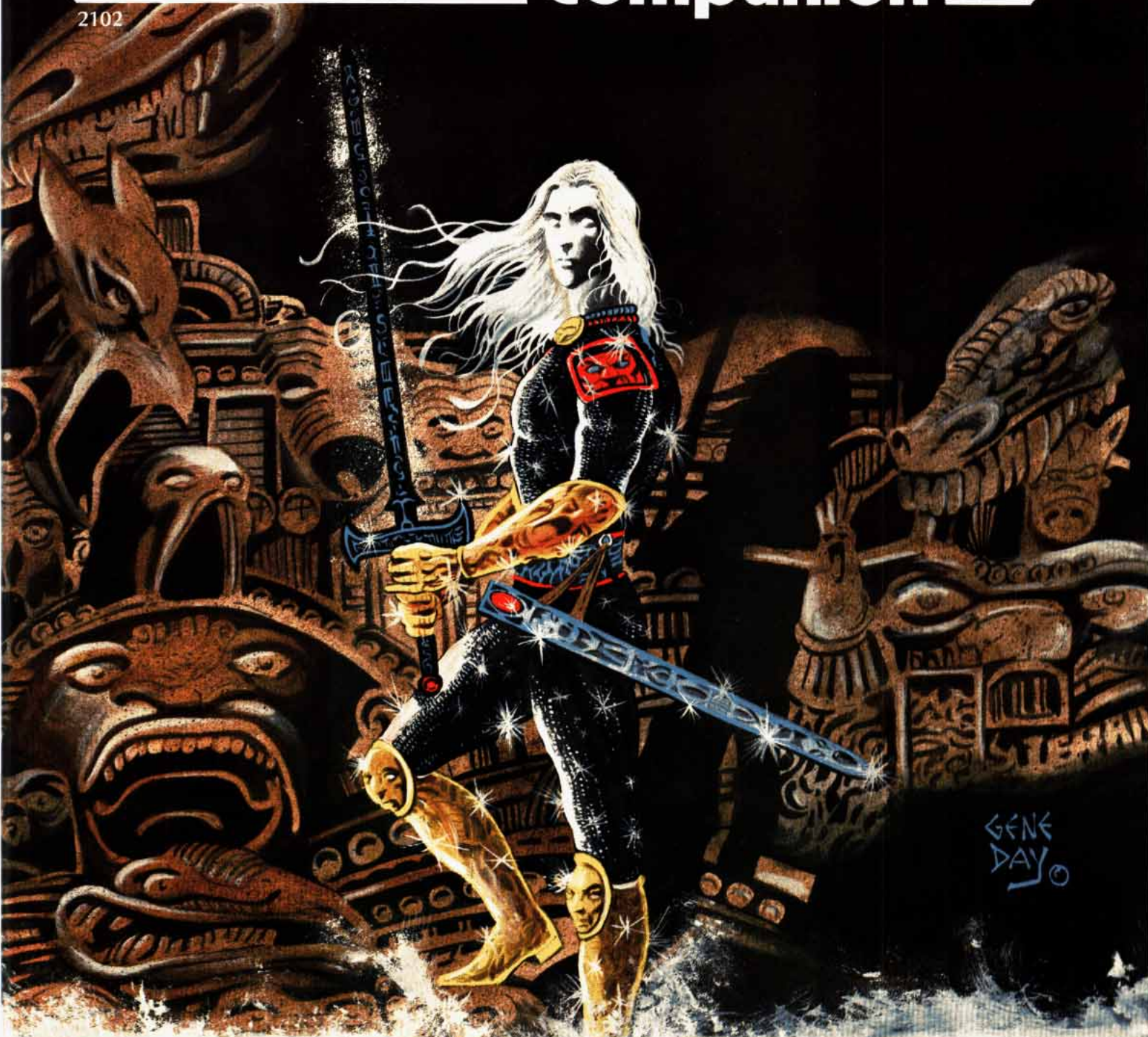


New Adventures, Creatures & Heroes

STORMBRINGER[®]

Companion

2102



AN ADVENTURE FOR

STORMBRINGER[®]

Approved by Michael Moorcock

PERRIN, St. ANDRE, BOYLE
GORE, GAMBLER, RAHMAN
CLEGG, KRANK, PETERSEN
WILLIS, DAY, OKAMOTO



INCLUDES 2 SOLO ADVENTURES

Stormbringer is a roleplaying game of action and adventure in the Young Kingdoms, the world created by noted author Michael Moorcock in his ELRIC novels. This is the first supplement produced specifically for *Stormbringer*.

Within this book you will find two main sections: *Additions* and *Scenarios*. The Additions section contains creatures, heroes (or antagonists), and exotic treasures for use by the Game Master in *Stormbringer* adventures.

The Scenarios section contains six far-ranging adventures ready for immediate play. The adventurers will travel the world over: starting from daunting Forest of Troos, through the Dragon Sea, into the Marshes of Mist, over the northern hills of Shazaar, and onto the Plane of Shadows. They must meet and master every foe imaginable, but the rewards are well-worthwhile for the few lucky survivors.

New Adventures, Creatures & Heroes

You must have a copy of the *Stormbringer* rules to fully utilize this supplement.



New Adventures, Creatures & Heroes

STORMBRINGER[®]

Companion

John E. Boyle	Alan Okamoto
John Scott Clegg	Sandy Petersen
Gene Day	Steve Perrin
Mark L. Gambler	Glenn Rahman
Ed Gore	Ken St. Andre
Charlie Krank	Lynn Willis

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**A Chaosium
Publication**



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*Titles in the ELRIC series
written by Michael Moorcock:*

Elric of Melnibone
Sailor on the Seas of Fate
The Vanishing Tower
The Bane of the Black Sword
The Weird of the White Wolf
Stormbringer

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Introduction

Welcome to the Stormbringer Companion

This book is composed of submissions to *Different Worlds* magazine and several items submitted for independent publication. The *Stormbringer* game has inspired a fanatic loyalty among its players, which is particularly gratifying to both of its authors since, until now, there has been no support material for it. Both Ken St. Andre and I thank you all for your enthusiasm, and we hope that this book goes some way toward filling the support gap.

There is a diverse series of articles and adventures herein. Ken St. Andre created twelve new exotic creatures, taken from the Elric stories by Michael Moorcock, with which Game Masters can populate the nether reaches of the Young Kingdoms. Readers of *Different Worlds* will probably recognize his retelling of Elric's first adventure in *Sea Battle at Melnibone*, a solitaire adventure. Glenn Rahman provided both an article on major Melnibonean characters that were not included in the *Stormbringer* rulesbook, and a fascinating solitaire that investigates just what Moonglum, soon to become Elric's chum, was doing in the Marshes of Mist before he met Elric.

For players who enjoy group games, John Scott Clegg provides an excursion into the unknown and deadly Forest of Troos; John E. Boyle takes us into an intrusion of Chaos onto the Young Kingdoms Plane; Mark Gambler leads us to an island near Sorcerer's Isle in search of a peculiar magical artifact; and Ed Gore orders us out of the Young Kingdoms Plane altogether and onto the Plane of Shadows, to the city of Ameeron, at the request of a chancy employer at best — the Theocrat of Pan Tang.

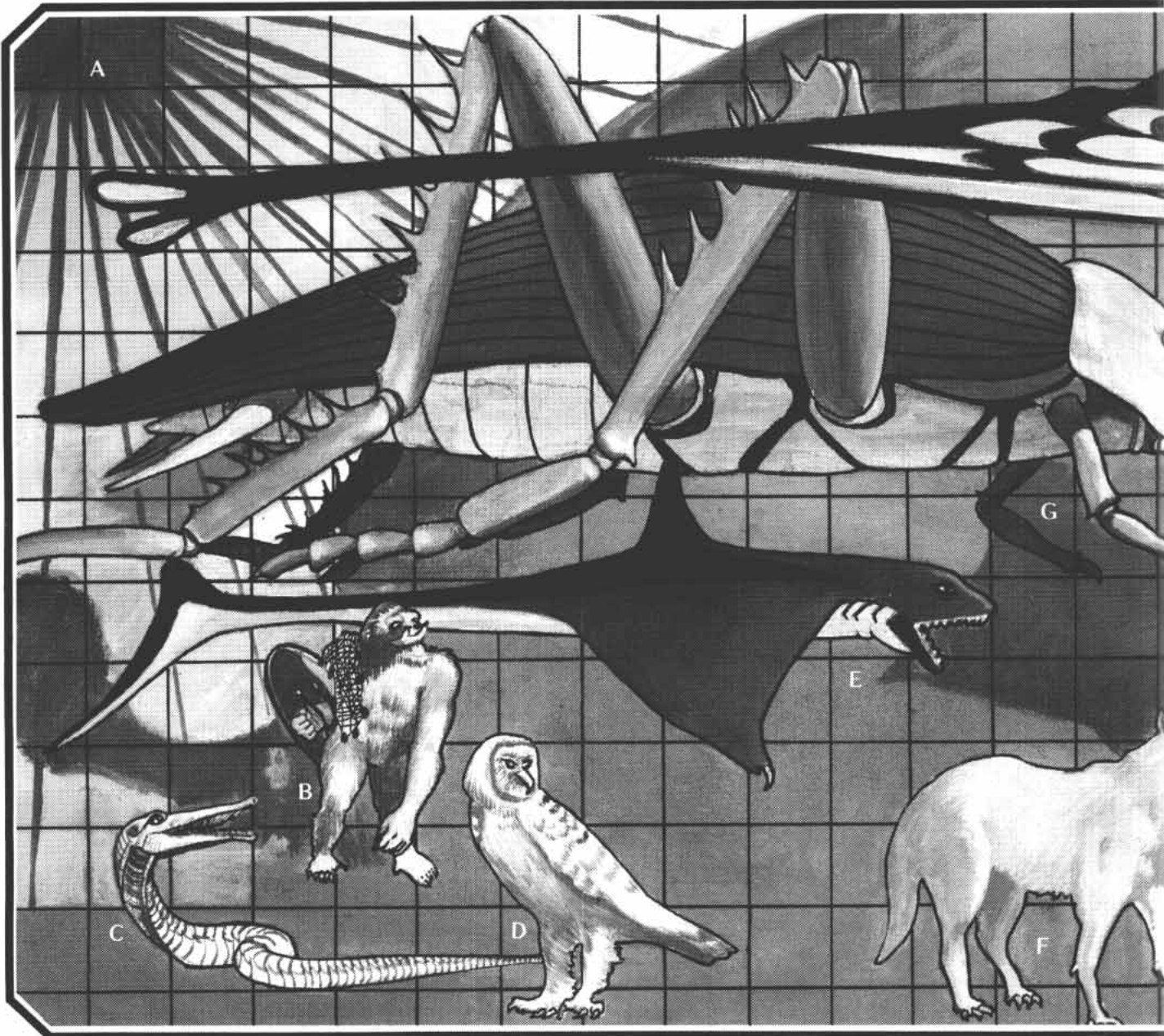
All in all this book should provide many hours of entertainment for you and your fellow players. Have fun!

Steve Perrin

ADDITIONS

Creatures

by Ken St. Andre



A — a portion of the Kyreenee (not to scale)

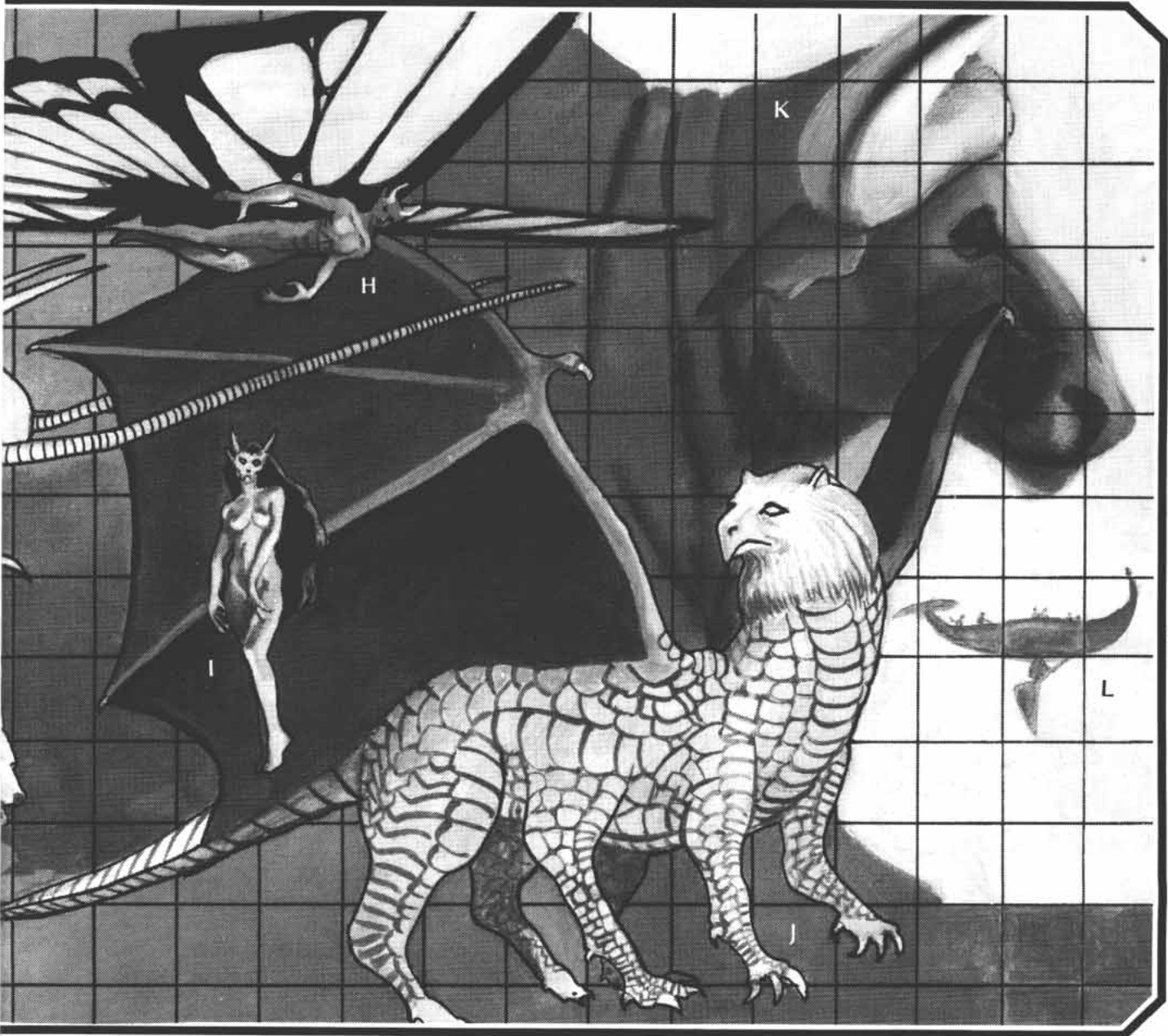
B — Grahluk with net and shield

C — a Viridian Shrieker

D — Owl of Xerlerenes

E — Air Shark of Xerlerenes

F — Golden Ice Hound



G — *Beetle of Kaleef*

H — *Chaos Butterfly*

I — *Elenoin sans usual greatsword*

J — *Bronze Gryph*

K — *Crimson Xoar (not to scale)*

L — *Boat of Xerlerenes, manned by Boatmen*

Since the publication of *Stormbringer* in July, 1981, I have received a lot of cards and letters saying how much people liked the game. The one request that has been repeated over and over is for more beasts and monsters. Often I have thought about sitting down and inventing a plethora of new abominations to loose on you gamers, and I may yet do so, but this time I'm going to limit myself to creatures actually mentioned in the fiction of the master himself. The mentions may have been brief, and in some cases I'm inventing names for otherwise nameless creatures, but all of these chaotic things have appeared in Moorcock's fiction somewhere.

Bronze Gryphs

Attributes	Average	Skills	
STR 8D8+8	44	See	70% + 1D10
CON 5D8+5	28	Track	8D8%
SIZ 16D8	72	Fly	99%
INT 2D8	9		
POW 3D8+4	18		
DEX 3D8	14	Hit Points: CON+SIZ-12	
Weapon	Attack	Parry	Damage
Claw	50% + 3D8	25% + 3D8	5D8
Beak	8D8%	8D8%	4D8+4
Wing Buffet	32%	—	3D8
Tail Lash	4D8+4%	—	3D8+3

Armor — 8 points of bronze-hard scales

Bronze gryphs are large winged reptiles that haunt the high mountains of the most remote wastelands of the young kingdoms. They are ancient beasts from the times before the coming of Man, and they have very long lifetimes.

Gryphs stand around 15-18 feet high at the shoulder. They look something like a scaled, six-legged lion with huge batwings attached along the length of the spine. They have six lower limbs, each tipped with six sharp and steel-tough claws. The set of legs closest to the heavy flat serrated tail is thicker than the others and mounted on the wide pelvis in such a way that the gryph could walk erect upon them. The gryph's head is relatively small, being not much bigger than a normal man's body, and is set at the end of a long, sinuous neck. The mouth is within a narrow, down-hooked beak, made of the same steel-hard material as the claws, and holding an upper and lower set of molars. Gryphs range in color from dark greenish-bronze to brilliant gold.

They are intense predators, and will attack any creature smaller than themselves. They especially like men in armor, whom they devour whole. Mere flesh and blood cannot fully satisfy their appetite — they need to ingest metals in order to keep up their fantastic strength.

Gryphs were created originally from the primal stuff of Chaos itself, and their attack is harmful to all creatures of Chaos, even demons and gods. They are untameable, and almost uncapturable. They have ravenous appetites which must often be satisfied in the wild by eating herds of deer and metal-bearing stones. If a gryph eats a great deal of food at once (such as ¼ their own weight in a single sitting), it will be satiated and sleep for several weeks (up to 8). It is said that the Patriarch of Pan Tang has a captive gryph kept in a remote part of the island. It is supposedly kept full-fed most of the time.

Crimson Xoar

<i>Attributes</i>	<i>Average</i>	<i>Skills</i>	
STR 64D8+64	352	None needed	
CON 128D8	576		
SIZ 128D8	576		
INT 1D4+1	3-4		
POW 16D8	72		
DEX 2D8	9	Hit Points: CON+SIZ-12	
<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
Horns	2D8%	2D8%	100D8
Roar/Bellow	Auto.	—	Special

NOTE: The roar of the giant crimson Xoar is practically equivalent to the explosion of a volcano. Anyone within a mile of the monster as it bellows is automatically deafened, and must roll attempt to roll CONx3 or less on 1D100. For each point the CON roll is failed by, the individual will take the difference missed by in damage, as internal blood vessels and membranes rupture under the impact of the tremendous sound. Characters especially close to the monster may need to roll CONx1. Those that are shielded from the impact in some way may only need to roll CONx5.

EXAMPLE: Albagetis is unluckily caught nearby as a Xoar moos. He is deafened automatically. His CON is 13. To avoid further damage, he must roll 39 or less on 1D100. He rolls 48, and must take the difference to his hit points as damage. The total is 48-39 = 9 points of damage. His total hit points are only 15, so this does count as a Major Wound, but he has escaped lightly from the dread roar of this fearsome beast.

Armor — The Xoar is so huge that its mere skin is worth 20 points of armor.

The crimson Xoar is not native to the Young Kingdoms, and can only be brought there through the action of a Lord of Chaos. They dwell on a plane of Chaos where everything is gigantic, and they seem to be nothing more than an ordinary, rather loud, red buffalo of that world.

The crimson Xoar looks rather like a South African water buffalo, except that all parts of its body are different shades of red. It is an innately sorcerous creature, and can damage even gods or demons. In human terms, it appears to be an ox or buffalo that is somewhat larger than a castle, towering over 60 feet in the air and being proportionately long, wide, and deep.

Viridian Shriekers (River Dragons)

<i>Attributes</i>	<i>Average</i>	<i>Skills</i>	
STR 4D8+8	26	Swim	100%
CON 4D8+8	26	Track	50%
SIZ 3D8+4	18	Ambush	50%
INT 2D8	9	Dodge	8D8%
POW 2D8	9		
DEX 3D8	14	Hit Points: CON+SIZ-12	
<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
Bite	10D8%	—	4D8
Shriek	Auto.	—	Special

NOTE: The shriek of the river dragon is one of the most frightening things in the Young kingdoms. Heard at close range it can paralyze a being with fright for up to five

minutes, giving the shrieker plenty of time to attack unopposed. When a character hears the shriek of the river dragon close at hand, he must roll under his POWx2 or less on 1D100 or be paralyzed with fright for 1D6 minutes. This roll need only be made once per combat.

Armor — 4 points of scaly skin

Viridian shriekers live in lonely, little-used rivers in the remoter reaches of the southern continent, and in the jungle lands around R'lin K'ren A'a. They might also be found in the bogs of the Silent Land.

The viridian shrieker is a kind of large water serpent with some unusual features. The head resembles that of a horned crocodilian, and the skin consists of dark green very strong bony plates. The river dragon can leap out of the water up to heights of 10 feet, can live on land, and sometimes hunts in packs. (Hearing more than one shriek at a time gives no additional effect.)

Golden Ice-Hounds

Attributes	Average	Skills
STR 4D8+4	22	Track 80%
CON 6D8+4	31	See 60%
SIZ 6D8	27	Search 60%
INT 1D8	4-5	Scent 80%
POW 4D8	18	Move Quietly 70%
DEX 4D8+4	22	Hide 60%
		Dodge 50%

Hit Points: CON+SIZ-12

Weapon	Attack	Parry	Damage
Bite	30%+1D8	—	2D8
Freeze	100%	—	Special

NOTE: Each round, the ice-hound may either bite, or simply make contact with its opponent. If it attempts the latter attack, it automatically succeeds, and may not be parried. Each round that the victim is in contact with the ice-hound's body, he will feel extreme chilling cold, coldness so intense that it sucks the heat from the prey's body, doing 1D8 points of damage each round. This damage is not stopped by any sort of armor, even demon armor. The victim can still swing back at the ice-hound.

