adventurers, if they decide to take it.



Places to Hide

There are plenty of places to hide in occupied Sequaloris. The Kelmain are more concerned with enforcing martial rule than searching for hiding places. The prize they seek is theirs already. However, Varenkor is desperate to find them and Kelmain search parties – groups of six warriors – poke and prod through deserted houses, back-alley rat-runs, cellars and attics. If the adventurers are swift and cunning they can stay a few steps ahead but the pace is relentless.

If caught, Varenkor wants to see them. He gives them the option of joining with the Kelmain and devoting themselves to Xiombarg or dying. Ahmayn and Yishana are still alive. Ahmayn is locked in her sorcerous slumber and Yishana is forced to wait on Queen Xham. Yishana is determined to take revenge but knows she must bide her time until help from her brother arrives. If an opportunity to kill Xham or Mhd'bir presents itself, she will take it but she is not keen to risk her life in doing so.

If the adventurers are captured, Jasper escapes, along with Whiskers. This is one occasion where he is not made a prisoner. Jasper can be used to help the adventurers to escape, using wits and Whiskers' curious abilities of shifting size and powerful claws.

Any adventurers in a Pact with Xiombarg are looked upon more favourably and given courteous treatment. The opportunity is there for them to join with Queen Xham and become wealthy and influential agents in the new Empire of Kelm'a the Kelmain intend to establish in the Young Kingdoms. How such adventurers decide to take this generous offer is beyond the scope of this scenario but like all rulers swollen with power, Xham does not like sharing it and whilst her promises are generous, she is utterly untrustworthy and whatever she offers is purely to gain a few human allies in the short-term. Adventurers choosing to side with her may see some short-term prestige but like Varenkor, they are essentially expendable commodities.

Any adventurers who are allied with either Mabelode or Arioch might fathom that some animosity exists between the Sword Rulers and this can be used to their advantage. Calls for Divine Intervention from Arioch or Mabelode gain a +20% bonus, *if* the intent is to thwart Xiombarg. The aid provided will be subtle, such as a mystery disease amongst the Kelmain, a sudden loss of morale or other effects that do not tire either opposing Sword Ruler too much. Adventurers should not expect to see demon armies marching to murder the Kelmain, because that level and type of assistance is counter to what the Lords of Chaos care to employ at this stage in the struggle with Law.

The Miggea Option

Miggea of Law is a vengeful Duchess of Law and a fanatical opponent of the Lords of Entropy. Ahmayn's capture is known to her and after a time, she is keen to intervene in order to prevent Xiombarg establishing a foothold in the Young Kingdoms.

Miggea sends aid in two forms. First are her wolves. Packs of wolves mysteriously appear in the streets of Sequaloris and launch savage attacks against only Kelmain. The wolves are white-furred with green eyes and a keen, intelligent purpose to their actions. These are not true wolves but the faithful servants of Miggea drawn from across the Multiverse with the sole intent of damaging the Kelmain and killing Queen Xham. Miggea cannot intervene directly but through her wolf-agents, she can inflict a great deal of pain on the Kelmain.

The wolves appear in packs of seven and many packs emerge all across Sequaloris, tearing into any Kelmain they come across. The wolves are immune to sword attacks, although other weapons damage them and whilst they are not sufficient in number to completely over-run the Kelmain, they can certainly keep the Kelmain occupied for long enough to let the people of Sequaloris mobilise and buy time for help from Dhakos to arrive.

Any adventurer with a Pact with Miggea recognises that the wolves are sent by the Duchess of Dolwic, and wolves recognise characters who support Miggea, providing direct aid. One of the lead wolves, capable of speech, proposes to assist the adventurers in storming the palace to kill Xham, her consort and Varenkor. However, such an action, whilst tempting, comes at a price – not just in terms of physical risk. In return for ridding Sequaloris of the Kelmain, Miggea intends to claim Princess Ahmayn and her wolves are instructed to collect Ahmayn and return her to Dolwic. This is not a part of the plan the wolves intend to share and the adventurers will not learn of it until it is too late. What use Miggea has for the young Princess Ahmayn is unclear but when someone as insane as Miggea chooses to take a soul directly, the long-term consequences cannot be good.

Disabling the Aether Glass

A way of stymieing Varenkor and the Kelmain is to disable the Aether Glass. The prism is still in the basement of Varenkor's rented house in the Merchant quarter, with the house protected by a permanent guard of 20 Kelmain warriors.

In the basement the prism itself is protected by a Rune of Barring invested with 5 Magic Points, which is enough to prevent access to the entire basement from unwanted intrusion. The Rune of Barring can be bypassed with a Rune of Passing invested with 6 Magic Points; by calling upon a Gnome and requesting it tunnel into the basement or if Varenkor can be persuaded (or forced) to cease maintenance of the magical protection. Divine Intervention could also be used as a way of having the Rune of Barring dissolved.

