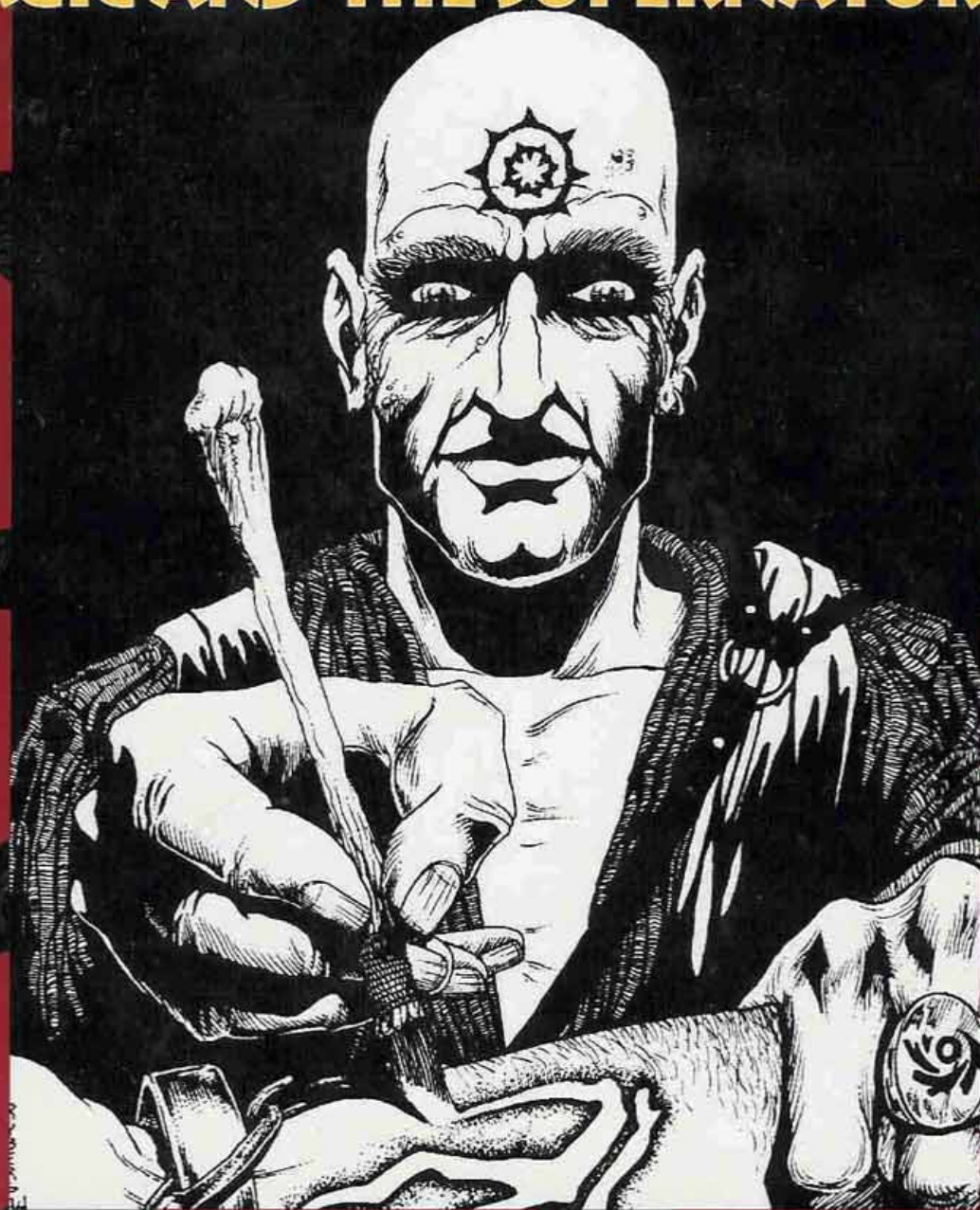


THE BRONZE GRIMOIRE

MAGIC AND THE SUPERNATURAL



ROSS A. ISAACS
WITH WILLIS, MORRISON, GEIER, RYBERG


Chaosium

The Bronze Grimoire

Runes

Necromancy

Spells

Abilities

Breeds

Enchantments

Tomes

Magic and the Supernatural for *Elric!*





MICHAEL MOORCOCK

The mythical book was believed to contain knowledge which could solve many problems that had plagued men for centuries—it held a holy and mighty wisdom which every sorcerer desired to sample.

— *The Weird of the White Wolf*, II, 1.

The Bronze Grimoire

BY **ROSS A. ISAACS**

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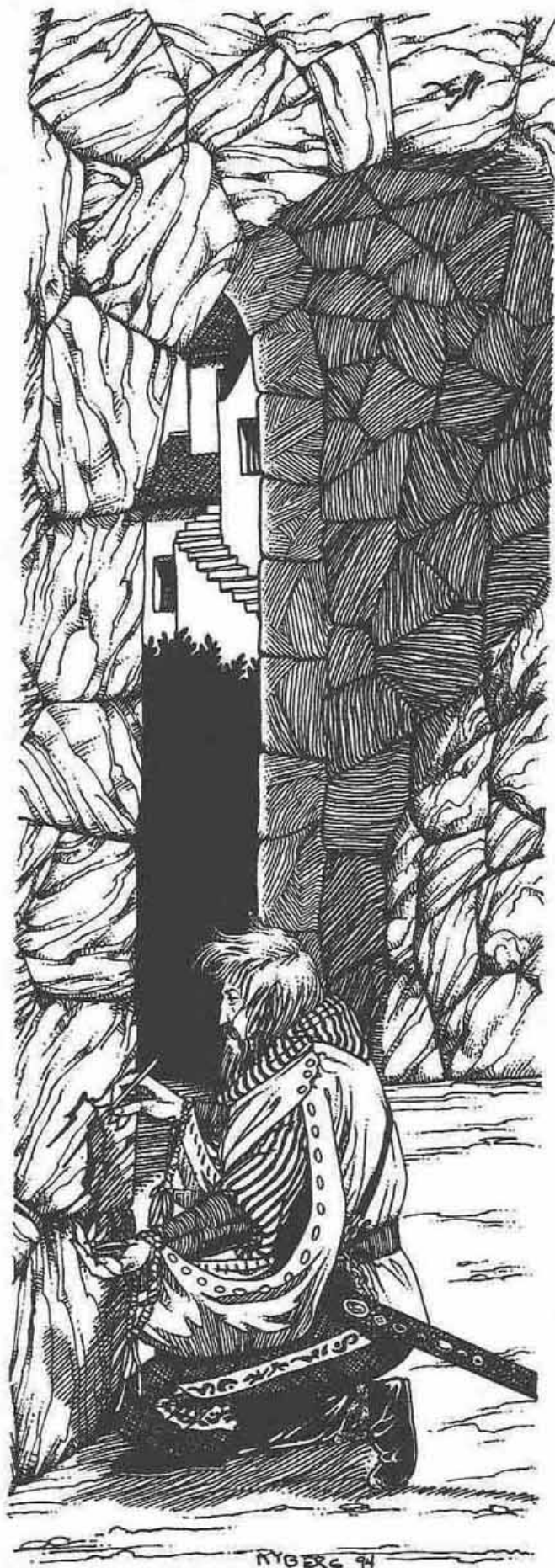
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CHAOSIUM INC. 1994



WHEN IS **BRONZE GRIMOIRE** SET?

THE EVENTS of this book are set one year before the situations described in the novel *Elric of Melniboné* by Michael Moorcock. The Chaosium publications *Sorcerers of Par Tang*, *Melniboné*, *Perils of the Young Kingdoms*, *Sea Kings of the Purple Towns*, and *The Fate of Fools* feature backgrounds and adventures set within this prologue period. Look for *Atlas of the Young Kingdoms Vol. 1: The Northern Continent* and *Seas of Fate* to be released soon.

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ISBN 0-56882-029-1.

Chaosium Publication 2905. Published in August, 1994. For ages 14 and up.

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- DEDICATION - To Kobe Isaacs

The author would like to thank James A. Estes for his encouragement and advice. Special thanks go out to Shannon Appel; Shannon provided the initial ideas for the Rune of Slumber, Beckoning Earth, Hell's Revivification, Hell's Strength, and Raise Dead. Of course, credit must be given to Lynn Willis for taking a shot on an unknown and untested author. Finally, my gratitude to Brian Sullivan for introducing me to the world of Elric, and to John Higgins, Jr. for introducing me to role-playing.



To Begin . . .

THE BRONZE GRIMOIRE adds to and extends the magic chapter in the *Elric!* rulesbook. Of the material in this book, gamemasters should feel free to apply as much or as little as they see fit to their games. This book represents rules, concepts, and magic integral to the game.

Owning this book is not necessary to play *Elric!*, but the material within gives gamemasters and players many more options during a session of play. Players should always check first with the gamemaster before giving their adventurers particular spells or abilities from this book.

Imagine these materials as being discovered over months or years of play. In particular, a sentient being like a demon deserves being roleplayed, not being retrofitted like a mechanical device. Summon new demons to take advantage of new abilities, don't paste new parts on ideas already in play.

Adventurers will in the course of their heroic lives have opportunities to learn new spells, discover new enchantments, and uncover new sorts of demons. This book furthers the gradual acquisition of such magic.

Runes in particular can powerfully influence the nature and conduct of adventurers. Gamemasters who admit the concept of runes into their games should introduce the concepts of rune placement, duration, and triggering into their game worlds before allowing adventurers to learn any runes. In themselves, runes are as powerful and as common as spells.

In creating this book, much attention was paid to magic as described in the *Elric* saga. The origins of many spells are inspired by magical effects portrayed in the saga.

The author hopes that throughout this work the feel of the saga has been maintained, and that the powers and effects contained herein fire the imagination and prove interesting and entertaining in play.

The concept of rune magic and the laws of rune placement are introduced. Dozens of sample runes and a few runic spells are given.

Necromancy is defined in a chapter which also presents necromantic spells, and discusses the Incantations After Death and those associated spells. Descriptions and statistics for seven sorts of undead occur.

The spells chapter presents many new spells in standard format. There is also a comprehensive spell summary: it lists the new spells, all the rulesbook spells, and the main spells from the necromancy chapter. Four Lawful spells originally given in *Fate of Fools* are reprinted. The spells of *Incantations After Death* are not included in the summary table, as they are rare, powerful, and not suitable for everyday use.

This chapter presents two dozen new demon abilities, along with a table that summarizes the demon abilities from the *Elric* rules and this grimoire.

Additional demon breeds and a handful of individual demons appear, illustrated; their abilities combine the old and the new.

Many enchantments are outlined. A number of these are Lawful, or connected with the Elemental Rulers.

The last chapter discusses the tome, a class of book distinct from the grimoire, and presents a dozen examples. The Location entry for each tome includes a scenario hook for bringing the volume into play.

Adventurer attempts at finding the material in this book could be the subject of many sessions of play. Perhaps the adventurers are targets of a devious Pan Tangian necromancer. Perhaps they find a grimoire in ancient, crumbling ruins from the height of the Bright Empire. Perhaps, like Cran Liret, they break into a sorcerer's library to steal spells. If finding the magic in this supplement is interesting and difficult, then finding it in itself becomes the stuff of adventures.

I hope you enjoy the *Bronze Grimoire*.

— Ross A. Isaacs.





Runes And Spell-Like Runes

A new class of magical effect, of substantial benefit to those capable of sorcery and a new source of anxiety and dread for those who are not.

IN THE ELRIC SAGA, sorcerers on several occasions employ runes as well as cast spells. When Elric summons Arioch for the first time, he covers the walls and floor of his room with runes. Yyrkoon uses runes to place Cymoril into a trance-like sleep, before he carries her off to Dhoz-Kam. He does it again when Elric returns for the Sack of Imrryr.

Runes tap the substrate of the universe by virtue of their shapes. They are shadow topologies, projections of infinitely-dimensioned properties intrinsic to the Balance—properties or templates which shape all of time and space. Those cosmic Runes are the true unvarying Law, yet in their ceaseless recombination and repositioning they too are the fount of true Chaos, and in their harmony of action and form they are the true Balance. From their essence springs all.

Compared to the great Runes of the cosmos, the runes of the Young Kingdoms are insignificant shadows. Nonetheless, such shapes and glyphs are dangerous marvels to mortal men, who are god-like only in their dreams.

Rune magic is subtle. It has its own rules. No rune is truly permanent, since all things must some day end, but some runes may have lasted for centuries or millennia.

- Like spells, runes can be successfully learned or inscribed only by individuals of POW 16 or greater.
- For game purposes, speak of each rune in the singular. For one rune, many individual glyphs may need inscription.
- Some runes approximate existing spells and create effects equivalent to those spells and, like spells, most runes affect only one person or one thing.
- Multiples of some runes, inscribed so as to define an area, have uniform power across that area.
- Though thousands of runes exist, no one now knows how to discover a new rune. Mages experiment with existing runes, combining and blending them to create new effects.
- Runes that can be learned and activated are either Chaotic or Lawful. Balance runes do not exist, at least on this plane, and perhaps nowhere, for the magic of the

cosmic Runes is inherent in the creation and evolution of the Million Spheres. Coextant Tanelorn seems to be the Balance's only intervention, but it too is original design primarily shaped by the great Runes.

ADVANTAGES AND DISADVANTAGES

Once triggered, a rune exercises its magical effect without regard to a sorcerer's DEX, presence, or even to his or her existence. Some runes allow the inscriber to lend one-use magic to those who cannot cast spells or inscribe runes. Employing runes methodically, a sorcerer can dedicate instant magical effects and extra magic points to power those effects.

In sum, though the ability to inscribe a particular rune counts against a sorcerer's INT-limit to memory, a sorcerer may scatter as many active runes across the landscape as his or her will, time, energy, and magic points allow. An active rune is not deactivated if a sorcerer removes knowledge of it from from memory.

Every magical path has disadvantages. Foremost, the topological properties of runes make them difficult to

When he had meditated for more than five hours Elric took a brush and a jar of ink and began to paint both walls and floor with complicated symbols....

— Elric of Melniboné, II, 3.

deploy; hence they cost more magic points than do most spells, and take more time to prepare. In most cases, the sorcerer also needs foresight to prepare the right glyphs. An inscribed rune evaporates after its effect ends, and to use again it must be laboriously re-inscribed. Long-existing runes naturally decay and become inoperable.

LEARNING RUNES

A rune must be learned individually. An interested sorcerer can learn rune magic from a willing teacher or from records in grimoires. Follow the procedures for learning magic in the *Elric!* rulesbook. The literal meanings of the glyphs making up the runes have long been lost, or may never have been known—at least by men.

In learning a rune, one must not merely memorize a shape. To correctly inscribe a rune, a sorcerer must attune his or her mind with the intrinsic body of the cosmic Rune, a multiform shape that is beyond reproduction. The learned rune is merely a two-dimensional outline of the greater Rune.

All runes express the Balance's supernal might, but these lesser runes aid individuals, and have been wrought by Chaos and Law to augment their cosmic struggle. Nonetheless, because they reflect the Balance, runes must be executed with the liveliness and unassuming confidence intrinsic to the Balance, or they do not become active.

Rules of Rune Placement

AS A SHADOW topology, a rune must be carefully sited. If the magical connection between its shape and the greater Cosmic rune is distorted or broken, the inscribed rune will not accept magic points or become active. If a new deployment of an active rune somehow contradicts rune placement, the rune evaporates.

Rather than make an issue of the rules of placement, the gamemaster should state clearly if an object could bear or harbor a rune.

- (1) A rune can be inscribed on any object that has at least two surfaces, and then on the exterior surface only.

EXAMPLES: a rune could not go on a solid sphere, but it could be placed on the outer side of a hollow sphere. Any of the six outer surfaces of a closed crate would do equally well, but none of the six inner surfaces of a closed crate would work at all (nonetheless, runes on the exterior of a crate within the first crate would work just fine). A rune could be placed on any side of a crate's lid, but would evaporate if on the inside of the lid when the crate was closed. A rune could be on the cover of a book, but would not remain on the book's flyleaf, once the book was closed. A rune placed on a hanging portrait frame or on a wall-mirror could be on the front, the back, or on a side.

- (2) Recognizing that the definition of *inner* and *outer* is conditional and subject to change, place the rune on the outermost of adjacent surfaces, such as the top layer of armor or clothing, or on the cover of a book.
- (3) The rune must be whole and undamaged. If not, the rune no longer functions, and begins to evaporate along with the magic points in it.
- (4) While some runes can be put on the skin or other surfaces of living beings, and are so identified in the rune descriptions,

most runes need a stability that bending, flexing skin cannot offer. All runes can be put on inflexible shapes—a book, a trunk, a floor, a weapon, and so on. The materials composing a shape or surface need not be uniform or of the same kind, nor held together in a particular way.

- (5) Every rune must be inscribed with passion and verve, the emotions intrinsic to the Balance. Consequently, every rune needs a certain scale of execution, since it is impossible to create some microscopic thing with sweeping and expansive properties. For game purposes, assume that the smallest, simplest rune must be at least two inches (five centimeters) square. Complex runes may need to be very much larger, at the gamemaster's discretion.

EXCLUSIONS

Just as only one spell per object is possible, so only one rune per object is possible. Spells and runes cannot co-exist on the same object. Thus the Rune of Invisibility and the spell Hell's Bulwark cannot co-exist on the same shield. The first on the shield could defend against magical attacks, but the second would be of no effect.

Multiple runes can be inscribed upon living things, just as multiple spells can be so cast. Runic and spellcast versions of the same effect, such as Breath of Life, cannot co-exist on the same life; cast or applied, only the first version of a parallel effect applies.

MATERIALS AND DESIGNS

Special media may be required to inscribe certain runes, at the gamemaster's discretion. Examples include the blood of a demon or rare animal, ink made from the nectars of exotic flowers, or precious materials crushed and mixed as paint. Runes carved, chiseled, etched, written, painted, worked in thick leather, cast in metal, and inscribed in other manners are equally appropriate.

MULTIPLE FORMS

Though single runes always have the same shape, sets of runes that cause the same magical effect may have wildly different designs, representing various creators and magical traditions. A sorcerer from Chang Shai in the Unmapped East might use ideogrammic runes, while a barbarian shaman from Oin might laboriously paint clusters of pictograms.

Any strange design can represent a rune or set of runes, so long as the design maintains an exotic appeal. Rune magic is different and unusual. It should look it.

Runes in the Game

A RUNE CHANNELS eldritch energy to achieve a single magical effect. Combined into sets, rune effects can evolve and expand, achieving different magic if the gamemaster allows. To successfully inscribe a rune, a sorcerer must know the rune, and have it in memory. A mind calmed by meditation is also needed.

Free of anxiety, fear, and anger, the sorcerer inscribes the rune. Depending on the method of inscription and the complexity of the glyphs, the process may take five minutes to several hours. For game purposes assume that each rune takes fifteen minutes to inscribe, including meditation time. Ignore differences in media and materials. If the glyphs are part of a longer task, such as forging a sword or sewing a cloak, the gamemaster should extend the time needed to the overall time necessary for the larger task.

A rune needs to be inscribed carefully, yet with passionate attention. In inscribing it, the sorcerer must consider the characteristics of the rune, the desired surface, the media of the rune, and the rune's potential duration.

As appropriate, a Scribe or Craft skill roll may be needed: tattooing, carpentry, armoring, and scarification are among the crafts that produce runes. On skin, paint and ink soon wear away, but any reasonably permanent inscription lasts for the life of any surface, or until the rune evaporates.

The rune is endowed with magic points in various ways, by act of will, by praying to some deity while studying the rune, by laying hands on the rune, and so forth. When the rune is finished, add one Chaos point to the caster's allegiance score. Record an additional Chaos point each time the rune is activated. As with spells, do this whether the rune is Chaotic or Lawful.

Once active, a rune remains active or ready to be triggered until it decays. Durations for triggered magical effects occur in the rune descriptions. Once triggered and its effect finished, most glyphs then evaporate and vanish.

DURATION AND DECAY

Unless otherwise stated, a rune's magical effect endures for that number of combat rounds equal to the inscriber's POW, as with spells.

If not triggered, runes may decay: roll 1D8 per game year. A result of one indicates that the rune has begun to atrophy—the rune loses one magic point. Losing a magic point disables some runes, which then promptly evaporate. Other runes are weakened by the loss of a magic point, but stay active. When a rune loses magic points equal to the amount originally needed to activate it, the rune always evaporates. An evaporated rune vanishes without trace, leaving behind a clean, unmarred surface.

BREAKING RUNES

Any inscribed rune can be rendered useless and inactive by defacement, by breaking off a part of it, by burning or otherwise destroying the rune object, and so on. However, if the rune is triggered by touch, activation and full magical effect occurs first.

INTERPRETING RUNES

Once activated and then having concluded its effect, a rune disappears: it leaves no physical trace, even if the sorcerer spent hours elaborately carving it out of a solid surface. Adventurers will only see unknown runes, known runes that are active and ready to take effect, and runes that can never

take effect because their inscriptions failed. These last are not runes, merely intricate designs without magic.

With a successful Scribe or Craft skill roll, a person of POW 16 or greater can always distinguish an active rune from a failed one. A human of POW 15 or less can never tell the two apart.

UNKNOWN RUNES

Every experienced sorcerer encounters unknown runes. Such runes are dangerous to touch and to be near.

➤ With a successful High Speech roll comes a POW x1 chance to recognize elements in the rune that partly define the rune's function. Successive attempts must be separated by a week of study and experimentation, although only one success per rune is possible. Note that such research will not reveal whether the rune is active or failed.

➤ When studying a rune, a successful Million Spheres roll defines the creator's intention in creating and placing the unknown rune where it exists. Success does not indicate whether the rune is active or failed.

Apart from these procedures, a sorcerer must experiment to learn the effect or meaning of an unknown rune.

Triggering Rune Effects

THE WHOLE OF an item upon which a rune is inscribed is magically active. Thus an Alarm rune on a door activates the entire door: when any part of the door is touched, the rune begins to scream. In some cases a rune may mark an area which, when entered or crossed, activates a magical effect.

CONDITIONAL TRIGGERS

During the inscription process, a sorcerer can limit some of the conditions for activating a rune. This must be done when the rune is inscribed. A D100 roll of POW x3 or less indicates success, otherwise the rune performs per the written description.

For example, a sorcerer could specify that a rune activate only when a man triggers it, or only when an animal does, or only a demon, and so on. Perhaps the rune is triggered when light shines upon it, or when darkness falls, or when wetted, or when a word is spoken. Many sorts of conditional triggers are possible. However, all should be general: though a condition can specify a class of entity or phenomenon, a rune has no intelligence and cannot distinguish between individuals of a species, for example.

A sorcerer can broaden the application of a rune by learning how to combine runes, so that a new combination is equal to a new task. Learning such techniques may take decades.

EFFECTS OF RUNES UPON ENTITIES

Conditions and effects of rune magic upon humans, demons, elementals, and supernatural entities remain as those for spells.

DEMONS: following the general rule of a single magical effect per item, the demon's focus cannot be an active rune.

ELEMENTALS: the inscription of the appropriate rune is necessary to summon an elemental. However, such glyphs are not endowed with magic points. The rune's inscription is merely a sign of respect to the pertinent Elemental Ruler, and an aid to concentration.

BEAST-LORDS, PLANT-LORDS: runes cannot enhance the summoning of Beast- and Plant-Lords, who prefer to have their praises sung. Half-joking speculation has been that runes have no effect because Beast- and Plant-Lords cannot read.

INVOCATIONS: runes play no part in invoking Chaos Lords or Lords of Law. Supplicants must express their desires in words and phrases pleasing to the god. Central to success is desire of the god, and the attitude and demeanor of the supplicant. Though runes do not now sway gods, in legend there was a time when they did.

Elric uses many runes in initially contacting Arioch, probably constructing a way for the Lord of the Seven Darks to manifest through the barrier of Law.

RUNE NAMES AND SHAPES

The use of runic magic is widespread. As with spells, many names for the same runes exist. They vary by region, magical tradition, language, and even by sorcerer. Similarly, runes of the same effect sometimes greatly vary in shape.

The Runes

RUNE OF ADMONITION (1 magic point) — Range is touch. Chaotic. Inscribing this rune, the sorcerer thinks of a short message (three sentences or less, cannot be a spell). The person touching the glyph or object hears the caster's message mentally, and as though spoken by that person.

This rune could carry ordinary information but so could a note, which would be much faster to write. Instead, it is usually employed to warn away intruders, or to alert travelers to impending danger. The rune evaporates in 1D8 years. It may not be inscribed on skin.



RUNE OF
ADMONITION

RUNE OF ALARM (3 MP) — Range is touch. Chaotic. This rune emits three piercing screams when the object or person it is inscribed upon is touched by anyone else. For convenience, the sorcerer who inscribed the rune never triggers the alarm. The rune remains active until it decays in

1D8 years, or until broken. It may be inscribed on skin.

RUNE OF BENIGN PURITY (2) — Range is touch. Chaotic. When inscribed on a goblet, plate, or other dish, this rune turns poisoned food or drink in the object or on it to steaming ash. Transferable, the effect occurs regardless of who is using the object. The rune's duration is 1D8 years. It may not be inscribed on skin.

RUNE OF BEWILDERMENT (1-3) — Range is touch. Chaotic. When touching a target, this rune automatically disorients the victim: he or she is unable to attempt a skill or to make a decision without first receiving a successful Idea roll. Failing that roll, he or she can do nothing except Dodge or cringe until the next round. The effect lasts for the inscriber's POW in combat rounds. Each magic point placed in the rune powers one application of the effect. When the last magic point is drained from the rune, it evaporates and vanishes. Duration of the rune is 1D8 years. It may be inscribed on skin.

RUNE OF CHAOS (8 plus 1 POW) — Range self. Chaotic. Filled with eight magic points, the rune can three times add a random number of magic points to the inscriber's current total. The first time, roll 1D8 for the number. The second time, roll 1D4. The third time roll 1D2. After the third roll, the rune is empty of magic points, but it can be refilled at the inscriber's convenience. Add one point to the Chaos box for each draw of magic points.

It endures for the life of the inscriber, unless broken by wound or injury. The rune must be permanent to the skin of the inscriber, either by tattoo or scarification, and only the inscriber can draw upon its magical effect.

RUNE OF COLOR (1 or more) — Range is touch. Chaotic. This rune changes the color of objects and persons upon which it is inscribed. Thieves in Jharkor reputedly use it to color themselves and



RUNE OF ALARM



RUNE OF BENIGN
PURITY



RUNE OF
BEWILDERMENT



RUNE OF CHAOS



RUNE OF COLOR

their gear inky black, thus avoiding detection at night. Augment the Hide skill of those so camouflaged by no more than 40 percentiles. Duration is 1D8 hours per magic point invested. It may be inscribed on skin.

RUNE OF COMMAND (4)

— Range is touch. Chaotic. Having successfully inscribed this rune on a living being or

pressed such a rune against his or her skin, the sorcerer may attempt domination of the target. Compare POW:POW on the Resistance Table. If successful, the sorcerer wins control of the victim's will for 1D8 hours. If the target wins, he or she resists the attack. Commands may be of any sort intelligible to the victim, but if a command is clearly inimical to the victim's nature, he or she may attempt a new Resistance Table roll to try to break the domination.

The rune has no effect against demons or other entities from beyond this plane, and this includes elementals and other supernal beings. It may be inscribed on skin.



RUNE OF COMMAND

RUNE OF CONFINEMENT (5 or more)

— Chaotic. Having paced out a loop that begins and ends at the inscription of this rune, the inscriber creates a sturdy, somewhat elastic enclosure which blocks all physical attacks from within it. The inscriber must always remain on the *outside* of the barrier, for the magic to work.

The resulting enclosure has a top, bottom, and sides, and all aspects of it conform to intervening roofs, walls, and so forth. Air moves freely across this barrier, but smoke, water, dust, and denser substances and surfaces cannot pass through it. It shields those outside from physical attack from within, though it does not defend against magic; it stops demons and demon skills, but demon abilities and elemental attacks can penetrate it.

The smallest version of this enclosure costs four magic points to inscribe, plus another magic point to extend it for the first yard, just enough to encompass a humanoid form. This barrier also has five STR, equal to the magic points at the time of inscription. Increasing the sacrifice to six magic points extends the barrier for another yard and increases its STR to six. Each additional magic point increases the extent of the enclosure and its STR by one. If a wall or floor impedes expansion, the enclosure grows stronger, but not bigger.

Break such a barrier by matching the STR of the attacking force against the barrier's. The first success of an attack weakens the enclosure by 1D3 STR. The second success weakens the enclosure by 3D3 STR. The third success finally breaks the barrier, and the rune evaporates. Nothing can penetrate the barrier until it is broken.

The inscribed rune is on the outside of the barrier. This rune decays and evaporates in 1D8 days. It may not be inscribed on skin.

RUNE OF DEFENSE (5 or more)

— Lawful. Having paced out a loop that begins and ends at the inscription of this rune, the inscriber creates a sturdy, somewhat elastic barrier which blocks all physical attacks from outside it. The caster must remain on the *inside* of the barrier, for the magic to work. The enclosure has a top and bottom as well as sides, and all

aspects of it can be contiguous with intervening roofs, floors, and walls. Air moves freely across this barrier, but smoke, water, dust, and denser substances and surfaces cannot pass through. It shields those inside from physical attack from outside it, though it does not defend against magic. It stops demons and demon skills, but demon abilities and elemental attacks can penetrate it.

The smallest version of this enclosure costs four magic points to inscribe, plus another magic point to extend the barrier for the first yard, just enough to encompass a humanoid form. This barrier is also of five STR, equal to the magic points devoted at the time of inscription. Increasing the barrier's extent by a sixth magic point increases its extent to two yards and its STR to six. Each additional magic point increases the enclosure's extent and its STR by one. If the expansion of the enclosure is impeded by walls, floors, or roofs, the barrier gets stronger, but not bigger.

Break such a barrier by matching the STR of the attacking force against the barrier's. The first success weakens the enclosure by 1D3 STR. The second weakens the enclosure by 3D3 STR. The third success finally breaks the barrier, and the rune evaporates. Nothing penetrates the barrier until it is broken.

The inscribed rune is on the inside of the barrier. This rune decays and evaporates 3D3 days after inscription. It may not be inscribed on skin.

RUNE OF FIRE (4)

— Range is touch. Chaotic. When touched this rune bursts into flame, causing 1D6 damage per round. The target's hair and clothes burst into flame; armor does not defend against this magical attack. The object inscribed by the rune is unaffected by the flames. The victim gets a Luck roll each round to put out the flames, but at the



RUNE OF CONFINEMENT



RUNE OF DEFENSE

start of the next round the flames rekindle; this continues for the inscriber's POW in combat rounds, then the rune evaporates. This magical flame can be extinguished by being immersed in water, by a 4-point Undo Magic spell, or a 4-point Rune of Refutation. Favorites of Kakatal will not be burned at all. Roll for hit point loss each round that the fire rekindles. This rune may not be inscribed on skin.



RUNE OF FIRE

RUNE OF ICE (4) — Range is touch. Chaotic. When touched, this rune costs the victim 1D6 hit points in cold damage each round, for the standard duration. Armor defends against this damage for the first ten rounds. If the target triggers the rune with bare skin, the skin freezes instantly to the object and must be cut away. This rune does no damage to a favorite of Straasha's. It may not be inscribed on skin.

RUNE OF INVISIBILITY (varies) — Range is touch. Chaotic. This rune renders invisible any object upon which it is inscribed. The item can be touched, wielded, or carried as usual. While invisible, the object does not cast a shadow. The first magic point makes invisible items of SIZ 1. Addi-

SUMMARY OF RUNES AND SPELL-LIKE RUNES

Name	(Ch./Law)	MP cost	range	duration*	Inscr. on	effect
Rune of Admonition	(C)	1	touch	1D8 years	object	short message or warning transmitted mentally.
Rune of Alarm	(C)	3	touch	1D8 years	object/skin	emits screams when outsider touches it.
Rune of Benign Purity	(C)	2	touch	1D8 years	object	turns poisoned food/drink to ash upon contact.
Rune of Bewilderment	(C)	1-3	touch	1D8 years	object/skin	disorients a target.
Rune of Chaos	(C)	8 + 1 POW	self	life	skin	gives extra magic points.
Rune of Color	(C)	1 or more	touch	1D8 hrs/MP	object/skin	changes color of people and objects.
Rune of Command	(C)	4	touch	1D8 hours	object/skin	victim does as bid.
Rune of Confinement	(C)	5 or more	enclosure	1D8 days	object	enclosure resists physical attack from inside it.
Rune of Defense	(L)	5 or more	enclosure	3D3 days	object	enclosure resists physical attack from outside it.
Rune of Fire	(C)	4	touch	1D8 years	object	victim's hair and clothes burn, 1D6 hp per round.
Rune of Ice	(C)	4	touch	1D8 years	object	freeze damage, 1D6 hp per round.
Rune of Invisibility	(C)	varies	touch	1D8 years	object	1 MP per SIZ for object to be invisible.
Rune of Law	(L)	3 + 1 POW	touch	life	skin	increases chosen skill by 30 percentiles for 1 day.
Rune of Protection	(L)	1 or more	barrier	3D3 hours	object	creates barrier proof against magical effects.
Rune of Recall	(C)	1 or more	touch	1D8 years	object	subject relates in detail events of a particular year.
Rune of Redaction	(C)	1-4	touch	1D8 years	object/skin	defeats certain cast magics and runes.
Rune of Red Horror	(C)	8 + 0/1 POW	touch	64 days	skin	generates sanity-smashing hallucinations.
Rune of Righteous Entry	(L)	4	touch	1D8 years	object	keeps object strongly closed.
Rune of Secrecy	(C)	3	touch	1D8 years	object	creates point of silence, defeats some magic.
Rune of Shattered Night	(C)	3	touch	1D8 years	skin	blinds victim.
Rune of Slumber	(C)	6 + 1 POW	touch	1D8 years	skin	victim falls into coma; rouses rarely.
Rune of Softening	(C)	1-8	touch	1D8 years	object	touched, victim melts in proportion to total MPs.
Rune of Strength	(C)	1-4	touch	POW days	object	increases structural STR in proportion to MPs.
Rune of Truth	(L)	3	touch	1D8 years	object	witness must tell truth or remain silent.
Triune Rune of Truth	(L)	3 x3	runes	until exit	object	those speaking must tell the truth or remain silent.
Triune Rune of Protection	(L)	3 or more	runes	3D3 hours	object	creates enclosure safe from most magical effects.

SPELL-LIKE RUNES

Runic Breath of Life	(C)	1	touch	1D8 years	object/skin	one-use** ability to breathe under water.
Runic Cloak of Cran Liret	(C)	4	touch	1D8 years	object	one-use increase in Hide by 80 percentiles.
Runic Span of Cran L.	(C)	4	touch	1D8 years	object/skin	one-use increase in Jump by 80 percentiles.
Runic Sureness of C. L.	(C)	4	touch	1D8 years	object/skin	one-use increase in Climb by 80 percentiles.
Runic Tread of Cran L.	(C)	4	touch	1D8 years	object/skin	one-use increase in Move Quietly by 80 percentiles.
Runic Hell's Armor	(C)	4	touch	1D8 years	armor	one-use, adds 4 points to stopping power of armor.
Runic Hell's Bulwark	(C)	4	touch	1D8 years	shield	one-use, adds 4 points to stopping power of shield.
Runic Hell's Hammer	(C)	4	touch	1D8 years	blunt weapon	one-use, adds 4 points to damage done.
Runic Hell's Razor	(C)	4	touch	1D8 years	edged weapon	one-use, adds 4 points to damage done.
Rnc. Hell's Sharp Flame	(C)	4	touch	1D8 years	imp. weapon	one-use, if max damage add 1D6 fire damage.
Runic Membrane of Law	(L)	3	barrier	1D8 years	object	one-use, creates barrier based on inscriber's POW.
Runic Pox	(C)	1-8	touch	1D8 years	object	one-use, drains 1D8 or more MPs from victim.