The ice-hound cannot inflict a major wound with this freeze power. Also, this damage will repair itself at the rate of 1 point per 2 minutes out of contact with the ice hound.

Armor — 1 point for golden-furred skin

This creature normally inhabits the planes of chaos. Balo is known to have kept one as a guardian or pet, and it may be assumed that other gods and godlets of Chaos do likewise. Ice-hounds may be summoned to the Young Kingdoms either by having them procured by a Demon of Desire or through a regular summoning. The summoning ceremony is similar to that for summoning a Demon of Combat, though the rituals are slightly different, and must be learned separately. When summoned as per a Demon of Combat, the ice-hound must be rolled up as given in the stats above, and must be bound before it will obey the summoner.

Ice-hounds look like huge golden dogs with blind eyes of red demon-fire. They are inherently chaotic and can harm other beings of Chaos. They prefer to freeze the life from their victims rather than savage them to death.

Chaos Butterflies

Attributes	Average	Skills
STR 6D8+6	33	Fly 100%
CON 8D8+8	40	Ambush 50%
SIZ 3D8*	14	Dodge 3D8%
INT 3D8	14	
POW 3D8	14	
DEX 4D8	22	Hit Points: CON+SIZ-12
* plus 50-foot wings		

Weapon	Attack	Parry	Damage
Talons	12D8%	6D8%	1D8+2
Wing Buffet	6D8%	—	1D4 + special

NOTE: Chaos butterflies have 50-foot butterfly-like wings, gorgeously patterned in delicate hues. These wings have a sticky covering that can pull weapons out of men's hands on contact. If the wing buffet hits, and is parried, the weapon's user must roll his STRx3 or less on 1D100 or his weapon is pulled out of his hand. If the attack is not parried, the victim must roll his STRx3 or less on 1D100 or he becomes hopelessly entangled in the wing and will be unable to defend himself for the next 1D4 rounds. For that time period, the chaos butterfly will be able to strike at him with double normal chances for a hit (and a critical hit).

Each round, the chaos butterfly can attack three times; twice with talons, and once with the wing buffet, both wings striking together.

Armor — These entities cannot be harmed by mortal weapons. Demon weapons must win in a POW vs. POW attack to inflict damage.

Chaos butterflies come somewhere from among the infinite planes of Chaos. Theleb K'aarna either summoned or manufactured one of his own, and other sorcerers could likely also do so. Whether manufactured or summoned, the technique used is the same as summoning the Lords of Chaos (if the butterfly is being manufactured, the sacrifices used are considered to be raw material in the process), but once they arrive, their stats are rolled up as given above, and they must be bound before they will serve.

Chaos butterflies have basically human but sexless bodies with the hideous face of a demon. Their fingernails grow into knife-like talons nearly as hard as steel. Body size ranges from 5 to 9 feet long, while wings range from a mere 30-foot span to an immense 75-foot coverage. They can use human weapons at 1D20% for attack and parry, but prefer their own talons and wings.

Beetles of Kaleef

<i>Attributes</i>	<i>Average</i>	<i>Skills</i>
STR 4D8+32	50	None
CON 8D8+8	40	
SIZ 4D8+32	50	
INT 1D4	2-3	
POW 2D8	9	
DEX 2D8	9	Hit Points: CON+SIZ-12
<i>Weapons</i>	<i>Attack</i>	<i>Parry</i> <i>Damage</i>
Mandibles	8D8%	— 4D8
Forelegs	4D8%	2D8% 2D8+4

NOTE: Each round, the beetle may either attack with its bite, or parry and attack with a foreleg.

Armor — 12 points of chitin

These inhabit the (possibly insect-dominated?) plane of Kaleef. They could be brought to the Young Kingdoms only through the direct intervention of a god or GM.

These beetles are too large and heavy to fly. They are basically rather cockroach-looking beetles the size of mammoths.

Owls of Xerlerenes

<i>Attributes</i>	<i>Average</i>	<i>Skills</i>	
STR 4D4+2	12	Fly	100%
CON 4D6	14	See	90% by night,
SIZ 2D6+6	13		20% by day
INT 2D4	5		
POW 2D6+6	13		
DEX 4D6	14	Hit Points: Normal	
<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
Beak	35%	—	2D4
Talons	35%	15%	2D6+2

NOTE: May attack with both talons each round. If at least one talon hits, may also attack with the beak.

Armor — 4 points for thick feathers

The plane of Xerlerenes is doubtless dominated by air elementals in many forms. Lassa, Lady of the Air Elementals, is the ultimate ruler, and the various airborne beasts of Xerlerenes may be brought through to the Young Kingdoms by successfully bargaining with her.

These giant owls are white, and man-sized or larger. They may go in flocks of 1d6+1 birds.

Air Sharks of Xerlerenes

Attributes	Average	Skills	
STR 6D6	21	Fly	100%
CON 3D6+6	17	Move Quietly	90%
SIZ 5D6	17	Dodge	30%
INT 1D4	2-3		
POW 2D6	7		
DEX 3D6	11	Hit Points: CON+SIZ-12	
Weapon	Attack	Damage	Parry
Bite	50%	—	2D6+3

Armor — CON/3 (ignore any remainder) points of tough granular hide.

These also come from the plane of Xerlerenes. The air sharks look a lot like common ocean sharks, but their bellies are sky-blue rather than white. Their dorsal surfaces are usually black or gray. They have wide wing-like fins on their sides to steer their movement.

A hideous chaos version of the ordinary air shark is sometimes seen. These horrid creatures can crush victims with their wings and are nearly unkillable. Fortunately, their statistics are not available at this time.

Boatmen of Xerlerenes

Attributes	Average	Skills
STR 3D6+3	14	This is a humanoid race. If they are being played as anything other than mere sword fodder, roll for their skills as if they were either nobles or warriors. (See <i>Stormbringer</i> , chapter 2).
CON 3D6+3	14	
SIZ 3D6+1	12	
INT 3D6	11	
POW 3D6	11	
DEX 3D6	11	

Hit Points: Normal

Weapon	Attack	Parry	Damage
Trident	1D100%	1D100%	2D6
Nets	1D100%	—	Special

NOTE: The boatmen usually fight from their flying boats, which resemble open-decked Viking longships more than anything else. Flying above their foes, they let down their nets to entangle their prey, which are then dragged back up into their boats and speared to death with tridents.

If a character is hit with the net, and does not parry successfully, he is entangled and cannot get out by himself. The nets are large affairs, and can hold several victims at once (and by the same token, must be wielded by several boatmen at once).

Armor — none. The boatmen wear no armor in battle.

These fellows are from the plane of Xerlerenes, where they are the dominant humanoid form. They appear to be large, sturdy, black human men and women. The men are quite hairy and have great bushy beards of black and silver hair. The women are veritable Amazons with beautiful faces and magnificent physiques. Though these boatmen wear little in the way of armor or clothing and appear to be quite primitive, they are actually an advanced scientific race, and their boats can not only fly, but can cross the barriers between planes. They are vassals of Lassa, Queen of Air Elementals, and may have some distant link with the Black Seers of Nihrain. Each boat contains 20 to 30 warrior boatmen.

The Kyrenee

Attributes	Average	Skills
STR Incalculable	—	None
CON Incalculable	—	
SIZ Huge	—	
INT None comparable to human life		
POW Does not apply		
DEX 3D8	14	Hit Points: innumerable

The kyrenee takes the form of a huge roiling cloud of black tentacles that floats in the air. Tentacles strike out at random — characters in the vicinity of a kyrenee must roll POWx2 or less on 1D100 or be taken. Once a tentacle has seized prey, it will crush and poison its victim. The crushing does 6D8 damage per round, while the acid based poison does another 4D8 damage per round. Mortal weapons corrode and shatter on contact with the kyrenee, but they may sever a single tentacle (possibly freeing a victim) if at least 20 points of damage is done. Demon weapons, including *Stormbringer*, must roll their POW or less on 1D100 or be corroded and destroyed.

The Kyrenee has a special lightless plane of Hell reserved for itself, and when summoned, it extrudes only a minute manifestation. The environment of the Young

Kingdoms is nearly as poisonous to it as it is to all earthly life. Conceived as the purity of poisonous evil, the kyren-ee is so alien that attempting to describe it in the usual *Stormbringer* terms is pointless. There is a special spell for summoning the kyren-ee, known to the Lords of Chaos and a very few mortal sorcerers. The spell requires a combined INT and POW of 60, and consists of an invocation only. The kyren-ee will never attack its summoner, but will mindlessly attack anything else.

The kyren-ee has but one weakness — flame. It burns reluctantly, but still burns if vigorously lighted. The proper defense against the kyren-ee is a wave of fire elementals. As it begins to burn, the kyren-ee will shred into many fragments, each of which is still intensely poisonous. Finally, the entire extrusion into the mortal plane will dissolve and the horror will withdraw back into its own plane. The kyren-ee is a monster to be used with extreme reluctance.

Elenoin

Attributes	Average	Skills
STR 3D8+12	26	Each Elenoin has 1D8 skills of the summoner's choice
CON 3D8+12	26	
SIZ 2D8+4	13	
INT 2D8	9	
POW 3D8+4	18	
DEX 3D8	14	Hit Points: Normal

Weapon	Attack	Parry	Damage
Greatsword	8D8% + 20	8D8% + 10	3D8+4
Hair	3D8%	—	grapple*
Bite	2D8%	—	1D8
Claw	3D8%	2D8%	1D8+2

NOTE: Each round, in addition to using her greatsword, one of these demons can attack with her entangling hair. If the hair strikes, the victim is held and cannot break off combat. In addition, each round after the initial hit, he will take 1D4 points of damage as it begins to constrict. A character can strike at the hair to sever it. Any successful hit with this in mind that does at least 10 points of damage will sever the hair.

The elenoin prefer to use their greatswords if at all possible. If disarmed or in close combat, they will use their formidable natural weaponry instead. Each round, an elenoin will attack on her DEX with her claws and then on ½ her DEX with her bite, getting one claw and one bite attack each combat round when not using the sword.

Armor — The elenoin go into battle completely naked. They have no armor. Their own demonic vitality is such that they hardly feel anything less than a mortal wound, and will continue fighting despite major wounds up to the point of death.

The elenoin are one of the demonic races inhabiting the Eighth Plane of Chaos. Although not native to the Young Kingdoms, they thrive in its environment. They may be summoned using a similar ritual to that used to call a Demon of Combat by any sorcerer knowing their invocation and having a combined INT and POW of 40 or more. Once summoned, the elenoin must be bound or she will attack the summoner. However, if the summoner can evade the elenoin after summoning, they will attack the first targets of opportunity instead. Once summoned, a series of elenoin can be called, arriving one at a time from a red

mist which forms as the incantation succeeds. As each elenoin appears, the sorcerer can attempt to bind it. Upon beginning the invocation, the sorcerer must specify how many elenoin he is attempting to summon. The elenoin will not attack each other, so if one of those he summons assaults him, those he has bound cannot help him.

At first glance, the elenoin appear to be slim and beautiful women with clear complexions and crimson hair. The hair falls to their knees and is alive — like thousands of fine tentacles it will move to grip and entangle a foe. Their eyes are large, animal-like, and solid orange — nevertheless, they see. Their teeth are long and pointed with several fangs jutting both above and below their perfectly formed lips. Their fingernails grow into long daggerlike talons 2-4 inches long. Both teeth and talons have the appearance of sharpened steel. Their blood is bright green and slightly corrosive, doing 1 point of damage to anything it comes in contact with. The elenoin shriek and sing shrilly in unison when in battle, and one can hear their glee for carnage in their voices. The elenoin speak a tongue of chaos which is close enough to Melnibonean to be understood by Elric and his fellow Melniboneans; however, the chances of getting one to parley instead of fight are extremely slim.

The elenoin are natural foes of the grahluk, whose lands they stole long ago, and fear them greatly. Luckily for the elenoin, the grahluk are more difficult to summon.

Grahluk

Attributes	Average	Skills
STR 4D8+12	30	The grahluk are extremely bestial. They have no skills requiring intelligence save their combat abilities, which are mostly instinctual.
CON 4D8+12	30	
SIZ 2D8+8	17	
INT 1D8+3	8	
POW 3D8+4	18	
DEX 3D8+2	16	

Hit Points: Normal

Weapon	Attack	Parry	Damage
Nets	8D8% + 8	—	Special
Shields	—	8D8+8%	None
Bite	2D8%	—	2D8+2
Grapple	3D8%	—	3D8+4

NOTE: The grahluk have a unique style of fighting. They enter a fray by casting their nets at their foes. The nets are attached to ropes so that if they miss the target, the net can be drawn back and cast again. If the foe is armed, the grahluk will attempt to parry all attacks with their shields until the foe can be entangled in the net. Once a foe has been entangled, the grahluk will pounce upon him and quickly bind him with ropes. The grahluk are very swift and adroit in their bindings, taking but a single melee round to completely immobilize an entangled foe, freeing the net for future use.

Once a foe has been bound and entangled, the grahluk will fall upon him with great apelike teeth and paws. The helpless enemy will be throttled, crushed, smashed, and broken by mighty blows and rippings of the paws. Simultaneously, the grahluk bits, rips, gouges, and gores with its fearsome undershot jaws. It is not a pretty sight. Since the prey is helpless, all attacks automatically hit, and the prey's armor is automatically considered to be at minimum value.

If a grahluk loses its net and shield, it will revert to an apelike style of combat using teeth and hands, getting one attack with each during each combat round.

Armor — The grahluk wear neither clothes nor armor, but usually carry large shields. Each shield is extremely strong and must take over 40 points of damage on a critical hit to be destroyed.

The grahluk are the male half of the elenoin race of demons from the Eighth Plane. Both have degenerated from an earlier race, but the grahluk have degenerated more. It is very difficult to summon them, and there is a specific formula for doing it given below.

The invocation must be spoken in High Melnibonean. Held to the west and soaked in the blood of a non-elenoin enemy, the hair of an elenoin must be used to summon the enemies of the elenoin — the grahluk. The invocation goes as follows:

*Grahluk come and Grahluk slay!
Come kill thine ancient enemy!
Make this thy victory day!*

*Grahluk speed without delay!
Come kill thine ancient enemy!
Make this thy victory day!*

Each time the invocation is spoken, it drains 8 points of POW and 8 points of STR from the summoner. There is a 10% chance that the grahluk will come after each speaking of the invocation. After each roll of 1D100 to check whether the grahluk answered the invocation, the summoner may continue or end the invocation, but if discontinued, the ceremony ends, a failure.

Lost STR and POW will regenerate at the rate of 1 point per hour back to their original levels.

The above procedure summons a horde of grahluk, equal in number to the elenoin present, but no more. A single grahluk could be summoned as a Demon of Combat is summoned, but it must be bound to the will of the summoner, or it will do nothing. Grahluk understand High Melnibonean.

The grahluk are large purplish ape-like creatures, much like gorillas in their general appearance. They are extremely strong and bulge with muscles beneath their purple pelts. Their eyes are large, filled with a glaring orange light, and their teeth extend as long sharp fangs both above and below the mouths of their badly undershot jaws. Their legs are quite short and their arms are long enough to touch the ground as they walk. All grahluk warriors bear a large rectangular shield of an unknown metal and a fair-sized net weighted at the edges for throwing. Their blood runs bright green.

Notables of Melnibone

by Glenn Rahman and Steve Perrin

The standard rules of *Stormbringer* allow players to encounter or play established characters from Michael Moorcock's Elric novels. Here come nine Melnibonean notables for such interaction. Their statistics are given as that character normally appears — Dyvim Storm, the Dragon Lord, is shown wearing his full suit of plate armor. If he were met in a casual, comfortable atmosphere he wouldn't be wearing it.

Cymoril

A princess of the Melnibonean royal line, Cymoril is Elric's betrothed. As most women of her race, Cymoril is raven-tressed, but unlike them, she deigns not to conceal her natural beauty behind fanciful body paint. Her intelligence is clear and her advice sound. Possessing minor sorcerous talent, she has friendship of some lesser elementals. Cymoril did not develop her talents as far as she might have, for her brother Yrkoon, jealous of other magic-workers, forbade her study. By Melnibonean standards, if not human ones, Cymoril is benign and gracious. She is Elric's closest friend. Alas, Yrkoon — motivated by an incestuous jealousy — goes to extravagant lengths to keep Cymoril and Elric separated. In the end, he causes Elric to

slay her with *Stormbringer* — earning the albino the epithet of "womanslayer."

CYMORIL; princess of Melnibone, 20 years old

STR 12 CON 12 SIZ 10 INT 17 POW 15
DEX 15 CHA 21

Armor — none Hit Points — 12

Weapon	Attack	Parry	Damage
Dagger	40%	30%	1D4+2

SKILLS — Balance 45%, Conceal 41%, Credit 95%, First Aid 67%, Hide 68%, Listen 76%, Memorize 45%, Move Quietly 75%, Music Lore 82%, Orate 91%, Persuade 99%, Plant Lore 51%, Ride 80%, Scent 49%, Sing 79%, Swim 70%, Taste 36%, Tie Knot 74%

LANGUAGES [Speak/Read-Write] — Common 90/90%, High Melnibonean 40/30%, Low Melnibonean 100/100%

SORCERY — Summon Air elementals 91%

Dyvim Tvar

Father of Dyvim Storm, Dyvim Tvar, as Lord of the Dragon Caves, is high commander of all the armed forces

of the emperor. Dyvim Tvar typifies the best qualities of the Melnibonean knight. He is several years older than Elric, and one of his earliest and most faithful friends. He supported Elric during Yrkoon's first revolt, but later defended Yrkoon's government when Elric led the Sea Kings against Imrryr. After the fall of Imrryr, Dyvim Tvar made his living leading a band of Melnibonean mercenaries in the Young Kingdoms. In Bakshaan he was reconciled with Elric, but was slain soon after, assaulting the stronghold of the merchant Nikorn.

DYVIM TVAR; Lord of the Dragon Caves, age 50

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

Armor — 1D10+2 plate Hit Points — 18

Weapon	Attack	Parry	Damage
Broadsword	98%	98%	1D8+1+1D6
Greatsword	83%	82%	2D8+1D6
Bone Bow	50%	30%	2D6+1+1D4
Demon Axe	74%	59%	2D6+2+4D6

SKILLS — Ambush 75%, Balance 100%, Climb 80%, Conceal 72%, Dodge 75%, Evaluate Treasure 69%, First Aid 56%, Hide 76%, Jump 73%, Listen 79%, Make Map 100%, Memorize 53%, Move Quietly 44%, Music Lore 61%, Play Dragonhorn 84%, Navigate 87%, Orate 75%, Persuade 82%, Pick Lock 40%, Dragon Lore 99%, Plant Lore 52%, Ride Horse 95%, Ride Dragon 98%, Search 54%, See 80%, Set Trap 70%, Swim 82%, Tie Knot 92%, Track 44%, Tumble 60%

LANGUAGES [Speak/Read-Write] — Common 99/100%, High Melnibonean 45/40%, Low Melnibonean 100/100%

DRAGONHORN; Dyvim Tvar's Demon of Combat

STR 36 CON 24 SIZ 2 INT — POW 14
DEX 40 CHA 10

Hit Points 24

COMBAT BONUSES — Attack +10%, Damage +3D6

NOTES — Looks like a well-polished sea axe with an additional long, exceedingly sharp dragonbone point.

FIREHYDE; Dyvim Tvar's Demon of Protection

STR 12 CON 22 SIZ 2 INT 0 POW 13
DEX 20 CHA 15

Hit Points 22

COMBAT BONUSES — Parry +5%

NOTES — This is an oblong shield with spokes of flame radiating from a central demonic face. It also possesses a special 20 point Fear power. The shield has lost 22 points of CON through previous combat with Demon weapons and elementals.

Doctor Jest

Doctor Jest is a skeletal man with thin hair and slitted eyes. No human willingly makes his acquaintance, for in Elric's time, Doctor Jest is Chief Interrogator of Melnibone, a consummate artist of pain. His is a noteworthy accomplishment, standing out in a city where almost every citizen practices refinements of torture on slaves and captives as a matter of course. As a Melnibonean, to whom such activities are natural, it is not fair to call Jest a sadist. He is, however, zealous to please his masters and serve his

city; in doing so, the agonies of his victims have no meaning, except insofar as they induce his subjects to yield up their secrets in the shortest possible time.

DOCTOR JEST; Chief Interrogator, age 40

STR 10 CON 9 SIZ 13 INT 18 POW 12
DEX 18 CHA 6

Armor — none Hit Points — 10

Weapon	Attack	Parry	Damage
Dagger	78%	40%	1D4+2
Cudgel	65%	35%	1D6

SKILLS — Conceal 74%, Find Truth 99%, First Aid 96%, Listen 63%, Memorize 100%, Move Quietly 55%, Persuade 100%, Poison Lore 89%, Search 90%, See 86%, Sleight of Hand 90%, Tie Knot 90%, Basic Torture 100%, Intermediate Torture 98%, Advanced Torture 96%

LANGUAGES [Speak/Read-Write] — Common 100/100%, High Melnibonean 45/40%, High Melnibonean 100/100%, Mabden 90/39%, 'pande 64/44%

RACK; The doctor's Demon rack

STR 57* CON 10 SIZ 25 INT 3 POW 17
DEX 0 CHA 0

* STR taken from previous victims

Hit Points 23

COMBAT BONUSES — +4D6 damage

NOTES — This device looks like a grim torture rack covered with forboding blood-stains. It has the special powers of Fear (20 points) and a STR drain (20 points).