The prism itself has 20AP and 50HP. Destroying it would trap the Kelmain in the Young Kingdoms, but the prism can be far more useful. A character with any of the skills below can attempt to attune the prism's powers and reverse the reality flow. This is dangerous but achievable. It requires an investment of 30 Magic Points, which can be pooled from several adventurers and a successful skill test opposed by the prism's Persistence of 75%. Only one character needs to make the test but every character involved in lending Magic Points suffers 1D6 points of damage to the Head location in psychic backlash, unless they can make their own, successful Persistence roll.

- * Lore (Million Spheres)
- * Rune of Law
- * Rune of Reflection
- * Command

Reversing the reality flow has a dramatic effect: the portal between the Young Kingdoms and Kelm'a is forced open, although, because the Million Spheres are no longer aligned, the winds of limbo rush through at vast speeds, creating a reality vacuum that sucks-in the Kelmain in a spectacularly violent fashion, no matter where they happen to be in Sequaloris (any Kelmain outside the city walls escape the onslaught). Kelmain are literally sucked through the streets, through windows, under doors, through cracks in walls and so forth, screaming with almighty pain. Young Kingdoms characters are unaffected but witnessing this incredible sight costs 1D6 Insanity Points.

KING DARMIT COMMANDS

If Sequaloris is still under occupation when King Darmit arrives, he besieges the city and calls out to Queen Xham to meet him in battle. King Darmit's Lore (Military Strategy and Tactics) is 60%. His leadership, including his CHA, adds +15 to the CS of his units.

Darmit's forces are as follows:

TRAINED INFANTRY

CS: 14

Morale: 75%

Number in Unit: 300 (divided into 3 regiments of 100)

TRAINED CAVALRY

CS: 28

Morale: 75%

Number in Unit: 40 (Divided into two Charges of 20)

TRAINED ARCHERS

CS: 13

Morale: 75%

Number in Unit: 60 (Divided into 3 Flights of 20 archers, supporting the 3 infantry regiments)

VETERAN INFANTRY

CS: 36

Morale: 100%

Number in Unit: 100 (Divided into 2 regiments of 50)

WHITE LEOPARDS

CS: 50

Morale: 125%

Number in Unit: 100 (Divided into 4 regiments of 25)

Assuming the adventurers can get out to join Darmit, they can join any of these units to participate in the Battle for Sequaloris, earning themselves a decent chance of glory against the Kelmain

Queen Xham fields a force of 800 warriors, under the command of Earl Mhd'bir keeping 200 in reserve to hold the city streets. She waits one night and one day before sending her forces out to counter Darmit. Mhd'bir's Lore (Military Strategy and Tactics) is 90%. His leadership, including his CHA, adds +20 to the CS of his units.

KELMAIN WARRIORS

CS: 51

Morale: 100%

Number in Unit: 800 (Divided into 8 regiments of 100)

The battle can be enacted with the Games Master commanding the Kelmain and individual players commanding the Jharkorians, if everyone is in agreement.

If the Miggea Option is being used (see above), then the Wolves of Miggea form a single unit with the following battle capabilities:



Wolves of Miggen

CS: 48

Moral: 125%

Number in Unit: 49

If Darmit defeats Mhd'bir, the battle is taken onto the streets of Sequaloris, where the diminished forces of the Kelmain are faced with the merciless might of the Jharkorian forces. Queen Xham is not one for surrender and fights to the bitter end, calling upon Xiombarg to assist her. However, in fickle fashion, Xiombarg has decided that this small battle is already lost and turns her attention to other endeavours: Queen Xham, would-be Empress of the Young Kingdoms, stands alone.

Alternatively, whilst Darmit battles Earl Mhd'bir, the characters, inside the city, have an opportunity to try to make an assault against the palace, where Queen Xham and Varenkor have based themselves. This may help free Yishana who, in true warrior-princess fashion, rallies troops from across Sequaloris boosting morale by 25% and improving CS by +20.

CONCLUDING THE SCENARIO

Much depends on the adventurers, their deeds and their alliances. A perfect outcome would be to quickly thwart Varenkor and prevent the Aether Glass's activation. However, if the Kelmain seize Sequaloris then the best outcome is to find a way of beating Xham and Varenkor in some fashion, whether it is by assassination, reversing the reality flow of the prism or defeating the Kelmain in a pitched battle outside the walls of Sequaloris.

WHAT OF VARENKOR?

Like most of his race, Varenkor is skilled in self-preservation. In one way or another he escapes, perhaps in disguise, perhaps through sheer slipperiness. Of course, killing him carries a certain satisfaction but then, from a campaign perspective, so does having an arch-enemy of the adventurers abroad in the world. He will see the adventurers as his sworn enemies and plot long and hard in his revenge.

WHAT OF AHMAYN?

If Xham can be killed or her hold over Ahmayn broken, Ahmayn is freed from the dream that has made a prisoner of her. However, the beautiful, carefree young woman is left an emotional wreck. She regains consciousness but is uncommunicative, prone to violent rages, and spends much of her time weeping.