* *duration* — this refers to the duration of the rune. The duration of the effect is usually the inscriber's POW in combat rounds.

** *one-use* — once triggered, the magical effect lasts for the inscriber's POW in combat rounds, then evaporates.



RUNE OF ICE



RUNE OF INVISIBILITY

tional magic points must be dedicated for larger objects, one magic point per additional point of siz.

The rune stays active 1D8 years, or until broken. It may not be inscribed on skin.

RUNE OF LAW (3 plus 1 POW) — Range self. Lawful. Painted on the inscriber's body and charged with three magic points, the rune can increase any one skill by 30 percentiles during a single day and night. At the end of this period, two magic points drain from the run. The full effect of the rune can be drawn upon for twelve more hours, at which time the rune evaporates, unless recharged with two new magic points. Only the inscriber can use the rune, and only when it is on his or her body.



RUNE OF LAW

The Rune of Law lasts the life of the sorcerer unless broken by wound or injury, or drained of all magic points. The rune must be painted onto the body, and periodically renewed with fresh paint and new meditations upon the wonders of Law.

RUNE OF PROTECTION (1 or more) — Range is touch. Lawful. Inscribed on the exterior of a closed space, this rune denies entry to a wide range of supernatural creatures. Although usually placed on a door which is then closed, but any exterior wall,

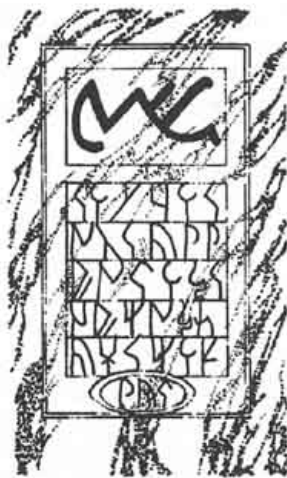
ceiling, or floor does as well, and doors and windows may be open or closed. The room or container may be of reasonable size, but extraordinarily large volumes may require additional runes.

Barred entities include undead, ghosts, ghouls, and other necromants, and all demons and demon-like beings who have abilities. Elementals are unaffected, as are mortals of the Young Kingdoms plane and ordinary mortals of other planes, who may pass in and out of such spaces without hindrance. Significantly, the barrier also blocks magic cast from either side of it.

Entities physically may attack the barrier in the hopes of breaking it. The STR of the barrier is equal to the inscriber's POW. In an attack, measure STR:STR on the Resistance Table, except that entities with STR, such as ghosts, match POW:STR instead. If several entities attack, treat each attack separately. Each entity may attack only once per round.

If an attack succeeds, the barrier loses 1D3 STR. Once all of its STR is drained, the barrier falls. Though the Rune of Protection is on the outside of the protected volume, its glyphs are impervious to damage until the barrier breaks.

Once inscribed, the rune remains active for 3D3 hours, then evaporates. It may not be combined with Triune Rune of Protection, Rune of Defense, or Rune of Confinement, but it is compatible with the Rune of Strength so long as that rune is within the room or container. This rune may not be inscribed on skin.



RUNE OF PROTECTION

RUNE OF RECALL (1 per year) — Range is touch. Chaotic. Placing this rune against a person, the inscriber can then have that person relate in detail what happened to him or her during any of the 365 days of a particular year. The target's recall is as total as the interrogator wishes.

Each magic point devoted moves the target's memory back another year (ten points moves recall back ten years, for instance). This rune reveals nothing more recent than 365 days ago. The answers are honest, but the Chaotic nature of the rune leads to hyperbole, metaphor, and exaggeration: the questioner must read between the lines.

The rune evaporates after the interview concludes. The subject remembers nothing of the information he or she recalled. This rune may not be inscribed on skin.



RUNE OF RECALL

RUNE OF REDACTION (1-4) Range is touch. Chaotic. For each magic point charging it, this rune defeats an equal number of points of cast magic, including the spells Bonds Unbreakable, Bounty of Straasha, Flames of Kakatal, Fury, Gift of Grome, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of Lassa, and Witch Sight. The Rune of Softening can also be defeated. When its magic points are exhausted, this rune evaporates. It may be inscribed on skin.

RUNE OF RED HORROR (8, plus optional 1 POW) — Range is touch. Chaotic. When inscribed on the skin, this dread rune begins a vicious cycle of hallucinations that combine terrifying images from the victim's mind with horrific scenes from a demon plane. The target has an initial chance to resist the rune



RUNE OF REDACTION

and even to break it with a successful POW:POW Resistance Table roll, but if the rune also contains with 1 POW, no chance exists of resisting the rune's cruel magic.

The victim, though awake, becomes catatonic and unable to perform simple actions. Each day, the target can attempt to ignore the terrifying visions, though the magic becomes harder to resist with prolonged exposure. will away the terrifying images given a successful D100 roll. The first day the threshold is the victim's POW x8 or less on D100 to will away the nightmarish images, the second day POW x7, and so on until the visions seem to be entirely real.

On the ninth day, the eight-day cycle starts all over again (at POW x8). By the third or fourth cycle, the victim is eager to say or to do anything to eclipse the monstrous visions. After eight cycles, the rune evaporates and the victim is free of it, but no human has ever stayed sane so long. This rune is found in the *Black Book of Woe*.

RUNE OF RIGHTEOUS ENTRY (4) — Range is touch. Lawful. Inscribed on an object of SIZ 8 or less that is then closed (such as a book, chest, or cupboard), this rune denies access to all except the inscriber, who is able to open and use the object normally.

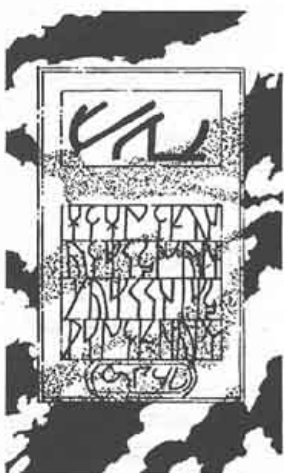
To those aligned with Chaos, the seal has STR equal to the inscriber's POW x3; to those aligned with the Balance, the seal has STR equal to the inscriber's POW x2; to those aligned with Law, the rune has STR equal to the inscriber's POW x1. A successful STR:STR Resistance Table roll breaks the rune and opens the object.

Only one attempt per round can be made to open an object so protected. This rune endures for 1D8 years.

RUNE OF SECRECY (3) — Range is touch. Chaotic. While touching it, any who do so become resistant to spying, especially magical spying. Though they can be seen, they can no longer be heard or smelled, and spells such as Demon's Ear, Demon's Eye, and Rat Vision no longer operate so long as their targets are touching the rune. Similarly, the demon abilities See and Seer no longer detect those touching the rune. Witch Sight and Soul Sight are still effective, however. Duration is 1D8 years. The



RUNE OF RED HORROR



RUNE OF RIGHTEOUS ENTRY

Rune of Secrecy may not be written on skin.

RUNE OF SHUTTERED NIGHT (3) — Range is touch. Chaotic. Inscribing the rune on a victim's skin causes him or her to go blind for the duration of the rune. The rune remains active until it decays and evaporates, or until the rune itself is broken. Its duration is 1D8 years.



RUNE OF SECRECY

RUNE OF SLUMBER (6 + 1 POW) — Range is touch. Chaotic. When inscribed on the skin, this rune causes the recipient to fall into a coma-like sleep from which he or she cannot awaken normally. The inscriber must make a successful POW:POW Resistance Table roll for the runes to take effect; ordinarily the target is captive and drugged.



RUNE OF SHUTTERED NIGHT

The rune successfully applied, once per day the victim can attempt to break free via a successful POW:POW Resistance contest—but the freedom is only for that number of combat rounds equal to his or her POW. When the last round so won has expired, the victim succumbs to deep slumber. Duration lasts for 1D8 years, or until the inscriber frees the victim.



RUNE OF SLUMBER

RUNE OF SOFTENING (1-8) — Range is touch. Chaotic. This rune does great harm. When someone touches an object inscribed with it, a subtle whirring of gleeful voices is heard, and a weakening of body tissue ensues. Parts of the victim begin to run and melt, losing shape and perhaps falling away like hot wax. The attack inflicts 1D2 hit points for each magic point endowed in the rune. Major Wounds apply. Although all body functions continue normally, the victim is hideously disfigured, suffering a permanent reduction of APP as the gamemaster deems appropriate. Fortunately, armor helps protect against this attack.

If the target is touching or wearing the eight-pointed sigil of Chaos, drop the maximum hit point loss to 1D3; the target is left scorched, distended, smoking, or merely disconcerted—a cruel jest of the Lords of Chaos. Such minor warping might cost a finger, sear a large scar, or melt an ear, for a follower of Chaos, a proud defacement indeed! The rune's duration is 1D8 years.

RUNE OF STRENGTH (1-4) — Range is touch. Chaotic. This rune magically increases the material strength of



RUNE OF SOFTENING

a door, gate, wall, floor, or other load-bearing structure. Per magic point spent, increase both the hit points and the STR of the structure by five. This rune endures for the inscriber's POW in days. If the structure is broken, the rune evaporates.

RUNE OF TRUTH (3) — Range is touch. Lawful. See also the Triune Rune of Truth.

Anyone touching Rune of Truth must either tell the truth in response to a question, or look away and remain silent. Misdirection or lying is

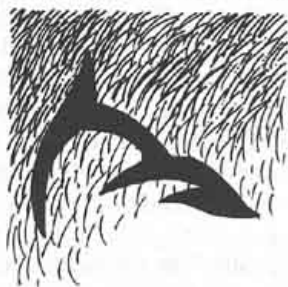
impossible, and the witness is unable to let go of the rune object until the questioner concludes the interview. The target can choose to contest a question with a successful POW:POW roll: with a success, the Rune of Truth cracks asunder and its inscription boils away—a heretical act sure to be unpopular in a court of Law. Failing the Resistance Table match, the witness blurts out the whole truth surrounding the question.

Since a witness must touch it, the rune is usually made of metal, hardwood, or other material resistant to disfigurement. The Rune of Truth stays active until it decays and evaporates, or until the rune itself is broken. It may not be inscribed on skin.

TRIUNE RUNE OF PROTECTION (3 or more) — Range varies. Lawful. Three runes are inscribed to define an equilateral triangle not longer than nine yards on a side.

A wide range of supernatural creatures are denied passage or reach into this area from any direction. These include undead, ghosts, ghouls, other necromants, and all demons and demon-like beings who have abilities. Elementals are unaffected, as are mortals of the Young Kingdoms plane and ordinary mortals from other planes, who all may pass in and out without hindrance. Significantly, the barrier also blocks magic cast from either side of it.

Entities may attack the barrier in the hopes of breaking it. It has STR equal



RUNE OF STRENGTH

to the inscriber's POW. In an attack, measure STR:STR on the Resistance Table, except that entities without STR, such as ghosts, match POW:STR instead. If several entities attack, resolve each attack separately. Each entity may attack once per round.

If an attack succeeds, the barrier loses 1D3 STR. Once the barrier is drained all STR, the barrier falls. Though the Runes of Protection are on the outside of the protected volume, the glyphs themselves are impervious to damage until the barrier is broken. Runes break and the barrier fails.

Once inscribed, the runes remain active for 3D3 hours. This barrier may not be combined with Triune Rune of Truth, Rune of Defense, Rune of Confinement, or the Rune of Strength. This rune may not be inscribed on skin.

TRIUNE RUNE OF TRUTH (3 x3) — Range is within a triangle three yards on a side. Lawful. This use requires that each of three Runes of Truth to be inscribed three yards distant from each other. Hostile and suspicious people conduct parleys with this arrangement. All within the defined area control what they say, and can omit information. But if someone speaks, he or she can only speak the truth. Physical attacks, magic, and demon-related actions occur normally: the rune provides only the ascertainment of truth. The three runes break and the effect concludes when the first person leaves the area bounded by the triangle.



TRIUNE RUNE OF PROTECTION



TRIUNE RUNE OF TRUTH



RUNE OF TRUTH

Spell-Like Runes

SOME SPELL EFFECTS can also be created by runes, though some effects differ in degree. The inscriber of the rune and the wearer do not have to be the same person, but magic points are deducted from the inscriber at the time of inscription. Unless worn away, used up, or broken, these runes last 1D8 years. Knowing the spell version does not mean that a sorcerer knows the rune version, and vice

versa. Those of POW 15 or less may wear or deploy these runes, but they learn nothing from them.

RUNIC BREATH OF LIFE (1) — Range is touch. Chaotic. This rune allows the owner or wearer to breathe water as if air. Written on an item or on the skin of a person, he or she activates the effect by touching the rune at need. One-time use only, for the inscriber's POW in combat rounds.

RUNIC CLOAK OF CRAN LIRET (4) — Range is touch. Chaotic. This rune increases the wearer's Hide skill by adds 80 percentiles. The glyphs can be inscribed on the owner's skin, or on a ring or other jewelry. The rune activates once, for the wearer's POW in combat rounds.

Other spells attributed to Cran Liret in the Spells of Augmentation also can be inscribed as runes, functioning in this way, including those in this supplement.

RUNIC HELL'S ARMOR (4) — Range is touch. Chaotic. Inscribed on the owner's skin. The rune armors a person so protected with four points of one-sue armor, triggered by an opponent's first attack with a weapon. The rune activates once, for the wearer's POW in combat rounds.

RUNIC HELL'S BULWARK (4) — Range is touch. Chaotic. Inscribed on a shield, this rune triggers when a weapon hits the

shield. It activates once only, for the wearer's POW in combat rounds. The rune may not be inscribed on skin. The spells Hell's Hammer, Hell's Razor and Hell's Sharp Flame also can be deployed as runes, but Hell's Talons cannot be.

RUNIC MEMBRANE OF LAW (3) — Range is touch. Lawful. Inscribed around the rim of the opening to be filled, these runes cause an impermeable membrane to appear, sealing the opening. The duration of the membrane is very long, at least thousands of years. This rune may not be inscribed on skin.

RUNIC POX (1-8) — Range is touch. Chaotic. The target's magic points are attacked when this rune is triggered. Make a MP:MP Resistance roll, using the magic points in the rune as the attacking force. With a failure, the rune moans and breaks. With a success, drain 1D8 magic points from the target; then continue to roll until the target loses all magic points, or until the rune breaks. Duration is 1D8 years until used. This rune may not be inscribed on skin.



RUNIC BREATH OF LIFE



RUNIC CLOAK OF CRAN LIRET



RUNIC HELL'S ARMOR



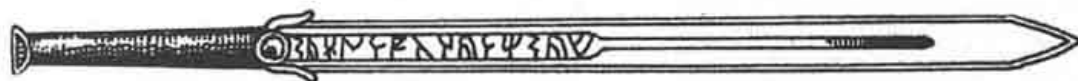
RUNIC HELL'S BULWARK



RUNIC MEMBRANE OF LAW



RUNIC POX





Necromancy

Concerning Necromancers, Necromantic Spells, the Incantations after Death, and the Dead that Necromancers seek to Raise.

OF THE MANY magical traditions common to the Young Kingdoms, none is thought more dire nor viewed with more contempt than necromancy. The dead resent all intrusion, and the living know instinctively that the dead are best left to themselves. Yet the dead knew much when they died, and since dying have had eternity to think and converse. And too, "the dead know truth from lies," as Sadric says bluntly to Elric. Inevitably, some sorcerers crave to learn what the dead can convey.

Necromancy restores animation and intellection to corpses, and animates portions of corpses. It also deals with spirits, souls, ghosts, and other states of being posterior to death. A necromancer specializes in speaking with and interrogating the dead, and in restoring thought and action to their physical remains.

Any sorcerer can employ necromancy. But, unnerved by the smells, by the dreadful visions of approaching mortality, and by the keen anguish of the souls that they manipulate,

many sorcerers have little stomach for this aspect of the magical arts.

Nonetheless, Melnibonéan sorcerers have for millennia retrieved those who too soon found the ultimate escape from the torturer's knife. Sorcerers in the Young Kingdoms strive to solve the puzzle of enchantments and immortal runes, and to learn secrets lost with the Dead Gods or the Dharzi. They seek to duplicate the magic wielded by Champions of Chaos and Law, to concentrate the energies of elementals, and to expand their own minds and to immortalize their own bodies. Sorcerers in Pan Tang perfect the formulas and energies that drive undead battalions. Great secrets everywhere await those who dare to connive with death.

Afterlives

IF A CHARACTER DIES while having an allegiance twenty or more points higher than the next, then that soul may choose to serve that force after death, whether or not he or she did in life. If the character had a patron god, then the soul becomes the property of that god. The Lords of the Higher Worlds own, trade, and sell souls, and they take that commerce seriously.

Most people are ignorant of the cosmic battle of Law and Chaos. They witness it, and perhaps participate in it, but rarely form clear opinions about what they experience. If at death they lack sincere allegiances or preferences toward a particular side, their souls drift toward Limbo, a formless place about which little is known other than that it breeds regret.

Priests of Law and Chaos often preach that souls in Limbo eventually dissipate (a prospect that fails to dismay many). Some scholars hold that the souls of Limbo are soon reincarnated, perhaps many times in succession, as part of a great cycle of death and rebirth. Maybe the spirits of Limbo wait for the end of time. Much is guessed at, and little known.

Into the river the horses plunged,
snorting and spluttering. Into the
river which led a roaring course to-
ward the hell-spawned Forest of
Troos which lay within the borders
of Org, country of necromancy and
rotting, ancient evil.

— The Bane of the Black Sword, II, 1.

After death, allies and Champions of Chaos migrate to the realms of Chaos. For Champions, death offers further and greater service to Chaos, and their new status rewards their service in life. Pyaray claims the souls of those who drown, to man the oars of his Chaos Fleet. Arioch uses thousands of souls to power a giant water clock on one of his realms. Xiombarg uses worshipers' souls to stock an army of undead warriors who wait for the final battle between Law and Chaos. Some ghouls come from these realms. Sometimes Chaos Lords hold out the soul of a loved one as a bargaining chip, or will make available some minor spirit-slave to provide information.

Those who in life served Law well go on to serve the masters of the Sphere of Law when death comes. What occurs in the sterile realms of Law and what value souls can have to the Lords of Law are mysteries. It is known that Lawful souls cannot be summoned, unless to further the cause of Law. (It is also a common belief that Lawful souls make the most vengeful ghosts.)

After death, those who served the Balance take rest in the Forest of Souls. This place is beyond the reach of the Lords of Law and Chaos. Here the souls loyal to the Balance rest easy for eternity, and all claims upon them are denied. Existence in the Forest of Souls may be almost pleasant, but nowhere connected with the plane of the Young Kingdoms is there an idea of a place where the sins of living are forgiven. The plane of the Young Kingdoms is one of fate and retribution, and tragic to its core. Specters may be summoned from the Forest of Souls, but they are loath to speak with the living. Protected by the Balance, magic is rarely able to force them to speak.

No one knows if the Elemental Rulers truly claim souls. Statements to such effect may be poetical fancies. Nonetheless, many believe that such souls return as dolphins, sea-birds, raindrops, jewels, and so on.

Necromancy

IN THIS ART, human mages and those of Melniboné have different emphases. Melnibonéans are primarily interested in the spirit world, souls, and the afterlife. Human necromancers are more concerned with power over death and the living dead. Among the Young Kingdoms such hostility to magic exists that human necromancers hide themselves, rarely communicate, and have little in common other than their art.

MELNIBONÉ

Though the Empire has declined, interest in necromancy continues strong among the citizens of the Bright Empire. Earl Saxif D'Aan practiced necromancy, and Elric was familiar with its use. Perhaps to save face, Melnibonéans avoid conversing with ancestors who have participated in or prophesied their people's recent decline, necromantic discourse with the great mages and conquerors of the ancient past continues. Witnessing the great triumphs of old while drugged is a popular escapism in the Dreaming City.



A MELNIBONEAN MUMMY'S DISFIGUREMENT IS HIDDEN BEHIND ORNATE COSTUMING

Mages summon the spirits of dead lovers to experience piquant sensations of loss and regret. They also raise the spirits of rivals, long-defeated and dead, to torment them for an hour or an afternoon. They still wrest secrets from the shades of long dead sorcerers, though no longer to a common purpose. They summon, bind, exorcise, or otherwise affect or afflict spirits of the living and dead. They call forth souls and force them into different bodies, like wine into new bottles, for reasons of punishment, reward, or perverse fantasy.

The most powerful spells are state secrets, known only to a few. Tomes that contain such incantations have titles like *The Grimoire of Unholy Knowledge* and *Conversations with an Ancestor*.

PAN TANG

IN PAN TANG, spell-casters pursue only power. Skeletons, abominations, and other undead servants are frequently met with here. Pan Tangians worship Chardros, and seek his gifts. As their allegiance to Chaos and Chardros strengthens, they get more knowledge from the Lords of Entropy. It is not easy for adventurers from other parts of the Young Kingdoms to learn necromancy from Pan Tangians, for Pan Tang is a deadly host to strangers. However, lone necromancers do wander the Young Kingdoms, and they might be coerced into teaching their secrets.

NECROMANTIC MISHAPS TABLE

When casting Animate Skeleton, Create Abomination, Raise Mummy, Raise Zombie, or Summon Ghoul, first attempt a Luck roll. Failing or with a result of 00, roll D100 on this table. Accept the following mishaps, or create your own.

result effect or consequence

- | | |
|--------------|---|
| 01 | Creature lifts its head, tells you a secret from beyond life's curtain, then slumps in death. It cannot be reanimated. |
| 02-10 | Creature tells you a secret from beyond life's curtain that is so horrible that knowing causes you to scream out, faint, and lose 1 INT. |
| 11-20 | Creature's intelligence wakes, but nothing else. It rolls its eyes, clicks its tongue, but cannot move. |
| 21-30 | Only the upper half of the torso animates. The creature can drag itself around, and moan. |
| 31-40 | The creature has no brain, and has no guiding intelligence. It stands about stupidly. |
| 41-50 | The creature is a mass of spastic, twitching, thrashing limbs. It can walk, but knocks over furniture as it moves. |
| 51-60 | The magic is too strong; the body immediately begins to dissolve into noxious sludge, spraying you as it does. The stench clings to you forever: lose 1 APP. |
| 61-70 | The magic is so strong that the corpse explodes. You lose 3D6 hit points. |
| 71-80 | The creature is in such cosmic pain that its shrieks can pierce eardrums. Make a successful Luck roll or lose 1D8 hit points and your hair turns white. The creature tries to end its existence as quickly as possible, walking into the nearest fire, swallowing acid, jumping from the castle wall, or another appropriate end. |
| 81-90 | Creature animates as you desired, but bears a burning hatred toward you. It attacks immediately, and fights until destroyed. |
| 91-99 | As per 81-90 above, but the creature comes back from the grave every 1D8 months, reforming itself from whatever dead flesh is available. To stop the attacks, you must bargain with the Lords of Chaos. |
| 00 | The gates of hell open in your laboratory. The wall breaks down, stones roll in every direction, and monstrous demons rush out. Nothing you do stops them. They tear you to pieces, and drag off your twitching remains to the nether hells. |

Necromantic Spells

UNLESS NOTED OTHERWISE, the following have the same restrictions, durations, and other parameters as the rulesbook spells.

ANIMATE LIMB (2) — Range is 15 yards. Chaotic. This gruesome spell animates one severed limb, usually a hand or an arm and hand per casting. The thing attacks whomever the sorcerer designates with his or her eyes, so the target must be visible and identifiable at the time of casting.

An arm and hand can make Claw attacks at 50%, 1D4 damage, and Grapple attacks to strangle at 25%. See the Spot Rules for drowning. A foot and leg might attack with a kick or stomp at 1D3, but probably would make a better diversion. A limb cannot attack with weapons. The animation lasts for the caster's POW in combat rounds, though the duration may be extended with additional castings. Sacrificing one point of POW animates the horror permanently and makes it immune to decay.

Limbs move nominally at MOV 6 and because of their small size allow Hide at 80%. Scuttling hands and arms get 80% Move Quietly, but drop this to 20% for feet and legs.

ANIMATE SKELETON (varies + 1 POW) — Range is touch. Chaotic. This spell allows the caster to permanently animate a complete skeleton. Quickening the skeleton costs one POW, plus the magic points needed to define it. Any sort of skeleton may be animated. The bones must be connected by ruby-hued knotted cords to maintain the articulation.

All ready, the sorcerer receives a Luck roll. Failure requires another roll, this time on the Necromantic Mishaps Table. All skeletons have INT 3 and are capable only of following their creators' commands. See Skeletons in the Undead section for more information.

ARMY OF THE DEAD (variable) — Range is 50 yards. Chaotic. This dread spell animates all dead bodies within fifty yards radius of the caster in all directions, for a number of combat rounds equal to the POW of the caster. These mindless dead attack all living beings in the area, including the sorcerer and companions. They cannot be commanded by the caster, nor can the spell be canceled once cast.

Each corpse so animated costs the caster one magic point. The gamemaster decides how many bodies are eligible, unless circumstance in play make the number obvious. Most likely the caster cannot judge in advance the exact number and is thus unable to determine the number of magic points to be drained. Casters reduced to zero magic points lose consciousness. Each walking corpse has 1D8 hit points and half of its original characteristics, including MOV.

CHARDROS' ETERNAL GIFT (varies) — Range is touch. Chaotic. This is an extremely rare spell. Casting it is the climax of a sorcerer's life, because the caster either is changed irrevocably, or dies from the ordeal. A successful casting allows the necromancer to become a liche, a fell



A SKELETON ANIMATED

being with a greatly extended life span. Only a liche has enough time to gather great quantities of POW and INT, and to learn all the multiform ways of magic.

The spell is known by and cast only by allies of Chaos. The casting is complex and arduous, requiring eight days of fasting and meditation while surrounded by special herbs and other components chosen by

the gamemaster. At the end of this ritual, the caster spends all his or her magic points, then falls onto an impaling dagger and dies with a thrust through the heart. If the caster does not die, the spell fails: he or she must die in order to be reborn.

If Chardros is willing, the caster is reborn as a liche. The will of the god is unknowable, but liches are rare: if the gamemaster wishes, simulate the acquiescence of the god, by a result of 01-10 on D100. If Chardros does not grant the boon, then the caster's allegiance points and relations with the god should indicate the course of his or her afterlife.

Even after learning this spell, a sorcerer typically spends years attempting to divine the intent of Chardros, as it relates to himself or herself. Usually the spell is cast when sorcerers see that death is imminent, and have nothing to lose. Whether such attitudes endear the casters to their Lord is a matter for speculation.

Chardros' Eternal Gift allows the caster an unnaturally long life: when the liche's hit points reach zero, reduce its POW by one and restore hit points to maximum. Some versions of this spell require the imbibing of human blood each time hit points reach zero.

When a liche's POW drops to 15 or less, it can no longer cast spells or learn new magic, but Chardros' Eternal Gift continues in effect. Reaching POW zero, however, the liche dies for good and grim Chardros reaps that soul. Many ways exist to increase POW, not least of which here are gifts from Chardros.

Heal, Suture, and the like have no effect on a liche. Physik works normally. The sorcerer cannot be permanently affected by the rulesbook spell Soul of Chardros. See the liche summary in this chapter for information about other changes.

CREATE ABOMINATION (varies) — Range is touch. Chaotic. First receive a successful Luck roll, or roll on the Necromantic Mishaps Table. This spell creates an automaton usually constructed from materials such as rock, steel, or dead flesh. The body must first be fashioned (requiring an appropriate Craft roll), and the eight-pointed seal of Chaos inscribed somewhere on it. Each point of its size demands one magic point and one hour of ritual concentration during creation.

One point of POW is needed to animate the thing. The caster then spends magic points for characteristics and skills, just as is done for demons, although demon abilities are not available to these constructs. Finally, the sorcerer needs a Luck roll. Failure requires a roll on the Necromantic Mishaps Table.

Usually employed as guards, these tireless things have effective life spans of 1D8 years. See Abominations in the Undead section for more information.

DEATH'S EMBRACE (3) — Range is touch. Chaotic. The target of this spell experiences a deathlike trance 1D8 hours in duration, then slowly wakes and regains normal consciousness. During that time the target does not breathe, have a beating heart, nor betray any other sign of life. Thus he or she could be in a crate, underwater, or concealed in a coffin. Witch Sight or Soul Sight betrays the secret, but only on a D100 roll of INT x1.

ENTROPY (10) — Range is touch. Chaotic. Use of this spell causes its target to rapidly decay. Food rots, wood warps, metal rusts, plants wither, and living beings shrivel from this effect. When cast on a living being, the caster must first make a MP:MP Resistance roll. If successful, the spell costs the target 1D8 hit points, and additionally drains 1D3 points from CON. Hit points drained in this manner heal normally, and lost CON may be restored by means of magic or training.

When cast on an object, a Resistance roll is not needed. When all hit points are depleted, the object becomes dust. This spell can be found in *Vengir's Black Tome* and was developed by that Pan Tangian necromancer. Mad sorcerers living near Org and the Forest of Troos also teach it.

EXORCISM (10) — Range is touch. Chaotic. Using this spell, the necromancer attempts to banish a disobedient or malicious spirit from the caster's current plane of existence. Usually the spirit has taken possession of a living person. The caster intones as many names for the spirit as can be uncovered or guessed at. If the thing's True Name is known, it can simply be commanded gone, and will not return.

This spell requires two hours to cast. During at least part of that time the target spirit must be manifest. The two hours over, make a POW:POW Resistance Table roll for the sorcerer, using the POW of the spirit as the passive value. During this time, the spirit may try to distract the caster's concentration by causing all sorts of supernatural effects—head spinning around rapidly, tongue snaking a yard or two, body levitating, speaking in tongues—but the spell keeps the target spirit from physically assaulting the caster.

If the roll fails, so does the exorcism. Additionally, a particularly strong possessing spirit may attempt to take over the caster with a POW:POW attack of its own. If the failed roll is also a fumble, the Lords of Entropy send the spirit to a random location from which it might return if the gamemaster desires.

LURE SPIRIT (10 + 1 POW) — Range is sight. Chaotic. Sacrificing one point of POW and ten magic points, the caster

lures a spirit or ghost into the body of the target, hoping that it will decide to attempt to possess the target. The spirit may be some disembodied denizen from a plane of hell, a spirit from Limbo or other location, the INT and POW of a madman drifting toward Limbo, an existing ghost, or something else entirely at the gamemaster's discretion.

Roll 2D6+6 to learn the spirit's POW, then match its magic points against those of the target on the Resistance Table. Each loss in this psychic context costs the losing spirit 1D3 magic points, but a success allows the spirit to possess the target and manipulate the target's body. The possessing spirit does not gain the target's memories or skills, having to rely upon those from its former life. If the attacker loses all its magic points in the MP:MP struggle, it returns to from whence it was summoned.

Though defeated, the target's soul constantly rebels against the invading spirit. At any moment during play, the target can attempt an Idea roll and, if successful, match POW:POW again on the Resistance Table. Success grants the target control over his or her own actions for 1D8 hours, or until the target sleeps, when the invader seizes control again.

The target's soul is unaware of what the possessing spirit does while in control. Possession can be ended by successfully casting Exorcism.

NECROLOGY (4) — Range is touch. Chaotic. In preparation for this spell, a sorcerer must study each fragment of a body's remains until he or she has memorized all the significant details. After suitable meditation, the sorcerer may cast Necrology to witness the cause of death.

This can be done in two ways. With the first method the necromancer stares into the eyes of the corpse, which

NECROMANTIC SPELLS

- Animate Limb (2)
- Animate Skeleton (8)
- Army of the Dead (variable)
- Chardros' Eternal Gift (POW in MPs)
- Create Abomination (1 POW + varies)
- Death's Embrace (3)
- Entropy (10)
- Exorcism (10)
- Lure Spirit (10 + 1 POW)
- Necrology (3)
- Possession (10)
- Raise Mummy (1 POW + varies)
- Raise Zombie (1 POW + varies)
- Speak with the Dead (2)
- Spellbind (6)
- Spirit Barrier (5)
- Spirit Bind (8)
- Stench of the Grave (4)
- Summon Ghoul (1 POW + varies)

shortly causes the cadaver to quick for a minute (or so it seems to the caster) and describe its death in its own words. The gist of these words is true, but they may be cryptic or contain lies about specific details.

Alternately, the caster can dimly envision the death by casting the spell and then holding a bone or a hunk of flesh from the target. The nightmarish vision is indistinct and choppy, and lasts about thirty seconds.

The spell works no matter how aged the remains, and likewise imparts a good idea of how long ago death occurred.

POSSESSION (varies) — Range is touch. Chaotic. With this spell the sorcerer may take over another's body by forcibly casting out the original spirit. The caster irrevocably abandons his or her own body, which falls dead when the combat is resolved. Caster and target match magic points on the Resistance Table. Each roll costs the loser 1D3 magic points, and the struggle continues until either spirit has lost all its magic points, forcing it to a spirit plane such as Limbo.

RAISE MUMMY (1 POW + varies) — Range is touch. Chaotic. Cast on a preserved corpse, this ritual returns thought and motion to it, restoring its personality. The body must be intact (dried, for instance) and well-preserved, but it does not have to be wrapped in bandages. The gamemaster decides the time and effort needed for proper preservation.

Placing the body over an inscribed seal of Chaos, the caster burns incense and candles around the body, and chants the ritual for a day and a night. Even though the mummy will possess the same personality and skills as in its former life, the caster must still spend magic points to define the mummy's characteristics. He or she also must sacrifice one point of POW to motivate the thing. Thus it is likely that the mummy will be stronger or weaker in particular aspects than it was in life. Additional D8s of POW also can be purchased with magic points.

The ritual demands concentration, earned by a successful D100 roll of POW x4 or less. If the roll fails, the sorcerer must start over from the beginning, and magic points and POW are forfeit. When all is complete, the sorcerer receives a Luck roll. Failure requires another roll, this time on the Necromantic Mishaps Table. See Mummies in the Undead section for more information.

RAISE ZOMBIE (1 POW + varies) — Range is touch. Chaotic. This spell creates one zombie under the commands of the caster. It requires a whole corpse with enough flesh on it to allow mobility. The sorcerer draws the eight-tined seal of Chaos on the forehead of the body, then chants from sunset to sunrise. One point of POW animates the corpse. As with other undead, the necromancer must sacrifice magic points to define the zombie's skills and characteristics. The sorcerer needs a successful Luck roll for everything to go right. Failure requires another roll, this time on the Necromantic Mishaps Table. See Zombies in the Undead section for more information.

SPEAK WITH THE DEAD (2) — Range is touch. Chaotic. This spell allows the caster to speak with the spirit of someone whose corpse is still warm to the caster's touch. Although the head at least must be available, the organs of speech need not be intact or even present. Still the sepulchral voice emanates from the mouth, which grimly works on as best it can. The spell requires ritualistic meditation, the burning of herbs, and the singing of a plaintive song, all of which needs about an hour to complete. The caster then may ask three questions which the spirit is obliged to answer. The dead never answer plainly, but allusively, cryptically, or by means of a riddle. This spell may not be used twice on the same spirit.