WHISPERER; Doctor Jest's Demon of Knowledge

STR 5 CON 15 SIZ 5 INT 85 POW 16
DEX 10 CHA 1

Hit Points 11

SKILLS — Torture Methods 85%

NOTES — This Demon has the form of a small, invisible cat (20 point Invisibility).

PERSUADER; Doctor Jest's Demon Scalpel

STR 0 CON 100 SIZ 1 INT 3 POW 14
DEX 8 CHA 0

Hit Points 92

NOTES — This small, gleaming, ever-sharp blade has the ability to do variable damage from 1 to 6 points as commanded by the Doctor.

Magum Colim

The Grand Admiral of the Melnibonean navy, Magum Colim is tall, elderly, and dignified. The golden battle-barges of Melnibone are his charge. He leads them to battle from his flagship, *The Son of Pyaray*. Like Dyvim Tvar, he is one of Elric's few close friends. Elric owes what he knows of seafaring and sea-fighting to the Grand Admiral. In return, Elric trusted him with his very kingdom — when Elric sailed to Dhoz-kam after the traitor Yrkoon, Magum Colim was left commanding Imrryr. Even so, Magum Colim was forced to side with Yrkoon later, when Elric and the Sea Kings attacked Imrryr. In that battle, the admiral proved that his powers were not in the least diminished, and only by a magic breeze was Elric able to save some of his ships from the golden craft.

MAGUM COLIM; Admiral of Melnibone, age 60

STR 12 CON 13 SIZ 13 INT 17 POW 14
DEX 11 CHA 15

Armor — 1D10+2 plate Hit Points — 14

Weapon	Attack	Parry	Damage
Broadsword	90%	90%	1D8+1+1D6
Demon Spear	89%	76%	1D10+1+4D6
Bone Bow	85%	80%	2D6+1+1D4
Sea Axe	93%	90%	2D6+2+1D6

SKILLS — Ambush 62%, Balance 77%, Climb 45%, Credit 94%, Dodge 50%, Hide 51%, Make Map 100%, Memorize 95%, Move Quietly 33%, Naval Tactics 100%, Navigate 100%, Orate 80%, Persuade 92%, Ride 48%, Search 49%, See 80%, Shiphandling 100%, Swim 64%, Tie Knots 98%

LANGUAGES [Speak/Read-Write] — Common 100/90%, High Melnibonean 35/30%, Low Melnibonean 100/100%

BARRACUDA; Magnum Colim's Demon of Combat

STR 36 CON 29 SIZ 3 INT 0 POW 17
DEX 36 CHA 5

Hit Points 24

COMBAT BONUSES — Attack +9%, Damage +3D6

NOTES — This is a long spear with a head that looks like a barracuda that bites whenever the spear does damage.

WAVE KING; Magnum Colim's Demon of Protection

STR 0 CON 72 SIZ 13 INT 0 POW 14
DEX 0 CHA 27

Hit Points 72

NOTES — This plate armor is fantastically scalloped with wave motifs. It is also a binding object for an air elemental which will keep the wearer alive if he falls under water.

Valharik

Valharik rose to prominence as the captain of Princess Cymoril's guards. When Yrkoon first usurped the throne, Valharik deemed it expedient to side with him, even killing one of his own men who sought to strike the traitor down. This act won Yrkoon's gratitude and he was made Yrkoon's lieutenant. Valharik hoped that eventually he would be given the princess for his own, as he had long held a lustful fixation on her. Disaster struck when Elric returned and ordered Yrkoon's arrest. Yrkoon was sentenced to be fed the flesh of his underling, Valharik, but before either of them suffered, Yrkoon and Valharik escaped. Valharik continued to serve Yrkoon until the prince betrayed and sacrificed him in a self-defense plan.

VALHARIK; Yrkoon's lieutenant, age 30

STR 14 CON 13 SIZ 14 INT 12 POW 17
DEX 15 CHA 12

Armor — 1D10+2 plate Hit Points — 15

Weapon	Attack	Parry	Damage
Broadsword	66%	58%	1D8+1+1D6
Light Mace	70%	65%	1D6+2+1D6
Shortsword	59%	60%	1D6+1+1D6

SKILLS — Ambush 90%, Balance 41%, Climb 42%, Conceal 83%, Dodge 35%, Hide 86%, Move Quietly 75%, Pick Lock 55%, Plant Lore 43%, Poison Lore 54%, Set Trap 43%, Swim 70%, Tie Knot 40%

LANGUAGES [Speak/Read-Write] — Common 80/75%, High Melnibonean 20/15%, Low Melnibonean 100/95%

Saxif D'aan

Earl Saxif D'aan was a mighty sorcerer of Melnibone believed to have died two centuries prior to Elric's time. However, he managed to survive with magic aid, having transferred himself to another plane — a world of sea and barren islands connected to the earth via a portal called the Crimson Gate. Unable to leave his refuge and live, Saxif used his magic to bring unwary ships in through the Crimson Gate where they were put at the mercy of him and his crew of filthy cutthroats. Saxif D'aan was himself elegant and impeccable, an ancestor of Elric on his mother's side. In Melnibone long ago, Saxif loved his slave girl, Gratysha, but at last tortured and killed her on a mistaken charge of infidelity. Centuries later, when he believed Gratysha had been reincarnated as Vassliss of Jhar-kor, he brought her and the ship of Smiorgan Baldhead to his private domain. He was finally slain in a duel with Carolak, Gratysha's lover.

SAXIF D'AAN; immortal sorcerer, age 250

STR 13 CON 16 SIZ 13 INT 25 POW 40
DEX 12 CHA 16

Armor — 1D8-1 Hit Points — 17

Weapon	Attack	Parry	Damage
Demon sword	62%	50%	1D8+1+4D6

SKILLS — Conceal 75%, Evaluate Treasure 99%, Listen 99%, Memorize 100%, Music Lore 95%, Navigation 98%, Plant Lore 100%, Poison Lore 100%, Scent 97%, See 95%, Sleight of Hand 90%, Taste 92%

LANGUAGES [Speak/Read-Write] — Common 100/95%, High Melnibonean 90/96%, Low Melnibonean 100/100%, Mabden 55/65%

SORCERY — Summon Elementals: Air 97%, Earth 92%, Fire 94%, Water 95%; Summon Demons; Knowledge 96%, Travel 98%, Desire 95%, Combat 92%, Protection 89%, Possession 91%; Other Summonings: Strassa, Lassa, Kakatal, Fileet, P!p!pp'hhh'p, Sssss'sss'ssaan

POSSESSIONS — Saxif D'aan has several demons of all types bound to him.

SPECIAL — Saxif D'aan has the ability to read the minds of persons nearby with a chance of success equal to 75% minus the person's POW.

BLOODSEEKER; Saxif D'aan's Demon of Combat

STR 36 CON 30 SIZ 2 INT 0 POW 12
DEX 60 CHA 5

Hit Points 30

COMBAT BONUSES — Attack +15%, Damage +3D6

NOTES — This is a broadsword with a wavy blade.

EQUALIZER; Saxif D'aan's Demon of Protection

STR 8 CON 8 SIZ 8 INT 7 POW 17
DEX 16 CHA 1

Hit Points 7

NOTES — This demon's binding object is an amulet bearing a chaos sign. The Demon has the special powers of Fear (20 pts), Invisibility (20 pts) Life Drain (20 pts), and Invulnerability (20 pts). It follows Saxif D'aan about

invisibly and uses Fear and Life Drain against his opponents. D'aan has tired of his Demon, though, and often leaves him locked away.

BRIGHT FLYER; Saxif D'aan's Demon of Travel

STR 30 CON 58 SIZ 20 INT 7 POW 15
DEX 10 CHA 5

Hit Points 58

NOTES — The binding object for this demon is another amulet with a chaos sign surrounded by wings. The Demon appears to be a flying horse with a lion head. It can fly 600 km per hour.

COMFORT; D'aan's Demon of Desire

STR 10 CON 10* SIZ 10 INT 12 POW 17
DEX 16 CHA 30

* was once 50

Hit Points 10

NOTES — the binding object for this demon is a lock of hair wound in a braid held together by a wax seal with a chaos sigil in it. The Demon looks like a beautiful Melnibonean woman with orange eyes.

ONE STEP; D'aan's Demon of Teleportation

STR 20 CON 7* SIZ 0 INT 12 POW 16
DEX 33 CON 1

* was once 56

Hit Points (of ring) 7

NOTES — the binding object is a ring bearing a chaos sigil.

J'osui C'reln Reyr

Known as "The Creature Doomed to Live," J'osui C'reln Reyr is the last survivor of the original stock of the Melnibonean people. Ten thousand years ago he disobeyed the command of Arioch and spied upon a meeting of the Lords of the Higher Worlds; consequently he was cursed to live, remembering but unable to communicate what he had seen, until Arioch should return. J'osui C'reln Reyr became a pathetic creature, living in squalor, naked and primitive. He resembled Elric, even to his albinism, but his mental and physical powers were unable to develop during his long existence. He needed no food and absorbed wounds without damage. He was not entirely sane, living hermitlike, and remembering the dread meeting he spied upon. At last the visit of Elric allowed the summoning of Arioch, ending J'osui C'reln Reyr's curse, and he was glad to die by the thrust of Stormbringer.

J'OSUI C'RELN REYR; The Creature Doomed to Live

STR 10 CON infinite SIZ 11 INT 12
POW 10 DEX 12 CHA 10

Armor — none needed Hit Points — infinite

Weapon	Attack	Parry	Damage
Quarterstaff	50%	50%	1D8

SKILLS — Hide 100%, Make Map 95%, Persuade 35%, Swim 100%, Tie Knot 50%, Track 45%

LANGUAGE — Speak Low Melnibonean 90%

Dyvim Tarkan

By his name we can infer that he was a member of the great Melnibonean family of warrior-nobility. Dyvim Tarkan held the office of Commander of the Wall when Elric and the Sea Kings attacked the maze of Imrryr. He was a sensitive man, one who enjoyed the pleasures of living, yet was a steady and skillful commander in war. It was Dyvim Tarkan who directed the fire that sank the ship of King Dharmit of Jharkor. Alas, in the same battle he was wounded and — perhaps aghast at the spectacle of his violated city — he toppled from the wall and was dashed to death on the deck of Smiorgan Baldhead's warship.

DYVIM TARKAN; Commander of the Wall, age 40

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

Armor — 1D10+2 plate Hit Points — 18

Weapon	Attack	Parry	Damage
Greatsword	78%	74%	2D8+1D6
Javelin	76%	—	1D8+2+1D4
Scimitar	81%	77%	1D8+1+1D6

SKILLS — Ambush 90%, Balance 15%, Climb 54%, Conceal 55%, Credit 75%, Dodge 52%, Listen 69%, Map Making 65%, Move Quietly 77%, Music Lore 53%, Orate 47%, Ride 70%, Search 48%, Set Trap 33%, Sing 60%, Swim 42%, Track 32%

LANGUAGES [Speak/Read-Write] — Common 92/90%, High Melnibonean 29/28%, Low Melnibonean 100/95%

Sadric the Eighty-Sixth

Sadric was the four hundred and twenty-seventh emperor of Melnibone, and the father of Elric. He may have been the hereditary source of Elric's later compassion and non-conformity. When he wed his beloved queen, Sadric showed unusual mercy and declined to sacrifice the traditional twelve brides and twelve bridegrooms to ensure a bountiful marriage. This neglect was, some say, the reason his marriage was cursed with but a single sickly son — Elric — a birth which cost the life of Sadric's beloved. Sadric was no longer the same after her death, declining a second consort and mourning to the end of his days. He used his magical arts to preserve the life of his albino heir, and later instructed Elric in magic — Elric later surpassed his father in might. Physically Sadric was tall, with heavily-lidded eyes, a gaunt face, high sweeping cheekbones, a sharp long nose, a slight stoop, and delicate hands. His voice was a clear whisper. In general, he was a contemplative man, but he managed to rule much more in the traditional mode than Elric was temperamentally suited to do. He died on natural causes when Elric was barely out of his teens.

SADRIC THE EIGHTY-SIXTH; Emperor of Melnibone

STR 10 CON 12 SIZ 14 INT 19 POW 20
DEX 13 CHA 17

Armor — 1D10-1 Hit Points — 14

Weapon	Attack	Parry	Damage
Light Mace	70%	65%	1D6+2
Scimitar	74%	71%	1D8+1

SKILLS — Conceal 54%, Credit 100%, Memorize 88%, Move Quietly 75%, Music Lore 96%, Persuade 85%, Plant Lore 100%, Poison Lore 94%, Ride 87%, See 65%, Sleight of Hand 50%, Swim 49%

LANGUAGES [Speak/Read-Write] — Common 96/98%, High Melnibonean 75/70%, Low Melnibonean 100/100%, Mabden 18/20%

SORCERY — Summon Elementals: Air 86%, Earth 89%, Water 94%, Fire 90%; Summon Demons: Combat 86%, Protection 53%, Knowledge 58%, Travel 79%, Desire 45%, Possession 65%; Other Summonings: Lassa, Straasha, Grome, Haaashaastaak, Nnuuurrr'c', Fileet

Exotic Treasures

by Steve Perrin, Mark L. Gambler, Sandy Petersen, and Charlie Krank

Ash of the Elenoin

This substance is actual ash from a cremated Elenoin. It usually must be retrieved from a battlefield in which Elenoin have been slain and the resultant corpses cremated. This ash is a primary and necessary ingredient for the spell of summoning the Elenoin.

Because of its extra-dimensional nature, this ash will not decompose, but it will fragment into smaller and smaller pieces over the years so that recovering it from an ancient battlefield will take months of digging and sifting. If Grahruk ash is mixed with the Elenoin, the spell will not work.

To distinguish the ashes from common dirt or ash takes both a Poison Lore skill of 61% or better and a successful roll on Poison Lore. Also, the user must be a sorcerer of at least the second rank and capable of summoning a Demon of Combat.

How the first Elenoin ash came to the Young Kingdoms is unknown, but it is assumed that a Melnibonean or Dharzi sorcerer journeyed to the plane of the Elenoin and Grahruk and, probably using a Demon of Knowledge to memorize the secret, took ash off some battlefield from that plane.

In the time of Elric, the battle for Tanelorn was the first time that Elenoin had been summoned for years. Sorcerers must either go to that battlefield, or research some other ancient battlefield and find the ash they need there. Where Theleb K'aarna found the ash he used to summon them is unknown, but it can be supposed that both Hwamgaarl on Pan Tang and Imrryr on Melnibone had some ash stored, though Imrryr's collection was doubtless lost when it was sacked.

The Hair of the Dog

This substance is hair from the tail of a Hunting Dog of the Dharzi. It must be given to a Demon of Desire before the demon can summon a pack of the dogs to the Young Kingdoms plane. Each dog summoned will take 1 point of the demon's CON.

The Mirror of Memory

This is a magical object created millenia ago. Yrkoon used it to hide from Elric in Dhoz-Kam while he assembled an army to assault Melnibone.

It is a gigantic glass mirror which catches the eye of anyone within sight. Anyone looking into the mirror immediately loses his memories, and will stand immobile and helpless. If not exposed for too long, he will eventually regain most of it, but not any memory of the period just before seeing the mirror, nor those of a day or so afterwards.

This item is not a demon or elemental. There is no need to bind anything. If you have possession, then you can operate the mirror. At the same time, you must guard against looking into the mirror yourself.

This mirror is about SIZ 500. It is not easily portable, and must be carefully transported to keep it from breaking. Yrkoon used demon labor to build pillars and supports for it, and it could be swivelled up and down. When focused on the city, all who saw it lost their memories. Usually, Yrkoon kept it pointed at the sky.

The mirror was broken and its memories released when Elric found Yrkoon, but the shards still have the ability to steal memory. However, each shard will hold the memory of but a single individual. Demons and elementals with eyes can be affected by this mirror, but this will not cancel out any previous binding they have undergone.

Obtaining a shard of this mirror is difficult, as chaos priests of Pikarayd took all they could find and locked them away for the time when the Lords of Chaos would call on them to conquer the world.

Dragonteeth

As the Dragonstones are made from dragon brains, Dragonteeth are made from dragon scales. The actual teeth of a dragon are just teeth (though they are huge, and said to be useful in fire-resisting potions and magic). Dragonteeth (made from scales) are most used for special assassin's blades.

A dragontooth blade is extremely flat and easy to conceal, yet is so tough that it will resist breakage, even from a critical hit or demon armor. Damage from a critical hit is compared against the blade's 'armor' of 20. If the resistance of the dagger is successful, it takes no damage; otherwise, it breaks normally. It has only a 30% chance of breaking when striking demon armor, rather than the usual 50% chance.

Dragonteeth weapons are never larger than short-swords, as dragon scales in modern times never get any longer than that. The trick of sharpening and forming a scale into a dagger or shortsword is lost, though a Demon of Knowledge might be able to reveal the secret. However, centuries ago, when Melniboné ruled the world and dragons were common, many of these blades were made, and they are still found in many of the best assassin's guild halls and specialty weapon shops. Of course, their price is not measured in Large Bronzes, but in Large Silvers.

Potion of Alacrity — Class 9 dexterity drug

This potion is made from the leaves of the calmberry of Valyk's Isle and the roots of the spoffdyke, found in the same place. These must be mixed with avargrass and heimkarrata from Oin. Usually the mixture is made into flat biscuits.

This mixture will double the user's DEX for 4D10 hours. It will also permit him to make ripostes as if he were a master, no matter what his % ability with his weapon. In other words, he may turn a successful parry into an extra attack whenever the parry may fall in a melee round. In reality, the drug speeds up the ways he registers the passage of time — his DEX-related skills are not affected. He just seems to be moving faster to everyone who sees him.

This potion has two potentially deleterious side effects. First, he ages faster. Every hour spent under the influence of this potion subtracts a day from the lifespan of the user. The other side effect is more drastic: the user must successfully roll his CONx5 or less when he comes out of the potion's effect, or he will lose a point of CON permanently. In any case, he will collapse for a number of melee rounds equal to the number of hours he was under its influence.

Fighters who like to go berserk sometimes use this mixture to give them an edge in attacking their foes.

Oonai Tertium

The tertium is an organ found deep within the body of the oonai, its function unknown. Removing the tertium is invariably fatal to the oonai. This organ, which is roughly the size of a human brain and shaped like a veined melon, must be given to a Demon of Desire to permit it to bring the user the services of a pack of oonai. Each oonai brought to the summoner will cost the Demon of Desire 1 CON point.

Thamoflogue Skin

The thamoflogue is a rare beast native to a distant plane. The secret of its summoning is now unknown, but certain hides remain. Thamoflogue hide is now usually found as

thin rectangular sheets, several feet on a side. The hides are delicate, though they do not deteriorate with age, and are transparent, imparting a pinkish-beige tinge to everything seen through it.

The skins are valued because only stone and metal can be seen through them. If a person were to step on the other side of a thamoflogue hide, his armor and weapons (except for any wooden hafts) would remain visible, but not the rest of him. If a person carried no metal or stone, he would be completely undetectable on the other side of the hide. If a building is viewed through the skin, only its metal and stone portions will be seen — nails holding together wooden beams will be seen as if floating in air. Layers of paint will vanish, and the original stone surface will be visible.

Only a very few thamoflogue skins are now known to exist, and they are jealously guarded.

Skrelar Rods

Skrelar rods are metal shafts about as thick as the little finger and as long as a human arm. At one end of the rod is an enlarged ovoid about the size of a hen's egg. At the other end is a sharp point. The entire rod is a silvery-violet color.

They are generally believed to have been brought to the plane of the Young Kingdoms by the Lords of Chaos, or, possibly, by some enormously advanced race, wise in either sorcery or science. In any case, their effect is most impressive.

When the sharpened end of the rod is pointed at a foe and a brief spell muttered, the chosen foe must roll his CON or less on 1D100 or die. If the victim is wearing Demon Armor, the Demon must roll its CON instead, but if it fails, it is destroyed and falls inert.

The necessary spell for using the Skrelar rod is complex, and can only be successfully completed by sorcerers of the third rank and above. It is generally kept secret, for obvious reasons. The rod must be held by the bulbous end to be effective.

Every time the rod is used, the user loses a point of POW permanently. There is no way to avoid this loss. A Demon cannot use the rod (unless that Demon is also a sorcerer of at least the Third rank), and bound Demons will refuse to do so.

There is probably only one such rod yet in existence.

Arsus Cure — Class 6 healing potion

The plants for constructing these bandages are found in many tropical climes. The active ingredients are clemweed, avargrass, stuis, and vlome. Crumble the plant parts and steep in hot water for several hours. The resulting potion is clear with a sweet smell. Strain off the sediment and save.

When dressing a wound, soak the bandages in the potion and pack the wound with the leftover sediment. Then bind the wound tightly with the bandages. Over the next 2D6 hours one point of damage per hour will be healed as long as the bindings are undisturbed. This works only on wounds, not poison or disease.

Bevus Poultice — Class 7 healing drug

The plants for making this potion are found on tropical islands. The ingredients are avargrass, vlome, and kondeel. Two other plants are needed for making the potion and both are found on Valyk's Isle and are called spoffdyke and woolad. The potion is thick, colored pink, and smells heavily of roses. The imbiber will find all of his wound completely cured 1D6 days after drinking a full dose.

Amorous — Class 8 aphrodisiac

The rare plants clamerry and fleegleroot, found only on Valyk's Isle, are the main ingredients in this potion. Also needed are mistriver and binzquartz, from the Marshes of Mist, which serve as catalysts and must be added just prior to consumption. When complete, this potion obtains a dark red hue and smells of cherries and almonds.

After imbibing the liquid, the drinker must attempt to roll less than his CON x1 or fall madly in love with the first animate creature he or she sees. This love is overpowering and unalterable.