In time, Yishana and King Darmit decide that it might be best for her to retire to the convent run by the Sisters of Redemptive Mercy, a strict commune of nuns who dedicate their lives to the service of Miggea, based in central Lormyr. Depending on the adventurers' actions, they might be asked to escort Ahmayn to the convent, acting as her protectors. This leads to another adventure beyond the scope of this scenario but an option to consider, should it occur to any adventurer, might be to seek out Myshella, Empress of the Dawn, who might be able to cure Ahmayn's waking curse, which, being one of Law's greatest champions, she can do.

WHAT OF REWARD?

If Sequaloris is freed, Yishana and Darmit are very happy to reward the adventurers. Their SIZ in gold pieces should suffice, as well as being lauded Heroes of Sequaloris, being given freedom of the city and having a Public Feast Day named for them. The male character with the highest CHA is also taken as one of Yishana's lovers for two days and two nights.

If the adventurers side with the Kelmain for any reason, then they earn the absolute enmity of Yishana and Darmit. Bounties are levied upon them and a squad of White Leopards assigned to track them down and kill them, stopping at nothing in their pursuit. Yishana is ever a vengeful princess...

DRAMATIS PERSONAE

TORK'AADA VARENKOR Sorcerer of Pan Tang

Tork'aada Varenkor is a dutiful servant of Xiombarg and a Sword Blessor of his cult. He has dedicated much of his soul to Xiombarg's service and desires to see the Dominion of the Sword across the whole of the Young Kingdoms, replacing the vacuum left by Melniboné. Despite being Pan Tangian, he has little allegiance to that island or its Theocrat; he long ago learned that there are greater powers to be had and they do not exist in this, frail world.

For his devout service, Xiombarg, via a series of vivid dreams, has led him into the possession of the Aether Glass and an understanding of the Kelmain. Varenkor now considers himself the chief agent of the Kelmain and an architect of a new, Sword Ruler empire within the Young Kingdoms. He is arrogant but quietly so. Varenkor goes out of his way to remain inconspicuous and he is ever alert to his surroundings.

He commands much magic, which is detailed below, along with his Pact gifts and compulsions. Once the Aether Glass is activated, Varenkor needs to keep 15 Magic Points dedicated to its continued operation, which weakens his general magical capabilities.

Characteristics

STR 12
CON 15
DEX 16
SIZ 11
INT 20
POW 33 (10 dedicated to Xiombarg)
CHA 13

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapons

Type	Weapon Skill	Damage	AP/HP
War Sword	59%	1D8	4/10

Special Rules

Combat Actions: 3

Damage Modifier: None

Magic Points: 23 (Reduced to 3 once the Aether Glass is activated, and the Rune of Barring that protects it)

Strike Rank: +18

Skills

Athletics 35%, Dodge 42%, Language (High Speech) 77%, Language (Kelmain) 80%, Language (Mabden) 100%, Lore (Chaos) 81%, Lore (Million Spheres) 75%, Lore (Sword Rulers) 90%, Perception 103%, Persistence 77%, Resilience 52%, Stealth 67%, Streetwise 41%, Throwing 40%, Unarmed 27%

Pacts, Runes and Summonings

Sword Rulers (Xiombarg) 78%.

Rune of Barring 80%, Bewilderment 67%, Rune of Chaos 77%, Rune of Man 75%

Summon Demon of Protection 63%, Command 70%

Gifts and Compulsions

Abstinence (Sleep), Chaotic Blessing (Varenkor can drain POW, as per the Chaotic Ability Absorbing, on page 119 of the Elric of Melniboné rules); Enchantment (the Aether Glass).

Obsessed with creating an empire; Irrational Fear of Worms; Never Wear Armour; Obsessed with love for Princess Xham of the Kelmain – Jealous of Earl Mhd'bir

Princess Xham of the Kelmain Champion of Xiombarg

Her features are of the angular and chiselled, stone-like kind found in every Kelmain but perhaps more so. Her square eyes taper slightly in towards her hooked nose and her forehead is high, straight and framed by a crudely cut asymmetrical bob. Her lips are bloodless and thin and even by Kelmain standards, Xham is no beauty. Utterly the servant of Xiombarg and utterly obsessed with creating an empire beyond the realm of Kelm'a, Xham is ambitious, dangerous and ruthless. Her warriors are completely loyal to her and she demands obedience from everyone.

If she knows Varenkor is in love with her (see Varenkor's compulsions), she ignores it. Her consort is the Earl Mhd'bir and she sees a Dominion of Swords with him at her side and Varenkor as a pet sorcerer.