SPELLBIND (8) — Range is touch. Chaotic. By means of this spell, the sorcerer attempts to take over the target's mind, and to cause the target to do as commanded. To control the target's will, the sorcerer needs a successful POW:INT resistance roll. For each success, remove 1D8 points of INT. Each attack costs eight magic points. When INT reaches zero, the caster has taken command. The victim has no will, and obeys all commands. Characteristics other than INT remain unchanged. Duration is permanent, or until the victim can get a roll POW x1 or less on D100. Make one such roll daily, except that on a result of 00, attempt no new roll for 1D8 days. Once the spell is broken, the victim's INT returns at 1D4 points per hour.

SPIRIT BARRIER (5) — Range is touch. Chaotic. This spell creates a barrier (usually invisible but sometimes smoky or possessing some hue, as the gamemaster desires) that blocks the movement or attack of a single spirit, ghost, or disembodied demon, and alerts the caster to its presence.

The caster marks out a circle nine yards or less in diameter and spends four magic points to power it. When an entity attempts to enter the circle or to attack magically across the barrier, it is repulsed with a violent discharge of eldritch energy for the caster's POW in minutes, regardless of the spirit's strength. When the duration expires, the barrier falls and the effect ends.

SPIRIT BIND (8) — Range is touch. Chaotic. This spell binds the soul of a person near death to a specific object, location, or person. The caster makes a POW:POW Resistance Table roll against the departing soul. Success ties the soul to the specified place until release by the caster or by the spell Exorcism. If the soul is sent into another person, the necromancer must cast Lure Spirit as well, to seat the soul into the new body.

STENCH OF THE GRAVE (4) — Range is sight. Chaotic. This spell creates a foul odor like that of carrion and the gases of decay; this stench lingers for days on clothes and bodies. The cloud has a volume equal to a small room. Those in the area of effect heave and retch, and must attempt CON rolls to stand their ground. Even those who receive successful CON rolls are nonetheless helpless, and cannot wield weapons nor cast magic. The caster is immune to the magical effect, and may do as he or she wishes. Outside the area of effect, the victims' disability ceases.



A GHOUL

SUMMON GHOUL (1 POW + varies) — Range is self. Chaotic. This ritual opens a doorway to Limbo through which the necromancer hopes to attract a ghouls-spirit. The caster must spend one point of POW to accomplish this, besides the magic point cost for the creature.

A successful POW: POW Resistance match also is needed to bind the ghoul into a target host. Failing that, most spirits return

to Limbo, though a few may drift across the world until finding a congenial home. Finally the sorcerer needs a successful Luck roll. Failure requires another roll, this time on the Necromantic Mishaps Table. Required casting time is 1D6 hours. See Ghouls in the Undead section for more information.

Incantations After Death

ACCORDING TO MOORCOCK, Elric's father, Sadric the 86th, did not go on to serve Chaos after his death. Instead, he hid his true soul within the Eternal Rose, which "can only hold the soul of a mortal who has loved another better than itself." The rose was then placed in a rosewood box.

Sadric created a false soul which deceived the Lords of Chaos, who claimed it as their own. Sadric wished to be free of his responsibilities to Chaos in death, and to join his wife in the Forest of Souls. But the box was lost among the Million Spheres. In *The Revenge of the Rose*, Sadric's specter charges Elric with recovering the box, thus freeing his father's soul.

The spells in this section allow a sorcerer to create a false soul (to fool the Lords of Chaos), to hide a soul in an object, and to prevent a soul from passing on to the afterlife. Their powerful effects should be the goal of an extended campaign, or perhaps be used by a unique non-player-character sorcerer. Because their existence is unguessed at even by Elric until Sadric reveals the secret, let these spells be unavailable to adventurers, or else findable only after

extraordinary perils and very lengthy difficulties are endured. In short, these are the ultimate necromantic spells. Use them to take a campaign in new directions and introduce new challenges.

LEARNING THE INCANTATIONS

The spells and instructions that allow Sadric to cheat the Lord of the Seven Darks are contained in a scroll known as *Incantations After Death*. This scroll is made from a strange metallic paper, is written in High Speech, and is kept in a box of deepest ebony. In turn the box resides in a vault hidden in the emperor's library in the Tower of B'all'nezbett, protected by devious traps and spells. It opens only for he who wears the Ring of Kings, and not even Elric suspected its existence.

It is possible that Sadric is the last of Melniboné's sorcerer-kings powerful enough to work these ancient magics. In the novel, he moves himself back through time to H'hui'shan; summons Elric's dragon, Lady Scarsnout; sends the jill dragon across time and space to find Elric; and transports both back through the centuries, to the time just after the Melnibonéan civil war. Later, Sadric also threatens to bind his and Elric's souls together. Unlike Elric, Sadric has great stamina and many reserves of magic. These feats might be achieved by no one else.

Using the Incantations

HAVING OBTAINED THE scroll or having deduced the necessary information from other sources, the sorcerer must first choose a suitable location or object for his or her true soul. The spell Spirit Vessel is then cast to prepare the home. Next, False Soul is cast, to situate the false one and to prepare the true soul for relocation. Finally, Transfer Soul is cast, to move the sorcerer's true soul to the spirit vessel, leaving the false soul alone in the body, deceiving enemies for a time.

When the sorcerer dies, the false soul drifts out of the body. The Lords of Chaos or Law perceive it to be the real soul, for there is no quick way to distinguish real and false souls. Not even Witch Sight, Soul Sight, or Track Soul can tell which is which.

There is sorcery here. She is no reincarnation. You'd bring your lost love's spirit from the nether world to inhabit this girl's body. Am I not right?

— Elric to Earl Saxif D'Aan, *The Sailor on the Seas of Fate*, II, 5.

To reunite true soul and body, reverse the process. If the sorcerer intends to send the true soul to a place like the Forest of Souls, he or she must wait until the gods claim the false soul. Then he or she may use Soul Transfer to free the true soul. The true soul is then able to will itself to its desired destination.

Spirit Vessel and Soul Transfer can be useful to sorcerers in other ways. In *Bane of the Black Sword*, for instance, Drinij Bara put his soul into the body of a cat so that a rival sorcerer could not steal it. Since spells that affect POW do not affect a false soul, a sorcerer need not fear such attacks aimed at his or her person. The sorcerer's POW is in danger only if the attacker learns the sorcerer's secret and discovers the spirit vessel. Attacks against it could be devastating.

These spells could also steal and store another's soul. POW contained in a spirit vessel can be attacked and drained by certain spells. Since the spirit cannot accept points of CON, STR, or DEX, the spirit loses as many points of POW as the attacking character can wrest away. Presumably the soul in the spirit vessel is drained and extinguished.

If the soul is spared, the holder of the spirit vessel still has immense power over that identity. Anything from threatening to drain the POW to seizing control of the spirit's will could coerce almost any sorcerer to reveal his or her secrets.

Thus the spirit vessel must be hidden from the sorcerers of this world as well as the Lords of the Higher Worlds. In *Revenge of the Rose*, Mashabak's counter-claim diverted Ariocho's attention. No mortal, not even a great sorcerer, fools a god for long: as a rule of thumb, the god would begin the search for a true soul after the sorcerer's allegiance score has passed in days, or sooner.

While the body is alive, the true soul has full control and full perception from the safety of its spirit vessel. The only difference is that magic directed at its apparent POW and INT no longer affects it, since they actually are located elsewhere, with the true soul. If the body dies, the true soul is like a ghost, though one able to reason and one unhampered by the obsessions common to ghosts.

If the body is dead, and if the spirit vessel is hidden or if it is a location, then the true soul can do nothing until some mortal blunders within range of the true soul's magic or a POW:POW attack. The Possession spell would be an apt one to cast in this situation. The true soul has no way to regenerate magic points to power spells, though its POW will return when extinguished, just as a ghost's does. Like ghosts, the true soul can also manifest as a transparent image.

If the true soul manages to conquer another body, then it can use the body and the skills native to that body as it wishes. It can either transfer itself into that body or remain in the spirit vessel, hidden and protected.

Four Incantations

FALSE SOUL (variable) — Range is self. Chaotic. By means of this spell, the sorcerer creates a false soul, like a shadow that keeps its form when the object casting it is removed from the light. This process involves complex mental and verbal imagery, but Sadric achieved it under

emergency conditions, so the casting time is undoubtedly short, about thirty minutes. At the end of the ritual, the sorcerer spends magic points equal to his or her POW.

A D100 roll is then required. A result of POW x3 or less means that the spell succeeds. A failed roll extinguishes the true soul, and leaves the false soul in command until the body dies, at which time even this shadow is extinguished. The false soul is unable to cast magic. Only feelings of greed, envy, lust, and fear motivate it.

Once created, the false soul centers upon the caster's body and for a few hours coexists with the true soul. The true soul and the false soul have the same POW and INT, but the false soul's POW cannot be changed, and the false soul has no magic points. Resistance table rolls can be made from this POW, however. Magical attacks against false soul POW or INT have no effect or consequence.

This spell will not work on those who are currently affected by Soul of Chardros or Chardros' Depletion.

To return the true soul to the body, it must be Soul Transferred back to its body, and then False Soul cast again. This time significant portions of the ritual are inverted, so that the soul returns to its initial home. The false soul merges with it and is extinguished.

SOUL TRANSFER (8) — Range is touch. Chaotic. Used in conjunction with False Soul and Spirit Vessel, this spell transfers a soul (POW and INT) to an object or location outside the target's body. The caster must touch both the target body and the new location or object within which the true soul is to be placed.

If the target is unwilling, match POW:POW on the Resistance Table. If the roll succeeds, or if the target is willing, caster next needs a D100 roll of POW x5 or less. With a success, the soul transfers to the object or location. With a failure, the magic points are lost. With 00, the soul arrives at some random location in the Young Kingdoms.

If the soul transfers to an object or location unprepared by Spirit Vessel, the soul dissipates at a rate of 1 POW daily, until all points are gone.

SPIRIT VESSEL (1D8 + 3 POW) — Range is touch. Chaotic. This spell imbues an object or place with the energy needed to contain a person's soul. The vessel can be any object—a box, jar, brooch, gem, sword, or small animal, for example. A location is larger but discrete, a boulder, a gate, a tree. Properly placed, the person and the person's soul function as one, no matter how far removed.

To work this magic, the caster must first sacrifice the required POW and magic points, then spend 1D6 hours meditating and chanting the required charms in High Speech. At the end of the process, a D100 result of POW x5 or less is needed to prepare the spirit vessel. If the roll fails, the spirit vessel is flawed, and will not hold a soul; attempt the process again on some later day. On a result of 00, six POW are lost permanently.

The spirit vessel may be hidden any distance from the body, and separated by any amount of water, rock, earth, or iron. If the spirit vessel is broken by physical assault, then the spell too is broken, and the true soul is set adrift in the

world. Once a spirit vessel is prepared, it may be resorted to repeatedly.

ACCUMULATE ALLEGIANCE (3) — Range is touch. Chaotic. This spell can only be cast on a target affected by the Possession spell or one whose will has been dominated by another after a POW:POW struggle. Three allegiance points are drained per day. A Chaos-aligned character like Sadric could slowly accumulate a preponderance of Balance points if he desired to reach the Forest of Souls. Alternately, he could accumulate Law points if his final destination was to be the Sphere of Law.

On Undead

UNDEAD ARE UNNATURAL creatures formed by magic, not by the processes of normal life. Except for ghosts, the Balance never intended that such creatures appear on this plane, or perhaps anywhere else. Though undead can be destroyed, they do not age, and are immune to the ravages of time. They are created by sorcery, and do not reproduce. Only inimical magic or physical attack can destroy them.

Undead are formed or brought together by casting one of several necromantic spells, including Animate Skeleton, Create Abomination, Raise Liche, Raise Mummy, Raise Zombie, and Summon Ghoul. Of all the necromants, ghosts alone are self-created.

In the game, add or increase characteristics, MOV, and skills by sacrificing magic points, just as for demons, and at the same rates and for the same costs. Demon abilities are not available to the undead.

Furthermore, only skills listed under Agility and Perception may be purchased for an undead creature, only if the sorcerer possesses the skill, and only to the amount possessed by the sorcerer. Undead animate 1D8 rounds after the spell or ritual concludes.

Abominations

Abominations are inanimate matter given life by sorcerers. For more information about the process, see the Create Abomination spell description. An abomination tirelessly follows orders until destroyed, until its goal is achieved, or until the thing's creator dies, whereupon it collapses and returns to its prior inertness.

Typically used to guard temples, libraries of sorcerers, and the like, abominations will pursue invaders so long as such targets remain in sight. They might also patrol borders, carry boulders day and night, or perform many other strenuous tasks without requiring rest.

The material composing an abomination usually acts as its armor, most abominations are hewn from granite or cast in bronze. It is essentially immune to ordinary weapons, for

a single physical blow must exceed the thing's current hit points to have any affect. Further, such an attack reduces the thing's hit points only by that excess amount. An abomination is vulnerable to magic and magic attacks. Elementals, especially earth elementals, loathe them.

Ownership of an abomination cannot be transferred, but such a thing can be commanded to do a single set task for another person. All commands must be simple, since an abomination has little reasoning capacity.

Abominations resemble Dharzi constructs, but the Dharzi typically carved segments from different creatures and then combined them. Even more significantly, Dharzi creations could act intelligently and sometimes could cast magic.

TYPICAL ABOMINATION, Mindless Guardian Made of Stone or Metal

characteristics	rolls	averages
STR	5D8	22-23
CON	5D8	22-23
SIZ	5D8	22-23
INT	1	1
POW	1	1
DEX	1D8*	4-5

MOV 1D8 shamble, max 5

Av. HP 22-23

Av. Damage Bonus: +2D6.

Weapons: Crush 50%, see Wrestle skill for damage
Smash with Limb 50%, damage* 1D10+db

* relate damage and skill percentiles as per the Roll Table.

Armor: body deflects 30 points. Apply only damage exceeding this amount per attack to hit points. At zero hit points the thing breaks and again becomes inert material.

Skills: the two attacks noted above, plus Follow Clear Order and Carry Heavy Object, all four to no more than 50% each.

Magic Points to Summon: 1 POW + 39 MP.



AN ABOMINATION

Ghosts

TWO SORTS OF ghostly phenomenon occur. Mass phenomena such as ghostly armies or ghostly cities that appear and vanish are matters for gamemasters and scenarists, for such great visions not only should be individually crafted but also placed into settings and adventures worthy of them. Of individual ghosts, much can be said, though tentatively.

After death, most souls arrive at Limbo or the Forest of Souls, places to which they are bound for all eternity. Law

and Chaos often interfere with this arrangement but the intent seems to originate with the Balance.

Sometimes, albeit rarely, a soul does not depart for a spirit plane. It instead remains tangent to an object or location in the plane of the Young Kingdoms, often with obsessive tenacity and intensity. When that occurs, unusual phenomena occur in the immediate area, the location or object is said to be haunted, and the clinging spirit is termed a ghost.



A GHOST

The formation of a ghost is not evidence of Chaotic or of Lawful influence and intent. Ghosts are natural to the Balance, and seem to be part (though an unusual part) of the processes of life. They seem to represent a way for the Balance to redress its account books, as it were, and to change not only what was, but what will be.

A ghost forms for a particular reason. Gamemasters should generate not only POW and INT, but a history for the ghost, the circumstances of its death, and the shade's characteristic modes of expression. A clear statement of the ghost's goals or motivation needs to be drawn up. This intent forms almost the whole of the spirit's consciousness, and should be of first importance in place. Every ghost should be different.

Usually the haunt is a single one. If multiple ghosts occupy a location, that fact should be deducible by the players.

GENERAL CHARACTERISTICS

Every ghost begins with 3D6 INT and 3D6 POW. Although DEX is inapplicable to ghosts, also roll 3D6 to determine DEX-rank. Magic points are equal to POW, and regenerate just as they do for adventurers. Points of POW and INT normally do not regenerate, though a very few malevolent ghosts can attack POW and absorb a portion of it, thereby strengthening themselves.

A ghost usually manifests as a shimmering, transparent form. It may mimic human movement, or drift above the ground. It appears and disappears when it wills, and passes through objects, beings, and architecture seemingly without effort or notice.

Visibility is not necessary. A poltergeist (a ghost who characteristically moves or hurls objects) is usually

invisible, as is a ghost that specializes in reproducing sounds significant to its goal.

When it disappears or falls silent, it is merely inactive. It is still present. It has nowhere else to go.

PERSONALITY

Each ghost is obsessed—by a motive strong enough to interrupt the natural flow of the Balance and intense enough to revise the record of Time. Motives are many. Revenge for death is frequent, as is need for proper burial. A miserly ghost may be tied to its money and sometimes try to defend it. Completion of an important task that was interrupted by death may be a motive, as may be vengeance against a particular person or the descendants of one who gave great offense in life. Some ghosts repetitively enact the same scene, hoping to inspire the movement of something, or the employment of certain magic or ritual, or simply to gain the full understanding of a passer-by.

The pattern of the obsession is also dictated by the ghost's strengths and weaknesses. A ghost of high INT usually manages to see its motivation satisfied, and is ingenious in arranging phenomena to lead the living to help it. One with great control may simply manifest and explain its situation. But a ghost of low INT may forget the reason for its obsession, and stay on the job century after century. A ghost of high POW and low INT might be a formidable foe to all the living, while a ghost of low POW might be so transient and ineffectual that it can only cry or point without rhyme or reason.

Since all ghosts are of the Balance, each craves the act of completion that sends it on to the spirit planes. This is as the Balance intends.

POWERS AND PHENOMENA

Nearly all ghostly phenomena can be paid for by magic points. The gamemaster can work out an economy of ghosts if he or she wishes, but recording expenditure of magic points seems important only when attacking adventurers; for that, see the next sub-section. Otherwise the apparition or phenomenon should be memorable, intermittent, riddle-like in meaning, and congruent with the ghost's origin and goal.

Flight is the one sure defense against ghostly phenomena of any sort. A hundred yards is the maximum effective radius of a ghost's awareness of intruders.

Sorts of phenomena include appearance and disappearance of a ghostly form or forms, appearance in armor and weapons or other special dress, sounds connected with the ghost's history, statements or gestures that help explain the presence of the ghost, repetition of acts, ritual observances, movement of objects, projection of visions or hallucinations, bombardments by pebbles or other small objects, levitation of objects, appearance beside a significant object, manipulation of light and shadow, and so on. As a general guide, equate the amount of POW with the maximum STR to be exerted in any one action.

You think that death will save you from Saxif D'Aan?" Elric said. "If he has the power you say, death will only bring you more firmly into his grasp!

— The Sailor on the Seas of Fate, II, 5.

ATTACKS

A few ghosts attack the living, for reasons prompted by their histories and personalities. In these situations the ghost always has the initiative, and usually can choose to break off the attack. Here are some of the modes.

- **MP:MPON** the Resistance Table. Each attack costs the loser 1D3 magic points. This attack usually continues until the target flees the area or until the ghost or the its opponent exhausts all magic points. In the former case, the ghost disappears until all its magic points have regenerated, and in the latter case the victim falls unconscious until one point returns. The point of this attack is to serve notice that the target is definitely unwelcome and in danger.
- **Ghostly Possession.** If sleeping within the ghost's area of effect, or when a target has been drained of magic points and is unconscious, a ghost may attempt to temporarily control a living person. Roll **POW:POW** on the Resistance Table. The target either wakes in nightmare (failure), or is controlled by the ghost for the ghost's POW in minutes (success). If the ghost leads the victim into danger, the victim has a chance, expressed as an Idea roll, to wake up. Repeated possessions clearly disorient the victim, provoking hallucinations and nightmares, causing sleeplessness and weakening sanity, but appear to have no motive other than malevolence.
- **POW:POW** on the Resistance Table. This is a potent attack, performable only by a ghost of POW 16 or higher, who desires the death of its victim. The ghost first attacks **MP:MP** in order to gauge its opponent. The loser subtracts 1D8 magic points. If the ghost presses the attack, the next roll is **POW:POW** on the Resistance table, subtracting 1D3 points from the loser's POW. For each successful attack, the ghost has a POWx1 chance to absorb a point of the opponent's POW. If the target is also of POW 16 or better, he or she has the same sort of chance to absorb a point of the ghost's POW, but can withdraw from the fight instead, by running away. Losing all POW results in the target's death (possibly haunting the area, too). A ghost that loses all its POW dissipates, and no longer exists in any sense.

TYPICAL GHOST, A Soul Obsessed

characteristics	rolls	averages
INT	3D6	10-11
POW	3D6	10-11
MOV 8 drift max		
Av. HP: none		

Damage Bonus: none

Weapons: MP:MP, target loses at least 1D3 magic points
 Ghostly Possession, damage special
 POW:POW, ghost of POW 16+ only, damage special

Skill: Ghostly Phenomena 100%, as appropriate to the entity's history and intent.

Ghouls

SEVERAL SORTS OF ghouls exist. Some prefer the taste of living human flesh, while others desire to bury their fodder first, to age it. Once-normal humans who come to crave human flesh take on brutish and degenerate aspects, and over time become ghoul-like. The mad entities who slumber in detestable Org are certainly ghouls, though they behave more like zombies.

The ghouls discussed here start as spirits who lurk on the edges of Limbo. These ghouls are wraith-like, of 4D8 POW and 2D8 INT. They prey on incautious human souls who leave the milling, moaning whirlpool of souls and seek a way out from such woe and grief. Isolated at the edges of the timeless realm, such souls are easy targets.

In Limbo, ghouls attack POW:POW, to absorb targets. This is their food. By absorbing POW they do not grow stronger.

To create an earthly version of this ghoul, the sorcerer must first capture and render unconscious a suitable human host. Then the sorcerer must open a pathway to Limbo and attract from there a ghoul-spirit by casting **Summon Ghoul**.

Once offered a physical host, the entity attacks **POW:CON** on the Resistance Table. If the attack fails, the host ejects the ghoul, and it flees from this plane. If the attack succeeds, the ghoul continues until it has drained all CON from the host, who dies.

The ghoul's POW and INT then animate the victim's body. The host's former STR, CON, and SIZ apply to the new ghoul; former DEX and MOV are halved. The APP characteristic quickly drains away as the body turns leprous white and the face takes on a inhuman cast.

In taking over the host, it loses all of the victim's memories, magic, and skills, but gains the skills noted below. The new ghoul, disoriented, weak, and very hungry, matures in about two weeks. It is then a faithful servant to the sorcerer.

The ghoul needs an average of 8 CON weekly, by devouring an intelligent being. Failing that, it loses CON at the same rate. If CON reaches zero, the starved spirit returns to Limbo.

These mechanics are an alternative to those found in the Elric rulesbook.

GHOUL, Spirit Brought from Limbo

characteristics*	rolls	averages
STR	—	host's
CON	—	host's
SIZ	—	host's
INT	2D8	9
POW	4D8*	18
DEX	—	host's
MOV 1D8 lurch, max 5		
Av. HP na		

* original to Limbo, plus 1 for the summoner's contribution.

Av. Damage Bonus: na.

Weapons: Bite 40%, damage 1D8
 Wrestle 30%, damage special

CON drain 1D3 per round, automatic with touch.

Armor: none, but the ghoul is immune to the effects of Major Wounds and the like, functioning normally until all its hit points are gone.

Skills: Search 50%.

Magic Points to Summon: 1 POW + 22 MP.

Liches

A LICHE PLEDGES ITS soul and service to Chaos in return for extended life. The necromantic spell Chardros' Eternal Gift forges this unholy pact with the god of death.

Because of its strength, a liche may command many servants, human and demonic. Magically resurrected time and again, a liche becomes more corpse-like each time it is destroyed. Its increasingly hideous dried skin, glowing eyes, gnarled claws, and rotting smile are unmistakable and unforgettable. The liche's desires and behaviors are strong and obsessive. As goals, it values only lust and power.

When a liche's hit points are reduced to zero, subtract one point of POW permanently and restore hit points to maximum. Drained of all POW, the liche dies, and Chardros claims its soul. If reduced to POW 15 or less, the liche loses the ability for magic. Heal, Suture, and the like will not aid a liche, though Physik will.

A liche cannot be permanently affected by the rulesbook spell Soul of Chardros, nor can a liche be summoned. The characteristics, skills, INT-limit, and other general factors of

the liche do not change from its human or Melnibonéan form, only the manner in which he or she generates hit points.

A liche begins in play with the characteristics, skills, and magic that it had when it was alive. Its Power and magic should increase, at the expense of everything else. A liche typically appropriates the trappings of kingship—crown, scepter, jeweled dagger, perhaps an ancient enchanted sword of great magic. Its court will have no peers in it, only ranks of groveling slaves.

Mummies

IN PAN TANG, sorcerers routinely mummify deceased servants and then animate them to get further service. If a Melnibonéan sorcerer creates a mummy, he or she disguises it in elegant masks and stately robes, protecting the delicate sensibilities of others.

Any method of preservation will do, such as embalming, drying, or salting. A mummy need not be wrapped in bandages (if it is, and if it burns, add 1D3 damage per round). The gamemaster decides the length of time needed for mummification. A mummy's integument-like tissues approximate five points of armor.

Creation requires the casting of the Raise Mummy spell. Like other undead, the body's characteristics are defined by expending magic points. The provided skills are integral to the mummy, and cost nothing. New skills may not be added or learned, and existing skills never increase. Even if the mummy once knew magic, it no longer can cast it.

Mummies are intelligent, and understand complex instructions. They have free will, and can do intricate tasks. Their preserved tissues make agile movement difficult, and extended movement painful. Sexual functions, the ability to eat and excrete, and the regeneration of tissue no longer occur. Mummies frequently resent their condition, and few wish to live for long. The first time a mummy skill roll results in 00, the revenant can no longer tolerate its depression and frustration, and it destroys itself by whatever means available.

AVERAGE MUMMY, intelligent agent

characteristics	rolls	averages	
STR	5D8		22-23
CON	4D8		18
SIZ	3D6*		10-11
INT	3D8		13-14
POW	2D8-1		8
DEX	1D8+2		6-7
MOV 1D8, max 6			Av. HP 14-15

Av. Damage Bonus: +1D4.

Weapons: Brawl 50%, damage 1D8+db

Wrestle 30%, damage special

Armor: 5 points of hardened skin.

Skills: Move Quietly 60%, Track 40%.

Magic Points to Summon: 1 POW + 19 MP.



A LICHE

Skeletons

A SKELETON MOST RESEMBLES a zombie, except that the latter's ability to sustain damage is exchanged for speed and dexterity. Wizards of Pan Tang seem to prefer skeletons to zombies, perhaps because skeletons follow orders better, or because they can use ordinary weapons and armor. Both sorts of undead are created from corpses.

The skeleton must be cleaned of flesh, and then its bones joined for articulation by knotted red cords. The spell *Animate Skeleton* is then cast, endowing the thing with its characteristics and skills, as with other undead. The sorcerer must contribute one point of POW and requisite magic points to define the thing.

An animated skeleton can be made from any animal or species; gamemasters should vary the costs for very large or very small skeletons. It must have hands if it is to use weapons. Lacking weapons, a skeleton has a 10% chance to break a wrist or arm each round it uses the Brawl skill.

SKELETON, grisly servant

characteristics	rolls	averages
STR	3D8	13-14
CON	na	—
SIZ	3D8	13-14
INT	na	3
POW	na	1
DEX	3D8	13-14

MOV 1D8, max 7

Av. HP 14

Av. Damage Bonus: +0.

Weapon: Broadsword 40%, damage 1D8+1+db

Small Club 40%, damage 1D6+db

Brawl 40%, damage 1D3+db

Armor: none, but weapons neither impale nor do critical damage. Magic that does physical damage affects a skeleton normally.

Skills: no others.

Magic Points to Summon: 1 POW + 24 MP.

Zombies

OCCASIONALLY DEATH CULTS and necromancers use zombies as guards or in macabre exhibition of their magical powers. Zombies are difficult to defeat, since they continue to function normally until all their hit points are gone, after which they collapse, writhe, and quickly decay. Impaling weapons do only one point of damage to the thing's hit points. All other weapons do half the rolled damage, except enchantments and demon weapons (halve the physical damage for the weapon, then apply any magical damage in full).

For example, Chugol of Pan Tang is attacked by a zombie. He is armed with a large club on which he has cast Hell's Hammer



A ZOMBIE

(spending 2 magic points). Chugol hits and rolls damage of 6 (1D8), which is halved to a 3. He then adds the damage from Hell's Hammer, +2, for a total of 5 points of damage. If Chugol had a positive damage bonus, that too would be rolled for and then half the result applied.

The spell creating the zombie requires a corpse entire enough to walk. The necromancer decides the body's characteristics and supplies one point of POW to motivate it. Each zombie requires fourteen magic points to complete and has identical skills that do not

improve.

Once created, the body relentlessly decays, at the rate of one hit point per week. As the weeks pass, the thing becomes less able to move and function until it collapses into a mass of decay and must be removed or destroyed.

Zombies have no will, and follow the sorcerer's commands literally. It is possible to re-bind a zombie to a new owner, although the thing's creator must permit the transfer. The new owner must sacrifice one POW, but does not need to be of POW 16 or better.

The gamemaster may determine special weaknesses that stop or destroy a zombie. Zombies are cannibalistic and often can be diverted by opportune food.

ZOMBIE, mindless servant

characteristics	rolls	averages
STR	4D8	18
CON	4D8	18
SIZ	3D6*	13-14
POW	—	1
DEX	2D8	9

MOV 1D8, max 5 —

Av. HP 16

* maximum possible Size

Av. Damage Bonus: +1D4.

Weapon: Bite* 30%, damage 1D6*

Large Club* 20%, damage 1D8+db

* relate attack damage and skill percentiles as per the Roll Table.

Armor: none, but impaling weapons do only one point of damage, and all others do half rolled damage + spell damage (if any)

Skills: no others.

Magic Points to Summon: 1 POW + 20 MP



Spells

More than fifty new spells, four Lawful spells reprinted from *Fate of Fools*, and a spell table summarizing all published spells, save for the rare and powerful spells derived from the *Incantations*.

RULESBOOK COMMENTS, restrictions, extensions, spot rules, and so on apply to these new spells without exception. Players should always check with their gamemasters before allocating any spells to their adventurers during generation. Some spells herein may not be generally available for characters to learn.

CHAOTIC SPELLS IN THIS CHAPTER

Affliction, Agony, Animal Friendship, Babble, Banish Tumult, Beckoning Earth, Befoul, Blessings from Arioch, Breath of Death, Candle Stripling, Captive Slumber, Chaos Gate, Clumsiness from Xiombarg, Deftness of Cran Liret, Dreams of Poisonous Love, Ebon Tomb, Fatigue, Frailty from Hionhum, Grome's Grasp, Guide Air, Guide Earth, Guide Fire, Guide Water, Guile of Cran Liret, Healing Trance, Ignorance from Slortar, Itch, Kakatal's Clasp, Lassa's Embrace, Lethargy from Vezhan, Liken Person, Liken Substance, Mabelode's Shield, Obscure, Portent, Quick Healing, Render Blank, Rolling Brilliance, Sailing to the Spheres, Scry, Sharing Hell, Shatter, Straasha's

Hold, Terror, Understanding, Void from Chardros, Weakness from Mabelode.

LAWFUL SPELLS IN THIS CHAPTER

Contribute to Truth, Diminish Demon, Lawful Sleep, Law's Disdain, Morality, Reflection of Law, Resolve of Iron, Tariff of Law, Truth of Love, Will of Theril.

Selected Spells

AFFLICTION (4) — Range is touch. Chaotic. This is cast on any weapon. Damage done by an ensorcelled weapon leaves festering wounds that heal slowly, 1D2-1 hit points per week. Any exertion by the victim before the wounds heal completely causes these wounds to re-open, resulting in a further 1D8 hit points of damage.

If Heal is cast on such a wound, the caster must first receive a successful POW:POW Resistance Table roll or the spell has no effect and the magic points are lost. For convenience, use POW 16 as the passive value.

The Physik skill has no effect on this spell. The Suture ability acts normally.

AGONY (2) — Range is sight. Chaotic. With a successful POW:POW Resistance Table roll, the spell causes a sharp, stabbing pain in the target's head that disorients him or her and makes it impossible to cast magic, or to attack or parry, leaving the victim unable to do much else than groan and roll on the ground. With a successful D100 roll of CON x5, the victim can try to fight off the effects of the spell with a successful MP:MP Resistance match in the next round. Undo Magic cancels this spell.

"But there is more to sorcery-working than that [calling out]. There are chants, symbols, rituals of all sorts. Previously that has always been true."

— Elric

Elric of Melniboné, II, 1.

ANIMAL FRIENDSHIP (3) — Range is touch. Chaotic. Forms a bond of trust between the caster and one animal of his or her choice. The animal quickly learns simple commands concerning places it visits with the caster, and the people that they meet together.

The caster must know the spell *Summon Beast-Lord / Plant-Lord*, as well as the name of the Beast-Lord who governs the animal. The animal must be present at the casting. A sorcerer may have only one animal friend at a time. Caster and animal may be separated by long distances and days or weeks of time, but become uneasy and irritable as the time apart lengthens. In crowds, each unerringly finds the other.

This spell endures so long as good will and good treatment endures, until this spell is cast on another animal, or until death severs the relationship.

BABBLE (1) — Range is sight. Chaotic. For its duration, the spell causes the target to spout gibberish whenever speaking, yet remain convinced that his or her speech is perfectly normal. Caster needs a MP:MP Resistance Table roll for the spell to take effect.

BANISH TUMULT (20) — The radius of effect is 1000 yards around a specified point. Chaotic. Sorcerer causes activity in any one of the four elements to diminish to a quiescent state—in the immediate area; a storm dies, a tidal wave turns to placid sea, a raging fire is quenched, and so on. Caster needs a D100 roll of POW x4 or less for a successful cast. Failing, the magic points are lost. A result of 00 always fails, and this result always angers the pertinent Elemental Ruler, who appears for a moment to warn of reprisals to come.

The effect lasts for 1D8 hours. The sorcerer must know all four elemental pathway spells, but none need to be cast.

BECKONING EARTH (10) — Range is sight. Chaotic. Gnome hates undead because they rob him of his just due; this spell tricks him into doing the work of Chaos, but it is work he wishes to have done. It affects only mummies, skeletons, zombies, or other things once dead that have been raised from burial. Cracks form in the ground underneath the affected undead, then the earth opens and swallows every one of them within fifty yards of a specified point. Adventurers being grappled by such things are also swallowed. Those in proximity to such undead need DEX checks at the gamemaster's discretion. The spell splinters intervening floors, foundations, etc., as Gnome needs.

When its effect is complete, the spell concludes. The sorcerer must know the pathway spell for Gnome, but needs not cast it. At the gamemaster's option, call for D100 roll. If 00 results, Gnome resents the perceived command, and delivers a threat or calls for a quest in compensation.

BEFOUL (1) — Range is touch. Chaotic. Caster imbues pots of food, bottles of drink, small pools and ponds, etc., with the taint of Chaos. This stuff is too foul and

bitter to enjoy, though it sustains life for a while. Those of Law or the Balance lose a hit point and add one Chaos point each day that they eat or drink of this spell. The spell endures for 1D8 days.

BLESSINGS FROM ARIOCH (1-3) — Range is touch. Chaotic. For each magic point spent, the spell temporarily decreases the effect of the APP characteristic by three points. Decreasing APP decreases the Charisma roll. If the target is unwilling, match MP:MP on the Resistance Table to determine the spell's success. A decrease of APP to zero provokes disgust in every beholder.

If decreasing APP by nine points, the target's player also rolls D100. On a result of 00 the Lords of Chaos laugh, and make the change permanent. After that the spell does not affect that target, nor may he or she cast it. In recompense, the victim gets three points to add to characteristics other than APP.

If of equal or greater magic points, this spell and *Visage of Arioch* can cancel each other. If of greater magic points, the survivor spell takes full effect.