Stavadus — Class 9 endurance drug

Four plants are needed to make this drug — spoffdyke (Valyk's Isle and other islands), heimkarrata (from the Forest of Troos), violetcreeper (from Oin) and tuftweed (from the north Shazaar hills). The potion is a thick brown syrup smelling and tasting of cinnamon. It causes the drinker to temporarily increase CON by 2D6 for 24 hours after drinking it. Any damage done to the character is taken off of the increased CON first.

Waterhorses

Waterhorses are special demons that were imported from the Plane of Probability. They were first brought to the Young Kingdoms by Pikun Bras, the notorious Inquisitor of Pan Tang. Waterhorses can be summoned only through the use of specially-prepared *boyan-ba* bark wafers. Pikun Bras prepared many such wafers for his own personal use and as gifts to trusted friends and influential nobles. He grew these striking, fleshy-looking trees in his personal pleasure-gardens, and an unknown number remain, for his gardens fell into disrepair after Pikun Bras was carried off by Vvwy'hunnh, Lord of Horses.

To create a waterhorse wafer first requires knowledge of the *Summon Spirit of the Waterhorse* spell. Very few very tough Demons of Knowledge possess this formula, and they will teach it only to sorcerers of the fourth level or better.

The process requires several exotic materials: 11 pounds (5 kilograms) of boyan-ba bark, one ground oonai tertium, three pieces of grimboe root, and a pint of extract from the pituitary gland of a real horse. After

mixing these ingredients the magician must summon a waterhorse spirit and bind it into the mixture, which should now resemble a dry, thick dough.

The dough should be baked in a moderate heat for 90 minutes. As this is done the concoction hardens and shrinks to a palm-sized circle of a hard, flexible material — a waterhorse wafer.

To activate the waterhorse, the magician merely needs to place the wafer in a tub or pool containing at least 100 gallons (roughly 380 liters) of water. Over the next hour the wafer will absorb all of the water and will expand to the dimensions of a normal-sized horse. Both the color and aroma of the horse will vary depending on whatever sediment was also present in the water. Clean, pure water will produce a white, odorless creature. While the wafer is absorbing the water and expanding, a magician of at least the first rank must croon the *Calling of the Waterhorse* incantation, part of the creation spell. If the person to ride and control the horse is to be someone other than the summoner, he or she must stand beside the magician and the tub or pool and repeatedly speak whatever the waterhorse's name will be.

Once the wafer has been expanded, the magician or user of the horse must fully immerse it in water for at least an hour every day or the horse will begin to rapidly decompose to uselessness in 10 minutes. An expanded wafer cannot be reduced again to its original state.

For the most part, a character can treat a waterhorse as a regular flesh-and-blood creature. It does, however, exhibit some distinct differences. First, each waterhorse possesses the same characteristics:

STR 25	CON 15	SIZ 25	INT 5	POW 10
DEX 20	CHA 15			

Armor — 5

Hit Points — 15

No Attacks

Waterhorses will not attack foes of their master, and cannot learn how to attack. Normal slashing and cutting weapons will do damage to waterhorses, but crushing weapons and other similar types of attacks will have no effect unless the hit is critical. Damage done to waterhorses will not heal normally, for these creatures have no healing mechanism. Any damage done will remain there permanently. If a waterhorse loses all of its hit points then it will crumble into its component molecules.

Waterhorses do not tire, eat, or sleep, and can easily carry two riders any distance for any length of time as long as the horse is immersed in water every day. The creature never accidentally trips or stumbles, and can well be ridden without saddles. They travel at the same speed as normal horses.

Waterhorses also possess minimal intelligence and can be given and will fulfill instructions given to them by their master. Unless instructed otherwise, only the master can ride and command the horse.

SCENARIOS

A SOLO ADVENTURE

Sea Battle at Melniboné

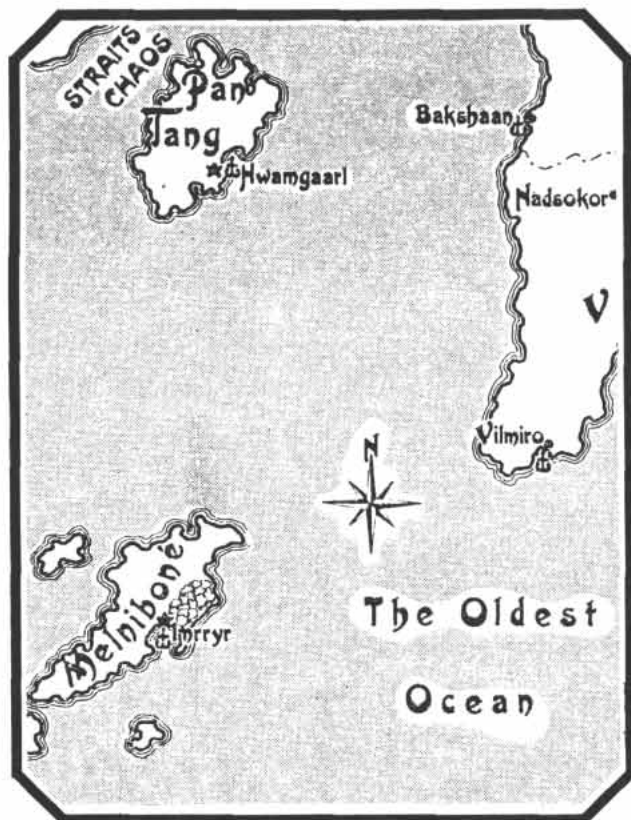
by Ken St. Andre

This solitaire adventure is compatible with the Stormbringer role-playing system. In this solo scenario you will have the opportunity to play the part of Elric VIII, 428th Emperor of Melniboné, in his first decisive clash with foreign enemies and his treacherous cousin Yyrkoon.

While the adventure is based upon Michael Moorcock's published Elric stories, it is not limited by them. It is possible to obtain endings different from the outcome in the book Elric of Melniboné.

To play through this adventure, you need a pencil, paper, and the standard Stormbringer dice mix: 3D6, 1D8, and 1 or 2D20. Knowledge either of the mechanics of Stormbringer or of RuneQuest will make play easier. A copy of the Stormbringer rules-book is useful, but not absolutely necessary. There is a short discussion of Stormbringer combat at the end of this adventure.

Go to -I-.



weak after 10,000 years of glory, but you have various drugs and potions that allow you to simulate the strength of a normal man — nay, not a man, but a Dragon Lord of Melniboné. Your war captains are gathered before the Ruby Throne to hear your words. Foremost among them is your cousin Yyrkoon, he who holds you in scorn and lusts after the throne itself. Also present are Dyvim Tvar, Keeper of the Dragon Caves, and Magnum Colim, Admiral of the Melnibonéan fleet. They are waiting expectantly, gorgeous in jewelled armor and dragon helms.

“My lords.” Your voice is high and has the carrying-power of a bugle, though you did not speak loudly. “One hundred of the war galleys of Argimiliar are sailing for Imrryr. They will be here before nightfall tomorrow, eager to slay us and plunder the Dreaming City of its millenias of accumulated wealth.”

Yyrkoon interrupts. A smile of bloodthirsty glee contorts his perfect features. “We will sail and meet them with battle barges and dragons. We will smash them on the seas and then continue on to their homelands, burning their cities, enslaving their women, slaying . . .”

“No dragons!” It is the voice of Dyvim Tvar. “They have not recovered since you used them against the Vil-mirian pirates last year, Yyrkoon.”

Yyrkoon’s speech falters to a halt. “Have you a plan, your majesty?” he smirks.

“I do,” you reply. You wait for their attention and then tell them of your plan to defend Melniboné with battle-barges and warriors only. A few details are hammered out with your captains. Then the question of command arises.

Once again Yyrkoon puts himself forward. “Let me command the warriors and the ships,” he shouts. Then, moderating his voice, he continues, “Surely, Elric, you have more important things to do — perhaps a book to read?” His blatant sarcasm is unworthy of the wit and subtlety of a true Melnibonéan. You feel a surge of pity for your envious cousin — he wants what you have so badly, little knowing what a curse you have found it already in your one short year of rule, but the pity is greatly adulterated by annoyance that he should dare to speak to you in such a manner before the other lords. If you are willing to let Yyrkoon have complete control of the battle forces, go to 8. If you deny his request, go to 15.

1 Your skin is the color of bleached bone, your eyes are two slanting crimson slits above high cheekbones, your stark white hair floats out from beneath the verdigrised dragon helm like a cloud of milky smoke. You are Elric, 428th Emperor of Melniboné, and you are an albino. The royal blood is wearing thin and

2 By the time Yyrkoon returns to Imrryr, he lets everyone know that he is now the ruler of Melniboné and that things are going to change. Magnum Colim and Dyvim Tvar are quite unhappy with their new liege, but there seems to be nothing they can do. Imagine Yyrkoon’s dismay when he walks into the throne

room and finds a mysterious figure sitting on the Ruby Throne. He runs up and snatches the cowl away from your face. Screaming with frustration he admits his treason before witnesses, and you have a few guards take him away while you ponder a suitable punishment for this traitor. After much thought, you reach a decision and issue your orders. Go to 11.

3 Straasha heard your Summoning, Elric, but decided to honor your wish and let you die. You drown and become a mindless zombie serving in the Chaos fleet under Pyaray. Yyrkoon achieves his ambition of being Emperor of Melnibone. END.

4 After the fight with the captain and his dog, everything is anticlimactic. Soon the battle is over. Of the hundred ships of Argimiliar that sailed to attack the Dreaming City, four return to their home port of Cadsandria. And so the legend is spread that the Melniboneans are invincible in war. Although there is some grumbling among the younger Melnibonean warriors at allowing any invader to escape, in the rest of the Young Kingdoms you gain fame as a warrior king who will protect your island from similar attacks for years to come.

Go to 5.

5 You return to Imrryr in triumph. Yyrkoon is very unhappy, but no one will listen to him because you are the hero to the populace. Within the month he announces that he is going to travel in the barbarian lands. He spends some time preparing a small boat with all the luxuries, and has it crewed by Demons. On a bleak and foggy morning he sails away from Melnibone. It is only many hours later that you learn he has abducted Cymoril and left a succubus behind to imitate her. It seems, Elric, that you will have to follow him out into the world, but that is the tale of another adventure. END.

6 Compute the damage taken, remembering that armor protects you not at all. If the blow slays you, go to 19. If you are only wounded, go to 20.

7 Jubilantly, Yyrkoon leads the other captains out of the Tower of D'Arputna and down to the harbor. You wearily sink back on the throne, and bury your head in your pale hands. Cymoril, sister of Yyrkoon and your true love, comes and sits at your feet. After a while she begins to sing to you, and your black mood lifts. Go to 21.

8 You quickly black out. When you wake you are in your own bed in the tower of D'Arputna and faithful Tanglebones is hovering over you. You feel very weak, but there is not much pain, and soon your wounds will completely heal. Go to 24.

9 In the carnage of conflict you see a huge man dealing great blows with a two-handed Lormyr-ian axe. At his side is one of the great war-hounds of Chahal. As your eyes meet his, he recognizes you. "Die, demon-spawn!" he bellows. He points at you and cries, "Kill!" Instantly the great war-hound leaps to the attack, with the war captain only a pace behind. Go to 25, Combat, the last numbered entry in this adventure.

If you slay both captain and dog, go to 4. If you take a critical hit, go to 6.

10 The water is cool and green and you are sinking fast. As your last gasp of air is running out you find yourself wondering if you will meet Straasha, king of all water elementals, when you have drowned. Unbidden, the words of Summoning rise to the surface of your brain, but then you think, *Why bother?* As consciousness fades to black and the pain in your lungs becomes intolerable, you think you see a great green-bearded face looking at you curiously. Roll D100. If you rolled between 01 and 60, go to 18. If you rolled between 61 and 00, go to 3.

11 You are sitting morosely on the Ruby Throne when a very apprehensive noble writhes his way to your feet and begs permission to speak. "What is it?" you snap. "Is my cousin dead?" "No, my emperor," he whines, "the traitor summoned a Demon who slew his guards. Yyrkoon has fled from Melnibone in a small boat and taken Cymoril with him." You leap to your feet. "Then I must follow him!" you cry. But that is another adventure. END.

12 Yyrkoon follows the fleeing southerners to the open sea and destroys every ship they have. In the process he loses four more battle barges. When he returns to Imrryr, he thinks he is a hero, and many Melniboneans also think so. His arrogance and taunts are going to be worse than ever. Cymoril advises you to have him quietly strangled. If you wish to take her advice, go to 11. If not, go to 24.

13 Only a few of the enemy ships reached the open sea. They have raised all canvas to catch the wind, but the Melnibonean sorcerers control the wind. The southerners turn and fight, realizing that they cannot escape. Two ships converge on the *Son of Pyaray*. The leading one is hit by a fireball, but some stout warrior has lashed the wheel and the flaming wreck comes straight on to crash into the barge. Flaming rigging falls on deck and threatens to set your barge afire. Most of the crew has to work at putting it out. That allows the second ship to come up and board. The desperate warriors of Argimiliar pour across your decks, determined to take your flagship to the bottom with them. Two of them come for you, Elric, and you are beginning to feel weak. It has been too many hours since you last took the drugs that maintain your strength. But you must fight. You raise the old blade of Aubec and the fight begins.

Go to 20.

14 Tanglebones, your faithful lifelong servant, has laid out your personal armor and weapons. The armor is a set of black plate with demons bound into the very fabric of the metal. No normal earthly sword should be able to pierce it. The helm is made in the form of a swooping black dragon, and leaves part of your face exposed. The sword is a magnificent two-handed greatsword, said to have once belonged to the human champion named Aubec who led the people of Lormyr in the first revolt against Melnibone centuries ago. Tanglebones is practically chortling with glee to see what a fine figure you make when all decked out for war. You leave him and board your flagship, the largest of the gold-plated battle barges, the *Son of Pyaray*. It will be a long wait — several hours at least — until the sea raiders arrive.

Go to 23.

15 "An emperor needs exercise for his body as well as for his mind," you answer him. "I will command in person." Your war captains nod their approval. The Emperors of Melnibone were ever first in the fray. "Go and prepare the ships," you order. As they file out, you can almost hear Yyrkoon gnashing his teeth in frustration. Go to 14.

16 As you wearily lean upon your sword, almost too tired to stand, the blade is kicked away and you fall heavily to the deck. The impact with the hard surface stuns you. Dimly you are aware that Yyrkoon is looming over you. Suddenly he lays hands upon you and throws you over the side. You hit with a splash that no one seems to notice in the general confusion of the still-continuing combat. The last thing you hear is your cousin's triumphant laughter.
Go to 10.

17 Calculate the damage. Remember that your armor is no protection from a critical hit. If it is enough to slay you, go to 19. If you have any hit points left, you will be badly wounded and left for dead as your enemies move on to fight other Melniboneans. Go to 22.

18 The Summoning succeeds. Straasha rescues you, and takes you to his enchanted realm where all your wounds are healed and you learn much that is new to you. Of that meeting Moorcock writes in detail in the chapter titled "The Caverns of the Sea King," in *Elric of Melnibone*. Suffice it to say that with the aid of the Sea Lord, you are completely healed and return to the island in a very short time, arriving in Imrryr hours before Yyrkoon brings back into the harbor the remnants of the Melnibonean fleet. Go to 2.

19 You have been slain, Elric, by a lucky blow that penetrated through a gap in your armor. Yyrkoon goes on to win the battle and becomes the 429th Emperor of Melnibone. He is one of the worst rulers the Bright Empire ever has had, but then he is better than you were. END.

20 You are fighting two common Argimiliar sailors. They are described in section 25 as Sailors 1 and 2, and their strategies are indicated. If their primary weapon, the sea axe, is broken or dropped because of a fumble, they will switch to their secondary weapon and continue fighting. If the secondary weapon also is lost, they will throw themselves overboard during their combat phase, attempting to avoid further fighting. Go to 25.

If you have slain or otherwise disposed of both enemies, go to 16. If you have taken a critical hit from one of the sailors, go to 17.

21 You watch the battle from the safety of the harbor walls. Although the ships of Argimiliar outnumber the golden battle barges of Melnibone by a factor of three to one, they have no chance against the Melnibonean fireballs and ramming tactics of the barges. Again and again Melniboneans in their Demon armor, with their Demon swords and other weapons, ram and board the wooden vessels of the southerners. The men of Argimiliar fight very bravely, but it is in vain. In the end only a couple of ships can flee the carnage and make their way

ELRIC OF MELNIBONE, age 25

Noble/Warrior

Albino, STR 5 without drugs

STR 12 CON 12 SIZ 15 INT 25
POW 35 DEX 20 CHA 25 ELAN 20

Cult: Arioeh Hit Points (HP): 15
Major Wound Level: 8 Armor: Demon plate, 50 HP
Combat Bonuses: Attack +44%, Parry +33%, Damage +1D6, Dodge 100%

Weapon	Attk%	Damage	Parry%
Greatsword	92%	2D8+1D6	81%
Sea Axe	84%	2D6+2+1D6	73%
Demon Shield	special	special	50%

Elric will not dodge unless faced with a critical hit, preferring to let weapons strike his Demon armor. When his armor is hit, there is a 50% chance that the weapon striking it will break. Roll 1D6. On a result of 1-3, the weapon breaks (though a critical hit will slip by the Demon armor). The war hound's teeth will not break and will damage the Demon armor. A player may choose to have Elric attempt parries with his Demon shield. A successful parry has a 50% chance to break the attacking weapon, just as with the Demon armor. But a critical hit by the attack will kill the shield.

SEA CAPTAIN, age 40

Warrior

Argimiliar Navy Captain

STR 17 CON 10 SIZ 10 INT 16
POW 16 DEX 11 CHA 11 ELAN 5

Cult: none Hit Points (HP): 10
Major Wound Level: 5 Armor: Plate 1D10+2
Combat Bonuses: Attack +13%, Parry +9%, Damage +1D6, Dodge 71%

Weapon	Attk%	Damage	Parry%
Lormyrian Axe	63%	3D6+1D6	59%
Broadsword	53%	1D8+1+1D6	49%
Sea Axe	43%	2D6+2+1D6	39%

The captain fights in tandem with his war hound, following up its attack with his own. Normally he will not attempt to parry, counting on his armor to protect him. In case of a critical hit, he will attempt to parry with any weapon in his hand. He will dodge only after a fumble.

WAR HOUND OF CHALAL

Dog

STR 24 CON 16 SIZ 8 INT 4
POW 3 DEX 13

Combat Bonuses: Attack +2%, Dodge 50%

Weapon	Attk%	Damage	Parry%
Bite	74%	3D6	—

The war hound has the power to dodge and still attack. It will always dodge, but it will attack only when the dodge succeeds.

SAILOR ONE

STR 14 CON 9 SIZ 8 INT 11
POW 11 DEX 9 CHA 15 ELAN zero

Cult: none Hit Points (HP): 8
Major Wound Level: 4 Armor: half-plate, 1D8-1
Combat Bonuses: Attack +2%, Parry +3%, Damage zero, Dodge 10%.

Weapon	Attk%	Damage	Parry%
Sea Axe	42%	1D6+2	43%
Scimitar	16%	1D8+1	38%

Sailor One will attack Elric in sequence and fight till the death. Sailor One will always try to parry.

SAILOR TWO

STR 12 CON 11 SIZ 14 INT 11
POW 15 DEX 10 CHA 8 ELAN zero

Cult: none Hit Points (HP): 13
Major Wound Level: 7 Armor: half-plate, 1D8-1
Combat Bonuses: Attack +3%, Parry +1%, Damage +1D6, Dodge 53%

Weapon	Attk%	Damage	Parry%
Sea Axe	43%	2D6+2+1D6	41%
Broadsword	45%	1D8+1+1D6	42%

Sailor Two will attack Elric in sequence and will fight till the death. Sailor Two will count on his armor and not parry.

back through the maze that protects the harbor of Imrryr. The flagship docks, and Yyrkoon invites you to join him as he tracks down and sinks the last surviving southerners.

If you refuse his offer, go to 12. If you accept, go to 13.

22 You are lying on the deck, badly wounded and barely conscious when Yyrkoon reaches your side. He sees that you are still alive, but does not offer to help. Instead he muses aloud how tragic it is that the young ruler of Melniboné was slain in battle and fell over the side. With those words he quickly tosses you into the sea. Go to 10.

23 The *Son of Pyaray* lurks beneath a dark overhang in the grotto walls. It is completely hidden in the darkness of night. Now you hear the sound of oars, the creak of timber and rigging, and the cautious voices of men. The ships of Argimiliar begin to pass your position. They seem near enough to touch in the twisting channel, but they are unaware of the Melniboné battle barges. As the last ship comes abreast of your position, you signal to your rowers and the *Son of Pyaray* leaps out and staves in its side. In seconds the Argimiliar ship is a sinking, burning derelict. Now the other Melnibonéan battle barges strike. Balls of blue demonfire leap from the catapults to entangle in the rigging of the southern ships. Realizing that they have been trapped, the men of Argimiliar grimly turn to make a fight of it. Three ships begin to close with your flagship, and although one is struck by a fireball, the other two keep coming. In moments the barbarians are boarding, and you find yourself in furious hand-to-hand combat.

Go to 9.

24 The menace from Argimiliar is ended, but the menace of Yyrkoon still remains. His prestige is high in Imrryr, while yours is at a new low, but that is a problem for another time. END.

25 To prepare for solo combat in *Stormbringer*, you will need to list all combatants in the sample format which follows.

(A) The character with the highest DEX attribute gets to strike first; usually that will be Elric. As the player for Elric, you may choose which opponent Elric will attempt to hit. All living foes will attempt to hit Elric as long as they can keep fighting. Go to (B).