Characteristics

STR 17
CON 16
DEX 13
SIZ 15
INT 19
POW 5 (15 dedicated to Xiombarg)
CHA 10

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/7
4-6	Left Leg	-/7
7-9	Abdomen	6/8
10-12	Chest	6/9
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	6/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Great Sword	118%	2D8+1D4	4/12
Dagger	95%	1D4+1+1D4	4/6

Special Rules

Combat Actions: 3
Damage Modifier: 1D4
Magic Points: 10
Strike Rank: +16

Skills

Athletics 55%, Dodge 65%, Language (High Speech) 60%, Language (Kelm) 100%, Language (Young Kingdoms Common) 21%, Perception 70%, Persistence 78%, Resilience 75%, Stealth 28%, Throwing 40%, Unarmed 50%

Typical Armour

Plate (selected locations), -18% skill penalty

Pacts, Runes and Summonings

Xiombarg 90% (reduced to 40% in the Young Kingdoms).
Rune of Chaos 55%, Rune of Contact 60% (maintained contact with Earl Mhd'bir)
Summon Demon of Combat 48%, Command 40%

Gifts and Compulsions

Ward (Swords), Ward (Daggers), Divine Training (Great Sword).
Obsessed with Empires, Unable to Relax, Afraid of Death

Earl Mhd'bir

General of the Kelmain Army, Consort of Princess Xham

Typical of a Kelmain noble, Mhd'bir is stocky, angular and moves in a slightly staccato fashion. His face is marked with deeply etched tattoos – not inked but deliberate scars sliced into his face. His left eye is milky and the right is bright blue sapphire, gifts from Xiombarg. He is a merciless commander, enjoying leading from the front and spurring his soldiers into utter carnage.

He is also Xham's consort but he does not return her love. He sees Xham as a route to power and whilst she is a powerful follower of Xiombarg, he is unafraid of her. If the opportunity arises, he would overthrow Xham and seize any power she has accrued.

Characteristics

STR	19
CON	17
DEX	16
SIZ	18
INT	12
POW	13 (7 dedicated to Xiombarg)
CHA	8

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/7
4-6	Left Leg	6/7
7-9	Abdomen	6/8
10-12	Chest	6/9
13-15	Right Arm	6/5
16-18	Left Arm	6/7
19-20	Head	6/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Greatsword	125%	2D8+1D6	4/12
Broadsword 1H	120%	1D8+1/1D10	4/14
Broadsword 2H	120%	1D10 +1D6	4/14

Special Rules

Combat Actions: 3
Damage Modifier: +1D6
Magic Points: 6
Strike Rank: +17

Skills

Athletics 70%, Dodge 80%, Language (High Speech) 20%, Language (Kelm) 100%, Language (Young Kingdoms Common) 20%, Lore (Military Tactics and Strategy) 90%, Lore (Sword Rulers) 50%, Perception 75%, Persistence 60%, Resilience 75%, Stealth 32%, Throwing 56%, Unarmed 78%

Typical Armour

Full Plate, -42% skill penalty

Pacts, Runes and Summonings

Xiombarg 40%

Gifts and Compulsions

Ward (Arrows), Abstinence (Food), Sapphire Eye – allows Mhd'bir to see immediately behind him. He cannot be outflanked or surprised by a rear attack.
Never Dodge a Blow, Never Use a Shield, Never Surrender in Combat

PRINCESS AHMAYN

Cousin of Yishana, Initiate of Miggea

For most of this scenario Ahmayn is trapped in her own, terrible dream. However, she is a cousin of both Yishana and King Darmit, the only daughter of their half-brother, Dethrin, Duke of Thokora. Dethrin is an ardent worshipper of Miggea and Ahmayn has followed in his footsteps. She is headstrong, devout but a bright and sunny girl nonetheless. The suffering she undergoes is the heart of the tragedy in this story.

CHARACTERISTICS

STR 09
CON 10
DEX 13
SIZ 9
INT 15
POW 16 (6 dedicated to Miggea)
CHA 17

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

WEAPONS

None

SPECIAL RULES

Combat Actions: 3
Damage Modifier: -1D2
Magic Points: 10
Strike Rank: +14

SKILLS

Artistic Expression (Dance) 75%, Lore (Lords of Law) 60%, Lore (Miggea) 70% Persistence 70%. Resilience 50%

PACTS, RUNES AND SUMMONINGS

Miggea 45%.

GIFTS AND COMPULSIONS

Second Sight, allows Ahmayn to see into dreams and gain glimpses of the future.

Attractive to the forces of Chaos

HARCHER SEQ

Councillor of Sequaloris

The fussy councillor for royal affairs, Harcher is allowed to carry the Seq suffix denoting his position in the city. A loyal servant of the Royal Family of Jharkor, he is a punctilious man and very vain in terms of his appearance. He is especially fond of boots and belts.

CHARACTERISTICS

STR 11
CON 9
DEX 9
SIZ 12
INT 13
POW 10
CHA 12

HIT LOCATIONS

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

WEAPONS

Type	Weapon Skill	Damage	AP/HP
Dagger	45%	1D4+1	4/6

SPECIAL RULES

Combat Actions: 2
Damage Modifier: None
Magic Points: 10
Strike Rank: +11

SKILLS

Courtesy 77%, Language (Low Speech) 25%, Lore (Royal Family), Lore (Sequaloris) 110%

WHITE LEOPARD WARRIOR

Elite Soldiers of Jharkor

Jharkor's White Leopards are known and feared, throughout the Young Kingdoms. Dedicated warriors they are trained to kill and do nothing but kill. They are prepared to sacrifice

themselves for Jharkor's greater good and to take with them as many enemies as possible.