BREATH OF DEATH (6) — Range is touch. Chaotic. The spell suffocates the target who, for the duration of the spell, feels as if drowning. The caster must first overcome the target, MP:MP on the Resistance Table. Beginning at CON x6, the target must make a D100 suffocation roll each round as per the spot rules for drowning.

This spell is rarely known by others than deranged sailors and cultists of the *Whisperer*. Undo Magic can cancel *Breath of Death*.

CANDLE STRIPLING (1) — Range is touch. Chaotic. The caster is able to appraise the possible worth of children and youths younger than 15 years. The spell shows that only one in ten will possibly be important as an adult, and of those life shows that only one in ten more actually accomplishes something. Nonetheless, if the caster has befriended the right youngsters, they will return favors when they can. Over decades, the caster may become influential in a town or district without doing much.

At some point, though, the caster notices that no youngster is shown to be even potentially important, nor does he or she ever see another of whom the spell marks as special. This result is a prophetic shadow of the doom of the world, in which all must die.

CAPTIVE SLUMBER (3) — Range is sight. Chaotic. Causes someone to fall into a deep sleep for sixty minus the target's CON in minutes. The caster first must overcome the target's magic points with his own on the Resistance Table. The victim is unaware of what occurs while asleep under this spell.

If the victim is to be amenable to simple non-threatening commands (such as that he or she walk from point to point, remain quiet, or climb steps), then the caster must also successfully match POW:POW on the Resistance Table. At each command, allow



the sleeper a chance of INT x2 or less to awake.

The victim will not speak or respond to questions, or act against his or her interests. Only the caster may command the victim.

CHAOS GATE (16 + 1 POW) — Range is touch. Chaotic. This powerful and complex spell tears open the fabric between the Million Spheres. The caster must first meditate to gain a clear mind, then inscribe runic descriptions of the Young Kingdoms plane and of the plane he or she desires to visit. This requires a successful Scribe roll. Caster then draws the eight-pointed sign of Chaos and inscribes a rune at each of the points. In the center caster writes the true name or symbol of the plane to be contacted. This process requires a second Scribe roll. Lengthy incantations must then be precisely spoken, requiring an Oratory roll. If the procedure succeeds, a dim passage opens to the plane of the caster's choice. Should caster fail one roll, the game-master rolls on the Demon Summoning Fumble Table.

The whole procedure takes 1D8+8 hours to complete. In addition to spending two magic points per rune, caster must spend 1 POW for each additional day the gate is to remain open. Anyone or anything can use this way while it remains open, except that the maximum Power of the gate's user must be less than POW 25 while the Barrier of Law remains.

With this spell, a sorcerer could try to gain the assistance of beings from other spheres, like the Lizard Men of Pio. The sorcerer might learn about other entities through the use of the Million Spheres skill or from a grimoire. This spell does not summon these beings, nor are they compelled to assist the sorcerer. How they can be persuaded must be solved during play.

Spells native to one plane may work normally, differently, or not at all on other planes. The sorcerer must experiment in order to know.

CLUMSINESS FROM XIOMBARG (1-3) — Range is touch. Chaotic. Reduces the characteristic DEX by three points for each magic point spent, and decreases Dodge by six percentiles per point. Thus Clumsiness from Xiombarg

Even the Lords of Melniboné,
most godlike and intelligent of mortals,
only learned how to manipulate
the elements in ritual, invocation,
and spell, but never understood
what they manipulated — that is
where the Lords of the Higher
Worlds score, whatever their differences.

— The Weird of the White Wolf, 111,4.

2 subtracts six points from DEX and twelve percentiles from Dodge for the duration of the spell. Decreasing DEX also temporarily affects the Dexterity Roll, and could also affect the character's ability to wield a weapon (see minimum STR/DEX for each weapon). If DEX falls to zero, the victim is unable to accomplish any physical task without also receiving a successful Luck roll.

If the victim is unwilling, the caster compares MP's on the Resistance Table to determine the spell's success. If the sorcerer requests the maximum decrease of nine points, the target's player rolls a D100. On a result of 00, the Lords of Entropy have played a cruel joke and made the change permanent. After that, this spell does not affect that adventurer, nor may he or she cast it. In recompense, the player may add three points to characteristics other than DEX, in any combination.

If of equal magic points, this spell and Suppleness of Xiombarg can cancel each other. If of greater magic points, the survivor spell takes full effect.

CONTRIBUTE TO TRUTH (1) — Range is sight. Lawful. The caster overcomes the target by receiving a successful POW:POW Resistance Table roll. With a successful cast, the target feels he or she must tell the truth in response to a question, or else must look away and remain silent. The target has no sense that he or she can mislead or tell an outright lie unless the spell accompanying that question has failed.

If the target answers, he or she tries to answer as fully as the question demands, but never more than a few sentences. Follow-up or new questions require new casts of the spell and the sacrifice of another magic point for each.

DEFTNESS OF CRAN LIRET (1-4) — Range is touch. Chaotic. For each magic point cast, the spell increases by 20 percentiles the effect of the craft Sleight of Hand, Conceal Object, or Pick Lock. The caster chooses which. The effect lasts for the caster's POW in combat rounds.

DIMINISH DEMON (3) — Range is ten yards. Lawful. Only allies of Law may know or cast this spell. When cast at a demon, the glory of Law makes useless a random ability of the demon, for the caster's POW in combat rounds. Caster also must succeed in a POW:POW Resistance Table roll, using the demon's POW as the passive value.

DREAMS OF POISONOUS LOVE (all magic points) — Range is self. Chaotic. This spell induces in the caster a week-long trance filled with debased images and dark experiences. These dreams come from Chaos. They expose the soul of the caster to complete decadence, such as the Lords of Chaos know.

At the end of the week, the victim rouses. He or she is tired, dirty, withdrawn, self-absorbed. With a successful Luck roll, add one point of Million Spheres to his or her skills.

Ever after, he or she longs to cast the spell again. The caster is dissatisfied with the simplicity of reality, and craves subtlety and entanglement. For each week that passes, the victim needs a D100 roll of POW x4 or less not

to cast the spell in a particular month. Each time the spell is cast, add another point of Million Spheres.

When the skill of Million Spheres equals or exceeds the caster's CON, casting Dream of Poisonous Love costs the caster 1 CON as well as all magic points. When the victim is drained of CON at last, he or she dies, and Chaos claims the soul regardless of allegiance.

EBON TOMB (varies) — Range is touch. Chaotic. The living target is transformed into a smooth, black, basalt statue. Servants can perform the elaborate and (to the target) torturous alchemical preparations preliminary to the spell. These last seven days and seven nights.

The caster then must match POW:POW with the target on the Resistance Table and be the victor. (Failing, the target dies quickly and peacefully.) Then the sorcerer expends magic points equal to half the target's POW (round fractions up). The victim begins a slow and excruciatingly painful transformation from midnight of the seventh day until daybreak, when he or she has become a solid stone statue, frozen in agony.

The petrified victim does not eat, sleep, or drink and cannot age or die. Damage done to the statue/character does not heal. If the statue is destroyed, the victim dies.

Though petrified and sightless, victims can speak (and hear, so that they can be taunted). The continuing pain and their desperation maddens most of them. They do little other than to scream, or listen to the shrieks around them, or hear the uncaring wind. Ways doubtless exist to restore undamaged statues to life, but those ways are unknown.

FATIGUE (1) — Range is sight. Chaotic. Caster causes the target to feel overwhelmingly tired, and the target's chance to fumble is doubled. Also, reduce from x5 to x2 the normal Charisma, Dexterity, Idea, and Luck roll factors. If the target manages to rest (no fighting, no moving, no magic cast) for 1D8 combat rounds, then the spell's effect ends. Otherwise the spell's duration is standard.

FRAILTY FROM HIONHURN (1-3) — Range is touch. Chaotic. Decreases effective CON by three points per magic point cast for the duration of the spell. Decreasing CON also temporarily decreases hit points for the duration and makes the target more susceptible to poisons, diseases, etc. If the target is unwilling, caster makes an MP:MP Resistance Table roll to determine the effect of the spell. A decrease in CON to zero renders the victim unable to move until the spell ends.

If the adventurer asks the maximum decrease of nine points, the target's player also rolls a D100. On a result of 00, the Lords of Chaos have played a trick and made the deficit permanent. In compensation the target's player may add three points to characteristics other than CON. After that, Frailty from Hionhurn does not affect that victim, nor may a victim of it cast it.

If of equal magic points, this spell and Horns of Hionhurn can cancel each other. If of greater magic points, the survivor spell takes full effect.

GROME'S GRASP (4) — Range is touch. Chaotic. Theleb K'aarna cast this spell to escape Myshella's Noose of Flesh. Dirt and rock literally engulfs the target and drags him or her below the surface. (Only dirt or rock can absorb a person or object, not refined metal.) The target can breathe normally and can hide underground for the duration of the spell, but cannot move. Restored to the surface, the target is within a hundred yards or so of the original location.

If the target is unwilling, the caster must make a successful MP:MP match on the Resistance Table before this spell takes effect; on a roll of 00, Grome resents this magic and vows vengeance upon the caster. The spell endures for the caster's POW in combat rounds.

GUIDE AIR (4) — Range is sight. Chaotic. So long as a breeze or wind is blowing, the caster may shift in any direction a portion of those winds, as if they were a single sylph. The speed of the wind may not increase. The front surface of the wind may not exceed in square yards the caster's magic points just before the spell was cast. At 16 square yards and given a steady wind, this amount of air could propel a small sailboat.

The caster must know the pathway spell Wings of Lassa, but need not cast it. This spell lasts for the caster's POW in combat rounds.

GUIDE EARTH (4) — Range is sight. Chaotic. The caster has the ability to raise a volume of soil or rock equal in cubic yards to his or her magic points just before casting the spell. This earth can move in any direction across the surface of the land, at speeds of up to MOV 8, and take whatever compact form the caster desires. At sixteen cubic yards and at MOV 8, such earth could do 1D6 damage to a target.

The caster must know the pathway spell Gift of Grome, but need not cast it. This spell lasts for the caster's POW in combat rounds.

GUIDE FIRE (4) — Range is sight. Chaotic. So long as the fire has something to burn, the caster has the ability to direct all or part of an existing fire as though it were a single salamander. In square yards, the directable portion of a fire may not exceed the sorcerer's magic points before the spell was cast. This is a natural fire, and does normal fire damage.

The caster must know the pathway spell Flames of Kakatal, but need not cast it. This spell lasts for the caster's POW in combat rounds.

GUIDE WATER (4) — Range is sight. Chaotic. The caster may divert a portion of an existing body of water, and cause it to move across itself, across land or water, up hill or down, for the caster's POW in combat rounds as if it were a single undine. In cubic yards, the directable portion of the waters may not exceed the sorcerer's magic points before the spell was cast. The water moves at up to MOV 8, in whatever compact shape the caster dictates. At that speed, 16 cubic yards could do 1D6 damage.

The caster must know the pathway spell *Bounty of Straasha*, but need not cast it. This spell lasts for the caster's POW in combat rounds.

GUILE OF CRAN LIRET (1-4) — Range is touch. Chaotic. Per magic point spent, adds 20 percentiles to the skill of Fast Talk for the caster's POW in combat rounds. Once the spell ends, the victim is allowed the usual Idea roll to come to his or her senses.

HEALING TRANCE (varies) — Range is touch. Chaotic. The target must be willing. He or she falls into a deep trance that cannot end until the spell has run its course. Visions appear and fade away, but none can quite be remembered. Roll 1D8 for the spell's duration in days: each day adds 1 hit point to the target's total, and each day subtracts two magic points from the caster's total. The target wakes when the spell concludes.

If the caster drops to zero magic points before the spell is over, Healing Trance breaks. The sleeper wakes then, retaining all hit points gained in the interim but with 1 CON lost permanently.

The spell may be cast only once per episode of injury or wound. It does not cure diseases, act as an antidote to poisons, defeat other magics, or erase the lasting effects of major wounds. It is incompatible with Healing, Quick Healing, or Suture.

IGNORANCE FROM SLORTAR (1-3) — Range is touch. Chaotic. The spell temporarily reduces the effect of the characteristic INT by three per magic point spent. Decreasing INT would also temporarily decrease the Idea roll, as well as the number of spells memorized. Thus, lowering INT from 18 to 12 would reduce the number of spells memorized to 12. (It is impossible to cast magic while less than INT 16, of course.)

If the target is unwilling, caster compares current MPs against the MPs of the target to determine success. A decrease in INT to zero leaves the victim a babbling idiot for the duration of the spell.

If the sorcerer requests the maximum decrease of nine points, the target's player rolls D100. On a result of 00, the Lords of Chaos have played a trick and made the change permanent. In recompense, the player may add three points to characteristics other than INT, in any combination. After that, this spell can no longer affect the adventurer, nor may he or she cast it.

If of equal magic points, this spell and Wisdom of Slortar can cancel each other. If of greater magic points, the survivor spell takes full effect.

ITCH (1) — Range is touch. Chaotic. The caster must first match MP:MP on the Resistance Table for the spell to take effect. Itch causes the target to itch and burn all over, as though bitten by dozens or hundreds of mosquitoes and fleas. A D100 roll of POW x2 or less lets the character take action in a round other than to scratch. Armor, submerging in water, Healing or other magic, etc., is of no consequence. Itch is all-powerful. The spell lasts for the caster's POW in combat rounds.



A SORCERESS PREPARES TO INCANT

Sorcery, in your mind at least, is a crude thing which only hints at the true powers existing in the universe.

— Weind of the White Wolf, 1, Prologue.

KAKATAL'S CLASP (4) — Range is touch. Chaotic. In the proximity of any great fire, the target suddenly finds himself or herself engulfed in flame, but without harm or discomfort. The target breathes normally, and can stay even within an inferno for the duration of the spell. The fire must be natural, not magical, however; Kakatal cannot shield against magic. Unlike Grome's Grasp, this spell allows the target to move about, and it is probably a good idea to flee the flames before the spell ends. The spell ended, the target is located wherever he or she has moved.

If the target is unwilling, the caster must make a successful MP:MP match on the Resistance Table before this spell takes effect; on a roll of 00, Kakatal resents this magic and vows vengeance upon the caster. The spell endures for the caster's POW in combat rounds.

LASSA'S EMBRACE (4) — Range is touch. Chaotic. The target suddenly finds himself or herself lifted upwards by a great wind, and suspended thousands of yards above the land or sea, but without harm. The target breathes normally, and experiences no discomfort, except the terror of being suspended without visible support. The spell ended, the target is returned to wherever he or she has before the spell took effect.

If the target is unwilling, the caster must make a successful MP:MP match on the Resistance Table before this spell takes effect; on a roll of 00, Lassa resents this magic and vows vengeance upon the caster. The spell endures for the caster's POW in combat rounds.

LAWFUL SLEEP (1) — Range is sight. Lawful. Concentrating upon an image symbolic of Law, the caster attempts to force the target to fall asleep immediately. The sleep lasts for 60-CON minutes. The target can resist the spell with a D100 roll of CON x3 or less. If the spell is resisted, it may not be recast on that target for 24 hours.

During sleep, those with Law as their highest allegiance experience dreams of hopeful perfection and glory. Those with Balance as highest allegiance have threatening dreams that cause them to sweat and murmur piteously. Those with Chaos as highest scream horribly, plead endlessly, and awake bewildered and unable to act during that combat round.

LAW'S DISDAIN (1) — Range is touch. Lawful. Only allies of Law can know or cast this spell. With a successful MP:MP Resistance Table roll, Law's Disdain cuts the duration of the next spell cast at the target to one combat

round. Law's Disdain concludes when the offending spell is truncated.

LETHARGY FROM VEZHAN (1-3) — Range is touch. Chaotic. For the duration of the spell, the caster decreases maximum movement by one MOV per magic point. If the target is unwilling, the sorcerer makes an MP:MP Resistance Table roll to determine success. The spell can be cast on another species, such as a horse. Lethargy from Vezhan does not affect Dexterity.

If the caster asks the maximum decrease of three points, the target's player also rolls D100. On a result of 00, the Lords of Entropy have played a cruel joke and made the deficit permanent. In recompense, the character may add three points to any characteristic, in any combination. After that, this spell does not affect that adventurer, nor may he or she cast it.

If of equal or greater magic points, this spell and Speed of Vezhan can cancel each other. If of greater magic points, the survivor spell takes full effect.

LIKEN PERSON (4) — Range is touch. Chaotic. This spell allows the target to copy exactly another person's appearance. The target's face shifts and moves like putty, hair lengthens or shortens and changes color, etc., and apparent Size also changes to suit the disguise. The caster's spells, skills, etc., remain the same, as does his or her actual size, hit points, etc. If the target is touched by another person, the false likening shimmers and disappears. Duration is the caster's POW in minutes.

LIKEN SUBSTANCE (4) — Range is touch. Chaotic. The appearance of an inanimate object magically changes from its actual appearance. A section of wall can be made to appear like a door, a book can become a box, coins appear as gems. The item is still the same to touch, carry, taste, etc. The relative Size of the object remains unchanged, so the possible changes that are believable are limited. Duration is equal to POW in minutes, after which the item's appearance returns to normal. Maximum SIZ affected by this spell is Size 18.

MABELRODE'S SHIELD (8) — Range is self. Chaotic. Caster's shield assumes the appearance of a shimmering black plane of force. The shield behaves extraordinarily in two ways: (1) the physical shield will not lose damage points while the spell is active, and (2) when the parry roll for the shield represents a critical or an impale, then the attacking weapon loses 2D8 hit points. The spell endures for the caster's POW in combat rounds.

MORALITY (4) — Range is touch. Lawful. The target must be willing to receive the spell. It envelopes the target in an aura of purity painful for those allied to Chaos to look upon, nor may they even approach the target unless successfully matching the caster POW:POW on the Resistance Table roll. A Chaos ally can attempt the roll once per round. This spell can only be known or cast by those allied to Law.

OBSCURER (2) — Range is touch. Chaotic. Garbles and mixes up written words so they are unreadable. A cast af-

fects one map, one book, one wall full of graffiti, etc. To read the item, a second cast of *Obscure* negates the previous cast, and leaves the item as it was originally, whether or not the casters are the same. The effect lasts for 1D8 years. This spell will not work on runes.

PORTENT (3) — Range is self. Chaotic. An omen is an occurrence believed to portend the future. Caster learns whether a specific course of action augers good or ill. The caster describes the action or decision to which the omen will apply, then awaits the appearance of the omen, always before sunset of the same day.

Specific information is not revealed. For example, Chugol casts *Portent* and asks if he should break into the Imperial Palace in Imrryr to find a certain tome. An hour later, he notices that water is seeping from a crack in a nearby clay bowl. Chugol interprets this event to be the omen, and decides that it means his plan will fail.

The omen and its interpretation may be clear, confusing, or contradictory. A successful *Idea* roll can identify an omen. A successful *Evaluate* roll can clarify an omen's meaning, though often incompletely.

QUICK HEALING (4) — Range is touch. Chaotic. Sorcerer magically converts 1D2 POW from target into 2D8 hit points. Hit points in excess of maximum are lost. *Quick Healing* works once per wound. It is compatible with *Heal-*

ing, *Suture*, and *Physik*, but not with *Healing Trance*. A runic form of this spell may exist.

REFLECTION OF LAW (9) — Range is self. Lawful. Only allies of Law can know or cast this spell. This spell blocks magic otherwise affecting the sorcerer, mirrors it, and sends back the intruding magic to its caster. The reflection magic operates at full strength against its caster, who functions as target.

However, each time a spell reflects back from *Reflection of Law*, the magic points powering it reduce by one. At no time does *Reflection of Law* work against spells powered by more magic points than it is.

Reflection of Law endures for the caster's POW in combat rounds. During that time, it affects all spells, friendly or not, in the same fashion.

RENDER BLANK (2) — Range is touch. Chaotic. Caster magically erases or restores one architectural inscription, bas-relief, frieze, or similar work, if it is in stone or metal. Duration of a restored inscription is permanent.

RESOLVE OF IRON (3) — Range is touch. Lawful. Target has precedence for a MP:MP check on the Resistance Table whenever a spell is cast in his or her direction; if this resistance roll succeeds, then the offending spell is aborted, but the caster of the offending spell loses no magic points and

SPELLS CATEGORIZED

This list includes all rulesbook spells. The rulesbook spells are italicized.

SPELLS OF WAR: *Affliction (4)*, *Breath of Death (6)*, *Hell's Armor (1-4)*, *Hell's Bulwark (1-4)*, *Hell's Hammer (1-4)*, *Hell's Razor (1-4)*, *Hell's Sharp Flame (1-4)*, *Hell's Talons (1-4)*, *Mabelode's Shield (8)*, *Resolve of Iron (9)*, *Sharing Hell (1-4)*.

SPELLS OF DOING: *Animal Friendship (3)*, *Befoul (1)*, *Bonds Unbreakable (3)*, *Breath of Life (1)*, *Buzzard Eyes (1)*, *Captive Slumber (3)*, *Contribute to Truth (1)*, *Death's Embrace (3)*, *Demon's Ear (1)*, *Demon's Eye (1)*, *Ebon Tomb (varies)*, *Heal (2)*, *Healing Trance (varies)*, *Lawful Sleep (1-4)*, *Liken Person (4)*, *Liken Shape (4)*, *Liken Substance (4)*, *Make Fast (1)*, *Make Whole (4)*, *Midnight (1)*, *Moonrise (1)*, *Morality (4)*, *Obscure (2)*, *Quick Healing (4)*, *Rat Vision (1)*, *Render Blank (2)*, *Rolling Brilliance (6)*, *Shatter (3)*, *Understanding (1)*.

SPELLS OF BEING: *Agony (2)*, *Babble (1)*, *Fatigue (1)*, *Fury (1)*, *Itch (1)*, *Muddle (1)*, *Terror (1)*, *Will of Theril (4)*.

SPELLS OF THE UNSEEN WORLD: *Brazier of Power (4)*, *Candle Stripping (1)*, *Chain of Being (4)*, *Chaos Gate (16 + 1 POW)*, *Chaos Warp (4)*, *Curse of Chaos (4)*, *Diminish Demon (3)*, *Dreams of Poisonous Love (all MP)*, *Field of Law (4)*, *Four-in-One (2-8)*, *Law's Disdain (1)*, *Membrane of Law (3)*, *Pox (1)*, *Portent (3)*, *Reflection of Law (9)*, *Refutation (1-4)*, *Sailing to the Spheres (15)*, *Scry (4)*, *Summon BL/PL (5)*, *Summon Demon (1)*, *Summon Elemental (1)*, *Tariff of Law (4)*, *Truth of Love (3)*, *Undo Magic (1-4)*, *Ward (3)*, *Witch Sight (3)*.

SPELLS OF THE CHARACTERISTICS: *Blessings from Arioch (1-3)*, *Clumsiness from Xiombarg (1-3)*, *Frailty from Hionhurn (1-3)*, *Horns of Hionhurn (1-3)*, *Ignorance from Slortar (1-3)*, *Lethargy from Vezhan (1-3)*, *Plasticity of Balo (1-3)*, *Sinew of Mabelode (1-3)*, *Soul of Chardros (1-3)*, *Speed of Vezhan (1-3)*, *Suppleness of Xiombarg (1-3)*, *Visage of Arioch (1-3)*, *Void from Chardros (1-3)*, *Weakness from Mabelode (1-3)*, *Wisdom of Slortar (1-3)*.

SPELLS OF THE ELEMENTS: *Banish Tumult (10)*, *Beckoning Earth (10)*, *Bounty of Straasha (4)*, *Command Flame (5)*, *Filter (2)*, *Flames of Kakatal (4)*, *Gift of Grome (4)*, *Guide Air (4)*, *Guide Earth (4)*, *Guide Fire (4)*, *Guide Water (4)*, *Grome's Grasp (4)*, *Kakatal's Clasp (4)*, *Lassa's Embrace (4)*, *Straasha's Hold (4)*, *Wings of Lassa (4)*.

SPELLS OF AUGMENTATION: *Cloak of Cran Lirret (1-4)*, *Deftness of Cran Lirret (1-4)*, *Guile of Cran Lirret (1-4)*, *Span of Cran Lirret (1-4)*, *Sureness of Cran Lirret (1-4)*, *Tread of Cran Lirret (1-4)*.

SPELLS OF THE NECROMANTIC: *Animate Limb (2)*, *Animate Skeleton (8)*, *Army of the Dead (varies)*, *Chardros Eternal Gift (POW in MPs)*, *Create Abomination (1)*, *Entropy (10)*, *Exorcism (10)*, *Lure Spirit/Ghost (10 + 1 POW)*, *Necrology (3)*, *Possession (10)*, *Raise Mummy (1)*, *Raise Zombie (1)*, *Speak with the Dead (2)*, *Spellbind (6)*, *Spirit Barrier (5)*, *Spirit Bind (8)*, *Stench of the Grave (4)*, *Summon Ghoul (3 + 1 POW)*.

SPELLS OF THE SOUL: *Accumulate Allegiance (3)*, *False Soul (varies)*, *Soul Transfer (8)*, *Spirit Vessel (1D8 + 3 POW)*.

may try again next combat round. Resolve of Iron endures for the caster's POW in combat rounds.

ROLLING BRILLIANCE (6) — Range is sight. Chaotic. Causes a shimmering cloud of silvery-blue points to roll and churn across the landscape. It moves at the pace of a walk, in a single indicated direction. The cloud conceals everything within it, and blocks vision beyond it. It is approximately a hundred yards across, big enough to shield the advance or retreat of a regiment. The spell endures for 1D8 minutes.

SAILING TO THE SPHERES (15) — Range is personal. Chaotic. Caster sends his or her spirit to a chosen plane, including the realms of Chaos. The caster enjoys a days-long vision, crossing gulfs of night littered by stars, and plumbing bottomless reaches haunted by horrible and wonderful entities and dreams. Only allies of Chaos may reach the home of the Lords of Entropy, as may only allies of Law ascend to the Lands of Perfection.

The caster's body remains behind in a coma, unable to act. The sorcerer is aware of his or her physical body, and monitors injury or illness, hunger, thirst, being moved, and so on. He or she must journey home before being able to do anything with the body, including casting magic from it.

On the chosen plane, the sorcerer manifests as a solid being typical to the plane. However, caster cannot physically affect the surrounding world, nor is he or she affected by it. Objects cannot be picked up, weapons have no effect, and the sorcerer can walk through walls.

While on another plane, treat the caster as a spirit without capacity for Resistance Table or physical attack. He or she can cast magic, though particular spells may not work, or may work differently. Magic points regenerate normally. Attacking spells have no effect with the exception of those spells that affect the spirit (POW or INT). It is not possible to Sail to the Spheres on one's own plane.

SCRY (4) — Range is self. Chaotic. For the duration, caster observes events anywhere in the Young Kingdoms. The caster looks into a clear surface, such as a still pond, a mirror, a lens, or a crystal ball. The future or past cannot be viewed, nor can other planes. Events occur in real time, for a maximum of POW in minutes. The sorcerer must have some familiarity with either the place or person being spied upon. No sounds can be heard. Witch Sight can detect the presence of a Scry spell, and Undo Magic (4) can stymie it.



SHARING HELL (1-3) — Range is touch. Chaotic. For every point of damage dealt to the spell's target, the attacker receives half. This includes damage caused by spell casting. The attacking player cannot parry or

dodge this damage, but instead makes a MP:MP Resistance roll. If the roll is successful, the attacker does not receive the damage. Should the roll fail, divide the damage the attacker dealt in half and apply it to the attacking player (round fractions up). The effect lasts for the duration of the spell. Ignore non hit-point results.

SHATTER (3) — Range is touch. Chaotic. This spell makes an object or surface brittle. It can be of the caster's POW or less in square yards. The object or surface then needs only a kick, the thrust of a sword, a blow from a hammer, etc., for it to shatter into fragments and dust. If an area is thick, such as is the wall of a cave, then the portion that shatters is no more than a yard deep. Successive spells would dig more deeply.

If an object (such as a shield) is in someone's possession, the caster first must match his magic points against the possessor's on the Resistance Table.

This spell does not work on living or dead flesh, enchantments, demons, or demon-inhabited things. The effect of one or more Shatters can be repaired with the equivalent number of Make Whole spells. Undo Magic has no effect on Shatter.

STRAASHA'S HOLD (4) — Range is touch. Chaotic. This spell works only when the target is in or on a body of water. As he or she desires, the target is buoyed on the waves or carried down beneath the waves by a great current, but without harm or discomfort. The target breathes normally, and can stay submerged for the duration of the spell. The spell ended, the target returns to the approximate location at which he or she began.

If the target is unwilling, the caster must make a successful MP:MP match on the Resistance Table before this spell takes effect; on a roll of 00, Straasha resents this magic and vows vengeance upon the caster. The spell endures for 1D8 minutes.

TARIFF OF LAW (4) — Range is self. Lawful. Only those who are allied with the cause of Law can cast this spell. Causes the next spell cast at the target to cost twice as many magic points as usual. The sorcerer whose spell is so-affected must be able to sacrifice the extra points or must fall unconscious, and his/her spell has no effect. Duration is 1D3 hours.

TERROR (1) — Range is touch. Chaotic. Target is first entitled to a POW:POW roll on the Resistance Table to fight off the spell. Failing that, overwhelming fear and doubt engulfs the victim. He or she must stand in hesitation, unable to attack or make ripostes for the caster's POW in combat rounds. Parries can be made normally. Duration is the caster's POW in combat rounds.

However, each time the victim is attacked, he or she has a chance of INT x1 or less to reclaim control, and fight off the effects of the spell.

TRUTH OF LOVE (3) — Range is sight and hearing, to a maximum of 100 yards. Lawful. Only those with allegiance to Law can learn or cast this spell. Matching magic points against magic points on the Resistance Table, the

COMBINED SPELL SUMMARY

Spell (magic points)	effect
Animate Limb (2)	animates selected body part.
Animate Skeleton (8)	articulates and animates any complete skeleton to follow caster commands.
Affliction (4)	wounds with ensorcelled weapons heal at 1D2-1 per week; action risks re-opening wounds for 1D8 damage.
Agony (2)	disables all actions with successful POW:POW roll.
Animal Friendship (3)	forms bond of trust with one chosen animal.
Army of the Dead (varies)	animates all bodies in the ground for 50 yards in every direction.
Babble (1)	causes target to spout gibberish while believing it to be normal speech.
Banish Tumult (10)	within 1000 yards, one of the four elements is calmed to quiescence with roll of POW x4 or less.
Beckoning Earth (10)	causes the ground to reclaim corpses that have risen.
Befoul (1)	taints food and drink, costs 1 hit point daily to eat or drink, plus 1 Chaos point initially.
Blessings from Arioeh (1-3)	minus 3 APP per 1 MP.
Bonds Unbreakable (2)	immobilizes victim, MP:MP.
Bounty of Straasha (4)	creates small flood.
Brazier of Power (4)	creates reservoir of magic points.
Breath of Death (6)	suffocates target, starting at CON x6, after overcoming MP:MP.
Breath of Life (1)	grants breathable air.
Buzzard Eyes (1)	control carrion bird & see through its eyes.
Candle Stripling (1)	appraises potential influence and worth of children.
Captive Slumber (3)	target sleeps for 60 minus CON minutes; victim can be commanded while asleep.
Chain of Being (4)	pools people's MPs to summon a demon or elemental.
Chaos Gate (16 + 1 POW)	opens way for those of POW 24 or less to cross to another plane.
Chaos Warp (4)	permanently endows target with a demonic ability.
Cloak of Cran Liret (1-4)	Hide skill +20 percentiles per MP.
Clumsiness from Xlomborg (1-3)	minus 3 DEX per 1 MP.
* Contribute to Truth (1)	POW:POW roll to speak truly or to remain silent.
Chardros' Eternal Gift (varies)	caster changes into a semi-immortal liche, or dies at own hand.
Create Abomination (varies)	creates an animated being made of stone or metal.
Curse of Chaos (4)	endows target with Chaotic quality and possibly Chaotic appearance.
Deftness of Cran Liret (1-4)	Sleight of Hand, Conceal Object, and Pick Lock skills, +20 percentiles per 1 MP.
Demon's Ear (1)	whisper to another who can be seen without aid.
Demon's Eye (1)	each MP doubles the closeness of what can be seen.
* Diminish Demon (3)	cancels a random demon ability, POW:POW on the Resistance Table.
Dreams of Poisonous Love (all)	addicts the caster to debased images of Chaos, POW x4 or less not to use. Leads to death.
Ebon Tomb (varies)	turns victim into screaming statue.
Entropy (10)	after MP:MP Resistance match, target loses 1D8 hit points and 1D3 CON.
Exorcism (10)	banishes possessing spirit from plane.
Fatigue (1)	target tires; Luck, Idea, Dexterity, Charisma rolls drop to x2.
* Field of Law (4)	Lawful caster creates touch-range field where other spells and demon abilities do not work.
Flames of Kakatal (4)	creates hovering flame.
* Four-In-One (2-8)	those with pure motives combine to form a single silvery champion.
Frailty from Hionhum	minus 3 CON per 1 MP.
Fury (1)	enrages target, who attacks twice per round with +5 DEX.
Gift of Grome (4)	creates small avalanche of earth.
Grome's Grasp (4)	target is taken beneath earth for spell's duration.
Guide Air (4)	caster steers wind of width in cross-section square yards equal to MPs, all @ current MOV of wind.
Guide Earth (4)	caster steers a volume of earth equal in cubic yards to current MP, at speeds to MOV 8.
Guide Fire (4)	caster steers natural fire whose square yards equal current MP, at up to MOV 8 speed.
Guide Water (4)	casters steers a volume of water equal in cubic yards to current MP, at speeds to MOV 8.
Heal (2)	adds 1D3 hit points per wound.
Healing Trance (varies)	target heals for 1D8 days, one hit point per day.
Hell's Armor (1-4)	1 point of armor per 1 MP.
Hell's Bulwark (1-4)	1 point armor to shield per 1 MP.
Hell's Hammer (1-4)	1 point damage for blunt weapon per 1 MP.
Hell's Razor (1-4)	1 point damage with edged weapon per 1 MP.
Hell's Sharp Flame (1-4)	1 point damage with impaling weapon per 1 MP.
Hell's Talons (1-4)	1 point damage with natural weapon per 1 MP.
Horns of Hionhum (1-3)	+3 CON per 1 MP.
Ignorance from Slortar (1-3)	minus 3 INT per 1 MP.
Itch (1)	target itches and burns all over; POW x2 or less to act in a round.
Kakatal's Clasp (4)	target safely stands in flame and can move about normally.
Lassa's Embrace (4)	target is lofted by a great wind.
* Lawful Sleep (1)	target falls asleep for 60-CON minutes; effects vary with allegiance.
* Law's Dismal (1)	with successful MP:MP roll, next spell cast at target ends after one combat round.
Lethargy from Vezhan (1-3)	minus 1 MOV per 1 MP; MP:MP for success.
Liken Person (4)	target takes on appearance of specific person.
Liken Shape (4)	target assumes aspect of another person or animal, does not change SIZ.