(B) Make the attack roll on D100. If unsuccessful, go to (C). If Elric hits, go to (D) — note if there was a critical

hit 5% chance, 01-05. If there was a fumble — a chance of 5%, 96-00 — go to (H). Once all combatants have had their turn, go to (I).

(C) Now discover how the combatant with the next highest DEX rating did. Remember the instructions in (A) for the allocation of attacks. Then repeat (B).

(D) A character who has been hit must decide whether to parry, to dodge, or to take it on his armor. That strategy is noted by the character's weapon choices. Characters will always attempt to parry a critical hit, but such a parry, even when successful, will break the weapon making it — except for Elric's sword which is always able to take the strain. If a parry is attempted, go to (E). If a dodge is attempted, go to (F). If armor is relied upon, go to (G).

(E) Try to make a successful parry roll. If the roll fails, then the parry fails: go to (G). If the parry succeeds, check to see if the weapon was broken by a critical hit; see (D) above. A character who has a broken weapon may continue to fight with it at half normal attack and parry, or he might discard it for his second weapon by taking a 5-point DEX penalty for the next combat turn. In any case, go to (B) for the next combatant.

(F) Try successfully make the character's dodge roll on D100. If the roll fails, go to (G). If the roll succeeds, the combatant dodged the attack and forfeited the right to attack at any later time in this combat round. Remember, it takes a critical dodge roll to avoid a critical hit. If not hit, go to (B) for the next attacker.

(G) Roll the attacker's damage, then follow four steps.

1. Double the rolled damage if it was a critical hit.

2. If the character who was hit had any armor, roll the amount of protection that the armor gives. [For Elric, subtract the damage done from the Demon's 50 points.] Subtract that protection from the total hits taken before wounding the character. Critical hits ignore armor.

3. Subtract the hits taken from the character's hit points. Check for major (one-half or more of the character's hit points) wounds. If a major wound is taken, go to (J). If the wound is fatal, cross the character off the combat list.

4. Go back to (B) to continue with the next combatant in order of DEX.

(H) If any unfortunate character fumbled, he dropped his weapon and needs one combat turn to regain it. If hit by a foe on the next combat turn while trying to recover his weapon, the character must attempt to dodge or he must allow any hits to be taken on his armor. A weapon-

COMBAT SUMMARY

Name	DEX	Weapon	% to Hit	Damage	Hit Points	Armor	Major Wound Level
Elric	20	Greatsword	92%	2D8+1D6	15	50 HP	8
		Sea Axe	84%	2D6+2+1D6			
		Demon Shield	50% to parry			50 HP	
Sea Captain	11	Lormyrian Axe	63%	3D6+1D6	10	1D10+2 HP	5
		Sword	53%	1D8+1+1D6			
		Sea Axe	43%	2D6+2+1D6			
War Hound	13	Bite	74%	3D6	16	none	
Sailor One	9	Sea Axe	42%	1D6+2+1D6	8	1D8-1	4
		Scimitar	16%	1D8+1+1D8			
Sailor Two	10	Sea Axe	43%	2D6+2+1D6	13	1D8-1	7
		Sword	45%	1D8+1+1D6			

less character will be unable to attack or parry, but if he has a second weapon with him, he may draw it and only suffer a 5-point penalty to his DEX for that round. Then go to (C).

(I) If the entire combat has been finished, return to the section that directed you here, and resume reading.

(J) Any character who suffers a major wound during combat in this adventure immediately drops out of the fight. If the wounded character is Elric, return to the section that sent you here and read the next paragraph. If there are any combatants left to face Elric, continue the struggle by going to (C).

Karyzoon's Quest

by John Scott Clegg

THE SITUATION

Karyzoon of Pan Tang, an important sorcerer, has all but exhausted his supply of the Elixir of Invulnerability. He is hiring guards to protect him during a quest to find the rare ingredients needed to make more. Karyzoon will pay passage to Ilmar for all who agree to go with him. From Ilmar, the party will travel overland. Karyzoon has a war-horse and a pack horse for himself, but will purchase no mounts for anyone else. He plans to enter the Forest of Troos from the north to avoid the citizens of Org (who have a bad reputation for dealings with outsiders). Once the ingredients have been obtained, the party either will return to Ilmar or travel to Bakshaan. At either place, surviving guards will be paid 1000 large bronze coins each.

Adventurers who wish to make larger profits may use their own skills to obtain rare herbs and plants to sell once they return from the forest. Karyzoon will aid party mem-

bers in identifying valuable herbs but will not allow his guards to linger after he has found what he seeks.

Karyzoon has hired player-characters to act as guards. He will fight or use his magical abilities only as a last resort to save himself. Like most Pan Tangians, he considers those not of the Mabden race as expendable pack animals and slaves. He might make an exception for an attractive female, but the party is certain to get little aid from him. The GM should keep this in mind while playing Karyzoon.

The player-characters will be hired by Lerklio, Karyzoon's servant. They will meet Karyzoon only after they have accepted employment. Karyzoon will brutally avenge Lerklio if anything happens to him.

BACKGROUND TO THE SITUATION

Nunc Phelar of Pan Tang supported Bel Khaz, a pretender to the Theocrat's throne. Nunc Phelar changed his name to Karyzoon and fled to the mainland when Bel Khaz was impaled upon the walls of Hwangaarl by Jagreen Lern. Karyzoon/Nunc Phelar has kept a low profile and never returned to Pan Tang, so has escaped Bel Khaz' fate. Karyzoon/Nunc Phelar is a cousin of Jagreen Lern's and sixth in line to the Theocrat's throne. He never thought to rule himself, but thought that Bel Khaz would make a better ruler than Jagreen Lern. When he left Pan Tang, he took with him a large supply of rare gems. Through various investments, he has become very wealthy.

Karyzoon preferred to seek arcane knowledge rather than political power; he especially wants to safeguard and prolong his own life. He tries to keep a supply of the Elixir of Invulnerability with him at all times. Karyzoon is a sorcerer of the fourth rank and a Plant Master.

He is tall with a heavy body frame, weighs 310 pounds, and has a dark complexion with dark hair.

Karyzoon carries 50 LB and 5 LG in a money belt. He carries a few jewels in the hollow heel of his right boot for emergencies. The money to pay his guards will be brought by one of his Demons of Desire from his home in Karlaak when the quest is over.

Karyzoon carries 9 small bottles on his person. These contain healing potions, poisons, and the Elixir of Invulnerability. He could easily make more with the materials



to be found in the forest of Troos, but these are ready when the quest begins. The bottles are marked with coded labels.

Karyzoon is an excellent chef and will cook all the party's meals himself. He will have Rashanka, his Demon of Desire, help.

When Karyzoon left Pan Tang, he broke off his former contact with the Lords of Chaos and became an independent sorcerer. He serves neither Law nor Chaos, but shares the natural Pan Tangian bent towards Chaos. If the party is in danger that only magic will aid, Karyzoon will attempt to remedy matters by summoning aid in the form of elementals.

Karyzoon seeks to find enough rare plants to make 100 pills of the Elixir of Invulnerability. When he has found enough, he will order the party back to the coast. If for some reason they refuse to obey him at any time during the quest, he will teleport to a safe distance (using his Demon of Transport, Molkigarak) and then use sorcery to destroy them. With the demons at his command, he can make their lives most uncomfortable.

Karyzoon once saved the life of a Mong war leader. That war leader sent two of his soldiers to serve Karyzoon for two years; when the two years were up, they elected to remain with him. When not with Karyzoon, they guard his house in Karlaak.

Karyzoon's home is run by a young Ilmioran merchant named Lerklio. After hiring guards for Karyzoon's quest, he will return to Karlaak to aid Rashanka in providing Karyzoon with supplies.

The only other human servant kept by Karyzoon is a young Ilmioran assassin named Jarmain. She will escort Lerklio back to Karlaak once Karyzoon has hired guards. She considers herself responsible for Karyzoon's safety and will avenge his death if such occurs.

In addition to the human servants listed above, Karyzoon has the services of seven demons: one of Knowledge, one of Protection, one of Travel, one of Combat, and three of Desire. For complete descriptions of Demon powers, see section 5.7 in the *Stormbringer* rulesbook.

KARYZOOON OF PAN TANG; 27 years old

STR 14 CON 13 SIZ 16 INT 19 POW 27
DEX 14 CHA 14

Armor — 1D10-1 plate Hit Points 17

Weapon	Attack	Parry	Damage
Dagger	66%	45%	1D4+2+3D6
Greatsword	76%	65%	2D8+1D6
Bone Bow	66%	15%	2D6+1+1D4
Heater Shield	46%	55%	1D6+1D4

SKILLS — Credit 64%, Evaluate Treasure 98%, First Aid 58%, Hide 25%, Memorize 68%, Move Quietly 55%, Navigate 38%, Orate 50%, Persuade 49%, Plant Lore 98%, Poison Lore 48%, Ride 80%, Search 50%, Swim 65%

LANGUAGES — [Speak/Read-Write] Common 98/98%, Low Melnibonean 20/78%, High Melnibonean 70/58%, 'pande 35/20%, Mabden 100/90%, Orgjenn 25/15%, Mong 12/—

SUMMONINGS — Air Elementals 97%, Earth 76%, Fire 52%, Water 97%; Combat Demon 54%, Desire Demon 73%, Knowledge Demon 96%, Possession Demon 59%, Protection Demon 76%, Travel Demon 98%

POTIONS [all have but a single dose unless stated otherwise] — 1) Heals 1D6 points in 1D6 hours. (2 doses)

2) Heals 2D6 points in 2D6 hours.

3) Poison POT 2D6.

4) Antidote to potion 3. (2 doses)

5) +1D6 to STR for 1D6 hours.

6) The Elixir of Invulnerability. (4 doses as pills)

7) potion for summoning demons. (2 doses)

8) releases a poisonous cloud if bottle opened or broken.

Does 5D6 poison damage to all within 10 meters, 1D6 poison damage to all within 20 meters.

9) Antidote to potion 8.

DEMONS — Abakadreshar, a Demon of Knowledge in ring form; X'onare, a Demon Dagger; Lyshal, a Demon of Protection in warhorse form; Molkigarak, a Demon of Travel in amulet form; and Rashanka, Lilililili, and Kiri-ana, Demons of Desire in young woman forms

ABAKADRESHAR, Demon of Knowledge

CON 17 INT 76 POW 24

Hit Points 17

NOTES — Abakadreshar is bound into a gold ring worn on Karyzoon's left hand. If the ring is destroyed, Abakadreshar will return to his own plane.

LYSHAL, black mare warhorse Demon of Protection (Guardian)

STR 28 CON 13 SIZ 28 INT 12 POW 12
DEX 13 CHA 1

Armor — 21 points Hit Points — 29

Weapon	Attack	Damage
Bite	25%	1D10
Kick	16%	1D8+2D6
Rear & Plunge	43%	2D8+2D6
Trample	28%	4D6 to downed foe

SKILLS — Scent 31%, Swim 79%, Speak Common 90%, Speak Mong 70%

NOTES — Lyshal is bound to protect Karyzoon. It does not care about his hirelings, slaves, or other possessions. Lyshal looks like an ordinary warhorse, except that it never eats.

Although Lyshal can speak, it will not do so except to warn Karyzoon of danger or to answer his questions. Lyshal will not start a fight except to protect itself or Karyzoon. Lyshal can change shape: however, Lyshal has been forbidden to do so while on this trip by Karyzoon and will disobey Karyzoon only to save him.

MOLKIGARAK, Demon of Travel (Teleporter)

STR 32 CON 10 INT 15 POW 22 DEX 33
CHA 3

Hit Points 10

NOTES — Molkigarak is bound into an amulet made of silver and bronze which Karyzoon always wears about his neck, even while bathing. If the amulet is broken, Molkigarak is free and will return to his own plane.

The amulet has only been used a few times, but Karyzoon will still only use it as a last resort. (Binding demons with POWs of 22 is not something he likes to do often.)

X'ONARE, Demon Dagger (Demon of Combat)

STR 20 CON 21 SIZ 1 INT 7 POW 8
DEX 40 CHA 3

Hit Points 21

COMBAT BONUSES — Attack +10%, Damage +2D6

NOTES — X'onare looks like a dull steel knife ready for the junk pile. Karyzoon does not flaunt it.

KIRIANA, Demon of Desire

STR 9 CON 19 SIZ 7 INT 12 POW 20
DEX 10 CHA 30

Hit Points 14

Weapon	Attack	Parry	Damage
Dagger	95%	01%	1D4+2-1D6 +1D4 poison

SKILLS — Dance 75%, Listen 68%, Move Quietly 99%

LANGUAGES — Speak High Melnibonean 90%, Speak Common 98%, Speak Mong 23%

NOTES — Kiriana has been with Karyzoon for some time, and has used 10 points of CON fetching and carrying. She will not enter the forest of Troos, but will join the expedition as soon as it arrives back in Ilmar with funds to pay the guards. She will turn the funds only over to Karyzoon.

While the expedition is away, she will stay in Karyzoon's house in Karlaak, teasing his male servants. Kiriana appears as a very young Ilmioran woman (app. 12 years of age) and acts as Karyzoon's mistress.

LILILILILI, Demon of Desire

STR 14 CON 14 SIZ 14 INT 17 POW 20
DEX 16 CHA 21

Hit Points 16

Karyzoon controls Lilililili with a ring worn on his left thumb. It is a plain gold band with a face on it from which radiates the 8 arrows of Chaos. Lilililili will not fight for Karyzoon, and is under orders to teleport herself to safety if attacked. She should be played as a servant girl and temptress for the adventurers.

Lilililili has taken the form of a tall, beautiful maid with a delicate golden complexion and long flowing black hair. Her slanted eyes have crimson pupils which glow slightly in the dark. She serves as Karyzoon's body servant and personal aide.

RASHANKA, Demon of Desire

STR 15 CON 20 SIZ 9 INT 15 POW 18
DEX 19 CHA 21

Hit Points 17

Rashanka looks like a young dark-haired Melnibonean female. She appears each evening to collect any herbs gathered by Karyzoon and return them to his home in Karlaak. She can also bring in supplies if need be. She will obey only Karyzoon and will teleport instantly to Karlaak if threatened.

Karyzoon bound her only shortly before the quest. She is still rebellious. She knows little of the Young Kingdoms and will need detailed instructions if asked to do anything but return Karyzoon's herbs to his home.

Rashanka sees to Karyzoon's physical needs and comfort before returning to Karlaak each evening. Sometimes she stays all night.

TEMUCHI; Mong warrior, Age 26

STR 22 CON 19 SIZ 9 INT 10 POW 10
DEX 19 CHA 11

Armor — 1D8-1 Hit Points — 19

Weapon	Attack	Parry	Damage
Battle Axe	67%	67%	1D8+2+1D6
Broadsword	47%	47%	1D8+1+1D6
Desert Bow	57%	17%	1D10+2+1D4
Dagger	35%	57%	1D4+2+1D6

SKILLS — Ambush 57%, Balance 58%, Blacksmith 20%, Dodge 65%, Evaluate Treasure 48%, Hide 27%, Pick Lock 65%, Ride 101%, See 27%, Set Trap 67%, Track 50%

LANGUAGES — Speak Common 28%, Speak Mong 50%

TREASURE — carries 290 LB

NOTES — Temuchi is short, stocky, and swarthy. He prefers to fight from horseback.

PANTHER; Temuchi's warhorse

STR 35 CON 15 SIZ 32 INT 5 POW 4
DEX 14

Armor — 1 point Hit Points — 35

Weapon	Attack	Damage
Bite	25%	1D10
Kick	21%	1D8+2D6
Rear & Plunge	56%	2D8+2D6
Trample	32%	4D6 to downed foe.

MERANTUM; Mong Warrior, Age 26

STR 20 CON 17 SIZ 17 INT 10 POW 9
DEX 13 CHA 3

Armor — 1D8-1 Hit Points — 22

Weapon	Attack	Parry	Damage
Greatsword	69%	54%	2D8+1D6
Desert Bow	72%	44%	1D10+2+1D4
Heavy Mace	43%	34%	1D8+2+1D6

SKILLS — Ambush 46%, Blacksmith 20%, Dodge 24%, First Aid 29%, Jump 60%, Listen 73%, Move Quietly 16%, Ride 88%, See 14%, Set Trap 59%, Tie Knot 29%, Track 50%

LANGUAGES — Speak Common 28%, Speak Mong 50%

TREASURE — carries 19 LB, 10 LG

NOTES — Meriantum is tall, broad, and swart.

SNAKETOOTH, Meriantum's warhorse

STR 34 CON 16 SIZ 34 INT 3 POW 6
DEX 13

Armor — 1 point Hit Points 38

Weapon	Attack	Damage
Bite	23%	1D10
Kick	46%	1D8+2D6
Rear & Plunge	22%	2D8+2D6
Trample	67%	4D6 to downed foe

SKILLS — Scent 49%, Swim 56%

LERKLIO; Karyzoon's Ilmioran slave, age 30

STR 10 CON 11 SIZ 13 INT 13 POW 10
DEX 8 CHA 14

Armor — 1D10-1 Hit Points 12

Weapon	Attack	Parry	Damage
Broadsword	40%	39%	1D8+1
Dagger	45%	32%	1D4+2

SKILLS — Dodge 11%, Evaluate Treasure 82%, First Aid 38%, Hide 26%, Make Map 47%, Move Quietly 33%, Listen 25%, Ride 33%, Search 28%, See 23%

LANGUAGES — Common 65/60%, Speak Mong 25%

TREASURE — 65 LB

JARMAIN of Ilmiora; Karyzoon's hired assassin, Age 25

STR 12 CON 19 SIZ 11 INT 15 POW 17
DEX 14 CHA 16

Armor — 1D6-1 Hit Points 19

Weapon	Attack	Parry	Damage
Dagger	60%	57%	1D4+2+7D6
Self Bow	89%	37%	1D8+1
Target Shield	50%	87%	1D6

SKILLS — Ambush 55%, Climb 54%, Conceal 35%, First Aid 27%, Hide 85%, Listen 68%, Move Quietly 90%, Persuade 48%, Pick Lock 56%, Poison Lore 36%, Ride 72%, Search 33%, See 49%, Set Trap 40%, Taste 34%, Tie Knot 72%, Track 50%

LANGUAGES — Common 75/26%, Speak Mong 15%

NOTES — Jarmain owns a Demon Dagger which she uses when on a job. It is described below.

JARMAIN'S DEMON DAGGER

STR 70 CON 9 SIZ 1 POW 17

COMBAT BONUSES — +7D6 to damage done.

NOTES — This dagger's blade is invisible, bought as a special ability. This makes it harder to parry than a regular weapon; subtract 10% from anyone's chances of parrying this dagger.

Jarmain owns a riding horse, useless in combat.

A wizard of Karyzoon's stature needs a couple of servants to maintain minimum comfort and to safeguard his possessions. Karyzoon has no trouble buying human slaves whenever he needs them, but he can't really trust humans to protect his treasure; therefore to guard it for him, he has rented a Demon of Protection from another wizard. This demon, Tegwalchmai, is bound into a grotesque but humanoid form. Tegwalchmai appears as a hunch-backed dwarf with enormously powerful limbs. His skin is almost black, but he has brilliant blonde hair that stands straight up on his broad head and brawny limbs. He is armed with a short double-bladed axe, carried slung over his back. His teeth are all pointed, resembling those of a crocodile, and his bite is poisoned. In human society he normally dresses in heavy brown robes with a hood and cowl, clothes loose-

ly fashioned so that when he wants to fight, he can tear them off in a second and appear in all his hideousness.

Tegwalchmai has been given orders by his binder to guard a large chest of coins and jewels that Karyzoon brought with him from Pan Tang. He accompanies Karyzoon wherever he goes, and allows only Karyzoon access to the chest. If Karyzoon is slain, Tegwalchmai is under orders to be released and take the treasure back to Chaos with him. Adventurers who wish to get rich may try to slay Tegwalchmai and take the treasure. Normally, Karyzoon would not resort to using another sorcerer's demon for this important task, but he can control no more demons than he has already bound. Strictly speaking, this demon is not under his control, and it counts against the Binding potential of Karyzoon's friend back in Karlaak. Karyzoon's friend is enough weaker than Karyzoon that he does not attempt to steal the gems for himself with the demon.

TEGWALCHMAI, Demon of Protection (Guardian)

STR 28 CON 31 SIZ 7 INT 10 POW 10
DEX 25 CHA 8

Armor — None Hit Points — 29

Weapon	Attack	Parry	Damage
Broad Axe	52%	81%	4D6
Bite	28%	—	1D6 + poison

SPECIAL POWERS — Anyone bitten by Tegwalchmai suffers an additional 1D6 poison damage on every third combat round thereafter up to a maximum of 20 points of poison damage.

Tegwalchmai regenerates from damage at the rate of 1D6 points per combat turn. If reduced to 0 or less hit points, Tegwalchmai will die.

THE FOREST OF TROOS

"Soon dark blossoms hid most of the sky, which was dark enough, and they could see only a little way in all directions. The rest of the forest seemed vast and sprawling; they could sense this, though sight of most of it was lost in the depressing gloom."