White Leopards are all extremely competent and brave warriors. They are first into the fray and are fazed by nothing – even sorcery. Personal glory means little to them but the glory of the King and Jharkor means everything. No White Leopard ever surrenders in combat and neither do they accept surrender.

Every White Leopard wears gleaming silver armour etched with a leopard motif. Leaders of the regiment wear the leopard skins of the rare albino leopards found in the remote corners of Jharkor.

Characteristics

STR 17
CON 17
DEX 15
SIZ 17
INT 12
POW 11
CHA 9

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/7
4-6	Left Leg	6/7
7-9	Abdomen	6/8
10-12	Chest	6/9
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Longspear	140%	1D10+1D4	2/10
Longsword	150%	1D10+1D4	4/10
Kite Shield	100%	1D6+1D4	10/18

Special Rules

Combat Actions: 3
Damage Modifier: +1D4
Magic Points: 11
Strike Rank: +14

Skills

Athletics 90%, Dodge 110%, Perception 54%, Persistence 80%. Resilience 90%, Stealth 65%, Throwing 90%, Unarmed 95%

Typical Armour

Full Plate, -42% skill penalty

Kelmain Commander

Elite Kelmain Warrior

There is a blocky, harsh, Kelmain Commander for every 100 warriors. Command is important to the Kelmain; without clear, precise orders they simply do not know what to do. The Kelmain Commanders occupy an essential part of the army, and they specialise in giving very clear, very precise, very terse orders, very quickly. All commanders are loyal to Earl Mhd'bir.

Characteristics

STR 19
CON 14
DEX 14
SIZ 15
INT 14
POW 12
CHA 9

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/6
4-6	Left Leg	6/6
7-9	Abdomen	6/7
10-12	Chest	6/8
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6

Weapons

Type	Weapon Skill	Damage	AP/HP
Greatsword	99%	2D8+1D4	4/12
Broadsword 1H	99%	1D8+1	4/14
Broadsword 2H	99%	1D10+1D4	4/14

Special Rules

Combat Actions: 3
Damage Modifier: +1D4
Magic Points: 12
Strike Rank: +14

Skills

Athletics 55%, Dodge 75%, Lore (Military Strategy and Tactics) 75%, Perception 55%, Persistence 75%, Resilience 75%, Stealth 24%, Throwing 70%, Unarmed 70%

Typical Armour

Plate, -42% skill penalty

Kelmain Warriors

Typical Kelmain Infantry/Guards/Patrols

Characteristics

STR 17
CON 17
DEX 17
SIZ 11
INT 11
POW 14
CHA 9

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	4/6
4-6	Left Leg	4/6
7-9	Abdomen	6/7
10-12	Chest	6/8
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6

Weapons

Type	Weapon Skill	Damage	AP/HP
Bastard Sword	60%	1D8+1D2	4/12
Target Shield	55%	1D6+1D2	8/12

Special Rules

Combat Actions: 3
Damage Modifier: +1D2
Magic Points: 10
Strike Rank: +14

Skills

Athletics 35%, Dodge 40%, Perception 40%, Resilience 40%, Riding 45%

Typical Armour

Plate mail and chain mail (-22% skill penalty)

Pacts, Runes and Summonings

(Sword Rulers) 30%.

Gifts and Compulsions

Endurance
Cannot fight without orders

Wolves of Miggea Champions of Miggea in Wolf Form

Hunting in packs of seven, the Wolves of Miggea are human warriors faithful to the Duchess of Dolwic transformed into wolves. If killed, the human form returns but is otherwise fixed for the duration of their time in the Young Kingdoms. The wolves hunt out Chaos and the Balance equally, laying waste to whomsoever displays an allegiance to it – including characters.

Characteristics

STR 22
CON 11
DEX 11
SIZ 13
INT 13
POW 11
CHA 6

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Hind Leg	1/5
4-6	Left Hind Leg	1/5
7-9	Hindquarters	1/6
10-12	Forequarters	1/7
13-15	Right Front Leg	1/5
16-18	Left Front Leg	1/5
19-20	Head	1/5

Weapons

Type	Weapon Skill	Damage	AP/HP
Bite	55%	1D8+1D4	
Claw	60%	1D6+1D4	

Special Rules

Combat Actions: 2
Damage Modifier: +1D4
Magic Points: 11
Strike Rank: +8
Traits: Night Sight

Skills

Athletics 80%, Dodge 55%, Persistence 80%, Perception 50%, Resilience 70%, Stealth 85%, Survival 80%, Tracking 90%

Typical Armour

Fur, no skill penalty

Pacts, Runes and Summonings

Miggea 90%

Gifts and Compulsions

Identify Chaos

Never surrender

Princess Yishana Elder Sister of King Darmit, Princess Royal of Jharkor

At this time, Yishana is not yet queen of Jharkor and she is a princess who enjoys her freedom. She is extremely attractive, despite her maturity and enjoys the attentions of many lovers in both Dhakos and Sequaloris. She enjoys toying with the affections of men but cannot commit to any form of stable relationship. Despite her nature, she takes her few royal duties seriously and is very protective of the young princess.