Spell (magic points)

Liken Substance (4)
 Lure Spirit/Ghost (10 +1 POW)
 Mabelode's Shield (8)
 Make Fast (1)
 Make Whole (3)
 * Membrane of Law (3)
 Midnight (1)
 Moonrise (1)
 * Morality (4)
 Muddle (1)
 Necrology (4)
 Obscure (2)
 Plasticity of Balo (1-3)
 Portent (3)
 Possession (varies)
 Pox (1)
 Quick Healing (4)
 Raise Mummy (varies)
 Raise Zombie (varies)
 Rat Vision (1)
 * Reflection of Law (9)
 Refutation (1-4)
 Render Blank (2)
 * Resolve of Iron (3)
 Rolling Brilliance (6)
 Sailing to the Spheres (15)
 Scry (4)
 Sharing Hell (1-3)
 Shatter (3)
 Sinew of Mabelode (1-3)
 Soul of Chardros (1-3)
 Span of Cran Liret (1-4)
 Speak with the Dead (2)
 Speed of Vezhan (1-3)
 Spellbind (8)
 Spirit Barrier (5)
 Spirit Bind (8)
 Stench of the Grave (4)
 Straasha's Hold (4)
 Summon Beast-Lord or Plant Lord
 Summon Demon (1)
 Summon Elemental (1)
 Summon Ghoul (3 + 1 POW)
 Suppleness of Xiombarg (1-3)
 Sureness of Cran Liret (1-4)
 * Tariff of Law (4)
 Terror (1)
 Tread of Cran Liret (1-4)
 * Truth of Love (3)
 Understanding (1)
 Undo Magic (1-4)
 Visage of Arioch (1-3)
 Void from Chardros (1-3)
 Ward (3)
 Weakness from Mabelode (1-3)
 * Will of Theril (4)
 Wings of Lassa (4)
 Wisdom of Stortar (1-3)
 Witch Sight (3)
 * = Lawful.

effect

inanimate object or small area changes to a different appearance.
 after MP:MP, plants ghost or spirit inside target.
 stops damage to physical shield, and critical parry costs attacking weapon 2D8 hit points.
 glues together two smallish inanimate things.
 repairs an inanimate thing of moderate SIZ.
 creates impenetrable membrane.
 creates an area of darkness.
 creates a floating globe of light.
 physical aura so pure that it discomforts allies of Chaos.
 disorients target, MP:MP.
 discloses the cause and events surrounding a victim's death.
 Garbles written words so they cannot be read. Obscure cancels itself. It lasts for 1D8 years.
 adds or subtracts 3 SIZ per 1 MP.
 causes self to be visited by an omen.
 caster attempts to leave his or her own body and take over that of another, MP:MP.
 lowers target 1D6 MP, MP:MP.
 converts 1D2 POW into 2D8 hit points.
 caster restores mummy to a kind of life; POW x4 or less roll required.
 caster raises corpse which follows simple commands; Luck roll needed.
 control rodent and see through its eyes.
 reflects magic back on caster, but strength of spell lowers arithmetically.
 defends MP:MP against Undo Magic.
 erases or restores architectural inscriptions.
 MP:MP roll may abort magic cast at target.
 creates large brilliant cloud and moves it in a single direction.
 sends soul to voyage the spheres, monitors body at home.
 caster observes events as they happen anywhere in the plane of the Young Kingdoms.
 for every two points of damage to target, caster of other magic takes one.
 makes an object or surface brittle enough to be kicked in.
 adds 3 STR per 1 MP.
 adds 3 POW per 1 MP.
 Jump skill + 20 percentiles per 1 MP.
 caster obtains limited communication with someone recently dead.
 adds 1 MOV per 1 MP.
 caster attacks POW:INT, and temporarily removes 1D8 INT per attack; controls victim finally.
 magical wall blocks passage of one spirit, ghost, or disembodied demon.
 binds dying soul to object, location, or person.
 creates zone of charnel odor requiring CON rolls to remain in.
 target is buoyed or protected beneath the water.
 must be cast to summon a particular such entity.
 must be cast in order to summon a demon.
 must be cast in order to summon an elemental.
 brings ghoul-spirit and installs in willing or unwilling host.
 adds 3 DEX per 1 MP.
 Climb skill +20 percentiles per 1 MP.
 next spell cast at target costs double magic points.
 POW:POW Resistance roll to fight off magic, then unable to act without INT x1 roll to break spell.
 Move Quietly skill +20 percentiles per MP.
 reveal purpose of life to target, who is dazzled until Undo Magic erases the spell or it runs out.
 understands and speaks any unknown language for duration of spell.
 cancels per MP Agony, Babble, Befoul, Bonds Unbreakable, Bounty of Straasha, Breath of Death, Captive Slumber, Contribute to Truth, Fatigue, Flames of Kakatal, Fury, Gift of Grome, Grome's Grasp, Guide Air, Guide Earth, Guide Fire, Guide Water, Itch, Kakatal's Clasp, Lassa's Embrace, Lawful Sleep, Law's Disdain, Liken Person, Liken Shape, Liken Substance, Make Fast, Make Whole, Midnight, Moonrise, Morality, Muddle, Pox, Refutation, Shatter, Straasha's Hold, Terror, Understanding, Wings of Lassa, Witch Sight.
 adds 3 APP per 1 MP.
 minus 3 POW per 1 MP.
 creates magical alarm.
 minus 3 STR per 1 MP.
 POW:INT, then target dances for a time, erasing anger for another ten rounds.
 creates air, a blast of wind.
 adds 3 INT per 1 MP.
 evaluates magical entities and situations.

The Dragon Master knew something of the art of divining, as did all members of the royal line of Melniboné. From what small spells he had conjured, it seemed that Elric now lay within the castle walls.

— Elric of Melniboné, II, 1.

caster causes the target to express or realize that which is dearest to him or her: a person, an animal, honor, decency, money, fighting, an allegiance, getting drunk, Law, Chaos, and so on. Once the person has expressed that love, he or she is unable to think of much else until Undo Magic or similar effects erases the compulsion, or until 3D3 days have passed. Adepts of Lady Theril are taught this spell.

UNDERSTANDING (1) — Range is touch. Chaotic. The caster understands and speaks a language being spoken that he or she otherwise does not know, or knows poorly. The nominal skill level granted by the spell is 20%. This spell also cancels the effect of Babble in the listener's mind.

VOID FROM CHARDROS (1-3) — Range is touch. Chaotic. For each magic point spent, the spell temporarily decreases POW by three points. If the target is unwilling, match MP:MP on the Resistance Table to determine the spell's success.

Decreasing POW decreases the Luck roll. This spell does not decrease current magic points, but does affect the target's ability to cast spells—a 3-point cast of Void from Chardros lower the target's POW from 20 to 11, and temporarily prevents target from casting spells. A decrease in POW to zero leaves the victim without will and zombie-like for the duration of the spell.

If decreasing POW by nine points, the target's player also rolls D100. On a result of 00 the Lords of Chaos laugh, and make the change permanent. After that the spell does not affect that victim, nor may he or she cast it. In recompense,

the victim gets three point to add to characteristics other than POW.

If of equal or greater magic points, this spell and Soul of Chardros can cancel each other. If of greater magic points, the survivor spell takes full effect.

WEAKNESS FROM MABELRODE (1-3) — Range is touch. Chaotic. Reduces the effect of the characteristic STR by three per magic point cast, for the duration of the spell. If the target is unwilling, the sorcerer makes an MP:MP Resistance roll to determine success. This temporary decrease could also reduce the damage bonus temporarily, as well as affect the character's ability to wield a weapon (see minimum STR/DEX for each weapon). Loss of all STR leaves the victim an invalid for the duration of the spell, unable to fight or defend, and able to cast a spell only with the aid of a successful Luck roll.

If the adventurer requests the maximum decrease of nine points, the target of the spell rolls a D100. On a result of 00, the Lords of Entropy have played a cruel joke on the victim and made the change permanent. In recompense, the player may add three points to characteristics other than STR. After that, this spell will not affect the adventurer, nor may he or she cast it.

If of equal or greater magic points, this spell and Sinew of Mabelrode can cancel each other. If of greater magic points, the survivor spell takes full effect.

WILL OF THERIL (4) — Range is sight plus hearing; assume 100 yards maximum in open terrain. Lawful. The target must have at least INT 1. Resolve the spell on the Resistance Table, POW of the caster against the target's INT.

The spell cast, the caster sings a few lines of a song, or plays a few bars of music upon an instrument that can carry a melody. When the music begins, the target feels a sudden compulsion to dance and, if succumbing to the spell, dances beautifully for ten combat rounds. The dance ended, he or she feels calm, refreshed, and of even temper. Anger, hatred, lust, disdain, and similar passions disappear for another ten combat rounds. At the end of that interval all the components and expressions of the original personality return.

This spell taps deep levels in perceptive targets, who remember a total joy of expression perfectly tempered by an absolute discipline of form and movement. Adepts of Lady Theril are taught this spell. Undo Magic can defeat it.





Demons

Sixteen new demon races and four new individuals with illustrations, including a restatement of summoning procedures and costs, as well as some useful rulesbook errata.

BREEDS ARE PRESENTED with characteristic costs figured in D8s: this means that the costs always remain the same, but that individuals of a breed are likely to vary widely, even if summoned one after the other. Two sorts of demon statistic exist, for breeds and for individuals. Individuals do not vary in their statistics or in their total magic points to summon.

Breed statistics cannot be decreased, but MOV, characteristics, abilities, or skills can be increased. Almost any sort of demon can be summoned, given the magic points to do the job. Some demons are better suited to certain jobs than others are, and so represent better starting places.

Statistics for individual demons may not be augmented or changed in any way, and so a particular demon always costs the same number of magic points to summon.



PROCEDURE

- 1. Pay one magic point for casting Summon Demon.
- 2. Pay for MOV, one magic point per D8 of MOV. Often maximums for MOV are given in the demon writeups. If unstated, adopt 1/2 DEX as the maximum. All else failing, the working maximum is always MOV 14.
Burrow, fly, and swim cost the same as walk/run, and are equivalent in speed, distance, carrying ability, and so on.
- 3. Pay for D8s of characteristics, one magic point per D8. This number includes the 8D8 that represent the minimum allocation for any demon. More D8s can be added, but there must be at least eight characteristics points to a

demon. Lesser demons have 3D8 POW. Greater demons have 4D8 POW or higher.

- 4. Pay the magic point cost for the demon's abilities. That cost is usually three or ten magic points, or as indicated on the Roll Table. Only greater demons can have abilities higher than 100%.
- 5. Pay the magic point cost for the demon's skills. That cost is uniformly one magic point per ten percentiles of a skill. Only greater demons can have a skill higher than 100%. Two skills, Own Plane 15% and Summoner's Language INTX2%, are free, and every demon has them.
- 5. If the demon is to be bound, and not negotiated with, the caster must also sacrifice a point of POW. If the demon is to be eternally bound, the sacrifice rises to POW3.
- 6. No summoning automatically succeeds. Every summoning requires a Luck roll. Results of 99,00 are failures. No demon appears. All of the time, magic points, and Power invested are lost.

RULESBOOK ERRATA FOR DEMONS

- Correct magic point costs are bal'boost 83, dhuzutne 35, hoojgnurp 46, passing 40, sentinel 44, servant 20.

[The demon had a serrated tail and its bovine nostrils [were] distended. The horned head swayed on the short neck and the long teeth gleamed in the darkness. It reached out scaly claws and began to lumber towards the Prince of Ruins.

-The Vanishing Tower 1,6.



BLOOD BEETLE

- Correct moves are bal'boost 2D8 max 10, dhzutine 1D8, hoojgnurp 2D8 max 10, passing okay, sentinel 2D8 max 10, servant 1D8.
- The servant demon's powshould be 3D8.

New Breeds

Braakh

Fat, segmented, and larvae-like, each braakh is about a yard long, with dark brown hide and a smoother bluish belly. It creates legs or pincer arms when it needs them, then reabsorbs them when finished with them. A leech-like sucker occupies part of its face. The sucker holds prey fast, while a d j a c e n t needle-sharp teeth rimming its mouth kills and rends the prey. The demon often uses this sucker to dangle from ceilings and branches, safely out of reach, whereupon it holds philosophical discussions with neighboring braakh. A braakh has a natural ability to blend its color and pattern to a particular background, like an octopus or chameleon (lower Search skills against it by 30 percentiles). This breed is physically weak and slow. Its three eyes always bear expressions of curiosity. Braakh are typically summoned for their abilities to answer questions.



BRAAKH

AVERAGE BRAAKH, lesser demon, non-humanoid, worm-like

characteristics	rolls	averages
STR	1D8	4-5
CON	2D8	9
SIZ	1D8	4-5
INT	1D8	4-5
POW	3D8	13-14
DEX	2D8	9
MOV	1D8 crawl, max. 6	

Av. HP 7

Av. Damage Bonus: -1D8.

Abilities: *Bite* at 30%, 1D4 damage.

Drain Intellect, POW:INT roll per round, drains and absorbs ten percentiles of certain skills for its own use.

Knowledge, INT x3% chance to answer questions

Skills: Climb 60%, Move Quietly 30%, Own Plane 15%, Summoner's Language INT x2%.

Need: contemplate universe and its role in it, at length and out loud.

Magic Points to Summon: 44.

Blood Beetle

A bit more than a yard long, the blood beetle is both insectoid and humanoid. It is crimson on its back, and pinkish underneath. Each has a unique and ornate cream-colored pattern on its back. Its pincered legs are rather like a crab's. The blood beetle can scuttle swiftly on its legs, or rise up on its back legs, to free front legs and pincers for manipulation.

These things are favorites of torturers, for they instinctively savor the subtleties of expression that pain compels. Their dextrous, razor-sharp pincers make excellent work-tools. With such an aide, the torturer can murmur in the victim's ear and concentrate upon the interrogation, leaving physiological motivation to the demon aide. If a mistake proves fatal, the blood beetle obligingly gobbles up the remains.

AVERAGE BLOOD BEETLE, lesser demon, insectoid, torturer.

characteristics	rolls	averages
STR	2D8	9
CON	3D8	13-14
SIZ	1D8	4-5
INT	2D8	9
POW	3D8	13-14
DEX	4D8	18

MOV 1D8 walk \ fly 1D8

Av. HP 9

Av. Damage Bonus: -1D4.

Abilities: *Claw*, at 40%, 1D8+2 damage

Suture, heals 5 hit points, leaves scars

Skills: Move Quietly 30%, Own Plane 15%, Summoner's Language INT x2%.

Need: savor fear in others.

Magic Points to Summon: 30.

Chi'haar'o

It is a tall humanoid, as strong as two men, with wet-black skin that drips a black ichor. Observed up close, it looks like a human whose flesh and organs have been partially flayed away. Chi'haar'o



CHI'HAAR'O

have vile temperaments and are not to be trusted. Most Chi'haar'o are too strong to safely bind. This breed's usual price for cooperation is one or more human sacrifices. It consumes them with dour glee while insulting the summoner in every way it can imagine, a process taking hours. A member of this breed may bargain with a new summoner to find and kill a previous master who has wronged it.

AVERAGE CHI'HAAR'O, greater demon, humanoid, assassin.

characteristics	rolls	averages
STR	5D8	22-23
CON	5D8	22-23
SIZ	4D8	18
INT	4D8	18
POW	4D8	18
DEX	4D8	18

MOV 2D8 run, max 10 Av. HP 20

Av. Damage Bonus: +1D8.

Abilities: *Demon Dagger*, at 110%, 1D4+2+db+1D8 damage.

Soul Track, follow particular soul, general direction automatic, POW x2% to pin-point at 100 yards.

Skills: Dodge 40%, Intimidate 40%, Listen 50%, Move Quietly 60%, Own Plane 15%, Summoner's Language INT x2%, Track 40%.

Need: kill and devour an innocent each day.

Magic Points to Summon: 73.

D'Akaal

This small demon likes to perch on high places. The d'akaal has beady black eyes and featherless skin that ranges from greenish yellow to mud brown; scabs taint the surface. Tentacles grow where wings might be expected. It can memorize books, complex events, conversations, and so on, as well as search out answers to specific questions. The breed's temperament is timid, often fearful.



D'AKAAL

AVERAGE D'AKAAL, lesser demon, humanoid, assistant

characteristics	rolls	averages
STR	1D8	4-5
CON	1D8	4-5
SIZ	1D8	4-5
INT	3D8	13-14
POW	3D8	13-14
DEX	3D8	13-14

MOV 1D8 hop, max 7

Av. HP 4-5

Av. Damage Bonus: -1D8.

Abilities: Knowledge, INT x3% chance to answer questions.

Remember, automatic at 3 MP sacrifice

Skills: Own Plane 15%, Scribe 30%, Summoner's Language INT x2%.

Need: whisper of potential dangers to sorcerer.

Magic Points to Summon: 30.

Ghassht

Tall and thin, its face is almost as beautiful as a Melnibonéan's. The skin of the ghassht's body is blackened, pitted, and scarred, as though burned and charred by fire. Festerings scabs ooze yellow puss. Tufts of singed hair grow sporadically. Ghassht always seem to eager to do the biddings of summoners, but they are demons, and will trick their masters when possible.

AVERAGE GHASHT, lesser demon, humanoid, cooperative

characteristics	rolls	averages
STR	2D8	9
CON	2D8	9
SIZ	2D8	9
INT	3D8	13-14
POW	3D8	13-14
DEX	3D8	13-14

MOV 1D8 walk

Av. HP 9

Av. Damage Bonus: zero.

Ability: Dematerialize, automatic, for POW combat rounds.

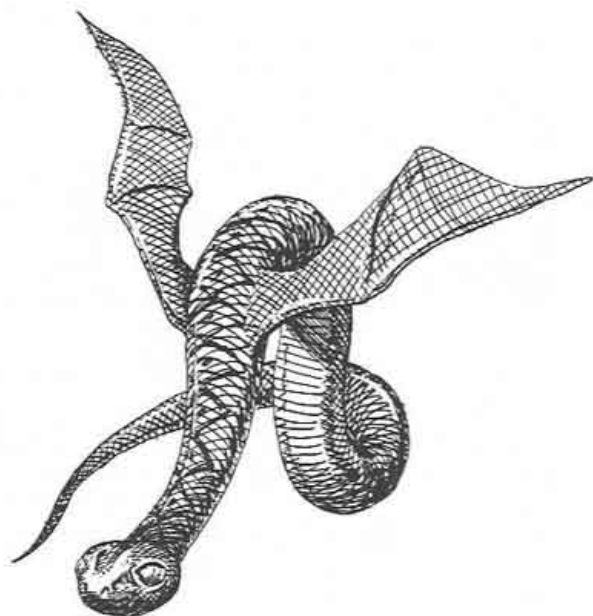
Skills: Listen 30%, Own Plane 15%, Summoner's Language INT x2%.

Need: eat glass.

Magic Points to Summon: 30.



GHASHT



KEJAAR

AVERAGE KEJAAR, lesser demon, non-humanoid, sycophantic or perhaps just bored.

characteristics	rolls	averages
STR	1D8	4-5
CON	3D8	13-14
SIZ	2D8	9
INT	3D8	13-14
POW	3D8	13-14
DEX	3D8	13-14

MOV 1D8, max 7

Av. HP 11

Av. Damage Bonus: zero.

Abilities: Bite, at 30%, 1D6 damage.

Hear, CON x5% to hear distant sounds.

Wings, automatic, fly at 50 mph.

Skills: Dodge 30%, Fast Talk 40%, Hide 30%, Own Plane 15%, Summoner's Language INT x2%.

Need: eat raw fish or sweetmeats daily.

Magic Points to Summon: 43.

Kir

A kir resembles a wingless grasshopper of roughly human size. The breed is highly intelligent, and easily performs complex commands. Melnibonéans of taste prize these demons for the shifting, iridescent beauty of their blue, red, and green metallic integuments; poised upon long stilt legs, some glow at night like lanterns. Adventurers appreciate the healing goo such insectoids can exude from their mouths (a dose is equivalent to an application of Physik).

Its nimble front legs can repair or manufacture simple objects, and it can follow plans for more complex items. Lacking wings, a kir travels long distances via Teleport.

AVERAGE KIR, lesser demon, insectoid, servant.

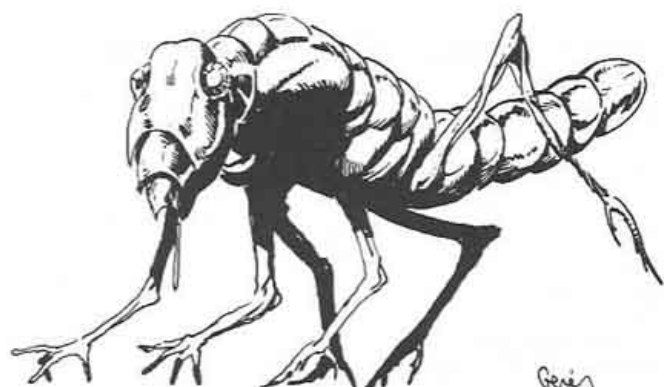
characteristics	rolls	averages
STR	2D8	9
CON	4D8	18

Kejaar

A kejaar is a winged snake with multicolored scales and bulging eyes. Its surface colors varies with its emotional states. Docile and incurious, it makes an excellent if expensive pet. In Imrryr, many Melnibonéans wear kejaars wrapped around their necks or perched on shoulders. Frequently they train them to participate in exotic and obscene rituals.

A kejaar eats a diet of honey and flies. Because the breed seems animal-like and unintelligent, a kejaar makes an excellent spy. The summoner can question his or her kejaar and receive honest if cryptic reports about conversations that the demon overhears.

Demons



KIR

SIZ	2D8	9
INT	3D8	13-14
POW	3D8	13-14
DEX	3D8	13-14

MOV 2D8 hop, max 10

Av. HP 13-14

Av. Damage Bonus: -1D4

Abilities: *Bite*, at 30%, damage 1D6

Manipulate, make or repair simple items at 40%

Teleport, carry cargo up to STR anywhere in Young Kingdoms.

Skills: Climb 40%, Move Quietly 50%, Own Plane 15%, Search 60%, Summoner's Language INT x2%.

Need: mutter magical-sounding words constantly

Magic Points to Summon: 51.

Kuntakka

This shambling, disgusting blob of reddish-black flesh resembles the heart of some giant creature. Clusters of tubes growing from its top add to the organ-like appearance. A kuntakka emits a steady rhythmic thump, which speeds up when excited. The breed can generate chaotic images of great ingenuity and aesthetic delight for the viewing pleasure of its master. Sometimes the illusions cause madness. More practically, it is also prized for its defensive abilities.



KUNTAKKA

AVERAGE KUNTAKKA, lesser demon, non-humanoid, fixture

characteristics	rolls	averages
STR	1D8	4-5

CON	4D8	18
SIZ	3D8	13-14
INT	2D8	9
POW	3D8	13-14
DEX	1D8	4-5

MOV 1D8 shamble, max 4

Av. HP 16

Av. Damage Bonus: zero.

Abilities: *Acid Blood*, automatic, 1D8 damage to weapons, Luck Roll or splatter damage.

Chaos Spume, 40%, globe of Chaos transforms substance

Exhale, automatic, create room-sized illusion for a viewpoint

Fog, automatic, exudes stinking, obscuring fog 20 yards.

Skills: Own Plane 15%, Summoner's Language INT x2%.

Need: consume 1D8 magic points daily.

Magic Points to Summon: 27.

Nomos

Two varieties, the yoh nomos and the dai nomos, share general appearances. Each approximates the size, shape, and appearance of a human toddler, with pale, rubbery skin that sags and wrinkles as though too big for its frame. Eyes are milky white, as though sightless.



YOH NOMOS

The yoh nomos is dexterous and good with its hands, useful for carrying and fetching things, and for gathering items like herbs from cliffs and caves. The breed requires clear, short instructions.

Aggressive and cunning, the dai nomos makes an economical guard or watchman. It follows instructions, but often incautiously and without regard for consequences.

Like squabbling brothers, each sort of nomos dislikes the other, and should be kept apart.

YOH NOMOS, lesser demon, humanoid, stooge.

characteristics	rolls	averages
STR	2D8	9
CON	2D8	9
SIZ	1D8	4-5
INT	1D8	4-5
POW	3D8	13-14
DEX	3D8	13-14

MOV 1D8 shuffle, max 7

Av. HP 7

Av. Damage Bonus: -1D4.

Abilities: *Leap*, at 30% crosses 15 yards long, or 9 yards high. *Lift*, automatic, lift and carry STR x3.

Skills: Own Plane 15%, Search 30%, Summoner's Language INT x2%



DAI NOMOS

Need: whine piteously.
Magic Points to Summon: 23.

DAI NOMOS, LESSER DEMON, HUMANOID, AMBUSER

characteristics	rolls	averages
STR	2D8	9
CON	3D8	13-14
SIZ	1D8	4-5
INT	1D8	4-5
POW	3D8	13-14
DEX	3D8	13-14

MOV 2D8 scurry, max 10

Av. HP 9

Av. Damage Bonus: -1D4

Abilities: *Empathy*, automatic, at 3 MP sacrifice.
Spray Venom, at 50%, spray 1D10 POT up to 5 yards.

Skills: Dodge 30%, Own Plane 15%, Summoner's Language INT x2%.

Need: drink fetid water.

Magic Points to Summon: 27.

Ohmbatta

Hairless, a dull red in color, this humanoid demon develops blue, tattoo-like depictions of places that it has visited. A dangerous retractable tusk grows in its chin, but its general fighting propensities are compromised by a cautious demeanor. The



OHMBATTA

breed make good scouts or watchmen, as well as useful assistants.

AVERAGE OHMBATTA, lesser demon, humanoid navigator/guard

characteristics	rolls	averages
STR	3D8	13
CON	2D8	9
SIZ	3D8	13-14
INT	2D8	9
POW	3D8	13-14
DEX	2D8	9

MOV 2D8 run, max 10

Av. HP 11

Av. Damage Bonus: +1D4.

Ability: *Heat Sight*, automatic at 3 MP sacrifice.

Demon Weapon, Tusk 50%, damage 1D6+2

Skills: Navigate 30%, Own Plane 15%, Summoner's Language INT x2%.

Need: burn maps, manuscripts, and charts.

Magic Points to Summon: 29.

Roop

Short, gray, with hog-like and peeling skin, the roop is naturally stupid, obstinant, and repulsive. The breed has spindly arms and legs, and a toad-like head with a wide mouth full of tiny, razor-sharp teeth. Its lidless eyes are large and lack intelligence.

Though ugly and unimposing, this demon makes a dangerous foe since it has the *Explode* ability. It attacks by leaping at an opponent, wrestling him or her, then exploding. Having exploded, the demon returns to its plane unharmed, there to devour whatever parts of its victim it has managed to hold onto. The roop is eager, almost desperate to attack, since a successful attack unbinds it.



ROOP

AVERAGE ROOP, lesser demon, humanoid, beneath contempt.

characteristics	rolls	averages
STR	4D8	18
CON	5D8	22-23
SIZ	2D8	9
INT	1D8	4-5
POW	3D8	13-14
DEX	2D8	9

MOV 2D8 run, max 11

Av. HP 16

Av. Damage Bonus: +1D4.

Abilities: *Bite*, at 30%, 1D6 damage.

Explode, *Wrestle* skill roll, next round 1D10+1D6 damage.

Leap, at 40%, 6 yards high or 10 yards long.

Skills: Dodge 40%, Hide 40%, Own Plane 15%, Summoner's Language INT x2%, Wrestle 50%.

Need: eat garbage and waste.

Magic Points to Summon: 48.

Sklar

The sklar is a small, hairless demon the size of a monkey. A ridged head, wings, and other insectoid features sprout from a humanoid body. Skin color ranges from black to light brown. A few rare green sklar have been seen. Mandible clicks accompany speech. Like an imp, a sklar often perches on the shoulder of a sorcerer, whispering advice.

A sklar often makes an excellent snoop or researcher.

Unfortunately, most insist on vicious pranks such as slashing saddle harnesses, loosening floor-boards, and poking holes in water-skins. Mayhem fascinates them.



SKLAR

AVERAGE SKLAR, lesser demon, humanoid, independent.

characteristics	rolls	averages
STR	1D8	4-5
CON	3D8	13-14
SIZ	1D8	4-5
INT	3D8	13-14
POW	3D8	13-14
DEX	3D8	13-14

MOV 1D8 walk / Wings ability

Av. HP 7

Av. Damage Bonus: -1D8

Abilities: *Cling*, +20% to climb, 2 hr. duration.

Knowledge, INT x3% chance.

Vomit Acid, 40%, damage 1D8.

Wings, 50 mph fly.

Skills: Climb 30%, Hide 40%, Listen 40%, Own Plane 15%, Search 40%, Summoner's Language INT x2%.

Need: Cause mayhem.

Magic Points to Summon: 41.

Soekal

The soekal (sew-KAL) are long, narrow, placid demons, snake-like in appearance with scales that seem made of solid gold. If the demon is small enough, it can be worn around the neck like a necklace or choker. There it usually

serves as a translator, its languages defined at the time of summoning.

When its needs go unmet, the demon has an unsettling tendency to strangle the wearer on the spot: match the demon's STR x3:STR on the Resistance Table to remove it.



SOEKAL

AVERAGE SOEKAL, lesser demon, snakish, translator

characteristics	rolls	averages
STR	1D8	4-5
CON	2D8	9
SIZ	1D8	4-5
INT	3D8	13-14
POW	3D8	13-14
DEX	1D8	4-5

MOV 1D8 slither, max 7

Av. HP 7

Av. Damage Bonus: -1D4.

Ability: *Emote*, automatic, mimic speech patterns

Skills: Hide 20%, Other Language (x2) 40%, determined at the time of summoning, Own Plane 15%, Summoner's Language INT x2%.

Need: contort into knots.

Magic Points to Summon: 26.

Taraak'Shu

This breed has a flattish, plate-like back suitable for lashed cargo, and 101 leglets support it from underneath. A taraak'shu is dun-colored and undistinguished-seeming



G.

TARAAK'SHU

except for a greenish, diamond-shaped head at the front of its body, reminiscent of a serpent's in mannerism and attitude. This demon makes a reliable beast of burden. Because of its short legs, it does not move quickly.

AVERAGE TARAAK'SHU, lesser demon, non-humanoid, demon of burden.

characteristics	rolls	averages
STR	5D8	22-23
CON	4D8	18
SIZ	3D8	13-14
INT	1D8	4-5
POW	3D8	13-14
DEX	2D8	9

MOV 1D8 scuttle, max 7

Av. HP 16

Av. Damage Bonus: +1D4.

Abilities: *Bite*, at 50%, damage 1D10

Lift, lifts and carries STR x3

Carapace, 70%, 1D10+1D4

Skills: Dodge 30%, Hide 50%, Move Quietly 50%, Own Plane 15%, Summoner's Language INT x2%.

Need: hiss at strangers.

Magic Points to Summon: 48.

Z'zzumm

A z'zzumm is like a giant dragonfly. Each wing is longer than a man is tall. Thick fur, in color an incandescent bluish-purple, covers its body; the underbelly is light gray. In flight this demon takes on the color of the sky; from a height it is nearly invisible to those below. A z'zzumm can be fitted with a saddle, and be used as a mount.

AVERAGE Z'ZZUMM, lesser demon, giant insect, mount

characteristics	rolls	averages
STR	5D8	22-23
CON	3D8	13-14
SIZ	4D8	18
INT	2D8	9
POW	3D8	13-14
DEX	1D8	4-5

MOV 1D8 run/ 2D8 fly

Av. HP 16

Av. Damage Bonus: +2D8.

Abilities: *Chameleon*, automatic, demon blends in with background ventrally

Skills: Navigate 30%, Own Plane 15%, Search 20%, Summoner's Language INT x2%.

Need: eat a raw fish daily.

Magic Points to Summon: 30.

New Individuals

Hiramaak

A hirmaak appears to be a human of exceptional beauty, male or female as the summoning indicates. As a Chaotic

feature, the eyes are an unnatural violet in color. This breed might hide to await an adequate human meal, then tempt its unsuspecting prey away from others. Used as an assassin, the hirmaak's high intelligence often makes it easy for it to accomplish its goal.

HIRAMAAK, greater demon, human-like, temptor/temptress

STR 31	CON 34	SIZ 12
INT 21	POW 28	DEX 22
APP 21	MOV run-8	HP 23

Damage Bonus: +2D8.

Abilities: *Drain Intellect*, POW:INT, takes 10 percentiles per round from skills.

Drain Muscle, drains 1 CON per round.

Drain Soul, POW:POW roll per round, drains 1D8 HP per success, then drains POW.

Regenerate, automatic, 1 HP per round, self only.

Shape Change, automatic, once per 24 hours, appear in up to three different forms (human, Melnibonéan, etc.) chosen at time of summoning.

Skills: Art (Seduction)

90%, Dodge 50%, Hide

50%, Listen 60%, Move Quietly 40%, Own Plane 15%, Summoner's Language INT x2%.

Need: consume 1 POW upon arrival and each day thereafter.

Magic Points to Summon: 97.



HIRAMAAK

Mandu

Mandu is a dwarfish humanoid with the head of a lion and sickly, colorless flesh. Small, malevolent eyes peer from a mottled black mane. Set as a guard, the demon usually hides and fires quills from ambush. Its Telekinesis ability might set intruders fighting amongst themselves.

MANDU, greater demon, humanoid, breed unknown

STR 26	CON 20	SIZ 7	INT 19	POW 33
DEX 20	MOV 10			HP 14

Av. Damage Bonus: +1D8.

Abilities: *Teleport*, auto, 1 CON

Telekinesis, auto,

Quills (x10), at 100%, 2D20 damage.

Spit Venom, at 70%, 7 yard range, POT 1D10+1D4.

Cat-Stalk, demon closes on target without crossing intervening spaces

Skills: Dodge 40%, Listen 70%, Own Plane 15%, Summoner's Language INT x2%.

Need: chuckle maniacally.

Magic Points to Summon: 76.

Va'ar Zeen

Threatening and unfeeling, Va'ar Zeen hovers nine feet above the ground. The body looks like a large, indigo-colored brain, below which five tendrils undulate and thrash about malignantly. Each ends in a razor-sharp claw. Va'ar Zeen craves the dissection of intelligent beings. Even if a species has been examined hundreds of times before, this demon always approaches the operating table with sublime enthusiasm.

VA'AR ZEEN, greater demon, breed unknown, unfeeling torturer.

STR 30 CON 39 SIZ 28 INT 15 POW 26
DEX 18 MOV 6 float HP: 34

Damage Bonus: +3D8.

Abilities: *Claw* x5, with five scapel-like blades (x5), at 60%, damage 1D8+db each.

Distend, increase reach by 3, total 15 feet long.

Paralyze, CON:CON roll, target cannot move until rolling CON x1% on D100.

Skills: Art (Torture) 190%, Own Plane 15%, Summoner's Language INT x2%, Wrestle 50%.

Need: cause pain every day.

Magic Points to Summon: 103.

Viir'eel

Viir'eel is an aggressive guardian demon. It has the head and body of a mandrill, with thick, slimy fur and hideous dripping fangs. Once summoned, this demon spins webbing around the area it is charged to protect. Viir'eel then waits for intruders to fall into its trap, cocooning victims and draining their blood.

VIIR'EEL, greater demon, breed unknown, patient guardian.

STR 52 CON 40 SIZ 36 INT 15 POW 28
DEX 28 MOV 10 HP 38

Damage Bonus: +4D8.

Abilities: *Carapace*, 1D10+1D2 thick fur.

Exsanguinate, at 60%, drains 1D3 hp of blood per round.

Ward Pact (x2), immune to broadswords, falchions, rapiers (weapon class 2) and bows (WC 25).

Web, at 100%, 2D10 STR, spins web.