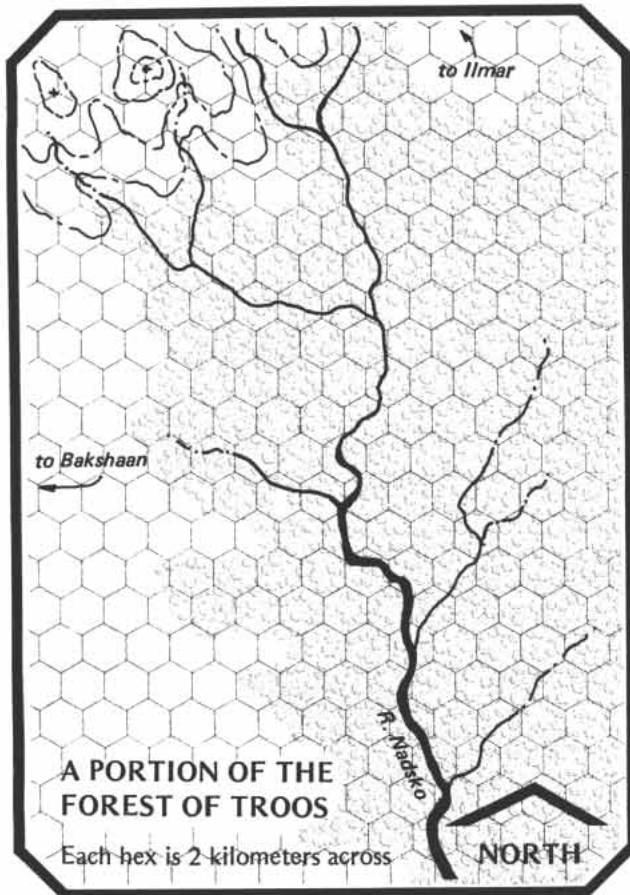
—Bane of the Black Sword

The Forest of Troos was caused by the unleashing of tremendous forces by the Doomed Folk, causing terrible changes among the vegetation and animal life of the area. Such mutations resulted in various herbs and plants valuable to sorcerers.

"The place was full of malicious rustlings and whispers, though no living animal inhabited it, as far as they could tell. There was a discomforting absence of birds, rodents, or insects and, though they normally had no love for such creatures, they would have appreciated their company in the disconcerting forest."

The only animals that the adventurers will see are those that are intent on attacking the party. The plants are unwholesome-looking and many are poisonous. The party will have to carry all provisions.

If encountered, the wolf-pack will follow all the while the party is in the forest, waiting for strays and the like. The pack will not initiate attacks on the humans, but will retaliate if attacked. If the panther is encountered, it will ambush strays, lone guards, or horses.



Finding Rare Herbs and Plants

The Forest of Troos is full of rare herbs and plants, but even here the plants needed to make the Elixir of Invulnerability are uncommon. The map is divided into hexes. There is a 25% chance that any forest hex will contain the plants needed for the Elixir. A forest hex with a stream in it has a 35% chance of containing the needed plants.

All forest hexes contain many useful herbs. Any character may use his Plant Lore to find useful or valuable plants in any part of the Forest of Troos.

Encounters in the Forest of Troos

Roll once on the encounter table below for for each day spent searching in the Forest of Troos. The strange creatures inhabiting this place are attracted by abnormal behavior, and poking around in this forest is abnormal.

1D100	Encounter
01-02	Troosian Worm 1
03-05	Troosian Worm 2
06-12	Snake 1
13-15	Snake 2
16-18	Snake 3
19-21	Snake 4
22-24	Snake 5
25-27	Snake 6
28-30	Snake 7
31-33	Snake 8
34-40	Forest Bear
41-49	Panther
50-65	Wolf Pack
66-80	Orgen Patrol
81-99	No encounter
00	Roll Twice

A successful Search roll must be made to find useful plants. A successful Search roll will enable a character to find plants which his level of expertise enables him to understand and use.

Each successful discovery will yield enough plants to make 1D6 pills of the Elixir of Invulnerability, or 1D100 LG worth of rare plants.

The referee should determine whether the hex contains the desired plants, but should reveal this information only after the party has tried to search it. Failure in making the roll indicates that the party did not find what it was looking for, not that the goal was not present.

Each individual may make one Search roll per day when looking for rare plants.

FOREST BEAR

STR 26 CON 17 SIZ 20 INT 1 POW 7
DEX 16

Armor — 3 points Hit Points — 25

Weapon	Attack	Parry	Damage
Bite	25%	—	1D8 + poison
Claw	40%	20%	2D6+3 + poison
Hug	100%	—	3D6 + poison

NOTES — each round this bear attacks with a bite and two claws. If both claws hit, the bear will hug on the following combat round.

This bear has a 2D6 poison touch which must get through armor to affect the target.

This bear has no fur. Its skin is welted and raised in masses of scar tissue, sweating a milky poison.

ORGEN PATROL

Whenever an Orgen patrol is encountered, it will have twice as many men as the player-characters' party. The six Orgens given are typical patrol fodder. The referee may roll up more if he wishes or reuse these as needed.

Orgens often use large heavy-bladed cleavers. Only Orgens find these cumbersome weapons desirable. Those Orgens using cudgel and dagger carry the cudgel in one hand and the dagger (often used for parrying) in the other. All Orgens are slovenly and clothed in mismatched rags and armor.

Patrol Leader

STR 15 CON 15 SIZ 8 INT 9 POW 8
DEX 9 CHA 12

Armor — 1D6-1 Hit Points 14

Weapon	Attack	Parry	Damage
Scimitar	50%	49%	1D8+1
Self Bow	60%	20%	1D8+1
Dagger	32%	28%	1D4+2

SKILLS — Ambush 83%, Set Trap 70%, Track 77%

Orgen One

STR 8 CON 13 SIZ 12 INT 9 POW 12
DEX 7 CHA 7

Armor — none Hit Points 13

Weapon	Attack	Parry	Damage
Cudgel	27%	27%	1D6
Dagger	22%	22%	1D4+2

SKILLS — Ambush 50%, Set Trap 47%, Track 50%

Orgen Two

STR 12 CON 13 SIZ 11 INT 14 POW 10
DEX 11 CHA 9

Armor — 1D6-1 Hit Points 13

Weapon	Attack	Parry	Damage
Cleaver	38%	30%	1D4+4
Self Bow	27%	20%	1D8+1

SKILLS — Ambush 62%, Set Traps 62%, Track 52%

Orgen Three

STR 18 CON 17 SIZ 9 INT 8 POW 6
DEX 9 CHA 5

Armor — 1D6-1 Hit Points 17

Weapon	Attack	Parry	Damage
Cleaver	50%	47%	1D4+4+1D6
Self Bow	20%	15%	1D8+1+1D4

SKILLS — Ambush 59%, Set Traps 52%, Track 47%

Orgen Four

STR 12 CON 13 SIZ 10 INT 7 POW 8
DEX 9 CHA 6

Armor — none Hit Points 13

Weapon	Attack	Parry	Damage
Cleaver	40%	36%	1D4+4
Self Bow	34%	10%	1D8+1

Orgen Five

STR 12 CON 15 SIZ 11 INT 6 POW 7
DEX 11 CHA 8

Armor — 1D6-1 Hit Points — 15

Weapon	Attack	Parry	Damage
Cudgel	42%	38%	1D6
Dagger	38%	56%	1D4+2
Self Bow	27%	17%	1D8+1

SKILLS — Ambush 73%, Set Traps 50%, Track 39%

Orgen Six

STR 12 CON 15 SIZ 12 INT 10 POW 9
DEX 10 CHA 9

Armor — 1D6-1 Hit Points 15

Weapon	Attack	Parry	Damage
Cudgel	54%	40%	1D6
Dagger	40%	60%	1D4+2
Self Bow	46%	20%	1D8+1

PANTHER

STR 19 CON 16 SIZ 14 INT 3 POW 8
DEX 20

Armor — 1 point Hit Points 18

Weapon	Attack	Parry	Damage
L Head Bite	40%	—	1D8+2
R Head Bite	40%	—	1D8+2
Claw	60%	50%	1D6+2
Rip	100%	—	3D6

NOTES — This panther has two malformed heads, and can attack with two bites and two claws each round. If both claws hit, then the animal will hang on and rip with the hind claws on the next round, biting as well.

SNAKE ONE

STR 6 CON 7 SIZ 8 INT 1 POW 3
DEX 12

Armor — none Hit Points 6

Weapon	Attack	Damage
Bite	90%	1D4 + 6D6 poison

SNAKE TWO

STR 3 CON 31 SIZ 4 INT 2 POW 16
DEX 11

Armor — none Hit Points — 26

Weapon	Attack	Damage
Bite	90%	1D3 + 4D6 poison

SNAKE THREE

STR 10 CON 10 SIZ 9 INT 3 POW 5
DEX 19

Armor — 14 points Hit Points — 10

Weapon	Attack	Damage
Bite	90%	1D6 + 9D6 poison

SNAKE FOUR

STR 30 CON 19 SIZ 28 INT 5 POW 8
DEX 15

Armor — 12 points Hit Points — 35

Weapon	Attack	Damage
Bite	40%	1D8
Crush	60%	3D6

NOTES — This gigantic constrictor can attack with both bite and crush each round. Once the crush hits, it will automatically hit on each subsequent round until it or its target die.

SKILLS — Ambush 90%

SNAKE FIVE

STR 25 CON 18 SIZ 10 INT 7 POW 9
DEX 14

Armor — none Hit Points — 18

Weapon	Attack	Damage
Bite	40%	1D6
Crush	60%	2D6

NOTES — This snake can attack with both bite and crush each round. Once the crush hits, it will automatically hit on each subsequent round until the snake or target dies.

SKILLS — Ambush 80%

SPECIAL ABILITY — This snake emits a stench so powerful that each round, all those fighting the snake must roll their CONx5 or less on 1D100 or lose consciousness. Once the snake dies, it ceases emitting this stench, though it still smells awful.

SNAKE SIX

STR 6 CON 8 SIZ 6 INT 1 POW 3
DEX 18

Armor — none Hit Points — 5

Weapon	Attack	Damage
Bite	50%	1

SNAKE SEVEN

STR 3 CON 8 SIZ 4 INT 2 POW 5
DEX 20

Armor — none Hit Points — 3

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	80%	1 point + 20D6 poison

SNAKE EIGHT

STR 10 CON 11 SIZ 9 INT 2 POW 7
DEX 15

Armor — 6 points Hit Points — 11

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	90%	3D6

NOTES — This snake continually emits a poisonous gas which causes all those fighting it to take 1D3 points of damage from poison each round. This is a contact poison and holding one's breath will not help. Once the snake dies, the gas will dissipate in 1D6 rounds.

TROOSIAN WORMS

These mottled earthworm/reptile hybrids live in the murky depths of the Forest of Troos. They hunt alone in the early hours of the morning and attack anything smaller than themselves. They are uncommon.

All Troosian Worms inject a paralytic poison when they bite. This poison reduces DEX. When DEX has been reduced to 0 or less, the victim is paralyzed and will remain helpless for at least a full day.

Also, Troosian Worms have hypnotic eyes. Roll INTx5 or less on 1D100 when the worm is first encountered, or you are spellbound, unable to move until eaten or two hours have passed.

TROOSIAN WORM ONE

STR 35 CON 14 SIZ 35 INT 8 POW 7
DEX 8

Armor — 8 points Hit Points — 37

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	48%	3D6 + 2D6 paralytic poison

NOTE — possesses hypnotic eyes.

TROOSIAN WORM TWO

STR 40 CON 15 SIZ 42 INT 6 POW 9
DEX 10

Armor — 8 points Hit Points — 45

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	45%	3D6 + 2D6 paralytic poison

NOTE — possesses hypnotic eyes

THE WOLF PACK**The Leader**

STR 17 CON 17 SIZ 16 INT 6 POW 11
DEX 14

Armor — 1 point Hit Points — 21

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	55%	1D8

NOTE — This wolf is capable of regenerating 1D6 hit points of damage each round until dead.

Wolf One

STR 13 CON 14 SIZ 12 INT 3 POW 10
DEX 15

Armor — 10 points Hit Points — 14

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	40%	1D8

NOTE — This wolf has fur made of iron wires.

Wolf Two

STR 16 CON 19 SIZ 27 INT 2 POW 8
DEX 12

Armor — 3 points Hit Points — 34

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	35%	2D8

NOTE — This wolf is as big as a pony.

Wolf Three

STR 14 CON 14 SIZ 12 INT 3 POW 9
DEX 11

Armor — 1 point Hit Points — 14

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	32%	1D8
Sting	40%	1D6 + 3D6 poison

NOTE — This wolf's tail is a scorpionlike stinger, and it can both sting and bite each round.

Wolf Four

STR 11 CON 12 SIZ 10 INT 4 POW 10
DEX 17

Armor — 1 point Hit Points 12

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
R Head Bite	35%	1D8
L Head Bite	43%	1D8

NOTE — This wolf has two heads capable of attacking simultaneously.

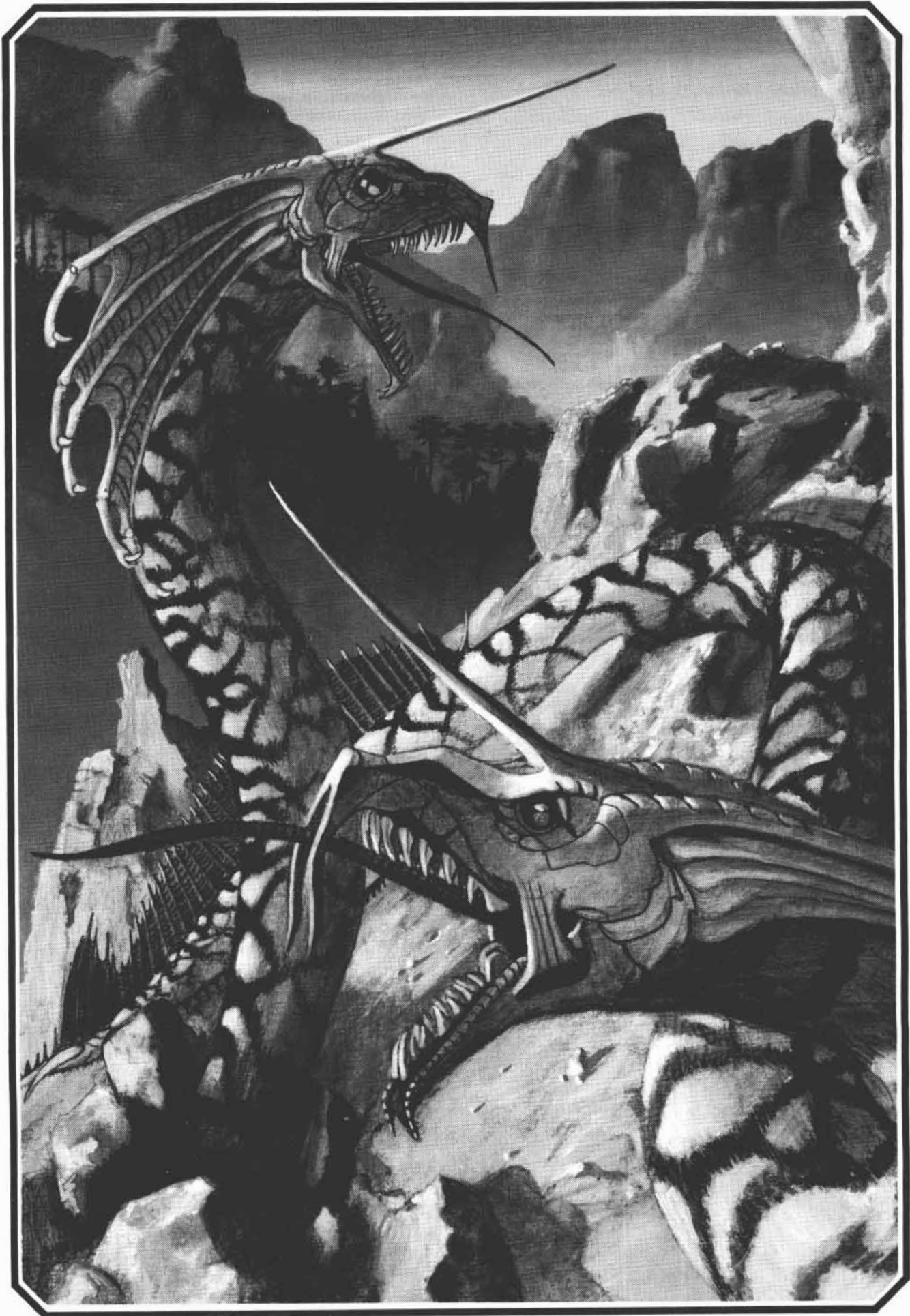
Wolf Five

STR 18 CON 13 SIZ 17 INT 2 POW 6
DEX 12

Armor — N/A Hit Points — 18

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	88%	1D8

NOTE — This wolf is invulnerable to all weapons unless they roll a critical hit, thus striking him in one of his vulnerable areas; the open mouth, the eyes, or the navel, which is bare of fur. If a character states that he is specifically aiming for one of the named spots, his chance of getting a critical hit is doubled.



Wolf Six

STR 15 CON 12 SIZ 14 INT 4 POW 7
DEX 13

Armor — 1 point Hit Points — 14

Weapon Attack Damage
Bite 38% 1D8

NOTE — This wolf has eight legs.

COMPLICATING THIS SCENARIO

Now in a simpler form than it was when first playtested, this scenario originally was too tough for the three groups who tried it: your group might be ready for a sterner version than this adventure became. Feel free to add crea-

tures for your players to encounter or have them taken to the King of Org. You might wish to loose the ghouls upon Org if the players are finding the expedition unchallenging. Karyzoon might release one of his Demons to summon another, or he might magnanimously give one Demon to someone else so that he can summon more.

Karyzoon might be more treacherous than he appears at first glance. He may attempt to slaughter all the player-characters once he has obtained his herbs, to keep from paying them their fee. This would probably be done by using the two Mong warriors in conjunction with Jasmain in a night attack. He might let one of the Mong use his Demon Dagger or he might trick one of the player-characters into trying to open the chest of coins, thus forcing Tegwalchmai to attack that adventurer. Decide which changes would best adapt this scenario to your campaign.

A SOLO ADVENTURE Into the Marshes of Mist

by Glenn Rahman

In this solo adventure, the player takes the role of Moonglum of Eshmir, in an adventure prior to his first encounter with the famous albino traitor, Elric. Alternately, you may run one of your own *Stormbringer* characters. If you choose to do so, do not use a character that knows any sorcery nor that owns any Demons or Virtuous items.

This adventure was suggested by Michael Moorcock in his story "While the Gods Laugh" (*The Weird of the White Wolf*). While in that tale Moonglum's adventure was rather brief, we are assuming for this solo that the printed word only skimmed the surface of the adventures which befell him in the Marshes.



At various times, you will be told to go to 61, always to resolve some combat. All the information for all combats in this adventure are contained there. However, before going to 61, be sure to write down the options given at your current location for use after ending the combat. The heading 61 itself contains no information to go anywhere else, and if you forget to write down your instructions from the previous location, you may be stranded there.

Go to -1- to begin play:

1 You are Moonglum of Eshmir, an adventurer from the eastern city of Elwher. The tales of a Western-born slave has piqued your curiosity and sent you to lands seldom visited by those of your race. You are but five feet tall, with legs too long for your proportions. Your mouth is wide and ugly, for all that it is often tightened with a good-humored smile. Your nose is pug and your hair a red mop falling over your neck and forehead. You travel unarmored, dressed in faded blue. You are armed with a scimitar and dagger.

After months of travel, you have arrived at the southern borders of Shazaar. So drear has been your journey that the legends of lost races, ruins, and monsters lurking in the Marshes of the Mist to the south attract rather than warn you away.

Beyond the farming country the land falls to a low, marshy plain. Visibility is reduced by patches of tall rushes and clinging mist. Your horse is nervous. The swamp is unnaturally quiet. Not a frog croaks nor mosquito whines. Still, nothing happens. You begin to think

that the Marshes have nothing over Shazaar when — roll 1D6; on a roll of 1 go to 41, on a roll of 2-3 go to 44, and on a roll of 4-6 go to 23.

2 If there is a way out of the tombs, it has so far eluded you. Among the grave goods you do find a good scimitar and a dagger to rearm yourself. A stir in the gloom takes you by surprise. You are not overly superstitious, but horrible childhood tales come vividly to your brain upon beholding the scene before you. The princess Gimir, corpse-pale, is sitting up in her sarcophagus, her once sublime features distorted by death, madness, and worse.

Is this the doom of the Doomed Folk? Were the royal Dharzi, vanquished by Chaos, cursed to change into ravenous ghouls upon death? No wonder the tombs were empty. As soon as usurpers took over, these horrors must have been wiped out.

Attempt to roll under your Music Lore (48%). If you succeed, go to 34; if you fail, go to 7.

3 You swiftly spur your horse into a wild careening gallop. Your sweeping scimitar beheads the first of the odd folk barring your path, sending his gnarled body spinning into the mire. The remaining five fall back, then move in from different sides, snapping their lashes in the air. They will fight with their whips. You may dismount or fight from the saddle. To resolve the combat, go to 61. If the fight goes badly and you fear for your life, you may yield by going to 25. If you are victorious, go to 48.

4 When darkness and mist obscure the walls of the strange-angled city, you wriggle between the remaining bars of the tower window and, holding fast to the sill, dig your toes into the rough seams of the building blocks. To reach the street below without falling requires three successful Climb rolls. If you fail the first roll, you take 9D6 damage and reach the street below. If you fail the second roll, you take 6D6 damage and reach the street below. If you fail the third roll, you take 3D6 damage and reach the street below. If you succeed on all three rolls, you take no damage and reach the street. If your descent resulted in a Major Wound, go to 45. If your descent did not result in a Major Wound, go to 43.

5 “You’ve freed yourself, human!” the maid blurts, “Please, take this chain from me and great shall be your reward!” Strange that she should call you “human”. You query her about it and go to 22.

6 While you fumble futilely with the locks of your manacles, the robed Dharzi returns, leading more humans and some guards. “So, you tried to escape!” he exclaims, “How can a mere human thwart the will of a superior race? You should be grateful that our arts will soon make you into much more than merely human.”