See page 125 of this book for statistics.

King Darmit of Jharkor

Darmit is the young, idealistic king of Jharkor. He relies upon his elder sister for advice and counsel but is nonetheless a brave and forward-looking monarch, much loved by his populace.

Characteristics

STR 13
CON 13
DEX 14
SIZ 12
INT 13
POW 14
CHA 16

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/5
4-6	Left Leg	6/5
7-9	Abdomen	6/6
10-12	Chest	6/7
13-15	Right Arm	6/4
16-18	Left Arm	6/4
19-20	Head	6/5

Weapons

Type	Weapon Skill	Damage	AP/HP
Longsword	70%	1D10	4/10
Kite Shield	68%	1D6	10/18

Special Rules

Combat Actions: 3

Damage Modifier: None

Magic Points: 14

Strike Rank: +14

Skills

Athletics 58%, Dodge 55%, Lore (Military Strategy and Tactics) 60%, Perception 59%, Persistence 62%, Resilience 53%

Typical Armour

Full Plate, -42% skill penalty

Gauvust, Dharijorian Thug

Furtive and ginger-haired, with a bad temper, bad breath and a permanent scowl on his face. Gauvust is a typically swarthy Dharijorian and is completely loyal to Varenkor, hoping to, one day, become a sorcerer himself. He believes he is destined for great and special things and delights in announcing his stupendous powers to any who will listen.

Characteristics

STR 15
CON 13
DEX 13
SIZ 13
INT 14
POW 9
CHA 16

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/7
4-6	Left Leg	1/7
7-9	Abdomen	2/8
10-12	Chest	2/9
13-15	Right Arm	1/6
16-18	Left Arm	1/6
19-20	Head	0/7

Weapons

Type	Weapon Skill	Damage	AP/HP
Bastardsword	50%	1D8+1D2	3/8
Dagger	49%	1D4+1+1D2	4/6

Special Rules

Combat Actions: 3

Damage Modifier: +1D2

Magic Points: 9

Strike Rank: +14

Skills

Athletics 25%, Dodge 23%, Influence 29%, Persistence 19%, Resilience 22%, Stealth 72%, Streetwise 48%

Typical Armour

Leather and thick canvas padding: -8% skill penalty

Tustrim Dharjorian Thug

Thick-set and with keen eyes, Tustrim is quiet, methodical and cold blooded. He enjoys inflicting casual violence and pain whenever he can. He is also behind a series of violent rapes in Sequaloris since arriving in Sequaloris in advance of Varenkor and Gauvust a few weeks ago to rent the house in the Merchants' quarter.

Characteristics

STR	13
CON	13
DEX	12
SIZ	14
INT	13
POW	9
CHA	14

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	2/6
4-6	Left Leg	2/6
7-9	Abdomen	2/7
10-12	Chest	2/8
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	2/6

Weapons

Type	Weapon Skill	Damage	AP/HP
Bastard Sword	60%	1D8	4/12
Target shield	60%	1D6	8/12
Longbow	57%	2D8	

Special Rules

Combat Actions: 2

Damage Modifier: +1D2

Magic Points: 9

Strike Rank: +12

Skills

Athletics 38%, Dodge 10%, Perception 36%, Persistence 39%, Resilience 57%, Stealth 88%, Streetwise 58%, Throwing 26%, Unarmed 50%

Typical Armour

Leather, -14% skill penalty

Index

A

Agak and Gagak 72
Air Galleys 17
Amerain and Menerain 28
Anakhazan 28
Artillery 106

B

Baboon 74
Barge 46
Bas'lk and Nishvalni-Oss 29
Base Ability Scores 99
Bear 75
Beggar, Slave or Peasant Levy
Infantry 107
Bireme 47
Blue Assassin 44
Blue Assassins 42
Blue Spires of Sequaloris 109
Boar 75

C

Camel 76
Catapults 53
Changshai 30
Chaos Has Deep Pockets 25
Chaos Shield, The 16
Chaotic Features 93
Cog 47
Combat at Sea 52
Coming of the Dharzi 25
Commander 100
Companionship & Betrayal
10
Cosmic Struggle 6
Count Smiorgan Baldhead 65
Creating New Treasures 19
Crimson Gate and the Shade
Gate 18
Crocodile 76
Cults of the Balance 7
Cult of Ish'ish'a'maal, The
32

D

Dag-Gadden the Destroyer 71
Demons 106
Demon Physique 97
Devil Lizards of Pan Tang 77
Dharzi 78
Distances Between Young King-
doms Ports 54
Doctor Jest 59
Dog 77
Dragons 106
Drinij Bara 70
Duke Avan Astran 57
Dyvim Storm 58
Dyvim Tvar 59

E

Earl Mhd'bir 124
Earl Saxif D'aan 64
Eastern Culture 26
Elithior, The 35
Enchantments and Treasures 16
Engineer 44
Equipment 100
Eshmir 34
Eternal Champion, The 5