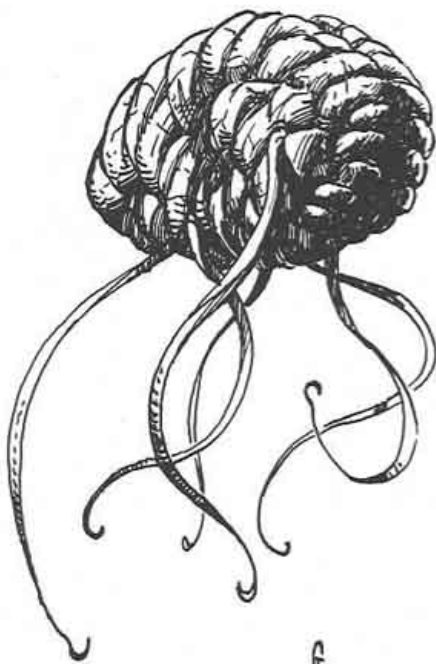
Skills: Climb 30%, Dodge 60%, Own Plane 15%, Summoner's Language INT x2%, Track 50%, Trap 70%.

Need: To guard objects.

Magic Points to Summon: 99.



MANDU



VA'AR ZEEN



VIIR'EEL



Abilities

A set of new demon abilities including some impressive attacks and new reconnoitering and information-gathering abilities. A table follows, summarizing the abilities listed in both this grimoire and the Elric rules.

OF ALL THE EFFECTS introduced in this book, the abilities are the most random and perhaps the least predictable in effect when encountered in play. The standard spot rules for magic and all other rules apply to these abilities where appropriate.

Gamemasters should routinely discourage the revision of existing demons. Given time and patience, however, there is no reason why a rulesbook ability of equal or greater cost could not be part of a one-time exchange for a new grimoire ability if the gamemaster approves.

ADHESION (varies) — The demon secretes a sticky substance through its skin. When attacked using blunt weapons, Brawl, or Wrestle, the weapon does normal damage, then adheres to the demon's body. The STR of the adhesive equals the Roll Table damage for the magic points spent. To unstick a weapon, compare STR:STR on the Resistance Table. Since the demon can negate a portion of the effect at will, this ability also allows the demon to carry all

sorts of minor items for the sorcerer, each instantly available to be taken up.

BALL LIGHTNING (10) — The demon projects a blue-white, glowing, whirling ball of lightning which rolls, hisses, and bounces along the ground like a child's toy. Roll for a random target: each ball moves toward one of the living, without reference to what is happening. The ball is emitted on the demon's DEX-rank, and strikes home at the end of the round. Its chance to hit equals the demon's POW x5 (on a result of 99, 00 the ball explodes harmlessly or sinks into the earth, to pleasure Grome). Each ball does 2D10 damage.

Targets can attempt to Dodge, and hope to see a ball diverted to another target. Grounding oneself has no effect. Metal armor does not defend against this ability, but leather armor defends normally. Nominal range of the ability is the demon's POW in yards, but drama and the number of targets is more important than calculating range. The cost for this ability is fixed at ten magic points.

He is of a race of demons used by all with sorcerous power. He is a guardian. He will not attack unless himself attacked. He is virtually invulnerable to mortal weapons and, in his case, he has a ward against swords—whether they be supernatural or no. If we attempted to slay him with our swords, we should be struck down by all the powers of Hell. We could not possibly survive.... He is a representative of all demons who would mass with him to preserve his wardpack.

— Elric, in *The Vanishing Tower* II, 4.

BLAST (10) — Composed in a humanoid form, the demon manifests itself as a cloud of swirling sand. Attacking, it envelops a single target, abrading skin and clothes, blinding the eyes and filling nose, mouth, and ears with grains that stink and sear. Each round of attack costs the victim 1D4 hit points if clad ordinarily, and 1D4-1 hit points if clad in significant armor.

The target is unable to physically fight such a manifestation, but can cast magic each round, given a successful Luck roll for concentration. If the target can dive underwater, the demon will not follow, but it may wait for the target to re-emerge. The cost of this ability is fixed at ten magic points.

CAT-STALK (5) — At a pace of MOV 1 or 2, the demon moves between points four yards apart without crossing or being visible in the intervening distance. Now it is here ... and now it is there! If plenty of cover exists, and if the demon is small enough to readily conceal itself, it can approach a target and be unseen until it is literally at the target's throat.

In transiting the intervals between the points, the demon is insubstantial and spirit-like, affected only by magical barriers against spirits and magical attacks. Nonetheless, the demon may not pass through physical barriers during Cat-Stalk—a physical path for the demon must be traceable and negotiable.

This ability takes enough time that the demon effectively lowers its DEX-rank to last, and can take only one other action in a round. The cost for this ability is fixed at five magic points.

CHAMELEON (3) — Allows the demon to blend into the background by changing the color and pattern either of its front half or of its back half once per round. The demon must be able to survey what it is imitating. Just as obviously, a demon seen sideways stands out like a sore thumb. As appropriate, then, halve Search skill rolls made against a demon so protected, and double the effective percentiles of its Hide skill. The cost for this ability is fixed at three magic points.

CHAOS SPUME (varies) — The demon aims and spits a glob of Chaos at a single target. If it hits clothing, armor, or weapons, the material is changed to a random form; steel plate to rose petals, for instance. If the glob hits flesh, that area of the person changes to something appropriately chaotic: a man's arm becomes an octopoid tentacle, for instance. These alterations are permanent. A Luck roll decides whether flesh or covering was hit.

The Roll Table determines the chance to hit. The attack range at base chance is twenty yards maximum. Magical spells and barriers block and neutralize this ability.

DARKNESS (varies) — The demon projects an area of inky blackness around itself. This area is irregular, but always conceals the demon. It obscures normal vision, and the See and Heat Sight abilities. Treat targets in the area of effect as though in absolute darkness; see the rulesbook for modifiers. Diameter of the ability equals one yard per magic point spent on this ability.



A SORCERER PONDERES WHICH ABILITIES HIS DEMON MUST HAVE.

DEMATERIALIZIZE (10) — Allows the demon to become intangible. Like a ghost, it is unaffected by solid matter and by most magic. Duration equals the demon's POW in combat rounds. The ability can be exercised once per hour. While the demon can walk through objects or walls as though they did not exist, its maximum MOV is half of what it is while fully constituted. While it uses Dematerialize, the demon is ethereal and can employ no other abilities, make no attacks, make no sounds, or even turn over a sheet of paper. It watches and listens, and it can signal to someone else.

Dematerialized, a demon is transparent but is recognizably itself, like a manifesting ghost. It can be attacked by magic affecting POW, or INT, or both. The cost for this ability is fixed at ten magic points.

DIVISIBLE (10) — Demon segments when it loses half or more of its hit points. A significant body part, such as an arm, a leg, or the torso, disappears, as does a connected ability (failing that, delete a random ability). Halve any skills relevant to the loss. Improbably, the remainder of the demon fights, speaks, and conducts itself as if nothing had happened, and continues in that form thereafter.

In compensation for the loss, all of the demon's hit points return. If it loses all of its hit points, it dies. The cost for this ability is fixed at ten magic points.

DRAIN INTELLECT (10) — Allows a demon with the Knowledge ability to drain selected memories and knowledge from a particular human. The target must be immobilized in some manner. The demon crouches at the head, and its hands seem to press into the victim's brain.

Each round of the attack, the demon must make a successful POW:INT roll on the Resistance Table. Failing this roll, the stunned demon removes itself from the victim and will not attempt Drain Intellect on that person again.

Succeeding, the demon permanently removes ten percentiles each from the following skills: Evaluate, Million Spheres, Natural World, Navigate, Other Language, Own Language, Physik, Potions, Scribe, Unknown Kingdoms, Young Kingdoms, and the player's choice of one Art and one Craft. Bestow all these percentiles on the demon.

Since the demon cannot cast magic, it absorbs no knowledge of spells or runes. The demon cannot absorb base percentiles in a skill, but can strip away percentiles above that. Other skills are unaffected.

Armor does not defend against this attack. The cost for this ability is fixed at ten magic points.

DRAIN MUSCLE (3) — To mount the attack, the demon must be able to Grapple or otherwise immobilize its prey. The demon then infiltrates dozens of rubbery tendrils into a major muscle group and drains away the tissue as though drinking ale from a tankard. Each round costs the target one CON, and each round the demon's tendrils relocate to another muscle group. The demon aims to drink all CON from its victim. Typically it saves the heart muscle for last.

To stop the attack, the victim must physically break away from the demon, or do damage to it. Armor does not defend against this attack.

CON is lost permanently. It can be returned through training or some form of magic, after much effort. To show the symptoms of such an attack on an adventurer, the gamemaster and player should consult. The muscle tissue is literally gone, so affected limbs shrink almost to the bone and perhaps are useless. An adventurer who undergoes more than two points of CON loss then also begins to lose points of STR, DEX, and APP at the same rate.

The cost for this ability is fixed at three magic points.

EMOTE (3) — The demon assumes the voice and vocal mannerisms of a person it has listened to for a few minutes. The mimicry is nearly perfect, though the demon gets no special knowledge of what that person might say, or to whom. The cost of this ability is fixed at eight magic points.

EMPATHY (3) — The demon can sense and describe the dominant emotion and the immediate intention of the nearest person, who must be within sight. If several people come into range successively, the demon gets a very good idea of a group's intention and mood, and can act on the information or report to someone else.

This ability is usually of no consequence in hand-to-hand fighting because such skills are instinctive, but if the target has some sort of simple plan ("I'll grab the ring, then run from the cave"), then the demon knows of it, and also knows

It was a huge catlike thing, save that its body resembled that of a baboon with an arching tail and there were spines along its back. Its claws were extended and it reared up, reaching for him as he yelled and jumped to one side, slashing at it. The thing flickered with peculiar colours and light, as if not quite of the material world. He was in no doubt of its origin. Such things had been summoned more than once by the sorcerers of Melniboné to help them against those they sought to destroy.

— Fortress of the Pearl, I, 3.

for instance how confident or how angry the target is. This information could help a demon bluff an opponent or arrange a successful deal. The cost of this ability is fixed at three magic points.

EXHALE (3) — The demon exhales a fog that solidifies into a visual illusion. The illusion is enough to fill a small or moderate room. It is visible only from the general angle that the demon desires. The illusion can be of anything, and is in full dimension, movement, and color, but has no sound, odor, or taste.

The viewpoint must be specified. From all other angles it cannot be seen. The illusion lasts unchanged for that number of combat rounds equal to the demon's POW, then shrinks proportionately during that number of rounds again, and then completely disappears. When it starts to shrink, Search can be applied against it to notice that the illusion is incomplete.

The illusion can be walked and fought through, and spells can be cast through it. Witch Sight can see through this illusion. The cost of this ability is fixed at three magic points.

EXTRA EYES (3) — Allows the demon to choose a location within sight and to shift vision at will to that location, and to see from that location as if seeing normally. Enhanced vision abilities (such as See, Soul Sight, and Heat Sight) work normally through this ability. A location may be changed at any time, but the demon must always be able to see the new one. The cost of this ability is fixed at three magic points.

HEAT SIGHT (3) — The demon sees temperature differences in monochrome. What is hottest is that which is brightest. Intervening cold things such as ice or ice water are seen as almost black, and block notice of warm or hot things beyond. If equipped with normal sight, the demon can switch between viewpoints at will. Looking into the sun or into any bright strong flame is difficult or impossible for the demon, using either form of vision. The cost of this ability is fixed at three magic points.

HOWL (3) — The demon can emit one startling howl each round, sustained for about half the round. This scream is very loud and extremely grating. It breaks the concentrations of all nearby hearers, who quickly become outraged by such repetitive and arrogant exclamations.

The cost of this ability is fixed at three magic points. If the demon has more than one head, it can add an extra Howl abilities to each head for no cost. The effect, of interrupting most cast magic, remains the same.

INSECT EYES (3) — The demon has large, multifaceted eyes that allow it to see to its sides and rear as well as forward. The facets are semi-globular, and mounted toward the top of the demon's head, so that it sees in every direction except directly underneath. The demon's range of vision remains equivalent to humans. Fog, smoke, and darkness hamper its sight. It is especially vulnerable to clouds of dust, since it has no eyelids. The cost for this ability is fixed at three magic points.

LEECH (varies) — This ability adds a set of octopoid-like suckers to the demon's belly, which aid in controlling the victim. The demon drains 1D2 Strength from the target each combat round, adding one point to its own STR with each success. Each attack has a chance to succeed equal to the Roll Table listing for the number of magic points invested. Recalculate the damage bonus.

Armor does not defend against this ability, which needs only the touch of the victim. The magic point cost of this ability varies with the chance for success.

PORTAGE (10) — At the will of its master, the demon can transform itself into a multiple-legged beast of burden or become a boat that swims itself along. As much as possible it retains its original appearance, expression, and disposition. In either case, it carries a SIZ of passengers or cargo equal to its STR, but its SIZ and CON must always exceed its STR. For instance, A demon of SIZ 20, CON 21, and STR 21 could carry passengers/cargo of up to SIZ 20.

The demon can keep at steady course at MOV 8 for combat rounds equal to its hit points. When that number of rounds have passed, the demon must rest for a round, then spend a hit point. It may begin movement again, its new duration one combat round shorter each cycle. Reaching one hit point, however, it rests and refuses to move further until all hit points are restored. The cost for this ability is fixed at ten magic points.

REMEMBER (varies) — Allows a demon to memorize and reproduce a complete copy of a grimoire or other tome. The demon also must have the Knowledge ability and the Scribe skill. The process takes a day, and plenty of paper and ink. The demon grows a quill pen on a finger. The demon can recite exact passages from the book when needed. On a roll of 99, 00, the book or recitation is faulty.

It can memorize that number of books equal to the number of magic points invested in its Remember ability. If the demon is rebound to another, then those books it holds become accessible to him or her.

SCENT EMOTION (3) — Within twenty yards or so, the demon is able to scent strong emotions from the bodies of humans and Melnibonéans. Detected emotions are typically blunt: fear, lust, greed and envy, hostility, and rage. Complex subsets of scents indicate the more subtle presences of various diseases and infections, and in some cases the demon knows not only what the person has recently eaten, but also his or her habitual foods and grooming habits. If touching has been involved, the ability also may reveal the other people that the target has recently seen. Applying the ability requires no outward show by the demon, except that a large nose is the usual feature of consequence. Use the Roll Table to determine the chance that the demon correctly distinguishes the emotions. A result of 00 always indicates no effect. The cost for this ability is fixed at three magic points.

SEE SOUND (3) — The demon emits high sounds which humans and Melnibonéans cannot hear, but which it hears reflected from nearby objects and surfaces. This gives it a

Combined Demon Abilities Table

ability	ability cost		chance	effect
	In MP	range		
Absorb Missile	varies	self	10%/MP	stops missile; on 99,00, etc., missile goes through.
Acid Blood	varies	touch	auto	Roll Table damage to weapon; Luck roll or target is splattered.
Adhesion	varies	touch	auto	demon's sticky surface requires STR:STR to pull away from
Ball Lightning	10 MP	POW in yd.	POW x5	ball bounces at random target, does 2D10 damage.
Bite	varies	touch	10%/MP	Roll Table damage.
Blast	10 MP	touch	auto	fixed damage 1D4 per round, 1D4-1 if wearing armor.
Burn	varies	1 yd./MP	10%/MP	fixed damage 1D6+2.
Burrow	varies	touch	auto	tunnel through wood, earth, stones at 1 yard per MP per hour.
Carapace	varies	self	auto	increases armor as per Roll Table, per MP sacrificed.
Cat-Stalk	5 MP	self	auto	demon closes on target without crossing intermediate spaces.
Chameleon	3 MP	self	auto	demon blends with background dorsally or ventrally.
Chaos Spume	varies	20 yards	10%/MP	globe of Chaos transforms substance, subs. other life for flesh.
Claw	varies	touch	10%/MP	fixed damage 1D8+2 +dd per claw.
Cling	varies	self	1 MP/hr	clings to ceiling, etc., 1 MP per hour & + 10% Climb per MP.
Darkness	varies	1 yd./MP	auto	absolute blackness to sight, See, Heat Sight.
Dazzle	varies	sight	10%/MP	blinds target for rounds = to MP cost; target POW x2%to resist.
Dematerialize	10 MP	self	auto	demon can move through walls, etc., and observe.
Demon Armor	varies	self	auto	increases armor as per Roll Table, per magic point sacrificed.
Demon Shield	varies	self	auto	increases ordinary shield, per Roll Table, per MP sacrificed.
Demon Weapon	varies	touch	varies/auto	Per MPs, Roll Table damage +dd; wielder's chance to hit.
Dimensions	20	self	auto	1 CON per move between home plane and YK; carries own SIZ
Distend	varies	self	auto	enlarges body part x1 length per magic point sacrificed.
Divisible	10 MP	self	auto	foregoes member when half HPs gone, restoring all HPs minus 1.
Drain Intellect	10 MP	touch	POW:INT	10 percentiles from certain skills, transferred to demon.
Drain Muscle	3 MP	touch	auto	drinks 1 CON per round until target breaks away.
Drain Soul	10 MP	touch	POW:POW	robs 1D8 magic points until zero, then robs 1D8 POW until death.
Dust	varies	1 yd./MP	auto	obscures vision for remainder of round, clears at start of next round.
Emote	3 MP	hearing	auto	demon mimic person's speech perfectly.
Empathy	3 MP	nearest person	auto	demon sense dominant emotion and immediate intention.
Exhale	3MP	1 viewpoint	auto	room-sized illusion from a viewpoint, Witch Sight can see through it.
Explode	varies	touch	Wrestle%	Roll Table damage, as per magic points sacrificed.
Exsanguinate	varies	touch	10%/MP	drains 1D3 hit points per round.
Extra Eyes	3 MP	self	auto	demon sees from alternate location at will.
Fog	varies	10 yds/MP	auto	exudes stinking obscuring fog, 1 yard wide and 2 yards deep.
Freeze	varies	1 yd./MP	10%/MP	damage 1D6+2 cold; weapon may break when used.
Gore	varies	touch	10%/MP	damage 1D8+2, +dd if charging.
Gout Fire	varies	1 yd./MP	10%/MP	damage 1D8 fire.
Hear	3 MP	sight	CON x5%	can listen to distant sounds; 99,00 the report misleads.
Heat Sight	3 MP	sight	auto	sees temperature differences in monochrome at will.
Howl	3 MP	within hearing	auto	emits startling, grating howl that breaks concentration of spellcaster.
Insect Eyes	3 MP	sight	auto	equips demon with multifaceted eyes that see in nearly all directions.
Knowledge	10 MP	self	INT x3%	answers reference questions; report is wrong with 99,00 result.
Leap	varies	self	auto	Jump 3 yd high or 5 yd long per MP; add 1 passenger for more MPs.
Leech	varies	self	10%/MP	drains 1D2 STR per round, adding 1 STR to its own STR.
Lift	3 MP	self	auto	lifts and carries STR x3.
Locusts	10 MP	touch	auto	damage 1D8 per round in tiny insectoid bites.
Manipulate	3 MP	touch	10%/MP	builds, fixes, or does something.
Paralyze	3 MP	touch	CON:CON	temporary paralysis, roll CON x1 or less to end effect.
Portage	10 MP	self	auto	demon becomes riding animal or self-propelled boat, carries items.
Quills	varies	10 yd./MP	10%/MP	damage 1D8+1 per hit.
Regenerate	3 MP	self	auto	regains 1 hit point per round.

Abilities

ability	ability's cost		chance	effect
	in MP	range		
Remember	varies	self	auto	demon memorizes or copies a book per day; on 99, 00 it is faulty.
Scent Emotion	3 MP	20 yd.	auto	distinguishes strong emotions, diseases, recent associates, etc.
See	3 MP	sight	CON x5%	sees distant objects more closely.
Seer	varies	place	POW x5%	views past, 1 year further back per MP, 99,00 cryptic result.
See Sound	3 MP	100 yd.	auto	sees surroundings by echo-location.
Shape Change	demon SIZ	self	auto	alters to one or more forms.
Sleep	5 MP	sight	POW:CON	target sleeps for at least an hour.
Smash	varies	touch	10%/MP	Roll Table damage.
Snout	3 MP	touch	CON x5%	tracks recent scent trail; 99,00 loses trail.
Soul Sight	varies	POW xMP/yds.	auto	detects magical auras, compares target POW to self.
Soul Track	10 MP	touch	auto	follows the movement of a particular soul; INT x3 to rediscover trail.
Spit Matter	varies	1 yd./MP	10%/MP	ejects itself as small projectiles, damage as per Roll Table.
Spray Venom	varies	10 yd. max.	10%/MP	sprays poison costing 1 HP per POT.
Stinger	varies	touch	10%/MP	damage 1D8, plus venom of POT = to demon CON.
Suture	varies	touch	auto	restores 1 hit point per MP sacrificed; leaves repulsive scars, etc.
Telekinesis	10 MP	20 yd. max.	1 SIZ/POW	demon causes objects to move as if by themselves.
Teleport	10 MP	self	auto	teleports self, and passenger; each trip costs demon 1 CON.
Tentacle	varies	touch	10%/MP	damage 1D8+dd; armor does not help against this attack.
Tongue	varies	1 yd./MP	10%/MP	grabs target and moves it to its mouth; one STR:STR chance to get free.
Vomit Acid	varies	1 yd./MP	10%/MP	Roll Table damage, damage not lessened by distance.
Wardpact	10 MP	self	auto	immune to one class of weapon upon approval of Chaos Lord.
Web	varies	1 yd./MP	10%/MP	spins web, of STR equal to Roll Table roll.
Wings	10 MP	self	auto	fly across the world at 50 mph, carry things.

MP = magic point.

varies = The magic points sacrificed can vary, and adding more increases the demon's accuracy, potency, etc.

auto = Automatic. The demon performs this ability without fail. If a target is involved, a Resistance Table roll may still be needed before the ability takes effect.

varies/auto = The demon's chance when unbound/the chance when bound. A demon using Demon Weapon attacks at its own skill percentage, but the same demon bound into a weapon is 100% effective, if the wielder can successfully hit with it.

Range = Some ranges are given in yards (yd) of effect. Many more occur as single words. *Self* means that the ability affects only the demon itself. *Touch* means that the demon must touch the target (directly or with a weapon) for the ability to take effect. *Sight* means that the demon need only be able to see and distinguish the target before the ability can take effect. *Place* means that the function of the ability is tied to a particular place or one place at a time.

ROLL TABLE FOR DEMONS AND ELEMENTALS

Magic points spent	damage roll	base chance
1	1D2	10%
2	1D4	20%
3	1D6	30%
4	1D8	40%
5	1D10	50%
6	1D10+1D2	60%
7	1D10+1D4	70%
8	1D10+1D6	80%
9	1D10+1D8	90%
10	2D10	100%
11	2D10+1D2	110%
12	2D10+1D4	120%

To calculate damages for abilities of 100 percent and more, add the 2D10 increment per full 100 percentiles in the ability, and look for the remainder on the Roll Table. Thus a demon of 140 percent could do 2D10+1D8 in a single attack, and a demon of 240 percent would do 4D10+1D8.



mental map of the area in all directions for about 100 yards. It sees movement as easily as stationary items, and is able to fight or accomplish most other tasks as if it could see. It cannot read words on paper, though it could read inscriptions in stone. Darkness does not affect the demon, nor does dust or fog, but smoke sometimes has a choking effect. The cost for this ability is fixed at three magic points.

SOUL TRACK (10) — Having encountered a person, another demon, or a spirit, a demon with this ability can sense the recent passage of that soul before or after death, and trace its movement while it remains on the Young Kingdoms plane. The demon has no way to predict the movement of the soul, nor its present location. Occasionally, large confluences of souls (such as occur in cities or armies) partially block Soul Track. The demon then needs a D100 roll of INT x3 or less to find the right track again. The cost of this ability is fixed at ten magic points.

SPIT MATTER (varies) — The demon spits out globs of flesh, splinters of bloody bone, hardened mucus, and the like, one ghastly pulse per combat round. As it does this, it visibly shrinks, for each attack temporarily costs it 1 SIZ point. Reduced to SIZ 8, its internal ammunition is exhausted. But in the following round, it visibly swells. Two SIZ points are regenerated each combat round that it does not fire. Determine damage and chance to hit using the Roll Table. Each magic point spent for this ability increase range by one yard, with a maximum of twenty yards because of the media in the attack.

SPRAY VENOM (varies) — The demon ejects a spray of contact poison from sacs in its mouth. The poison causes burning and dizziness in the target. This is an aimed attack

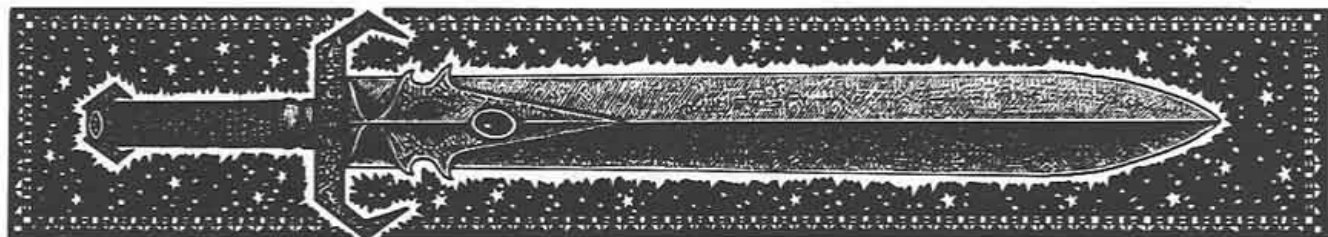
against a single target. The potency of the gummy secretion is the same at any range.

Determine the POT of the poison from the Roll Table. If the target fails to successfully match CON:POT roll on the Resistance Table, he or she loses hit points equal to the POT as damage. Range equals one yard per magic point spent on this ability, with a maximum of ten yards because of the media in the attack.

TELEKINESIS (10) — Without physically touching, the demon is able to lift and move an object or person at a distance. The demon's POW equals the maximum SIZ of the thing to be moved, and also the maximum distance in yards that the demon may be from the thing to be moved. The thing itself may be moved any distance, but it falls if it exceeds that range in yards from the demon. The demon can suspend or move one item per combat round and 1D8 items total, then must pause to rest for 1D8 rounds. Then the process can begin again. With a successful Luck roll, the demon does not need to see either the object at its starting point, or where it is to end; if the roll fails, the thing or person falls to the floor and may be damaged.

Though the demon can psychically feel into spaces it cannot reach (such as a vault), telekinesis cannot be performed through intervening walls. There must be physical room for the object to pass.

Telekinesis is also slow. The maximum speed of an object equals the demon's POW in MOVs, so a demon of POW 16 could 'hurl' something at about twice human running speed, or about forty miles per hour, roughly half the speed of a thrown rock. As an approximation, halve any damage based on Throw. The cost of the Telekinesis ability is fixed at ten magic points.





Enchantments

Here are 39 new enchantments, mostly of Chaotic origin but about a third of them traceable to the Lords of Law or to the Elemental Rulers.

THESE UNIQUE OBJECTS speak of great sorcerers and great deeds, and of splendors unimaginable. Relics from an earlier, more magical age, every enchantment was wrought for a particular person and purpose, made by craft-mages of unmatched skill.

As unique items, enchantments are exceedingly rare. An entire campaign might be devoted to learning about and locating just one of them. Players should not anticipate having satchels full of these creations, however abundantly that this chapter seems to present them. A king might have one, handed down with reverence for generations. A Lawful king or queen might preserve one in the treasury, against some dire time of need, but would never touch it. Similarly, a sorcerer might connive or kill for some special thing, ignoring all else, and then hide away this advantage, to use it once a century. A foolish peasant who stumbled across one might park an enchantment on the mantelpiece, to show off on feast days or to wear to church, but a wise one would hide it in the ground, and tell no one of it. Ownership of an enchantment is dangerous, so that knowledge of it falls like rain in the desert—rarely, and then swallowed by the thirsty sands.

Concerning this chapter, gamemasters should adjust anything about a chosen enchantment, including its name, that they desire.

Enchantments

ARIOCH'S GOLEMS — originally sculpted for the Church of Chaos in Imrryr, these eight figures were moved to various locations across the world, perhaps during the war with the Dharzi or perhaps long before. They were fashioned from black basalt, and stand about three yards tall. Though of different shapes, each figure is supposed to resemble an aspect of the Lord of the Seven Darks. The actual shapes are unknown, but the weapons they hold are recorded as follows: cestus, broadsword, great sword, heavy mace, great hammer, morningstar flail, battle axe, and trident. Each does normal damage plus a 4D8 damage bonus.

A golem animates and moves to attack when a non-Melnibonéan approaches to within 10 yards. The golem's swing never misses, but the target's parry, dodge, armor, and shield are normally effective. The golem's weapon always does maximum damage plus rolled damage bonus. Should the damage done by a single golem's attack exceed a defender's weapon hit points, the defending weapon breaks.

When the target is dead or has run away, the golem returns to its post, to await eternity. The golem dies only when a jewel



It was a bird of silver and of gold and of brass. Its wings clashed as he approached it and it moved its huge clawed feet impatiently, turning cold, emerald eyes to regard him. On its back was a saddle of carved onyx chased in gold and copper It turned its bright head on its neck of brass and it opened its curved beak of gem-studded steel.

- The Vanishing Tower 1,6.

representing its heart is torn out. That can be done only by magic.

AXE OF JUSTICE — a legendary Lormyrian axe, finely crafted and balanced, with the arrow of Law prominent on the head. This weapon was perhaps owned by a Champion of Law. It has not been seen in five generations, but was reputedly heavy and large, requiring STR 15 and DEX 11 to wield.



Only allies of Law may take up this weapon and reap its benefits. To all others it is a fine weapon of no magic whatever. Against a Chaotic target, the axe does maximum damage, 18 points plus damage bonus, each time it hits.

Should the wielder commit an act against Law, it is said that the axe will wail and melt to slag.

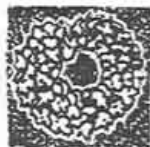
BADGE OF BARBARIC CONFABULATION — a golden badge wearable as a pin or used as a buckle, about the width and length of a small human hand. Eight sculpted rosebuds decorate the face, along with single air and water runes.

While worn, the badge translates other languages into High Speech, and translates High Speech into the last spoken barbarian tongue. It confers no language skill to the owner, who must already know High Speech. The badge is effective only to the percentiles of High Speech spoken: thus 20% High Speech grants only the equivalent level of Mabden or Lesh.



BADGE OF LAWFUL DEVOTION — a silver clasp of fine workmanship, about the size of a child's palm, embossed with a circlet of rosemary and forget-me-nots, intertwined, inscribed surprisingly in High Speech with One Life, One Law.

Concentrating upon a given task, the wearer may add 100 additional skill points daily to any one skill recognized by the gamemaster. Points may not be reallocated that day. Once the skill is rolled-for, the percentiles disappear until the morrow, when a new skill may be chosen.



A wearer who uses a skill in a way clearly favorable to Chaos permanently loses 100 percentiles in his or her highest skill, and suffers disquieting dreams. The clasp discolors and breaks.

BADGE OF TALADOR — a red cloisonné badge to be worn on the person, eight silver arrows of Chaos emerging from a cluster of eight red noidel berries, an enchantment reputedly wrought by the Melnibonéan sorcerer Talador.

While worn, it deflects all non-magical missiles, projectiles, thrown or falling objects, swooping birds, clouds of smoke, and swarms of insects from the person of the wearer. If the wearer is on a mount not larger than SIZ 40, this protection extends for the mount.



Missiles guided by spells or containing demons, demonic acid spray attacks, and enchantments do not deflect. Avalanches, sandstorms, collapsing buildings, tidal waves, and large-scale disasters do not directly harm the badge's wearer, but he or she may be buried so deeply that escape is impossible.

CLOAK OF THE WOLF — the cured skin, fur, and head of a large wolf, lined with red silk.

When worn at night, the cloak changes the wearer into a werewolf. This influence does not depend on a phase of the moon, and (once the cloak is on) is independent of the wearer's will. The cloak changes the wearer into a hybrid man-wolf, a metamorphosis requiring 1D8 combat rounds and lasting until dawn.



Add +6 to each characteristic, including MOV. The werewolf form also gains a 60% Bite attack, and becomes invulnerable to damage from normal weapons. Weapons and projectiles made of pure silver cause normal damage. Magic weapons achieve only the magical components of their damages. Spells work without change or modification.

When attacking in werewolf form, the wearer acts as if under the influence of the Fury spell. Lower dodges and parries by 30%, ignore unconsciousness stemming from a major wound, and attack ceaselessly unless a roll of INT x3 or less can be made with D100.

CLOCKWORK ANIMALS

Similar to Myshella's mechanical bird, these enchantments are clockwork mechanisms built to resemble various animals. Four are known to exist in addition to Myshella's raptor—a wolf, a songbird, a horse, and a spider. Each is fashioned from precious metals and has gems for eyes. Their innards are bewilderingly beautiful, with gears, springs, pulleys, flywheels, and counter-weights.

These mechanical wonders can speak and hear, and have sentience (INT 9). Should a Clockwork Animal be damaged, a Repair skill roll (100% minimum) needs to be made to fix the damage. Spells of healing and Suture will not work, nor can the damage be healed by the passage of time.

Other clockwork animals are rumored to have been created by Donblas, a scorpion, a tiger, a second wolf, a monkey, and a dragon among them.

CLOCKWORK SPIDER — a giant version of its natural cousins, it is meant to be ridden, and can carry passengers and gear of up to SIZ 40. The head is fashioned from beaten gold and has eight eyes, each a different gemstone. Its body is encased in amber, and its legs are molded from vast iridescent shells. It can climb vertically and upside down. Powerful mandibles grab and crush opponents (30%, 1D6 damage per round) or else bite (30%, 1D10 damage).



Enigmatic, it only speaks when absolutely necessary, and then cryptically. The Clockwork Spider moves like its counterparts in nature. It has 60 hit points.

Unlike the Clockwork War-Horse, the Clockwork Spider moves as silently as a ghost.

CLOCKWORK SONGBIRD — made from burnished gold and inlaid with semi-precious stones, this mechanical songbird stands about one hand high. It flies at 50 miles per hour. The bird can deliver and pick up messages. In a pinch, it defends itself with a needle-sharp beak (40%) that causes 1D4 damage. It has 22 hit points. The bird knows hundreds of songs and calls, which it gladly chirps upon request. For practical purposes the Clockwork Bird acts and moves like its natural counterparts, except that it does not tire.



CLOCKWORK WAR-HORSE — this large automaton has diamonds for eyes, and is fashioned out of black iron. A saddle is permanently molded to the horse's back and can carry passengers and gear up to size 30. The Clockwork War-Horse acts and moves like its natural counterpart, except that it will charge directly into and over a foe whenever urged. In battle it is calm and responds quickly to commands. It uses its iron hooves to trample (30%) for 2D8 damage, bites (20%) for 1D10 damage, and has 99 hit points. The ring of its hooves can be heard for miles.



CLOCKWORK WOLF — standing about 1.5 yards at the shoulder, its outer skin is made of beaten platinum with rubies for eyes. Razor-sharp steel fangs fill its mouth. The Clockwork Wolf acts and moves like its natural counterpart, except that it does not tire. It is a loyal, obedient companion and fierce guardian; when roused to attack, it is a savage fighter and shows no quarter. It has 40 hit points, and bites (at 30%) for 1D8+2D6 damage.



CUBE OF INFINITE REGRET — this enchantment is of unknown age, but the writing on it predates Melniboné. It is a hollow bronze cube approximately of size to contain a human head. By grasping the box and concentrating, the holder and the cube disappear. The holder perceives that he or she has shifted back to an earlier time in his or her life, and is then able to make right some particular incident or episode, or to relive some great joy or event. The vision or reliving then concludes, and the holder and the cube reappear where they began. Only a moment has passed. Though the experience of the cube costs a point of Power, the holder may not immediately recognize the loss. The first time he or she has a chance of INT x1 to perceive the loss. The second time is INT x2, and so on. The gamemaster makes and records each roll in secret.