After an agonizing magical ordeal, you and your fellow subjects are hideously transformed into halfmen thralls,

subject to the will of the Dharzi leaders. It is an inglorious end to a budding career.

7 The woman shrieks and lunges for you. You meet her rush with your slashing scimitar, but she feels no pain, loses no blood. Her frenzied strength is irresistible. You are thrown against a funerary urn, breaking your back. Helplessly you lie while the ghoul commences to greedily feed ...

8 Drawn by the noise one of you makes, two Dharzi soldiers appear, and one casts a javelin, piercing the woman through the heart. As she falls dead, you must decide either immediately to surrender and go to 17, or fight them and go to 61. If you fight and beat the guards, you can escape via an open window to 43. If you suffer a major wound in fighting them, go to 45.

9 Judging discretion to be the better part of valor, you wait until the odd folk and their captives are out of sight, then press on, circling widely to avoid detection. Roll 1D6; on a roll of 1 go to 41, on a roll of 2-3 go to 44, and on a roll of 4-6 go to 56.

10 When the mist twines round the tower like a serpent round a staff, and the city is dark save for scatter flickers of random torches, you slip between the bars and claw your way up the rough stonework above the window. To reach the higher window, make a successful Climb roll and go to 18. If you miss it, you take 9D6 damage and go to 45.

11 You seek the end of these dangerous swamps. Roll 1D6; on a roll of 1-3 go to 41, on a roll of 4-6 go to 39.

12 “Come out of there with your hands above your skull!” rumbles a vigilant guard. Pinned in an awkward corner, you have no choice but to surrender and go to 47.

13 The remains of the strange frog-men float in the algaed waters, where the vermin will make short work of them. You turn toward the girl, then frown. You had taken her for an ordinary girl, but there is something disquieting about her aspect, especially her mad-looking eyes — as if she were not human.

“Thank you, human,” she says. “I am Gimir of the royal race of the Dharzi. These creatures serve the Dharzi too, but only the usurpers, who belong to the degenerate common stock. Those peasants were long ago cursed to grow ever more brutish and hideous. My bloodline is fairer, but not without its own woe at the hands of Chaos. Truly we deserve to be named ‘The Doomed Folk.’”

“Where do you dwell?” you ask warily.

“My family, shunned alike by mankind and by our rebellious slaves, have for many months hidden in the mountains above the swamps. At last our invocations to

potent demons revealed the means by which to purge our ancient seat and destroy the usurpers. Alas, the halfmen came upon us and my brothers were slain before we could reach the city. Yet I see providence in your appearance. Help me to complete my mission, and you shall have the gratitude of Dharzi lords!”

To help Gimir, go to 24. To abandon her, go to 11.

14 One of the bars in the window is weak. A determined effort frees it. The stones are rough and protrude irregularly and it may be possible to climb down, but failure could well mean death. Alternatively, it would be easier to climb a short distance higher, to an unbarred window overhead. To climb up, go to 10. To climb down, go to 4. To remain where you are, go to 47.

15 The guards go harmlessly by. You now accompany Gimir down several more flights of steps then, on the second floor, part from her with finality and climb through an open window. Attempt a Climb roll. If the roll is failed, take 3D6 damage from the fall. If the damage is a Major Wound, go to 45. If the roll is successful, or if it is failed but you did not take a Major Wound, go to 43.

16 “A human escapes!” one of the odd folk cries. You throw stealth to the wind, spring into the saddle, and prod your steed into a gallop. You bowl over a guard barring your path. Reaching the edge of the city’s granite foundation structure, your horse leaps to the soft, yielding turf below. Behind, one of the officers screams, “He must not get away! Release the hunting dogs!” You ride swiftly on, to 41.

17 A Dharzi officer who joins your captors grins maliciously: “For helping this she-fiend, you have earned a fate worse than even our wizards usually bestow, human!”

They take you and the corpse to the mouldering tombs within a vast mausoleum on the edge of the city. They give you a torch and seal the door behind you. Apprehensive, but glad to be unguarded, you make a brief search of the vaults and nearer tunnels.

The vaults contain many elaborate shrines and coffins, but all the mummies have vanished. Strange to destroy or steal cadavers while leaving rich grave goods untouched. Returning to the front chamber, you pick up Gimir’s body and place it in an empty sarcophagus.

To seek a way out of the tombs, attempt a See roll. If it succeeds, go to 26. If it fails, go to 2.

18 Making the climb easily, you reach the sill and crawl through it. It is not empty — a lamp burns and a woman gasps in the shadows. Go to 32.

19 You gaze regretfully down at the corpse of the stranger who tried to help you. You now note his strange aspect. He was an albino, and he does not look powerful enough to fight the way he did. Was he a

sorcerer? That gorgeous runesword he wielded suggested it. Where did it go? It lay there but a moment ago.

“Elric!” a woman’s voice echoes on the boulders above. You glance up to see a lithe, frail-boned maid in flimsy green robes and with red hair in train, riding down the incline. As she nears she observes the corpse with anguish. She is beautiful, but seemingly not entirely human.

“I am sorry, madame, but your knight is slain. There is naught we can do but give him burial and pronounce words to guide his noble soul to its reward.”

“Nay, friend,” she replies sadly. “No words can turn his tormented spirit from its hellward flight. He was Elric of Melnibone, and damned.”

When you inquire the maids name she responds, “I am Sharilla of the Myyrrhn. The doomed one was befriending me on a quest of importance to us both. Alas, it shall go no further.”

To repay your debt to the dead, you may take his place in Shaarilla’s quest. Or you may escort her to civilization. Either way, the remainder of your story needs must be told another day.

20 When the shackle opens the woman gives a sigh of relief. “We’re far from free yet,” you tell her. “Sit there till a guard comes — I’ll do the rest.”

Soon a light shines through the peephole. The guard outside sees all looking well and unlocks the door. You, hidden behind it, strike when he steps inside. You strangle him with your shoelaces and take his armor (1D6-1 protection), scimitar, and dagger.

The princess tugs you toward the door. “Help me to reach the temple of Sssss’sss’ssaan and we shall end this evil!”

To accompany her, go to 57. To go your own way, go to 60.

21 “I am grateful to you, stranger,” Gimir tells you. “The common Dharzi who survive shall not be trusted again. I need men of honor to defend and serve me. Accept the captaincy of my city!”

If you think it has always been your destiny to stand by one who is not human and not wholly sane, have your further adventures with Princess Gimir. To politely demur, go to 50.

22 “Are you not human too?” you ask, disconcerted. “Nay, she says. “I am Gimir, one of the last of the ruling race of the Dharzi. Outsiders sometimes call us the Doomed Folk.”

She senses your repulsion. “Fear not,” she answers you quickly. “The royalty of the Dharzi is not tainted with bestiality, as is the bloodline of the common class. The Lords of Chaos inflicted different vengeance on us.

“We have reigned in this ancient seat of power since vanquished by the Melniboneans. Many months ago, our deformed slaves revolted and my kin took refuge in the mountains. We had found the means to destroy the usurpers and my brothers and I were on our way to this city with vengeance when we were set upon by the halfmen patrols. Only I survived.”

“Halfmen?”

"Aye — captive humans infused with the stock of the Prime Beasts to be slaves and warriors of the usurpers. Most of the common stock are brute-ignorant, but a few have almost the cunning of the royal race. In ancient times the art was used to create our hunting dogs. If I can escape, I can overthrow these fellows and prevent them from raising a halfman horde to lay waste the entire continent."

To help her escape, go to 49. If you doubt the sincerity of a Dharzi princess, see to your own escape at 46.

23 Only the suction of your horse's feet plodding through mud and the clatter of your sword at your side breaks the stillness of the marsh. You had almost grown accustomed to the unnatural stillness when you catch the sound of painful cries and the snap of whips. You rein up behind a screen of reeds and listen carefully.

After a short but tense wait, the first of the figures comes into view. Sloughing through the mud and mists is a column led by ugly men — short, heavy, squat, and gnarled. They are covered with a thin black hair. They carry braided whips, which are applied lavishly and brutally to the half-dozen human captives they lead in a bound coffle.

The odds seem to frown on intervention, yet the sight is grim. To ride to the aid of the prisoners, go to 3. To remain in hiding, go to 9.

24 Pledging your might to the princess Gimir, you seat her ahead of you in the saddle and go where she directs. While you travel she tells you something of the doings of the Dharzi usurpers. A few were wizards, more intelligent than the rest of their ilk. To create a force of slaves and warriors, the usurpers are mystically merging captive humans with bestial Nature. They may soon emerge to assault the Western Continent. Naturally, if this is true, you should try to thwart the scheme.

So determined are you both that even the death of your horse in a scrape with a large crocodile does not ward you away. By nightfall you come within sight of a strange-angled city of ruins, raised on a vast pier of stone blocks. Under the cover of the mist, the pair of you continue, stealing into the twisting streets of the Dharzi stronghold. Suddenly you hear heavily-shod footsteps and pull the princess after you into a building. The guards must have heard you as well, for they head straight towards you. You and Gimir must Hide (Gimir's rating is 60%). If either of you fail, go to 8. If both succeed, go to 51, as the guards have missed you.

25 Beaten unconscious by the knotted leather whips, you are bound in the coffle and then carried, dragged, and prodded along to 38.

26 When the princess is dealt with, you recommence your search of the tombs. Finally, you spot a collapsed block in the wall behind an altar. You work at the old blocks with the butt of an iron spear be-

longing to an ancient king and soon have broken open a passage large enough for a man. Behind the wall is a tunnel. You take nothing with you save a scimitar and a dagger from among the grave goods, then, holding the torch before you, squeeze along the tube, driving off the rats and crawling vermin dwelling therein. At the end you find a trap which opens to the sodden floor of the camp. Flee the city to 39.

27 Evading the prison guards and reaching a lower floor, you find a window and take the short drop to 43.

28 You turn from the corpses of the dog-birds with a shudder. You manage to rescue your horse from the mire and make for the high ground under the hills. Go to 39.

29 You and Gimir steal to the ground floor undetected by the negligent guards and climb to the street through an open window. Go to 51.

30 As you work your way between the narrow rock walls of the pass, the hunting things gain inexorably. Breaking into the open, you are startled by the sight of a lone rider spurring his mount down the slope, his cloak whipping about him. "Stay, friend!" he calls. "I've come to help you!"

The stranger's horse purposefully tramples the frontmost beast under its hooves, snapping the horror's spine in twain. In the man's hand, a long black blade waves.

No longer alone, you bring yourself about and draw your scimitar. "A happy coincidence, this encounter!" you shout to the newcomer. Then the rush of the hounds makes further conversation impossible.

There are five remaining hunting dogs. Each round, half (round fractions up) will attack the stranger. If both you and the stranger survive the battle, go to 53. If you survive alone, go to 19. If neither of you can continue to fight, you both perish under the beaks of the surviving hounds.

31 The way you choose to flee takes you over an extended arm of the marshes. You splash through half a league of mud and vegetation, the beasts close on your heels. Suddenly the footing gives way under your steed's hooves and you know you are at bay. You crawl to the top of a muddy bank and await the rush of the six hunting beasts with scimitar ready. Go to 61. If you survive the combat without acquiring a Major Wound, go to 28. Otherwise the beasts devour you where you lay.

32 "You must be a human from the tower below!" the maid guesses. You think this an odd statement, until you study subtle anomalies of her facial structure. And those eyes — in a human they would denote stark madness. Go to 22.

33 You travel toward the line of distant hills, trying to find a way out of the swamp. Roll 1D6. If you roll a 1, go to 39; if you roll a 2-3, go to 41; if you roll a 4-6, go to 56.

34 You recall a legend saying such revenants are impervious to blades but cannot abide the touch of living flame. Thinking quickly, you plunge your torch into the thing's face as she lunges. Her hair and gown catch fire. Keening a shriek that fades the color from your temples forever, the ghoul flees down a subterranean gallery. Momentarily safe, you urgently resume your search for any way out of the tombs, at 26.

35 The crocodile men drag you disarmed along the slimy ponds of the swamp. The outcome is not what you expected, for ahead waits a party of squat, shaggy, not-quite-men, sitting quietly on a muddy bank. Behind them a line of bound human captives sprawl exhaustedly. The odd folk hail the crocodile men and take you from them. Your new captors bind you with thongs and permit you but a brief rest before driving you and the rest of the coffle deeper into the moor. Go to 38.

36 The princess stands up straight and sneers: "It is not good that a human should live to tell outsiders the secrets of the Dharzi."

You have an idea of where her train of thought is leading her. You can silence her before she can call again upon her god with a thrown dagger. If you hit her and inflict at least 4 points of damage, you will have given her a Major Wound: she will fall stunned and, before she can gasp out her prayer, you can behead her with your scimitar. This will allow you to hide until the slaughter is over and then flee the city to 39.

If you miss with your thrown dagger or inflict 3 or less points of damage, she calls a flood of poisonous vipers in through the doors and windows, whose stings rapidly perform your assassination.

37 The frog-men take the girl away, leaving you for dead. With the crocodiles sliding in for your half-submerged form, they are right.

38 You and the other captives are marched along a narrow, grassy path, about four feet wide, a disguised work of engineering. Toward darkness you arrive at a ruined city; only a part of it seems fit for even the rude habitation of these brutish folk. It is raised on a vast foundation of granitic blocks. The buildings are irregularly polygonal and bear grotesque inhuman motifs.

You personally are driven up a spiral staircase to a high tower room where you are imprisoned alone. Your captors, whom you have heard the other prisoners call the Dharzi, or Doomed Folk, force a thick syrup of healing and fortifying herbs upon you. The flavor is putrescent and bitter, but over a couple of days all wounds, even Major Wounds, are healed (though lost limbs and scars will remain). To try to escape from these folk once healed, go to 14. To simply await your fate, go to 47.

39 Nearing the jagged line of hills, the land rises and firms. You no longer need to pick your way with laborous care. You still look over your shoulder occasionally, or listen for the sounds of danger or pursuit, but the commonplace noises of birds and insects may again be heard. Once out of the wetlands you strike up an easy pace. It is not your way to needlessly fret away your peace of mind.

"Hold, stranger!" calls one from a ridge above. You look up, wary of a new attack, and spy a tall, unnaturally pale-skinned man with a frail, red-headed woman on horseback. "Whither do you wander?" the man asks in an innocuous but dour voice.

Introductions soon establish that the pair is friendly enough. The man is Elric of Melniboné and the woman Shaarilla of the Myyrrhn. Elric is a saturnine fellow, but has a compelling character and, besides, you have enough good cheer for two to share. You suggest that they and you might continue on together for a while. Elric agrees, despite Shaarilla's undisguised misgivings. This is the end of a tale, but the beginning of many another.

40 "I thought I heard something!" an unseen guard hisses. You duck into the shadow of an alcove, but the hall resounds with the step of two Dharzi guards. To try to hide, attempt a Hide roll. If you succeed, go to 27. If you fail, go to 12. To attack the guards, go to 61; if you despatch them, slip out a window on the ground floor at 43. If you take a Major Wound, go to 45.

41 As you leave the wetlands, a horrible baying cuts you to the quick. You throw a glance over your shoulder and see six animals bounding up from your flank. For a moment you take them for a pack of wild hounds, but then you see your mistake. These be no earth-born creatures — they are monsters with the legs and shaggy hindquarters of dogs, but whose feet are eaglelike talons and with flesh-tearing beaks clacking where a muzzle ought to have been.

Your horse springs into full gallop without needing your spurs, yet goad it on you do, desperately. Its rapidly-building pace maintains the distance between you and the famished hell-beasts, but just barely. Two routes of escape lie ahead, but there is little to choose between them. If you would rather go towards the pass, go to 30. If you prefer an overland route through the swamp, go to 31.

42 With deftness impressing even yourself you remove the horse from its corral, walk it to the edge of the city without attracting the attention of the watch, and ride off. The spongy ground muffles the horse's hooves as you flee through the cattails. Go to 39.

43 You strike the granite foundation of the street solidly, your mind racing for a means of escape from the city. You remember noticing a small corral on your way in. Now you step lightly toward it, partially obscured by the fog. To steal a horse from the corral, attempt a Move Quietly roll. If you succeed, go to 59. If you fail, the arrow of a watchful guard pierces one of your lungs — go to 45.

44 A woman's scream propels you through a stand of scabrous cane. You see a maiden in a muddy gown splashing through the slough pursued by four humanoid frogs, each squat, bloated, and as large as a man. To avoid trouble, retreat via 33. To attack the monsters, go to 61; and if you wish, you may dismount from your horse. If you suffer a Major Wound in combat with these monsters, go to 37. If you decide to surrender to them at any point, go to 52. If you succeed in slaying or incapacitating all of them (they will not surrender), go to 13.

45 You lay, moaning helplessly, till the Dharzi guards come for you. Whatever special reason brought you to this location, the guards now deem you useless and to be disposed of. You are manhandled in indescribable pain to the kennels of the eagle-beaked Dharzi hunting dogs and flung within, still alive, to act as their provender.

46 You do not trust the Dharzi woman, fearing the powers she might command if freed. It is better if you manage your own escape in order to give warning to the outside world.

You bind and gag the princess with strips of her own gown, then wait for someone to visit the cell. The wait is brief. A light shines through the peephole, then a guard opens the door and steps within. You quickly knock him down and wind your bootlaces around his throat in a strangler's knot. When he is dead, you take his scimitar, dagger, and armor (1D6-1), then steal into the hall outside. Now, attempt to Move Quietly. If you succeed, go to 27. If you fail, go to 40.

47 The jailers seize you and take you down to a large vaulted chamber resembling both a room of ceremonial magic and an alchemist's laboratory. Once you are manacled to the wall a gnarled and hairy Dharzi in conjurer's robes appraises you. "The turnkeys tell me you have fighting spirit. Excellent!" he chortles, obscenely.

"Are you aware of what we do here?" the Dharzi asks. "Let me explain. Millenia ago our ancestors experimented with forming unnatural hybrids and created the famed hunting dogs of our race. The art was mostly lost after a war with thrice-damned Melniboneans, but now that we have formed a new Dharzi order, we have recreated the art. Now, we use men as part of the raw material. While I ponder how *you* may best serve the Dharzi, one of my earlier subjects shall keep watch." When he steps away, you see a slaver wolf-man watching you with crazed intensity.

To escape from the manacles, attempt a Pick Lock roll. If you succeed, go to 54. If you fail, go to 6.

48 The damage done by the lashes is largely shock. Half the damage points you accrued from them vanishes after a half-hour or so of rest.

Smarting from the blows of the fight, you turn from the twisted corpses, whose blood dyes the pools a

sickly orange-scarlet. The human captives, who had until now cowered in a stand of cattails, emerge, wondering aloud who you are and why you battled "the Dharzi."

"You are free," you say, even managing a smile despite your stinging back and limbs. "If your grandchildren ever ask you delivered you from this foul captivity, tell them it was Moonglum of Eshmir, a land which no doubt you never have heard of."

"We must all be gone from this place quickly, lord," one of the men declares. "When this party of slavers does not return, the hunting dogs of the Doomed Folk shall be unleashed!"

"Who are these fellows?" you ask.

The Dharzi, or Doomed Folk, are a race that was here before mankind," says the man. "It is often said that they must be extinct, but then they make their presence known again. Of late, they have been raiding the borders of Shazaar for captives. Only the Lords of Law know why. But now each must fend for himself. If you ride that way the land rises to hills. May Donblas protect you." Now attempt to roll under your POWx2 on 1D100. If you succeed, go to 39. If you fail, go to 41.

49 Though you have misgivings concerning a being so alien in thought as a Dharzi must be, you are loath to leave a lone female to the mercies of these odd folk. To free her of the shackle, try a Pick Lock roll. If you succeed, go to 20. If you fail, go to 55.

50 When morning dawns you locate a single horse that was spared the carnage of the night and depart the ruined city. Gimir took your decision to leave petulantly. You wonder if she will be ungrateful enough to interfere with your departure. Attempt to roll your POWx2 or less. If you succeed, go to 39. If you fail the roll, go to 41.

51 The dense mist shields you and the princess from view while you make your way through the crumbling byways of the ancient city. Finally you reach the temple of Sssss'sss'ssaan. Over the altar is the most repulsive representation of any deity that you have ever seen in all your travels.

The woman prostrates herself before the image, singing a doggerel verse. Then in plain language she makes a direct appeal to the entity: "Sssss'sss'ssaan, patron of my forefathers, hear me. Send your children to strike down the evil usurpers, their children, their servants, and their slaves. Let the slaughter not cease till my family is again proclaimed supreme by every yet-living voice, as in days of old." She then proceeds into a lengthy incantation, during the course of which she catches a rat and bites its head off.

You stand aghast, wondering what the incantation means. Suddenly you hear a cry from outside. While you scramble to the door, the ruckus grows into a riot or battle. You now see the earth without teeming with knots of writhing serpents, all large or venomous. Several flailing forms stagger into view — Dharzi and grotesque halfmen;

already swelling and turning blue from poisonous bites, enveloped and crippled by bone-crushing boas. Surely the regime of the usurpers will be swept away.

You turn uneasily toward the princess Gimir, who has cleaned herself off. Now that her victory is all but assured, will she regard kindly the man who helped her? Attempt to roll your CHAx5 or less on 1D100. If you succeed, go to 21. If you blow it, go to 36.

52 You are beaten and disarmed by the frog-men. Together with the girl you are carried through the swamps to a crumbling, odd-angled city, inhabited by odd people with short, gnarled bodies and an uncomely coating of black hair. Soldiers of this weird race take you from the frog-men and conduct you both to the top of a high tower. You are manacled by your wrists and the girl is shackled by her ankle.

When the guard have left, you may attempt to remove your manacles by making a successful Pick Lock roll. If you do succeed, go to 5. If you fail, go to 47.