F

Farric's Saga 10
Fire 52

G

Gauvust 128
Guerrilla 44

H

Haghan'iin 80
HarcherSeq 125
Heroic Actions 103

I

Insanity and Pacts 23
Insanity Tests 20

J

Jharkorian White Leopards
108
Jhary-a-Conel 67

K

Karasim 81
Kelmain 82
Kelmain Commander 126
Kelmain Host Infantry 108
Kelmain Warriors 127
King Darmit of Jharkor 128
Knights of Shazar 108
Knights of Tumburu 40
Knorr 47
Krettii 84

L

Loheb Bakra's Brigand Engi-
neers 37
Longship 48
Lore (Military Strategy and
Tactics) 107

M

Maggots of Agak and Gagak
85
Magum Colim 60
Maidahk 36
Martial Prowess (STR+POW)
107
Melnibonéan Battlebarge 48
Melnibonéan Mercenaries 108
Mermen 86
Million Spheres 11
Mirror of Memory, The 16
Mixed Units 100

Monsters 52
Moonbeam Roads 11
Morale 101, 105
Mordaga, the Sad Giant 61
Mounted Dream Warriors 114
Myshella, Empress of the Dawn 62
Mythic Resonance 10

N

Nanorion 18
Nations of the Unknown East 27
New Battle-Related Skills 107
Noose of Flesh, The 19

O

Okara 36
Oone 63
Orders 102
Order of Battle and Battle Phases 102

P

Pan Tang Devil Beast Riders 108
Pan Tang Tyger Warriors 108
Personal Tragedy and Doom 9
Phum 39
Pio Reptilian Mounts 89
Port to Port 56
Princess Ahmayn 125
Princess Cymoril 57
Princess Xham of the Kelmain 123
Princess Yishana 128

Q

Quaolnargn 87
Queen Yishana 67

R

Rackhir 63
Rams 53
Range 101
Repair 56
Reptile Men of Pio 87
Resolution 105
Reversing Traditional Fantasy Themes 4
Roaring Rocks, The 25
Rowing 50

S

S'aleem 41
Sailing 51
Samples of Insanity 21
Scrutineer 44
Screwing Mirrors 18
Seaworthiness 51
Sea Serpents 89
Shaman 45
Ships of the Young Kingdoms 46
Siegess 106
Slave Galley 49
Soldiers 53
Sorcery 27
Special Units and Events 106
Steeds of Nihrain 89
Stra'shestrasse - An Example
Sphere 15
Structure Points 52

T

Teram Gashtek 69
Teram Gashtek - The Flame-bringer 38
Terrain & Conditions 101
Theleb K'aarna 65
The Blossoming 110
Tiger Demons of Voilodion Ghagnasdiak 91

Tork'aada Varenkor 122
Tragic Millenium, The 16
Trained Archers 108
Trained Cavalry 107
Trained Infantry 107
Training 99
Tirreme 49
Tustrim 129

U

Units 99
Unit Size 101
Unknown East Characters 43
Urish the Seven Fingered 66

V

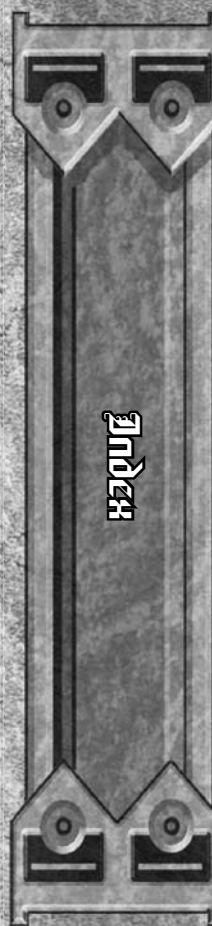
Valederia 41
Vessel Damage 51
Veteran Archers 108
Veteran Cavalry 108
Veteran Infantry 108
Voilodion Ghagnasdiak 90

W

Warrior-Priest 45
Warrior-Priests Of Chaos 40
War Galley 50
Weapons 53
Whiskers, Jhary-a-Conel's Cat 68
White Leopard Warrior 126
Wolf 92
Wolves of Miggea 122, 127