Each time, however, the experience concludes by suggesting an incident to come that is new to the holder of the cube. If the holder returns again, this time to deal with the new threat or unhappy episode, then the new conclusion contains a second suggestion of action that should be taken.

Commentaries suggest that the holder actually does travel through time, that there are parallel times with various outcomes and that he or she enters a new time each time, that the entire procedure is an illusion, that the cube is an artistic metaphor for the advance of Chaos, that the cube is an artifact of the Balance and teaches a moral lesson, and so on. The ultimate lesson of the cube seems to be everything can be contradicted.

THE DECK HARMONIOUS — there are twenty-four ivory plaquettes, each smooth, palm-sized, and thin enough that the ivory is flexible. The plaquettes are creamy with age, at least 400 years old. On the back of each card is painted the eight-tined sigil of Chaos. On the front of each card is pictured a different creature, mostly predators, from among the Young Kingdoms. Among the images are a great black ape, a bear, an eagle, a lion, a mastodon, an octopus, a rhinoceros, a shark, and a nalargrun. Gamemasters may add other creatures as they wish, choosing one appropriate to the situation.



On a tabletop, the plaquettes are turned so that the signs of Chaos face up, and then mixed. One plaquette at random is selected and then held so that the creature's image is hidden from the person holding it. Each plaquette turned up costs the holder 1 CON. The creature then forms in front of the person who has drawn the plaquette and speaks to him or her in a suitable language. The creature asks why it must appear, and in general attempts to satisfy itself that the holder of the plaquette needs its help and means it no harm. Simulate success with a Fast Talk or Oratory roll, or let the gamemaster judge the player's actual words. If rolling, with a success the creature fights on the owner's behalf until the current foe is dead, up to a week of time. With a failure, the creature declines the challenge as unworthy of it. With a 00, the creature attacks the holder of the card as an arrogant schemer.

Any number of plaquettes may be drawn. The holder may decline the service of any creature who seems unsuitable.

Enrolled in the holder's service, the holder may conduct additional conversations with the creature, learn its point of view, and discuss its life and world. For each such creature, add 1D2 points to the holder's Natural World skill.

Only one person at a time may use the deck. When a plaquette is drawn and then returned to the deck, its creature side goes blank. When all 24 sides are blank, the deck is no longer usable by that person.

DIFFERENCE STONE — this fist-sized lump of stone may be a piece of chaos stuff, and not an enchantment at all. Every 1D8 minutes its form and substance randomly change—now a lump of coal, now a nugget of gold, now a huge diamond, now a statuette of a brazen goddess, and so



on. An aura detectable by Witch Sight always clings to it. This object is clearly related to Chaos.

Grasped, the stone enhances the power of magic cast by the holder, doubling each spell's duration and effects. At the same time, the stone may endow the owner with a chaotic quality. Failing a D100 roll of POW x3, the target takes on a Chaotic effect, such as being extra warm to the touch, slimy, scaly, multicolored, or extra hairy, as occurs in the spell Curse of Chaos. The effect is permanent.

For each day in the presence of the stone make another roll, with the multiplier decreasing by one (i.e., POW x4%, POW x3%, and so on).

DRAGON'S SMILE — this curving bone dagger is fashioned from a dragon's eyetooth, now yellowed and blood-stained after millennia of savagery. It is about a forearm long, has two edges, but lacks a cross-guard and so cannot be used to parry. Because of its curving blade, the Dragon's Smile is unbalanced, and cannot be thrown to stab. It has 30 hit points.



On an attack that breaks the skin, the dagger injects a stinging poison of POT 20. Paralysis and hallucinations follow in 1D3 rounds. Failing a POT:CON Resistance Table roll, the victim dies quickly, convulsing and screaming in agony. It is a function of the enchantment that the poison in this blade never lessens and never diminishes in potency. This property is not true for all dragon fangs.

FLAMING ARMOR — even when empty, shifting hues of red, orange, and yellow flicker over this Melnibonéan plate armor like the shadows of Chaos. When worn, dull flames begin to eddy and surge from it, igniting grass, clothes, or furnishings in proximity to it, producing 1D8 fire damage per round within a weapon's swing of it. The wearer does not perceive the emitted heat, remaining comfortable in all climes and temperatures.



Once the elementals were powerful on your plane and the people of Melniboné all shared that power. But now our power wanes, as does yours. Something is changing.

— King Straasha to Elric
Elric of Melniboné II, 1.

If the wearer of the armor dies, the armor's flames extinguish, and it cools immediately, as it does when empty. If the armor is put on by someone else, the flames surge anew.

GOAD OF HELL — this weapon was given by the Dukes of Hell to a Champion of Chaos, who used it to drive slaves



into battle. It consists of a silver handle about a forearm long, with a butt inscribed with the sigil of Chaos. The flexible whip portion of the weapon is about five yards long, and rather like a drover's whip: it appears to be braided black leather, but it cannot be cut by any ordinary physical weapon. The flexible portion of the whip concludes in a single wicked iron barb.

Used on a target of MOV 4 or less, the whip hits home automatically with the barb if the user desires. The barb produces intense pain and costs the victim a hit point whether it hits bare skin, clothes, or armor.

Used as a lash, for punishment or as a weapon in battle, the flexible length of the whip delivers a strong poison to bare or leather-clad skin. The poison is of POT 16, and immediately causes dizziness and convulsions. Make a POT:CON Resistance Table roll; succeeding, the victim loses 16 hit points at the end of the following round.

A GREAT SWORD OF LAW — hilt, handle, cross-guard, and blade are forged and hammered from a single length of blue-black steel. When drawn from its scabbard, runes along its length pulse with white radiance and spark bravery among all those of Law within their light.

In addition to normal great sword damage of 2D8+db, it causes an extra 1D8+1 points of damage. If an attack impales, the sword also drains 1D3 points from the target's STR. It has 100 hit points.

Seeing this weapon incites the wrath of demons, makes Champions of Chaos indignant, and disquiets nearby allies of Chaos.



LAMP OF RIGHTEOUS REVELATION — a small golden lamp suitable for no more than a single candle, enclosed and roofed to guard against wind or motion, with glass sides.



When any candle is placed within and lit, light from it reveals as a transparent image the true form of any object-bound demon it illuminates. For example, a dhazutine appears as a small, transparent, hairless demon perched on its master's hand. The transparent image is always associated with the object that the demon is bound into. Such images can be seen only by the holder of the lamp.

Light conditions vary. Assume that the lamp's constant range is twenty yards in all circumstances.

THE LETHARGIC BROADSWORD — with it the wielder attacks absolutely last in the combat round, forego-

ing DEX-rank attacks and swinging only once. The sword, though lightweight, seems to resist the instinctive motion to attack, though it parries and ripostes in normal fashion. When the sword finally allows an attack swing, that swing always hits the target, regardless of parry, and always does twice rolled damage.

If fighting with two weapons, or with a shield and broadsword, the owner of the Lethargic Broadsword uses other weapons on his or her regular DEX-ranks. If left in its scabbard, this weapon has no effect on the fighting. It is written that this weapon was as strong as the owner's faith in Law, perhaps translating as its hit points always equaling the Law points of its owner.



MARBLE RING — it is of carved black marble, cut to resemble a diamond, mounted in a setting of pure gold chased with silver, and engraved with four earth runes.

This ring identifies the wearer as a friend of gnomes, if he or she also knows the spells *Summon Elemental* and *Gift of Gnome*. The wearer can summon gnomes for half their magic point cost, and it always takes one combat round for the elemental to appear. Further, in summoning, the earth rune need not be inscribed nor need the spell *Summon Elemental* be cast.



Should the wearer betray this friendship, the pendant begins to act as a focus for attacks by Gnome. The wearer is unsafe touching or near any plot of earth, and the *Gift of Gnome* spell no longer works. Should the ring become the possession of another person, its original abilities return.

MIRROR OF SUASIONS — a large oval hand mirror of silvered glass and polished silver metal chased with gold. A Melnibonéan verse decorates the handle, roughly translating as

*Speak to your lover close to me
And the face of love you then shall see.*

If the mirror is brought so that the lips touch it, the face of the holder seems to press into and through the glass, and the holder then beholds a vision of his or her beloved wherever he or she may be. Words of devotion or comfort can be murmured before the vision fades and disappears. At the same time, the lover perceives a silver mask of that person holding the mirror, suspended in the air. He or she can also speak and hear. The target of the enchantment must be intimately known and very much loved, or there is no effect.



OATH STONE — it is a large quartz crystal about two hands long, relatively transparent and without definite color. The holder of the stone, if of POW 16 or greater, can will the stone to record and then to rebroadcast on command his or her memories of strong emotions. The emo-

tions are courage, fear, hate, love, vengeance, remorse, despair, and trust.

The range of the oath stone is about five yards, enough to include forty or fifty people. Given a successful *Oratory* roll, the holder of the stone can communicate the desired emotion and associated images, enough to bind listeners unswervingly and enthusiastically to the desired course for 1D2 weeks.



Those allied with Chaos or Law will not wish to allow it, but those of the Balance can choose to allow sincere people to resist such an enchantment, with a D100 roll of POW x2 or less.

PEARL RING — it is a variegated blue and white pearl set in a ring engraved with four water runes. This ring identifies the wearer as a friend of undines, if he or she also knows the spells *Summon Elemental* and *Bounty of Straasha*. The wearer can summon undines for half their magic point cost, and it always takes one combat round for the elemental to appear. Further, in summoning, the water rune need not be inscribed nor need the spell *Summon Elemental* be cast.



Should the wearer betray this friendship, the ring begins to act as a focus for attacks by Straasha. The wearer is unsafe in or near any body of water, and the *Bounty of Straasha* spell no longer works. Should the ring become the possession of another person, its original abilities return.

PENDANT OF FIRE — it is a carved wheel of jade about as wide as a wrist, of variegated red, orange, and yellow translucent stone. A supple length of iron chain allows the pendant to be worn around the neck. Each side of the wheel bears sixteen fire runes.



This pendant identifies the wearer as a friend of salamanders, if he or she also knows the spells *Summon Elemental* and *Flames of Kakatal*. The wearer can summon salamanders for half their magic point cost, and it always takes one combat round for the elemental to appear. Further, in summoning, the fire rune need not be inscribed nor need the spell *Summon Elemental* be cast.

Should the wearer betray this friendship, the pendant begins to act as a focus for attacks by Kakatal. The wearer is unsafe beside or near any fire, and the *Flames of Kakatal* spell no longer works. Should the pendant become the possession of another person, its original abilities return.

QUICKSILVER FALCHION — a sword made from a shimmering lightweight metal. The cross-guard is engraved with the scales of the Balance. When drawn, its wielder (of any allegiance) can attack once on DEX-rank 30, in addition to his or her normal attacks.



Striking, Quicksilver always does maximum falchion damage, eight hit points plus any damage bonus. The falchion has 70 hit points; it loses all magic abilities should its hit points fall below 18.

SAPPHIRE BROOCH — a light-blue gem of exceptional size and color, set in a platinum base engraved with sixteen water runes. The brooch identifies the wearer as a friend of sylphs, if he or she also knows the spells Summon



Elemental and Wings of Lassa. The wearer can summon sylphs for half their magic point cost, and it always takes one combat round for the sylph to appear. Further, in summoning, the air rune need not be inscribed nor need the spell Summon Elemental be cast.

Should the wearer betray this friendship, the brooch begins to act as a focus for attacks by Lassa. The wearer is unsafe in or near the open air, and the Wings of Lassa spell no longer works. Should the brooch become the possession of another person, its original powers return.

SHADOW CLOAK — a midnight black, leather cloak embroidered with black runes of ancient style and lined with black cloth. The cloak is always the size of the last person to wear it, but expands or shrinks to fit whoever puts it on next. The cloak adds 50 percentiles to the wearer's Hide skill, and in effect subtracts 50 percentiles from anyone's Search skill as well. Hiding in deep shadows and enveloping oneself in the cloak, the user is virtually undetectable by sight, but his or her scent trail has not been affected.



The Shadow Cloak has 25 hit points. It can be burned. All magic in the cloak is lost when the cloak's hit points reach zero.

THE SHIELD OF SCALES — made of an unknown, lightweight metal, this large round shield is adorned with overlapping images of Balance scales on its face. It provides 30 points of protection, and requires STR/DEX of only 5/5. Attack damage done is knock-back plus 1D4+db. The commentary mentioning this weapon speculates that there is no magic in it and that it is no enchantment, but of superlative workmanship. The writer also records that battle does not mar the shield.



THE SHIP OF UTMOST MIST AND SEA — this wondrous vessel is tall and slender, and obviously the work of immortal hands. Her rails, masts, and decks are exquisitely carved. The various woods are not painted, but are naturally the colors of the sea and sky—pale and deep blue, green and stormy gray. Her rigging is rayed, like the sun at dawn, and her full sails are as fat and white as clouds. She needs only a



handful of sailors to keep her trimmed, so well is she crafted.

Similar to the Ship That Sails on Sea and Land, The Ship of Utmost Mist and Sea was made by Straasha Sea-King and Queen Lassa Above the Clouds as a token of their border domain. The ship sails as well on the ocean as through the sky, as high as an eagle and as swiftly as a dolphin. The pilot's thoughts control her. She never lacks for favorable weather or for calm seas.

Friendship extends between Straasha and Lassa. These Elemental Rulers happily share their creation, unlike Grome and Straasha.

SILK ARMOR — made in any style, pattern, or color, these silk garments possess excellent resistance against pointed and edged weapons, which do only minimum damage and cannot impale. Since the silk cannot be penetrated, blade poisons have no effect. Blunt weapons, acid, fire, and magic do normal damage. Normally reserved for the Dragon Nobles, Silk Armor was worn when true armor would be useful but inappropriate or insulting.



SINK OF ELEMENTS — a cubical iron box about two hands on a side, covered with vile sigils and signs of Chaos. The box is too heavy to hold outright. Placed down and the lid opened, a fragment of meteoritic iron within, twisted, seared, and ugly, slowly begins to redden.

It glows because it sucks the vitality from nearby elementals; greater ones are able to move away from this horror, but lesser elementals are caught and extinguished.



Open for a long time, the box drains everything within bowshot. Nothing grows in the area, no winds move there, no rains fall there, and the soil and rock turn to gray dust. It is said that some mages once could tap the power gathered by the box. But now the thing only destroys.

SLORTAR'S ALL-SEEING EYE — this powerful enchantment was probably meant for a Champion of Chaos. Inside a crystal orb floats a large, reptilian eyeball that swivels and studies with interest all around it. To use the enchantment, the owner must pluck out his or her own eyeball, and place Slortar's Eye against the bleeding socket. The Eye will stick in place, the pain and blood stop, and normal binocular vision will be restored.

If the owner is allied with Chaos, he or she can also see in total darkness, see through walls and surfaces up to a yard thick, sees and judge the approximate strength of an entity's POW in relation to the owner's, see emanations from invisible beings, elementals, and spirits who are close at hand, and perceive the boundaries of magical barriers and fields.



If the owner is unallied, or allied with Law or the Balance, the eye functions as a normal eye would. Each night he or she has dreams that are connected with Chaos.

Every eighth day he or she must receive a roll of POW x3 or less, or add one point to the Chaos box.

The orb is unbreakable. In place as a person's eye, it cannot be discarded but must be cut free.

SPEAR OF RATIONAL VENGEANCE — this short spear is unremarkable in appearance except for the arrow of Law engraved on the head. This weapon attacks only those who have committed serious crimes against Law. Thus stabbing a Champion of Chaos in the back is no crime at all, but slaying a Champion of Law is a heinous and infamous deed condemnable for seven generations. In the former case, the spear would strike home for 1D6+1+db plus another 1D6 granted by the enchantment. In the latter case, the spear would twist aside and defeat attempts to do harm to the blameless target. The gamemaster could indicate what is happening attack by attack, but the user would have no sure way to know what would happen, except in a battle against Chaos.



SPIRIT DAGGER — of exquisite Melnibonéan workmanship, this ornate dagger allows the wielder to stab at and weaken materialized ghosts and spirits as though they were physical beings. Match MP:MP for each swing: only a success allows the Power drain. Each successful attack costs the entity 1D6 POW. Used against the living, the dagger becomes ethereal, passing through a target without damage to body or spirit.



An entity who lost all POW because of spirit dagger wounds would dissipate and leave no trace of itself.

STONE-FORM GAUNTLETS — an earth rune is prominently embossed on each of a pair of gloves. The soft brown leathers are always the size of the last person who wore them, but they expand or shrink to accommodate whomever next puts them on. When worn, the gauntlets let the wearer rearrange or sculpt stone without tools, as though the stone is clay. The stone must be touchable to be malleable. To produce items of artistic merit, the user of the gloves must also have the skill Art (Sculpture), but anyone could use the gauntlets to dig through a fortress wall or tunnel through a mountain, Gnome permitting.



Though they are termed stone-form, these gloves can be used to manipulate any materials within Gnome's provenance, from sand to obsidian. The larger the project undertaken, the wiser it would be to seek Gnome's permission.

STRANGLE CORD — a length of black silk cord two yards long. One end is sewn back upon itself, to make a smooth tight loop. This enchanted weapon can be thrown at a target, or be slipped over his or her head by hand.



Balled up and thrown, the attacker needs a successful Throw roll to hit; if it hits, it slips around the neck automatically. If slipped over the head by hand, the attack automatically

succeeds. With either success, the cord then constricts and cuts off the victim's air supply. The attacker need not hold the cord to suffocate the target.

The victim's player must apply the Drowning, Suffocation rules from the rulesbook. Failing the roll, the victim loses 1D6 hit points each round.

- The victim can attempt to insert a hand between cord and neck to protect the airway. Simulate this by matching STR:STR 24 on the Resistance Table. If successful, he or she loses no more hit points, but has only one hand available. The cord does not loosen.
- The victim can attempt to break the cord (STR 40). Match STR:STR on the Resistance Table. Once the cord breaks, all magic flees.

The cord continues to strangle until the victim dies. Once dead, the cord releases from the corpse and wriggles like a snake back to the attacker, ready to be used again.

TRIDENT OF THE WYRM — this legendary symbol was lost during the civil war that destroyed H'hui'shan. It is made of an unknown silvery metal, with cavorting sea serpents engraved in the haft. From the three barbs to the tip, it is about three yards long.



By standing at the shore, calling upon Straasha, and presenting the trident to the sea, a giant wurm (sea serpent) appears. It allows the wielder to ride upon its back. The holder of the trident must have a destination in mind when calling the wurm, and it will travel to that location only.

The wurm appears in 1D20 minutes after the appeal begins. One wurm can be called at a time. This enchantment does not grant communication with the wurm, nor will the wurm perform any other activity on the wielder's behalf.

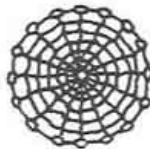
UNHOLY HAMMER — it is a great hammer cast entirely from iron. Upon close inspection tiny Chaos symbols can be seen everywhere engraved upon it. When used against inanimate objects, such as a door or shield, the hammer does damage of 1D10+3+db+1D8. Against a person or other living creature (demons included), it does ordinary damage only, of 1D10+3+db.

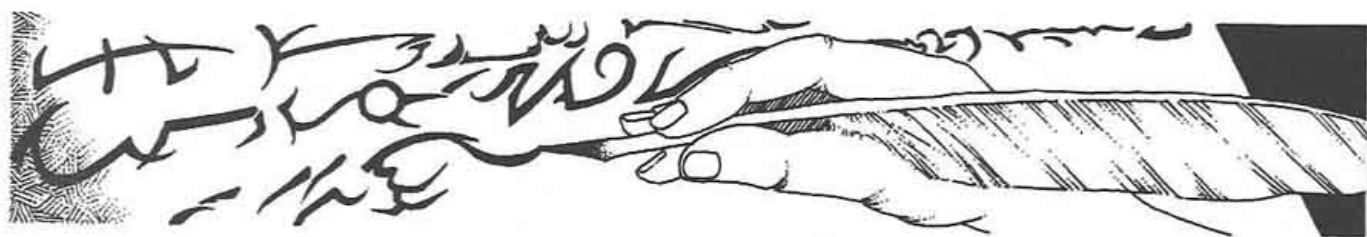


Count armor worn and weapons currently being used as part of a living individual. If struck while not being used, treat such items as inanimate and take heavier damage.

WEB OF SORROWS — This small seine net is of a fine mesh, the weight and strength of spider silk. It cannot be broken or cut, nor is any known spell or demon able to defeat it. Thrown to or near a target, the net magically constricts around the target and cannot be dodged or outrun. The victim takes no damage unless the net is commanded to kill what is inside it.

Left within, the net causes the victim every day to relive the grief of his or her life. Roll against the net's POW 24 each day. If held captive in the Web of Sorrows for a week, the victim goes mad from such reflections, and can then be set free to wander the world. Sanity may or may not some day return.





Tomes

A chapter discussing another sort of book, this new kind also having to do with magic, gods, things of the spirit, and the glorious panoply that binds the Million Spheres.

BOOKS PLAY AN important role in the sorcerer's trade, for they protect and augment his or her most valuable commodity, knowledge. Of particular value to sorcerers are two sorts of books, the grimoire and the tome, which contain spells, notes for summoning particular demons and elementals, useful invocations, unusual recipes for magical potions, and much more. They can also be sources of information for arcane subject areas such as the Million Spheres or the Unmapped East, the last recorded locations of enchantments, and the lives and demises of forebearer sorcerers.

Sorcerers are commonly familiar with grimoires. A grimoire is a collection of spells, summonings, formulas and invocations, and every sorcerer keeps his or her own close at hand and carefully guarded. As an easy source of incantations, these books are highly valued by adventurers, and sorcerers likewise go to great lengths to hide them. The theory and application of the grimoire is detailed in the magic chapter of the *Elric!* rulesbook.

A tome is a manuscript concerning a particular, usually obscure subject. Rather than adventuring, some sorcerers spend years on research, cataloging plants growing in the Forest of Troos, delving into the politics of the Elemental

Great Houses, exploring among the Million Spheres, researching new spells, or summoning new demons. These extensive notes are not necessarily related to magic, and do not have the grimoire's game function.

A tome increases the reader's skill in Million Spheres, Physik, Potions, Natural World, and the like. It may or may not contain magical knowledge; if the previous owner ran short of paper while reading it, he or she probably scribbled notes all over the manuscript. Printing does not exist in the Young Kingdoms, but manpower is cheap, and demon-power is even cheaper, so many copies of esoteric tomes may exist, each incorporating marginalia as it had evolved when the tome was copied. Each tome is handwritten. All illustrations and diagrams are hand-drawn. The hand that composed the manuscript can be difficult to read and to understand, since successive generations create new terminology and different frames of reference.

At the height of the Bright Empire, Melnibonéan spell-casters submitted tomes to the Imperial Library, as a form of self-promotion and self-aggrandizement. There young adepts could copy entries into new grimoires, and an army of scrivener-slaves hand-copied manuscripts for wealthy sorcerers. As the Dragon Isle declined, so, too, did the spread of magic tomes. When wars and rebellion forced the retreat to Melniboné, many books were burned, and many more were buried in the rubble, but a few were captured.

READING AND USING TOMES

Given ten millennia of magical expertise, Melnibonéan sorcerers naturally have produced most arcane books. A small number of books originate from Quarzhaasatim, Dharzi, and/or proto-Melnibonéan writers. Within the last four centuries, tomes have been written in 'pande and Common, though the best tongue for things magical remains High Speech. An adventurer must be able to read the writing in a tome to gain any benefit. Roll for

The Realm's called by them Sal-ish-Kwoonn, which, you'll recall, is the name of the city in the Ivory Book.

— *Revenge of the Rose*, 1.3.

understanding in the language if the reader possesses less skill than INT x5 percentiles in the necessary language.

Just as with grimoires, a tome's information may be incomplete or misstated, written in code, worded cryptically, or warded to protect against thieves. Measurements, references, and other details may be imprecise and deceptive. This sort of protection is part of the reason that learning magic takes time to accomplish.

For every three weeks, in game time, of study, the player can attempt to roll INT x1 or less on a D100. With a success, the spell is memorized, or the concept has been grasped. Make the necessary changes to the adventurer sheet to reflect this.

13 Tomes



THE INFORMATION BELOW consists of the title, followed by the language in which the book is written and the author's name. A description of the subject then follows, along with notes for the gamemaster providing additional information about the tome. Also included is information on the number and type of spells the book contains.

Concluding each entry is a section suggesting a location for the tome. This is done as a convenience for the gamemaster, and is not meant to be restrictive, nor even refer to the historical background. He or she should locate a tome wherever it suits the episode or campaign.

The Adventures of Coredon

WRITTEN IN COMMON anonymously (*Coredon of the South*, issue 4, vol. 12.). This tiny book tells the tale of an adventurer, one Coredon, who battles overwhelming authority in the name of justice. The black text is amazingly uniform, like rows of teeth, and perhaps was produced by magic or in another sphere. It is unclear if the stories they relate are true. The dog-eared pages are flimsy, and the binding (two bits of wire bent back on themselves) is broken. There are no protective boards. Fanciful art decorates the first manuscript page, which is thicker and smoother than the rest.

Coredon is a name unheard in the Young Kingdoms. This book involves Coredon in a battle against his arch-enemy the Duke of Sar, a Champion of Law. The Duke orchestrates a number of dangerous challenges, both mental and physical, which Coredon overcomes. Eventually, the story reaches a climax with the Duke of Sar leading an army of strangely clad warriors armed with lightning-wands against Coredon and a small band of loyal followers.

COMMENTS — though this tome is filled with hyperbole and lurid details, many owners have treated it with

reverence, due to its anti-Law sentiments and the divinely irrational incidents that occur. This book would be burnt wherever Law holds sway.

The tome might introduce either Coredon or the Duke of Sar. Whether or not the book contains useful information, it could misinform readers because of its exaggeration, and because it apparently does not take place (or at least has not taken place) in the Young Kingdoms.

ARCANE KNOWLEDGE — it holds two Lawful spells which nearly slay poor Coredon, though the spells are incomplete and require much more research than they seem to. It may be that they do not perform at all on the plane of the Young Kingdoms.

LOCATION — adventurers might find this tome in one of the libraries of Cadsandria, tucked away among hundreds of other books, or collecting dust in some scholar's study. It is such a humble volume that it would be a challenge to notice it.

Once found, the book might attract the attention of one or more of the many philosophers and freethinkers in Argimiliar. Such a rare oddity might have value as a collectable. Agents of Law from Lormyr, still skulking about the kingdom, would want to destroy the book once they learned of it. If found during the reign of the puritanical King Hozel, the tome would be burned along with the discoverer.

The Cults of Discord

WRITTEN IN MABDEN by an unknown Pan Tangian priest of Chaos. This book contains instructions for the worship of several Chaos Lords, Count Mashabak, Duke Teer, and Eequor in particular, schooling worshipers in the rites and the benefits of worship that they may receive.

COMMENTS — an adventurer might choose one of these gods as a patron, or even decide to found his or her own cult and become the high priest. Adventurers could also find themselves opposed to a Champion of Dukes Teer or Eequor, and in need of further information.

ARCANE KNOWLEDGE — contains 1D8 invocations to Mashabak, Teer, and Eequor, including one reputedly effective nearly a third of the time.

LOCATION — currently this tome is in Vilmir, possessed by a minor cult, the Cult of Shadows, devoted to Duke Teer. Penalties for membership in this cult, imposed by the Church of Law, are severe, yet the cult continues to exist. It is led by the charismatic Brother Titus, whose public persona is that of Bertram, a captain of privateers.

To most of its members, the Cult of Shadows is a rebel movement opposing the tyranny of the Church and committed to independence and freedom of expression. Few in the group know of Titus' loyalty to Teer. Brother Titus attempts to recruit nobles to the cult, thus increasing his influence. Cult rites include wild dancing and

debauchery, and the ritual roast and consumption of a wild boar stuffed with fragrant narcotics.

Titus/Bertram lives on his ship, docked in Jadmar. *Cults of Discord* can be found among his possessions, bound in black pigskin. Loyal cultists pose as crew and guard the ship. The Church of Law knows of Titus, but hopes to be able to incriminate more members and seize their lands.

Incantations After Death

UNSEEN AND UNGUESSED-AT by any other than the Emperors of Melniboné, the *Incantations After Death* are a prized state secret, unknown to sorcerers and gods alike. They are written on a scroll or scrolls, and are Imrryr's most closely guarded treasure.

COMMENTS — the *Incantations* are written on unearthly metallic paper and bound with strands of gold. They may date from the time of R'lin K'ren A'a, but their purpose suggests a later period. They contain the only complete instructions on creating a false soul capable of fooling a Lord of Entropy, insuring the soul's continued existence on the Young Kingdom's plane, and reaching the Forest of Souls.

ARCANE KNOWLEDGE — necromantic spells appropriate for Melnibonéan sorcerers, such as Spirit Bind, Speak with the Dead, and Exorcism, but primarily the four surpassingly rare spells necessary to the concealment and transference of souls: False Soul, Spirit Vessel, Soul Transfer, and Accumulate Allegiance. See the Necromancy chapter for more.

LOCATION — hidden. These incantations are prized by Melniboné's emperors, since they present a way to enjoy the benefits of Chaos in life, and then to escape servitude to Chaos after death. They are hidden and defended within the emperor's library, in the Tower of B'all'nezbett, in Imrryr. The scrolls are kept in an ebony chest magically locked; the chest is rendered invisible; the chest is locked in a hidden vault which can only be opened by one who wears the Ring of Kings. Much magic defends this particular place.

The Inscriptions of A'sha'hian

WRITTEN BY SARIS DYM, a Melnibonéan sorcerer, in High Speech. Five large notebooks bound in unadorned black leather comprise the set. In these books Saris Dym recorded every inscription he could read or reconstruct in the ruined city of A'sha'hian. Many inscriptions merited long commentaries, some extended (for lack of space in the original book) into later books in the series.

Saris Dym had an interest in the early history of Dragon Isle, atypical for a Melnibonéan. He focused on the city of A'sha'hian, to understand the proto-Melnibonéans and the original inhabitants of the island. Eventually he moved to the ruined city to better conduct his research and was never seen again.

COMMENTS — Saris Dym's notes cover the proto-Melnibonéans, and the Lawful race they found on the island that would eventually become Melniboné. Legends of their origin, their customs and culture, and their adherence to the Balance are contained in these books. Melnibonéans found his work fantastical, if not treasonous. Nonetheless, at least twenty-seven copies of earlier versions of this set have been made, including two for the Imperial Library.

ARCANE KNOWLEDGE — 1D3 spells are scribbled in the margins of the original, and Summon Demon is known to be there. In addition, the original books contain information for summoning two knowledge demons; this information is sometimes missing from copies. The text also likely imparts 1D8 points each in Young Kingdoms and Art (Melnibonéan Culture).

LOCATION — the only complete version of these books are in A'sha'hian, where their author left them, and no Melnibonéan ever made the trip to sad, forgotten A'sha'hian to discover what happened to the sorcerer-historian.

Adventurers might stumble on upon a reference to Saris Dym and his work in another tome, or perhaps a sorcerer hires them for an expedition to the ruins.

The Red Book of Woe

WRITTEN IN HIGH SPEECH, but the author is unknown. A weighty tome with glistening red covers of dragon skin and black iron clasps, this book covers all aspects of torture. The handwriting is cramped and spidery, and blood spatters adorn some of its pages. With chapter titles such as "Subtler Tortures," "Anguish of the Heart and Mind," "Excessive Assaults," and "The Balance of Pain and Pleasure," this grimoire has been read by every Chief Interrogator. Many Melnibonéans find this book of interest, and have good copies.

COMMENTS — in addition to the Melnibonéan original, a Mabden translation was made in Pan Tang. Like the original, the book's cover is red. This version is less elegant than the original, but the translation is accurate and knowledgeable. With extended study, the detailed anatomical drawings in either version add 1D6+2 percentiles to the reader's Physik skill.

ARCANE KNOWLEDGE — contains several spells, including Agony, Stench of the Grave, and Terror. Understanding this book adds 30 percentiles to Art (Torture.).

LOCATION — the Mabden version is in the hands of a Pan Tangian sorcerer in Dharijor, one Hassar Guo. An agent for the Theocrat, he is creating a network of spies. Who he cannot trick, he tortures. The fortified building in which he lives is well-defended by mercenaries, but they are dismayed by his proclivities.

The Melnibonéan original is chained within the offices of the Chief Interrogator, and is the property of whoever holds that job.

WARDS, TRAPS — the original's leaves and edges are sharp as razors. Lacking a roll of DEX x1 or less, the turn of a blood-stained page costs a hit point—it's a job for slaves.

The Rule of Law

WRITTEN IN COMMON BY an anonymous Cardinal of Law, perhaps the ill-fated Delaric of Old Hrolmar. The cover of this book is pure white and as cool and smooth as glass. The raised, unyielding arrow of Law is emblazoned on the cover. The ambitions of the Courts of Law are the subject, and this tome includes a short chapter discussing and praising each of nine Lords of Law.

COMMENTS — this manuscript summarizes the aims and beings of most righteous Law, and includes a summary of long-famous Champions of Law. A ritual included can remove a point of Chaos allegiance every third month. For allies of Law who read this book, add one point to Law.

ARCANE KNOWLEDGE — included are rituals proper to the worship of the White Lords, and an argument in dialogue form between one Thrustus and one Kalembris concerning the use of magic and how Law can and should countenance the existence of Lawful spells.

LOCATION — The Rule of Law can be found with Myshellia or any Champion of Law. Libraries of Law often have copies. It might also be given as a gift to a player-character Champion of Law.

WARDS, TRAPS — touched by an ally of Chaos, the book sounds a loud and strident chime.

Of Runes and Glyphs

WRITTEN IN HIGH SPEECH by Talador. Bound in purple leather with decorative silver nails. This tome is a perfect primer for the aspiring mage. It contains information on ten runes, how to write them, notes on their form, and a definition of the effect of each rune. Runes listed are Admonition, Alarm, Benign Purity, Bewilderment, Command, Defense, Fire, Ice, Redaction, and Secrecy.

COMMENTS — three good copies of the original Runes and Glyphs exist in the Dreaming City, and these copies are almost as reliable as the original. Later versions are often unreliable because the runes have been copied by people without magical ability.

ARCANE KNOWLEDGE — from a poor edition, a sorcerer might glean 1D4-1 workable runes. With the original or one of the primary copies, a sorcerer can learn all ten runes.

LOCATION — with many inferior copies floating about, it is not hard to find some information about runes. The adventurers would likely acquire one of these undependable editions from another sorcerer's library. The best copies might be owned by powerful sorcerers or forgotten in the collections of Imrryrian nobles.

The coveted original is in the scriptorium of Tannis the Dusty, who lives in a small desert tower near Vador. A Lawful man, he has spent most of his life attempting to fix the location of Tanelorn solely through the exercise of logic and research. A retired bodyguard and friend performs menial tasks around the tower, protecting the library while Tannis pursues his studies.

The guileless pair amuse the Sighing Desert nomads. Every few months a small caravan arrives from Vador bearing supplies and fresh manuscripts, for which the two trade goods from the nomads and the Unmapped East.

WARDS, TRAPS — the original tome is embossed with a Rune of Alarm and a Rune of Fire, so arranged that the fire rune comes active only if the alarm rune is tripped.

Standing Stone of Llyacynth

ONE OF THE many standing stones erected by Melnibonéans in villa gardens or other places of aesthetic delight, to record sorcerous knowledge in a private, convenient, and artistic fashion. Most such stones in the Young Kingdoms were smashed into fragments during the wars of rebellion.

This stone is three yards tall, covered in diagrams and High Speech inscriptions. Time and weather have obscured some information. Erected by an unknown sorcerer, the standing stone records much of the complex gestures and songs needed to open a way to another world.

COMMENTS — the script of the Standing Stone of Llyacynth can still be read in the light of the full moon.

ARCANE KNOWLEDGE — the stone recapitulates in High Speech most of the information needed for the spell Chaos Gate.

LOCATION — not known, but in the hinterlands of Melniboné, probably in the Meadows of Lassitude. Those who approach the stone are overcome with strong feelings of sadness and abandonment. Stories claim that Llyacynth left behind her lover when she activated the stone and journeyed to another sphere. Though he waited for his one true love, she never returned. In his grief and anger, he placed a curse on the stone.

WARDS, TRAPS — a form of the spell Chaos Gate is recorded here, promising a pleasant journey. But those casting that spell here are stripped of knowledge of it once on the other side, and stranded there. Thus other lovers will be forever parted, as was the creator of this stone forever separated from his beloved Llyacynth.

The Sword and the Chalice

A MYSTERIOUS BOOK WRITTEN in Common, attributed to a Jared Cornay, about whom nothing is known. Sometimes the handwriting is neat and easy to read, while in other places it is illegible, as though different people

wrote the book. The subject of the tome is someone known as the Champion Eternal and chronicles many of his or her adventures. This champion goes by many names and has many faces, such as Dorian Hawkmoon, Erekosë, and Sheera of the Ittakki. Some sorcerers take the book to be allegorical, or a mere tale, while others fathom no meaning from it at all. A successful Idea roll begins to sort truth from fancy.

COMMENTS — the story twists and turns, amidst a profusion of writing styles. Blocks of pages are empty, as though the author(s) intended to fill them in later. Oddly enough, these sections have chapter titles, like "The Albino Emperor" and "The Silver Warriors." Some stories end abruptly, unfinished, as though no outcome had been chosen. No one in the Young Kingdoms knows who or what the Eternal Champion is.

ARCANE KNOWLEDGE — the book holds clues concerning 1D10 spells and 1D3 summonings of individual demons, but while it is useful to know that certain effects or demons can be had, months of work remain for a knowledgeable sorcerer to create spells and summonings from such stuff. The last known locations of 1D3 enchantments are also recorded.

Interlaced with the epic saga, the reader also finds references to the struggle between Law and Chaos and the existence of other spheres. Anyone reading the book can increase their Million Spheres knowledge by a percentile.

LOCATION — Lyrus Sharpeye, a merchant in Menii (known around the docks as Lyrus Tightpurse or Lyrus the Thief), has a copy of this book in his shop, but does not know its value. He is a careful little man who dresses in fine velvets and brocades. Though he conceals a dagger within his sleeve, he would be terrified to use it; he depends for protection on two bodyguards who accompany him everywhere. This copy of *The Sword and the Chalice* is bound in plain brown leather embossed with a waxing quarter-moon.

Along with his bolts of Lornyrian cloth, pottery from Tarkesh and barrels of wine from Argimiliar, Lyrus keeps a small collection of books. The books never sell very well, and Lyrus is eager to be rid of them. However, should anyone express too much interest in his books, he would suspect a profit to be made and would increase the price, or remove it from his shop and try to find a more suitable (wealthy) buyer.

A Tale of Two Spheres

IT IS WRITTEN IN High Speech by Nirij'ean, "Master of Lament, Knight of the Crystal Orchid," a Melnibonéan sorcerer, adventurer, and dilettante. There are two volumes, similarly bound in worn brown leather. The interior pages are inked in blacks, reds, and blues of various hues. Very wide outer margins allow plenty of room for notes.

The work is a record of travel across two alien worlds, Miridain and Vexia. Entries discuss the ecology, cultures, and politics of those inhabiting these two worlds.

Of particular interest are Nirij'ean's descriptions of political intrigue between the ruling families of these spheres. The fabric between Miridain and Vexia was weak enough to allow easy travel. At first, both spheres traded peacefully. As time passed, suspicion grew, fostered by agents of Chaos who sought to weaken both worlds in order to further the dominance of Chaos.

Subsequent assassinations, treacheries, and daring espionage make exciting reading. At the time of writing, the two worlds were hostile towards each other, but war had not broken out.

COMMENTS — these books introduce the setting of Miridain and Vexia. Adventurers may find themselves in the middle of a protracted war, or ominous tensions among a dying peace, or could find only survivors and rubble. Two worlds hang in the balance between Law and Chaos; will the adventurers influence the outcome? The details of Miridain and Vexia are left to individual gamemasters.

ARCANE KNOWLEDGE — this set increases the reader's Million Spheres skill by 1D2 percentiles. Either the first or the second volume contains the spell *Chaos Gate* equipped with the necessary information to reach the two spheres and to be able to cross between them. Nirij'ean mentions that most of his magic does not work in either sphere, but does not instance either failures or successes.

LOCATION — these books could be owned by a Champion of Law or of the Balance, both using these records to plan a full intervention against the machinations of Law.

A Traveler's Tale

WRITTEN IN COMMON, in probably six folio volumes of 200-300 pages each. An anonymous author, thought by some to be Cran Lirer, penned these diaries or logbooks, each handwritten and bound in silver and silvered leather. Several thousand entries relate adventures and travels through the Young Kingdoms, in search of magic, dark knowledge, and fine jewels.

COMMENT — they are also a valuable survey. In noting flora and fauna, several of these books discuss locations in the Forest of Troos, the Marshes of the Mist, and the Chasm of Nihrain. Allusions and circumlocutions make for slow reading.

ARCANE KNOWLEDGE — Each book contains 1D2 spells each, from any spell list, for a total of 6-12 spells for the set. A few of the spells attributed to Cran Lirer from the *Spells of Augmentation* would be appropriate. At the gamemaster's discretion, the tomes also increase the reader's Young Kingdom's skill and Natural World skill by 1D10%. This is a one-time benefit.

If these are the personal journals of Cran Lirer, there may also be hints about spells on which he worked, or about enchantments that he found.

LOCATION — the library vault at the University of Cadsandria contains volume three, the only known volume. The rest might be anywhere.

Vengir's Black Tome

WRITTEN IN MABDEN by sorcerer Torquar Vengir. The boards and spine of this grimoire are wrapped in human leather and a flayed, preserved human face is stretched across the front board. The tome includes a clear and concise explanation of necromancy as practiced soon after the Mabden came to Pan Tang. Dense annotations by later readers have bloated the most recent copies of the work, but these annotations also include several spells not in the original.

COMMENTS — with a successful research roll and a successful Million Spheres roll, the reader can puzzle out the process for the spell Raise Zombie from Vengir's research notes, as well as a few others.

ARCANE KNOWLEDGE — if the text is relatively pure, also add 1D3 Million Spheres after finishing this volume.

LOCATION — a recent copy in excellent condition is owned by Ogana Longfinger, a philosopher at the court of King Jiku of Argimiliar. Ogana is one of many sycophants vying for the attentions and of the king, and the accompanying wealth and prominence. Wielding considerable influence at court, she is considered one of several important advisors to see to get things done. She keeps *Vengir's Black Tome* hidden somewhere in her apartments. Its spells have done away with rivals, and has turned some into zombies. King Jiku knows of her sorcerous powers and secretly fears her. Perhaps the king wants hired adventurers to rectify the situation.

WARDS, TRAPS — if anyone not allied with Chaos opens Ogana's copy, the face animates, screams, and attempts to bite off a finger (80%, damage 1D2+1). Armor and gloves protect against this damage.

The White Book of Chalal

WRITTEN IN COMMON by Kalvan Grimeye, a human sorcerer, not long after Lormyr won independence from Melniboné. The book relates the conflict honestly, and summarizes Pikarayd's role. Strongly nationalist in tone, it depicts Pikaraydian valor and bravery, and Lormyrian incompetence.

When Lormyr seized Pikarayd and proclaimed it a province, this tome was banned. It was thought lost for many years, but

briefly surfaced not long after Pikarayd won its independence. Several forged copies have been circulated.

COMMENTS — several Pikaraydians sorcerers looted Melnibonéan summer villas and tower retreats in that land before soldiers could reach them and raze them. This book may contain incantations typical to Melnibonéans.

ARCANE KNOWLEDGE — the one useful version of this tome contains 1D4 rulesbook spells and 1D4 spells from this book.

LOCATION — the White Book of Chalal is held by a 200-year old liche. Calling himself the Will of Chaos, he lives at the center of a web of agents, mercenaries, and Champions of Chaos operating from the Purple Town of Utkel. He, or one of his Champions, currently holds it.

The Hierophant wants this tome, and is said to be willing to pay well if presented it.

Rumors

HERE ARE TOMEs and grimoires whose details could be established in play.

ELISSAR'S CODEX — conjectures about the Great Houses of the Elements. May include spells of the elements as well as invocations.

THE BLOOD BOOK OF SHAZAR — a grimoire containing Dharzi spells, as well as instructions for discomforting specific Beast-Lords, Plant-Lords, and Elemental Rulers.

TAREK'S STAFF — a wooden staff carved with Common tongue letters; they transliterate Lesh prayers to the Balance.

THE LEXICON OF CHAOS — this tome discusses the Lords of Chaos, the Higher Realms, and the goals of Chaos. It may also contain several spells.

BOOK OF FIREY KNOWLEDGE — the grimoire of a Melnibonéan necromancer who lived during the reign of Sadric XXXIX.

GALVIN'S BOOK — this grimoire once belonged to a Pan Tangian Champion of Chaos, and includes some spells unique to Pan Tang.

TOME OF THE YELLOW SECT — a tome of magic mentioned in legends of buried Quarzhaasat, perhaps still read in the Lost City.



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NECROMANTIC MISHAPS TABLE

When casting *Animate Skeleton*, *Create Abomination*, *Raise Mummy*, *Raise Zombie*, or *Summon Ghoul*, first attempt a Luck roll. Failing or with a result of 00, roll D100 on this table. Accept the following mishaps, or create your own.

result effect or consequence

- 01** Creature lifts its head, tells you a secret from beyond life's curtain, then slumps in death. It cannot be reanimated.
- 02-10** Creature tells you a secret from beyond life's curtain that is so horrible that knowing causes you to scream out, faint, and lose 1 INT.
- 11-20** Creature's intelligence wakes, but nothing else. It rolls its eyes, clicks its tongue, but cannot move.
- 21-30** Only the upper half of the torso animates. The creature can drag itself around, and moan.
- 31-40** The creature has no brain, and has no guiding intelligence. It stands about stupidly.
- 41-50** The creature is a mass of spastic, twitching, thrashing limbs. It can walk, but knocks over furniture as it moves.
- 51-60** The magic is too strong; the body immediately begins to dissolve into noxious sludge, spraying you as it does. The stench clings to you forever: lose 1 APP.
- 61-70** The magic is so strong that the corpse explodes. You lose 3D6 hit points.
- 71-80** The creature is in such cosmic pain that its shrieks can pierce eardrums. Make a successful Luck roll or lose 1D8 hit points and your hair turns white. The creature tries to end its existence as quickly as possible, walking into the nearest fire, swallowing acid, jumping from the castle wall, or another appropriate end.
- 81-90** Creature animates as you desired, but bears a burning hatred toward you. It attacks immediately, and fights until destroyed.
- 91-99** As per 81-90 above, but the creature comes back from the grave every 1D8 months, reforming itself from whatever dead flesh is available. To stop the attacks, you must bargain with the Lords of Chaos.
- 00** The gates of hell open in your laboratory. The wall breaks down, stones roll in every direction, and monstrous demons rush out. Nothing you do stops them. They tear you to pieces, and drag off your twitching remains to the nether hells.

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SUMMARY OF RUNES AND SPELL-LIKE RUNES

Name	(Ch./Law)	MP cost	range	duration*	inscr. on	effect
Rune of Admonition	(C)	1	touch	1D8 years	object	short message or warning transmitted mentally.
Rune of Alarm	(C)	3	touch	1D8 years	object/skin	emits screams when outsider touches it.
Rune of Benign Purity	(C)	2	touch	1D8 years	object	turns poisoned food/drink to ash upon contact.
Rune of Bewilderment	(C)	1-3	touch	1D8 years	object/skin	disorients a target.
Rune of Chaos	(C)	8 + 1 POW	self	life	skin	gives extra magic points.
Rune of Color	(C)	1 or more	touch	1D8 hrs/MP	object/skin	changes color of people and objects.
Rune of Command	(C)	4	touch	1D8 hours	object/skin	victim does as bid.
Rune of Confinement	(C)	5 or more	enclosure	1D8 days	object	enclosure resists physical attack from inside it.
Rune of Defense	(L)	5 or more	enclosure	3D3 days	object	enclosure resists physical attack from outside it.
Rune of Fire	(C)	4	touch	1D8 years	object	victim's hair and clothes burn, 1D6 hp per round.
Rune of Ice	(C)	4	touch	1D8 years	object	freeze damage, 1D6 hp per round.
Rune of Invisibility	(C)	varies	touch	1D8 years	object	1 MP per SIZ for object to be invisible.
Rune of Law	(L)	3 + 1 POW	touch	life	skin	increases chosen skill by 30 percentiles for 1 day.
Rune of Protection	(L)	1 or more	barrier	3D3 hours	object	creates barrier proof against magical effects.
Rune of Recall	(C)	1 or more	touch	1D8 years	object	subject relates in detail events of a particular year.
Rune of Redaction	(C)	1-4	touch	1D8 years	object/skin	defeats certain cast magics and runes.
Rune of Red Horror	(C)	8 + 0/1 POW	touch	64 days	skin	generates sanity-smashing hallucinations.
Rune of Righteous Entry	(L)	4	touch	1D8 years	object	keeps object strongly closed.
Rune of Secrecy	(C)	3	touch	1D8 years	object	creates point of silence, defeats some magic.
Rune of Shattered Night	(C)	3	touch	1D8 years	skin	blinds victim.
Rune of Slumber	(C)	6 + 1 POW	touch	1D8 years	skin	victim falls into coma; rouses rarely.
Rune of Softening	(C)	1-8	touch	1D8 years	object	touched, victim melts in proportion to total MPs.
Rune of Strength	(C)	1-4	touch	POW days	object	increases structural STR in proportion to MPs.
Rune of Truth	(L)	3	touch	1D8 years	object	witness must tell truth or remain silent.
Triune Rune of Truth	(L)	3 x3	runes	until exit	object	those speaking must tell the truth or remain silent.
Triune Rune of Protection	(L)	3 or more	runes	3D3 hours	object	creates enclosure safe from most magical effects.
SPELL-LIKE RUNES						
Runic Breath of Life	(C)	1	touch	1D8 years	object/skin	one-use** ability to breathe under water.
Runic Cloak of Cran Liret	(C)	4	touch	1D8 years	object	one-use increase in Hide by 80 percentiles.
Runic Span of Cran L.	(C)	4	touch	1D8 years	object/skin	one-use increase in Jump by 80 percentiles.
Runic Sureness of C. L.	(C)	4	touch	1D8 years	object/skin	one-use increase in Climb by 80 percentiles.
Runic Tread of Cran L.	(C)	4	touch	1D8 years	object/skin	one-use increase in Move Quietly by 80 percentiles.
Runic Hell's Armor	(C)	4	touch	1D8 years	armor	one-use, adds 4 points to stopping power of armor.
Runic Hell's Bulwark	(C)	4	touch	1D8 years	shield	one-use, adds 4 points to stopping power of shield.
Runic Hell's Hammer	(C)	4	touch	1D8 years	blunt weapon	one-use, adds 4 points to damage done.
Runic Hell's Razor	(C)	4	touch	1D8 years	edged weapon	one-use, adds 4 points to damage done.
Rnc. Hell's Sharp Flame	(C)	4	touch	1D8 years	imp. weapon	one-use, if max damage add 1D6 fire damage.
Runic Membrane of Law	(L)	3	barrier	1D8 years	object	one-use, creates barrier based on inscriber's POW.
Runic Pox	(C)	1-8	touch	1D8 years	object	one-use, drains 1D8 or more MPs from victim.

* **duration** — this refers to the duration of the rune. The duration of the effect is usually the inscriber's POW in combat rounds.

** **one-use** — once triggered, the magical effect lasts for the inscriber's POW in combat rounds, then evaporates.

Combined Demon Abilities Table

ability	ability cost in MP	range	chance	effect
Absorb Missile	varies	self	10%/MP	stops missile; on 99,00, etc., missile goes through.
Acid Blood	varies	touch	auto	Roll Table damage to weapon; Luck roll or target is splattered.
Adhesion	varies	touch	auto	demon's sticky surface requires STR:STR to pull away from.
Ball Lightning	10 MP	POW in yd.	POW x5	ball bounces at random target, does 2D10 damage.
Bite	varies	touch	10%/MP	Roll Table damage.
Blast	10 MP	touch	auto	fixed damage 1D4 per round, 1D4-1 if wearing armor.
Burn	varies	1 yd./MP	10%/MP	fixed damage 1D6+2.
Burrow	varies	touch	auto	tunnel through wood, earth, stones at 1 yard per MP per hour.
Carapace	varies	self	auto	increases armor as per Roll Table, per MP sacrificed.
Cat-Stalk	5 MP	self	auto	demon closes on target without crossing intermediate spaces.
Chameleon	3 MP	self	auto	demon blends with background dorsally or ventrally.
Chaos Spume	varies	20 yards	10%/MP	globe of Chaos transforms substance, subs. other life for flesh.
Claw	varies	touch	10%/MP	fixed damage 1D8+2 +dd per claw.
Cling	varies	self	1 MP/hr	clings to ceiling, etc., 1 MP per hour & +10% Climb per MP.
Darkness	varies	1 yd./MP	auto	absolute blackness to sight, See, Heat Sight.
Dazzle	varies	sight	10%/MP	blinds target for rounds = to MP cost; target POW x2% to resist.
Dematerialize	10 MP	self	auto	demon can move through walls, etc., and observe.
Demon Armor	varies	self	auto	increases armor as per Roll Table, per magic point sacrificed.
Demon Shield	varies	self	auto	increases ordinary shield, per Roll Table, per MP sacrificed.
Demon Weapon	varies	touch	varies/auto	Per MPs, Roll Table damage +dd; wielder's chance to hit.
Dimensions	20	self	auto	1 CON per move between home plane and YK; carries own SIZ
Distend	varies	self	auto	enlarges body part x1 length per magic point sacrificed.
Divisible	10 MP	self	auto	foregoes member when half HPs gone, restoring all HPs minus 1.
Drain Intellect	10 MP	touch	POW:INT	10 percentiles from certain skills; transferred to demon.
Drain Muscle	3 MP	touch	auto	drinks 1 CON per round until target breaks away.
Drain Soul	10 MP	touch	POW:POW	robs 1D8 magic points until zero, then robs 1D8 POW until death.
Dust	varies	1 yd./MP	auto	obscures vision for remainder of round, clears at start of next round.
Emote	3 MP	hearing	auto	demon mimic person's speech perfectly.
Empathy	3 MP	nearest person	auto	demon sense dominant emotion and immediate intention.
Exhale	3MP	1 viewpoint	auto	room-sized illusion from a viewpoint, Witch Sight can see through it.
Explode	varies	touch	Wrestle%	Roll Table damage, as per magic points sacrificed.
Exsanguinate	varies	touch	10%/MP	drains 1D3 hit points per round.
Extra Eyes	3 MP	self	auto	demon sees from alternate location at will.
Fog	varies	10 yds/MP	auto	exudes stinking obscuring fog, 1 yard wide and 2 yards deep.
Freeze	varies	1 yd./MP	10%/MP	damage 1D6+2 cold; weapon may break when used.
Gore	varies	touch	10%/MP	damage 1D8+2, +dd if charging.
Gout Fire	varies	1 yd./MP	10%/MP	damage 1D8 fire.
Hear	3 MP	sight	CON x5%	can listen to distant sounds; 99,00 the report misleads.
Heat Sight	3 MP	sight	auto	sees temperature differences in monochrome at will.
Howl	3 MP	within hearing	auto	emits startling, grating howl that breaks concentration of spellcaster.
Insect Eyes	3 MP	sight	auto	equips demon with multifaceted eyes that see in nearly all directions.
Knowledge	10 MP	self	INT x3%	answers reference questions; report is wrong with 99,00 result.
Leap	varies	self	auto	Jump 3 yd high or 5 yd long per MP; add 1 passenger for more MPs.
Leech	varies	self	10%/MP	drains 1D2 STR per round, adding 1 STR to its own STR.
Lift	3 MP	self	auto	lifts and carries STR x3.
Locusts	10 MP	touch	auto	damage 1D8 per round in tiny insectoid bites.
Manipulate	3 MP	touch	10%/MP	builds, fixes, or does something.
Paralyze	3 MP	touch	CON:CON	temporary paralysis, roll CON x1 or less to end effect.
Portage	10 MP	self	auto	demon becomes riding animal or self-propelled boat, carries items.
Quills	varies	10 yd./MP	10%/MP	damage 1D8+1 per hit.
Regenerate	3 MP	self	auto	regains 1 hit point per round.

ability	ability's cost		chance	effect
	in MP	range		
Remember	varies	self	auto	demon memorizes or copies a book per day; on 99, 00 it is faulty.
Scent Emotion	3 MP	20 yd.	auto	distinguishes strong emotions, diseases, recent associates, etc.
See	3 MP	sight	CON x5%	sees distant objects more closely.
Seer	varies	place	POW x5%	views past, 1 year further back per MP, 99,00 cryptic result.
See Sound	3 MP	100 yd.	auto	sees surroundings by echo-location.
Shape Change	demon SIZ	self	auto	alters to one or more forms.
Sleep	5 MP	sight	POW:CON	target sleeps for at least an hour.
Smash	varies	touch	10%/MP	Roll Table damage.
Snout	3 MP	touch	CON x5%	tracks recent scent trail; 99,00 loses trail.
Soul Sight	varies	POW xMP/yds.	auto	detects magical auras, compares target POW to self.
Soul Track	10 MP	touch	auto	follows the movement of a particular soul; INT x3 to rediscover trail.
Spit Matter	varies	1 yd./MP	10%/MP	ejects itself as small projectiles, damage as per Roll Table.
Spray Venom	varies	10 yd. max.	10%/MP	sprays poison costing 1 HP per POT.
Stinger	varies	touch	10%/MP	damage 1D8, plus venom of POT = to demon CON.
Suture	varies	touch	auto	restores 1 hit point per MP sacrificed; leaves repulsive scars, etc.
Telekinesis	10 MP	20 yd. max.	1 SIZ/POW	demon causes objects to move as if by themselves.
Teleport	10 MP	self	auto	teleports self, and passenger; each trip costs demon 1 CON.
Tentacle	varies	touch	10%/MP	damage 1D8+dd; armor does not help against this attack.
Tongue	varies	1 yd./MP	10%/MP	grabs target and moves it to its mouth; one STR:STR chance to get free.
Vomit Acid	varies	1 yd./MP	10%/MP	Roll Table damage, damage not lessened by distance.
Wardpact	10 MP	self	auto	immune to one class of weapon upon approval of Chaos Lord.
Web	varies	1 yd./MP	10%/MP	spins web, of STR equal to Roll Table roll.
Wings	10 MP	self	auto	fly across the world at 50 mph, carry things.

MP = magic point.

varies = The magic points sacrificed can vary, and adding more increases the demon's accuracy, potency, etc.

auto = Automatic. The demon performs this ability without fail. If a target is involved, a Resistance Table roll may still be needed before the ability takes effect.

varies/auto = The demon's chance when unbound/the chance when bound. A demon using Demon Weapon attacks at its own skill percentage, but the same demon bound into a weapon is 100% effective, if the wielder can successfully hit with it.

Range = Some ranges are given in yards (yd) of effect. Many more occur as single words. *Self* means that the ability affects only the demon itself. *Touch* means that the demon must touch the target (directly or with a weapon) for the ability to take effect. *Sight* means that the demon need only be able to see and distinguish the target before the ability can take effect. *Place* means that the function of the ability is tied to a particular place or one place at a time.



NECROMANTIC SPELLS

- Animate Limb (2)
- Animate Skeleton (8)
- Army of the Dead (variable)
- Chardros' Eternal Gift (POW in MPs)
- Create Abomination (1 POW + varies)
- Death's Embrace (3)
- Entropy (10)
- Exorcism (10)
- Lure Spirit (10 + 1 POW)
- Necrology (3)
- Possession (10)
- Raise Mummy (1 POW + varies)
- Raise Zombie (1 POW + varies)
- Speak with the Dead (2)
- Spellbind (6)
- Spirit Barrier (5)
- Spirit Bind (8)
- Stench of the Grave (4)
- Summon Ghoul (1 POW + varies)

COMBINED SPELL SUMMARY

Spell (magic points)	effect
Animate Limb (2)	animates selected body part.
Animate Skeleton (8)	articulates and animates any complete skeleton to follow caster commands.
Affliction (4)	wounds with ensorcelled weapons heal at 1D2-1 per week; action risks re-opening wounds for 1D8 damage.
Agony (2)	disables all actions with successful POW:POW roll.
Animal Friendship (3)	forms bond of trust with one chosen animal.
Army of the Dead (varies)	animates all bodies in the ground for 50 yards in every direction.
Babble (1)	causes target to spout gibberish while believing it to be normal speech.
Banish Tumult (10)	within 1000 yards, one of the four elements is calmed to quiescence with roll of POW x4 or less.
Beckoning Earth (10)	causes the ground to reclaim corpses that have risen.
Befoul (1)	taints food and drink, costs 1 hit point daily to eat or drink, plus 1 Chaos point initially.
Blessings from Ariooh (1-3)	minus 3 APP per 1 MP.
Bonds Unbreakable (2)	immobilizes victim, MP:MP.
Bounty of Straasha (4)	creates small flood.
Brazier of Power (4)	creates reservoir of magic points.
Breath of Death (8)	suffocates target, starting at CON x6, after overcoming MP:MP.
Breath of Life (1)	grants breathable air.
Buzzard Eyes (1)	control carrion bird & see through its eyes.
Candle Stripling (1)	appraises potential influence and worth of children.
Captive Slumber (3)	target sleeps for 60 minus CON minutes; victim can be commanded while asleep.
Chain of Being (4)	pools people's MPs to summon a demon or elemental.
Chaos Gate (16 + 1 POW)	opens way for those of POW 24 or less to cross to another plane.
Chaos Warp (4)	permanently endows target with a demonic ability.
Cloak of Cran Liret (1-4)	Hide skill +20 percentiles per MP.
Clumsiness from Xomborg (1-3)	minus 3 DEX per 1 MP.
* Contribute to Truth (1)	POW:POW roll to speak truly or to remain silent.
Chardros' Eternal Gift (varies)	caster changes into a semi-immortal liche, or dies at own hand.
Create Abomination (varies)	creates an animated being made of stone or metal.
Curse of Chaos (4)	endows target with Chaotic quality and possibly Chaotic appearance.
Deftness of Cran Liret (1-4)	Sleight of Hand, Conceal Object, and Pick Lock skills, +20 percentiles per 1 MP.
Demon's Ear (1)	whisper to another who can be seen without aid.
Demon's Eye (1)	each MP doubles the closeness of what can be seen.
* Diminish Demon (3)	cancels a random demon ability, POW:POW on the Resistance Table.
Dreams of Poisonous Love (all)	addicts the caster to debased images of Chaos, POW x4 or less not to use. Leads to death.
Ebon Tomb (varies)	turns victim into screaming statue.
Entropy (10)	after MP:MP Resistance match, target loses 1D8 hit points and 1D3 CON.
Exorcism (10)	banishes possessing spirit from plane.
Fatigue (1)	target tires; Luck, Idea, Dexterity, Charisma rolls drop to x2.
* Field of Law (4)	Lawful caster creates touch-range field where other spells and demon abilities do not work.
Flames of Kakatal (4)	creates hovering flame.
* Four-In-One (2-8)	those with pure motives combine to form a single silvery champion.
Frailty from Hionhurn	minus 3 CON per 1 MP.
Fury (1)	enrages target, who attacks twice per round with +5 DEX.
Gift of Grome (4)	creates small avalanche of earth.
Grome's Grasp (4)	target is taken beneath earth for spell's duration.
Guide Air (4)	caster steers wind of width in cross-section square yards equal to MPs, all @ current MOV of wind.
Guide Earth (4)	caster steers a volume of earth equal in cubic yards to current MP, at speeds to MOV 8.
Guide Fire (4)	caster steers natural fire whose square yards equal current MP, at up to MOV 8 speed.
Guide Water (4)	casters steers a volume of water equal in cubic yards to current MP, at speeds to MOV 8.
Heal (2)	adds 1D3 hit points per wound.
Healing Trance (varies)	target heals for 1D8 days, one hit point per day.
Hell's Armor (1-4)	1 point of armor per 1 MP.
Hell's Bulwark (1-4)	1 point armor to shield per 1 MP.
Hell's Hammer (1-4)	1 point damage for blunt weapon per 1 MP.
Hell's Razor (1-4)	1 point damage with edged weapon per 1 MP.
Hell's Sharp Flame (1-4)	1 point damage with impaling weapon per 1 MP.
Hell's Talons (1-4)	1 point damage with natural weapon per 1 MP.
Horns of Hionhurn (1-3)	+3 CON per 1 MP.
Ignorance from Slortar (1-3)	minus 3 INT per 1 MP.
Itch (1)	target itches and burns all over; POW x2 or less to act in a round.
Kakatal's Clasp (4)	target safely stands in flame and can move about normally.
Lassa's Embrace (4)	target is lifted by a great wind.
* Lawful Sleep (1)	target falls asleep for 60-CON minutes; effects vary with allegiance.
* Law's Disdain (1)	with successful MP:MP roll, next spell cast at target ends after one combat round.
Lethargy from Vezhan (1-3)	minus 1 MOV per 1 MP; MP:MP for success.
Liken Person (4)	target takes on appearance of specific person.
Liken Shape (4)	target assumes aspect of another person or animal, does not change SIZ.

Spell (magic points)

Liken Substance (4)
 Lure Spirit/Ghost (10 +1 POW)
 Mabelode's Shield (8)
 Make Fast (1)
 Make Whole (3)
 * Membrane of Law (3)
 Midnight (1)
 Moonrise (1)
 * Morality (4)
 Muddle (1)
 Necrology (4)
 Obscure (2)
 Plasticity of Balo (1-3)
 Portent (3)
 Possession (varies)
 Pox (1)
 Quick Healing (4)
 Raise Mummy (varies)
 Raise Zombie (varies)
 Rat Vision (1)
 * Reflection of Law (9)
 Refutation (1-4)
 Render Blank (2)
 * Resolve of Iron (3)
 Rolling Brilliance (6)
 Sailing to the Spheres (15)
 Scry (4)
 Sharing Hell (1-3)
 Shatter (3)
 Sinew of Mabelode (1-3)
 Soul of Chardros (1-3)
 Span of Cran Liret (1-4)
 Speak with the Dead (2)
 Speed of Vezhan (1-3)
 Spellbind (8)
 Spirit Barrier (5)
 Spirit Bind (8)
 Stench of the Grave (4)
 Straasha's Hold (4)
 Summon Beast-Lord or Plant Lord
 Summon Demon (1)
 Summon Elemental (1)
 Summon Ghoul (3 + 1 POW)
 Suppleness of Xiombarg (1-3)
 Sureness of Cran Liret (1-4)
 * Tariff of Law (4)
 Terror (1)
 Tread of Cran Liret (1-4)
 * Truth of Love (3)
 Understanding (1)
 Undo Magic (1-4)

effect

inanimate object or small area changes to a different appearance.
 after MP:MP, plants ghost or spirit inside target.
 stops damage to physical shield, and critical parry costs attacking weapon 2D8 hit points.
 glues together two smallish inanimate things.
 repairs an inanimate thing of moderate SIZ.
 creates impenetrable membrane.
 creates an area of darkness.
 creates a floating globe of light.
 physical aura so pure that it discomforts allies of Chaos.
 disorients target, MP:MP.
 discloses the cause and events surrounding a victim's death.
 Garbles written words so they cannot be read. Obscure cancels itself. It lasts for 1D8 years.
 adds or subtracts 3 SIZ per 1 MP.
 causes self to be visited by an omen.
 caster attempts to leave his or her own body and take over that of another, MP:MP.
 lowers target 1D6 MP, MP:MP.
 converts 1D2 POW into 2D8 hit points.
 caster restores mummy to a kind of life; POW x4 or less roll required.
 caster raises corpse which follows simple commands; Luck roll needed.
 control rodent and see through its eyes.
 reflects magic back on caster, but strength of spell lowers arithmetically.
 defends MP:MP against Undo Magic.
 erases or restores architectural inscriptions.
 MP:MP roll may abort magic cast at target.
 creates large brilliant cloud and moves it in a single direction.
 sends soul to voyage the spheres, monitors body at home.
 caster observes events as they happen anywhere in the plane of the Young Kingdoms.
 for every two points of damage to target, caster of other magic takes one.
 makes an object or surface brittle enough to be kicked in.
 adds 3 STR per 1 MP.
 adds 3 POW per 1 MP.
 Jump skill + 20 percentiles per 1 MP.
 caster obtains limited communication with someone recently dead.
 adds 1 MOV per 1 MP.
 caster attacks POW:INT, and temporarily removes 1D8 INT per attack; controls victim finally.
 magical wall blocks passage of one spirit, ghost, or disembodied demon.
 binds dying soul to object, location, or person.
 creates zone of charnel odor requiring CON rolls to remain in.
 target is buoyed or protected beneath the water.
 must be cast to summon a particular such entity.
 must be cast in order to summon a demon.
 must be cast in order to summon an elemental.
 brings ghoul-spirit and installs in willing or unwilling host.
 adds 3 DEX per 1 MP.
 Climb skill +20 percentiles per 1 MP.
 next spell cast at target costs double magic points.
 POW:POW Resistance roll to fight off magic, then unable to act without INT x1 roll to break spell.
 Move Quietly skill +20 percentiles per MP.
 reveal purpose of life to target, who is dazzled until Undo Magic erases the spell or it runs out.
 understands and speaks any unknown language for duration of spell.
 cancels per MP Agony, Babble, Befoul, Bonds Unbreakable, Bounty of Straasha, Breath of Death, Captive Slumber, Contribute to Truth, Fatigue, Flames of Kakatal, Fury, Gift of Grome, Grome's Grasp, Guide Air, Guide Earth, Guide Fire, Guide Water, Ith, Kakatal's Clasp, Lassa's Embrace, Lawful Sleep, Law's Disdain, Liken Person, Liken Shape, Liken Substance, Make Fast, Make Whole, Midnight, Moonrise, Morality, Muddle, Pox, Refutation, Shatter, Straasha's Hold, Terror, Understanding, Wings of Lassa, Witch Sight.
 adds 3 APP per 1 MP.
 minus 3 POW per 1 MP.
 creates magical alarm.
 minus 3 STR per 1 MP.
 POW:INT, then target dances for a time, erasing anger for another ten rounds.
 creates air, a blast of wind.
 adds 3 INT per 1 MP.
 evaluates magical entities and situations.

Visage of Arioch (1-3)
 Void from Chardros (1-3)
 Ward (3)
 Weakness from Mabelode (1-3)
 * Will of Theril (4)
 Wings of Lassa (4)
 Wisdom of Slortar (1-3)
 Witch Sight (3)
 * = Lawful.

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ISBN 1-56882-029-1

0994-2904CH\$12.95

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