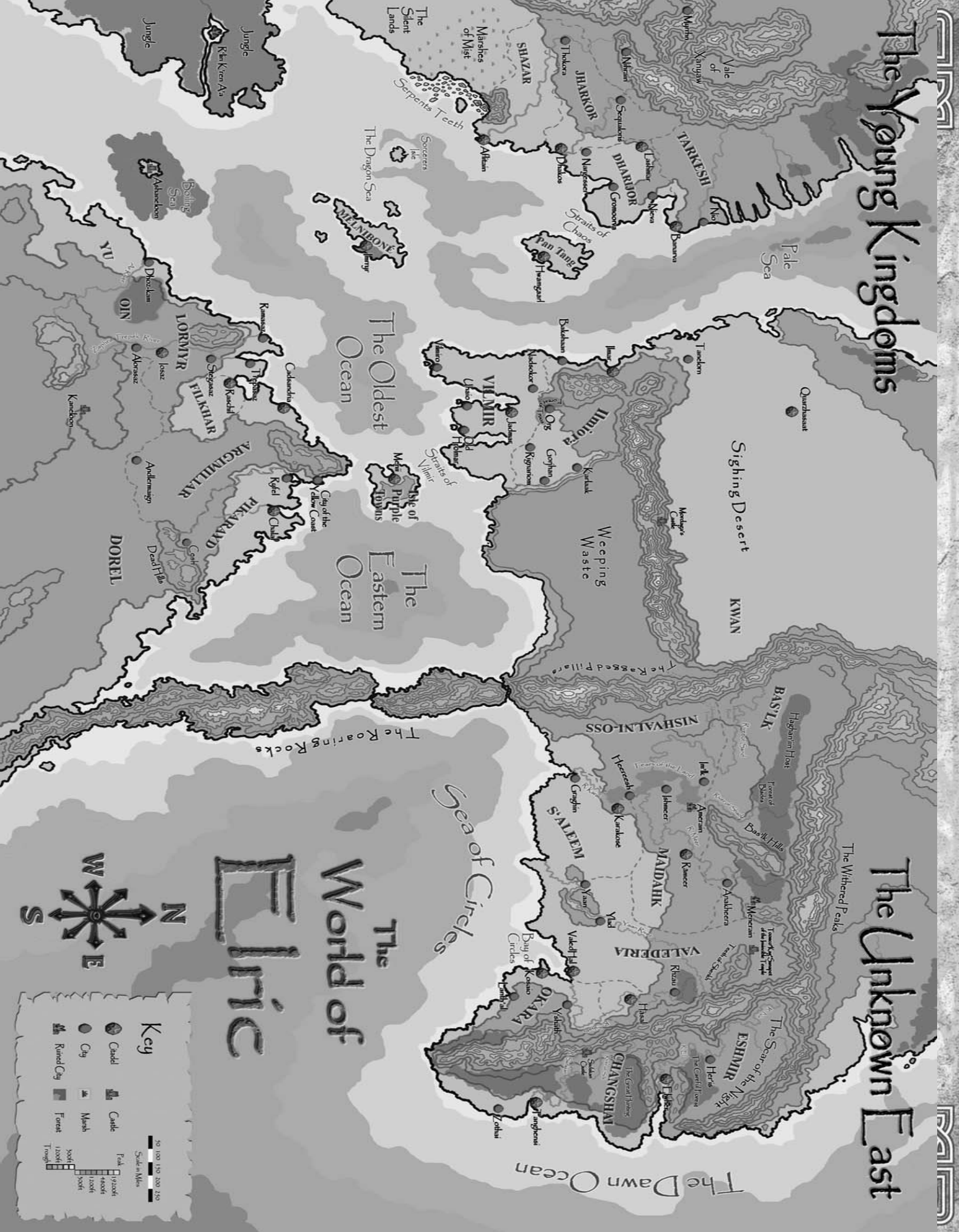
Y

Yellow Wine of Bakshaan 19



The Young Kingdoms

The Unknown East



The Oldest Ocean

The Eastern Ocean

Sea of Circles

The Dawn Ocean



Key

Scale in Miles
0 100 150 200 250

	Castle		Peak
	City		Marsh
	Ruined City		Forest
	Trough		

ELRIC OF MELNIBONÉ COMPANION

The Elric Companion is a boon for all Games Masters who are desirous to send their players off into the hazardous world of Elric. Expanding upon Elric of Melniboné and Gateshadows, the Elric Companion creates a more wild experience of the Young Kingdoms and beyond. Inside you will find a multitude of new rules and scenarios to enhance your gaming experience.

New rules, which cover sailing and the vessels that ply the oceans, allow for travel between major ports and the investigation of mysterious islands. The Eternal Champion travels between the million spheres; now any party can have the opportunity to visit other planes. The unknown case is described in depth, allowing for adventures in lands never fully revealed within the original stories.

Insanity and madness are commonplace in Elric's world, due to the unnatural influence of Chaos and now you can add this new danger to further threaten Player Characters. The rules of madness are out across the Young Kingdoms and new rules allow for these to be played out.

The Innateness of this world are also not neglected within the Elric Companion. From the heroes in Elric's saga, to foul monstrosities, strange creatures and the evil of demons, all provide new challenges.

Finally there is a scenario included, involving the sorcerer Corbadda, whose desire to force a strange empire could ultimately result in the forces of Melniboné securing the Young Kingdoms and altering this world forever.

So strap on your sword and leap astride your warhorse, for adventures within the Young Kingdoms have taken a new turn.

To use this supplement, you will require Elric of Melniboné, Bright Shadows and Magic of the Young Kingdoms.



**MONGOOSE
PUBLISHING**



RuneQuest is a trademark (TM) of Issaries Inc.
Produced under license from Issaries Inc. All rights reserved.



U.S. \$29.95

MGP
8150