53 The dogs having been slaughtered, you smile cheerily at the stranger, saying: "My gracious thanks, lord. Without you to aid me, it might have taken me half the day to despatch these pests. I am deprived of many an hour of sport, but I begrudge it not."

The stranger is an odd man, an albino certainly, and perchance not even human. He is not muscular, it seems a wonder he could have fought so well. And that runesword in his hand ...

"Elric of Melnibone am I," the albino replies to your self-introduction. You have heard of Melnibone, not so this fellow Elric. It matters now; you know him now.

54 The last manacle clicks open, but the wolf-man is snarling, alert. If you leave your place, he will attack. To fight the monster unarmed seems sheer folly, and the ruckus would surely bring other guards running. Instead, you must ward it off by force of personality. "Easy, my man," you whisper, staring commandingly into feral yellow eyes, "— it's not me you hate — it's these mad Dharzi who are your enemies. I can bring help ..." While you inch toward the window, attempt to make a Persuade roll. If you succeed, go to 43. If you fail, go to 58.

55 While you fumble with the princess' stubborn shackle, a light shines over your back. "Attempted escape!" yells a guard. A moment later, several guards enter. Go to 47.

56 Proceeding across the Marshes with all possible dispatch, your horse abruptly rears and your hand goes instinctively to your scimitar. It's the right instinctive response, for coming from three different directions are as many hell-spawned horrors. They resemble men above the waist, though covered with a horny hide. But below all is madness — they stand on four crocodile legs and have the flailing tail of that reptile.

If you wish to gamble that they are intelligent and may spare you, surrender and go to 35. If you wish to

fight them, go to 61, and you may dismount from your horse if you wish. If you are victorious, go to 11. If you are defeated (including taking a Major Wound), but are not slain, go to 35.

57 Though you trust Gimir as far as you can throw a battle-barge, you know you must take a risk to foil the Dharzi's evil schemes. You lead her down several flights of stairs. Both of you must now attempt to Move Quietly (her chance for success is 65%). If you both succeed, go to 29. If either of you fail, go to 8.

58 The wolf-man springs at you, bearing you to the hard tile floor. Your back is raked by its claws as you struggle to keep its jaws from your neck. Dharzi guards enter, separate you and the halfman, then snap you back into chains. Go to 6.

59 You approach the corral guard without waking him from his slumber. You slug him into unconsciousness and take his scimitar and dagger. The horse you want is agitated by the violent action. Try a Ride roll. If you succeed, he is gentled and you can lead him stealthily from the city; go to 42. If you fail, go to 16.

60 To your annoyance, Gimir tries to follow you. You turn angrily, but then you hear the scuffle of boots. You pull the girl with you behind a wall buttress. Each of you must make a Hide roll (Gimir's rating is 60%) to evade detection. If you both succeed, go to 15. If either of you blow it, go to 8.

61 Congratulations. You've gotten into a fight. Use normal *Stormbringer* combat rules, including Dodging, if desired, critical hits, fumbles, and Major Wounds. If a Major Wound is received during the course of combat, that character is taken out of the fight for good, though he may be revived afterwards.

If the fight ends, return to the section that began the combat and follow any additional directions. If you fight mounted, you may add +05% to all attack chances but, of course, if you fumble and drop your weapon, you will be unable to get it back.

All statistics needed for combat follow below, except for those of Moonglum and the Stranger (Elric of Melnibone). They are contained in the appendix of the *Stormbringer* rulebook.

Hunting Beasts (Hunting Dogs of the Dharzi)

DEX 14 Armor — none Dodge 45%
Hit Points — 14 No Major Wound

Weapon	Attack	Parry	Damage
Claw	20%	10%	1D8+1
Beak	25%	—	1D6+1

NOTE: The hunting dogs of the Dharzi fight to the death. Unlike other creatures, Major Wounds do not incapacitate them — they keep fighting at full strength till dead. They may attack three times each round, with two claws and one bite.

Crocodile-Men

DEX 10 Armor — 3 point skin Dodge 30%
 Hit Points — 20 Major Wound — 10

Weapon	Attack	Parry	Damage
Claw	40%	20%	2D6
Tail	50%	—	3D6

NOTE: The crocodile men can attack once each round, and will alternate between their tail and claw attacks. The They cannot parry on rounds they attack with their tail. They will fight till their foe is dead or helpless or they are so themselves.

Frog-Men

DEX 15 Armor — none Dodge 50%
 Hit Points — 12 Major Wound — 6

Weapon	Attack	Parry	Damage
Spear	50%	50%	1D6+1
Kick	45%	—	1D6

NOTE: Frog-men may attack once per round, and will use their spear until disarmed. They will fight as long as they are able.

Odd Folk (Doomed Folk, Dharzi)

STR 9 DEX 14 Armor — 1D6-1 Dodge 25%
 Hit Points — 15 Major Wound — 8

Weapon	Attack	Parry	Damage
Scimitar	50%	35%	1D8+1
Dagger	30%	45%	1D4+2
Whip	45%	—	1D3

NOTE: Odd folk will fight as long as they are able. They carry scimitar and dagger unless otherwise stated. Odd Folk cannot parry if they are using whips, but if Moon-glum parries a striking whip successfully, it will curl around his weapon and he must match his STR successfully vs. the Odd Folk's STR or his parrying weapon will be wrenched out of his hand.

Hall of Risk

by John E. Boyle

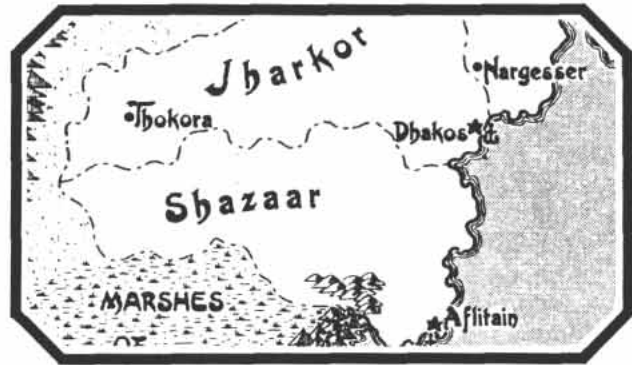
INTRODUCTION

This scenario was designed to be tough. Playtesting has shown that the more powerful are the adventurers involved, the tougher that this scenario becomes. All characters who enter this place, no matter what their level of skill, should cultivate non-belligerence and know when to run. Players should be told that the Hall is a dangerous place, and that they might not be able to explore the entire building in one trip. In fact, we suggest that several different parties attempt the Hall using different motivations from those suggested below. On the other hand, if the party goes through the Hall too easily, you might want to change the order of the rooms to keep the players from getting too cocky. After all, random change is the essence of Chaos.

THE SITUATION

In the northern hills of Shazaar not far from the Jharkor border, there recently appeared an unusual building of mysterious origin, prompting a number of wild rumors. The locals whisper of strange disappearances, the priests rant about an invasion by Chaos, and the merchants speak of nothing but the fortune of great gems emerging from the place. Authorities are strangely tight-lipped.

Everyone agrees that the building and the road leading to it appeared overnight about a month ago, and that the place reeks of Chaos. It is also said that not everyone who goes in comes back out.

**SOME RATIONALES FOR THE ADVENTURE**

These are a number of reasons why a party of adventurers might want to investigate the Hall of Risk. Choose one which you think appropriate to the adventurers and your campaign. If you wish, use the scenario several times using different rationales.

The Search for the Heir

This is a transcript of a poster distributed throughout the city of Aflitain. When the adventurers apply in answer to the poster, they will be closely questioned and examined. An inexperienced party will be rejected. In game terms, this means that if the group does not include at least one experienced sorcerer or Agent, or at least three members who are 50% or better with their primary weapons, then

**THE DUKE OF AFLITAIN
IS LOOKING FOR A FEW GOOD MEN**

**ONLY EXPERIENCED WARRIORS
NEED APPLY.**

**REPORT TO THE MAJOR DOMO
OF THE DUCAL PALACE,
or to the captain of the Duke's Guard.**

they will be escorted out and told to come back when they are weaned.

If the group does pass inspection they will be given audience with the Duke the next day. Duke Escher is an imposing figure. A tall, scarred man some forty-odd years old, the Duke is the second-most powerful noble in the Kingdom of Shazaar. He is also one of the wealthiest nobles. The Duke is renowned for his word being his bond. His honor is as much a part of him as the scars along his sword-arm.

Once the characters have been presented to the Duke, he will not mince words or waste time.

"You vagabonds wish to take service with me? Know this: eight members of my own Household Cavalry attempted this task before you. Two of those are now stark-raving mad, and four are known to be dead. The final two vanished without a trace. Do you still wish to enter my service?"

If the group says no, the Duke will tell them to get out and to never waste his time again. A dozen or so guardsmen will throw the adventurers out of the palace.

If the party assents, the Duke will continue: "My heir, my eldest son, has disappeared. I want you to find him. He was returning from a trip to Thokora, in Jharkor, with a half-dozen of his rakehell friends. Apparently they followed a strangely-cobbled road south from the King's Highway in Jharkor. This strange road crossed the border into Shazaar but, instead of leading to a town or onto a traderoad, it ended in an unknown valley in our own northern hills.

"The only building in this valley was an eight-sided structure of glowing green stone. My son and his companions entered this place even though it reeked of Chaos. None of them have been seen since, even though their servants waited a tenday for them.

"I want you to go to this place; you shall have a map made for me by my son's bodyservant. Find my son: if he is alive, bring him back to me. If he is dead, bring me proof and tell me how he died. I fear the boy is lost forever, but I must know!"

When the Duke continues, his face will be cold and expressionless. "If you accept this task, you all will be well-paid. Before you can leave, each of you will receive five small gold pieces and any armor my smith can provide. If you bring my son back to me alive, I will give 100 large gold pieces to be divided amongst you as you will. If you return his body, or news and proof of his death, I will still pay you 25 large gold pieces. In either event you may have a place in my guards if you wish it.

"But be warned, lest you think to take advantage of an old man's grief. If you take my gold and run, or loot my

son's body and return me nothing, I will know and I will find you if I have to search from the edges of the Sighing Desert to the shores of the Unholy Fortress. And when I do find you, you would find that Arioch himself will be more merciful than I. This I swear by Arkyn and my sacred honor."

The adventurers must prepare to leave as soon as possible. The party will be escorting a physician and some servants with a horse litter, in case the group does manage to bring out the heir or his body. None of these latter men will enter the Hall of Risk. The Duke will not see the group off. The only farewell the party will receive is a laconic "Good Luck" from a guard captain. If asked, the guard captain will tell the players that a sorcerer attempted to bring the boy back from the hall and discovered that Demons of Desire could not pass the walls.

The suggested route for the trip is to follow the coast road north to Dhakos, then go west on the King's Highway. A bit less than halfway to Thokora, the party will find a green-cobbled road leading to the Hall. This round-about route is actually the quickest way from Aflitain to reach the Hall. The GM should remember to check whether or not any of the adventurers are wanted for crimes in Jharkor. If not, there shouldn't be any problem with the border guards. Shazaar and Jharkor are at peace.

On Orders From the King

Regular troops and mercenaries in the service of Shazaar may receive orders to investigate this sorcerous Hall of Risk to ascertain if this building presents an active threat to the kingdom of Shazaar, to find the reason for the many disappearances in this area and to put an end to them, and to look into the possibility of establishing a Crown customs post where the green road crosses the Shazaar-Jharkor border. Such a post would be manned by regular army elements which would collect taxes or other valuables leaving the kingdom. Such a troop of warriors would probably approach the Hall from the south or east, and would have more opportunities for wilderness encounters.

On Orders From the Queen

Queen Yishana of Jharkor has a mission for a group of intrepid fighters, all of whom must be able to use (have a 35%+ skill) a missile weapon. Volunteers will be told that the task is unofficial: all armor and shields must be plain in style, with no insignia or identifying colors.

Volunteers will be sent on a flying ride into Shazaarian territory, to gain entrance to a strange eight-sided emerald castle. The party has orders to avoid contact with anyone who is not a soldier of Jharkor. If they are caught within the borders of Shazaar, the adventurers are to deny any knowledge of Queen Yishana.

The Queen wants to know if this obviously Chaotic structure poses an active threat to the Kingdom of Jharkor. Further, she wants to find out why so many Jharkorian adventurers and soldiers-of-fortune have entered this place and why so few have emerged. Finally, she wants to obtain as many as possible of the huge gems reputedly present in the building. The queen knows how to get the gems (which is why every member of the party has a missile weapon). However, Yishana also has heard that the rooms sometimes change shape and nature, which is why finding the gems is the lowest priority. If the party takes too many casualties in accomplishing its first two

objectives, they should forget the gems and return to Dhakos.

Those completing all three objectives will be generously rewarded and can be assured of the Queen's favor. In game terms her favor is worth 1000 LB in cash, 3000 to 5000 LB in training, and a promotion. In addition, each survivor should be allowed to choose for themselves one of the smaller gems brought out. The value of any gem chosen should not exceed 500 LB.

No adventurer has returned to Dhakos from the Hall with a coherent story of his adventure. The adventurers must leave immediately; there is no time to question the few returnees.

Holy War

The high priest of Donblas in Aflitain is preaching a holy war against Chaos. The hierarchy of Law in Shazaar believes the appearance of the eight-sided Hall of Risk to be but the first move in a chaotic assault on the Young Kingdoms, and the western continent in particular. The high priest calls for the followers of Law to gather their strength now and destroy this vile nest, thereby forestalling the Lords of Chaos.

Towards this end, the priests of Donblas are organizing an expedition to the Hall of Risk. Volunteers are being examined by the temple now and a priest has been selected to lead the mission. This band of scouts will be required to enter the den of Chaos and to determine how best to destroy it, if possible. The characters are not expected to return until they have completely explored the hall or until casualties force a retreat. Encountered members of chaotic cults are to be destroyed.

Survivors will be suitably rewarded. Besides whatever they can pick up on the expedition, characters will be given food and board for a year and 5000 LB in training. But this reward in minor compared to the gratification a man or woman will feel after having successfully risked their lives in the service of their god.

This rationale is intended to be used for characters who are members of Lawful cults; however, the temple of Donblas could accept non-aligned characters in order to cut temple losses from within their own ranks.

Statistics for a priestess of Donblas follow:

CYRILLA TACAL, Priestess of Donblas; Age 34

STR 13 CON 17 SIZ 13 INT 21 POW 16
DEX 15 CHA 16

Armor — 12 pt. Virtuous Plate Hit Points — 18
Elan — 70

Weapon	Attack	Parry	Damage
Lormyrian Axe †	43%	40%	1D6+18
Battle Axe †	40%	26%	1D6+10
Self Bow	37%	—	1D8+1+1D4
Dagger	55%	51%	1D4+2+1D6
Heater Shield	—	42%	—

† — denotes a virtuous weapon

SKILLS — Climb 35%, Dodge 41%, Jump 39%, Ride 60%, Swim 23%, Pick Lock 40%, Set Trap 38%, Tie Knot 31%, Balance 50%, Listen 56%, Search 51%, See 60%, Track 22%, Ambush 27%, Conceal 57%, Hide 41%, Move Quietly 47%, Credit 65%, Orate 55%, Persuade 60%, Sing 42%, Evaluate Treasure 60%, First Aid 79%, Music Lore 45%, Make Map 51%, Memorize 70%, Navigate 62%, Plant Lore 69%, Poison Lore 60%

LANGUAGES — Read/Write Common 100%, Read/Write High Melnibonean 45%, Speak Common 100%, Speak Low Melnibonean 70%, Speak High Melnibonean 40%

SUMMONINGS — Air 7Elementals 74%, Water Elementals 51%, Virtue of Attack 89%, Virtue of Defense 67%

CARRIED GOODS AND MAGIC — 50 small silver pieces, 45 small gold pieces, Virtuous weapons (Axe POW 12; Armor POW 16), ring containing 4 air elementals, ring containing 3 water elementals, 10 doses of D10 poison, 2 doses of instant death (in 1D6 MR) poison, 11 doses of 2D6 healing potion, 12 doses of 1D6 healing poultices

The Theocrat Commands

The Theocrat has summoned for the best warriors from his guard and a sorcerer or two. A Hall of Chaos has appeared on earth and the Theocrat intends to pay proper homage to the god of the temple. He wishes the party to be accompanied by a priest or an Agent of Chaos. If there is no character that qualifies then the Theocrat will have one of his own priests accompany the party (statistics for this priest are not provided). He warns that the Hall presents dangers from which Divine Intervention will not be able to save the party. Lay members of chaotic cults who accompany the mission will not receive reward or bonus beyond what they are able to find for themselves in the course of the journey. The party members are not, warns the Theocrat, to search and sack the building, but only to enter it and present themselves as befit dignitaries from Pan Tang. If they are successful the visit to the Hall of Risk is worth 8 points of Elan to chaotic priests and Agents and 1D20+8 points to priests and Agents of Balo the Jester.

One more point, that the small nation of Shazaar has had the misfortune of having this hall appear in its lands. Many of its adventurers and adventurers from the neighboring land of Jharkor, in the name of Queen Vishana, have been lost while exploring this temple. If the Theocrat's adventurers are challenged by soldiers from either of these two lands, declare yourselves allies of the other land, but show your Pan Tang badges. The two nations are currently at peace — maybe this can be remedied.

Bodyguards for a Jewelsmith

A jewelsmith of Dhakos, one Teronis the Fat, wants to hire a party of capable adventurers. He will not buy the services of a gang of callow youths, nor a pack of hardened killers, but a half-dozen or so dependable men who can look after themselves.

They are to guard a mercantile venture which might make Teronis one of the richest men on the Street of Silver Hammers. He also wants the characters to keep an eye on a very valuable slave.

Food, supplies, and fodder for any mounts will be provided by Teronis for the duration of the trip. If an adventurer does not have a mount then Teronis will allow him the use of one. However, if the horse is injured or lost through fault of the character, the price of the mount will be deducted from the adventurer's pay. Normal weapons and armor will be replaced. Teronis will do his best to heal and care for anyone wounded in his service.

Payment will be 1000 LB per survivor, to be paid upon the return of the caravan.

Teronis will also offer this bonus: adventurers who serve him well will have the opportunity to make a fortune if they have the ability and luck to win it.

Teronis will swear to the above terms in a court of justices before a magistrate of the crown. Teronis will deposit the party's wages with the court to be paid upon their return and the fulfillment of their contract.

Teronis will then make each adventurer swear an oath before the court to be loyal and to obey him until they return from this journey. By Jharkor law this oath makes them responsible for the safety of the merchant. If they return without him the adventurers may be accused of murder, especially if they are foreigners. If the party does not return at all then the adventurers will be declared wolfsheds, to be slain on sight. Of course, this won't matter much of the adventurers are already dead.

The day after the swearing-in the caravan departs for the Hall of Risk. It consists of the adventurers, Teronis, his two bodyservants, two horsehandlers, and Teronis' prized slave, Yegusai, whom the adventurers have sworn to protect.

TERONIS THE FAT — he is indeed fat, and very nervous to boot: he sunk every bronze piece he had into this venture. If it fails Teronis will be ruined and as good as dead (for he owes too much money to the wrong people). Though he couldn't resist this gamble, he is shrewd, cautious, and (within reason) honest. He will deal fairly with the adventurers. Teronis will take no risks unnecessarily. Once he has what he came for, he will leave. He will order the adventurers to stay near him at all times. He also has a private bargain with Yegusai which he intends to keep — only after he returns to Dhakos.

At the Hall Teronis will unpack a suit of plate armor for Yegusai and six quivers containing a total of 120 arrows. Teronis will keep possession of Yegusai's desert bow. He will then order his other servants to wait outside the Hall for ten days; if he has not returned by then they are to return to Dhakos.

Teronis has learned about the shooting gallery in the Hall of Risk. He knows what it looks like, but does not know exactly which room it is in. When searching for it the merchant will be very cautious and will have the adventurers try out the games in each room until they find it. Once the gallery has been found Teronis will give Yegusai his bow and will order the bodyguards to surround the nomad and kill him if he aims at the merchant. He will then have Yegusai shoot for gems until he has won 120 gems or has been disabled or killed. Teronis will heal the nomad when necessary.

After his gems have been packed away, Teronis will allow everyone else to shoot for more, but only one character at a time. He will order them to stop if any are disabled or killed, or if three adventurers are wounded. Teronis will then pack up and leave the Hall.

TERONIS THE FAT, merchant of Jharkor; Age 48

STR 15 CON 17 SIZ 17 INT 12 POW 15
DEX 20 CHA 11

Armor — 1D10+2 plate Hit Points — 22

Weapon	Attack	Parry	Damage
Battle Axe	59%	58%	1D8+2+1D6
Broadsword	45%	49%	1D8+1+1D6
Tower Shield	42%	70%	2D6+2

SKILLS Dodge 49%, Ride 71%, Pick Lock 49%, Sleight of Hand 60%, Set Trap 67%, Balance 31%, Listen 46%, Search 67%, See 69%, Taste 75%, Conceal 94%, Hide 47%, Credit 24% (and dropping), Orate 43%, Persuade 89%, Evaluate Treasure 100%, First Aid 62%, Plant Lore 71%, Poison Lore 46%

LANGUAGES — R/W Common 90%, R/W Low Melni-bonean 45%, Speak Common 100%, Speak Low Melni-bonean 30%

GOODS CARRIED — 100 small silver, 75 small gold, 12 doses of 2D6 healing potion

YEGUSAI — this is your typical steppe nomad: short, muscular, swart and liberally scarred from head to foot. He is bowlegged and uncomfortable unless armed and on a horse. Teronis makes sure that his slave is never armed and is always on the slowest horse available. His bargain with Yegusai is this: if Yegusai uses his bow to win gems for Teronis, he will be freed. Yegusai does not know if his master really intends to keep to his bargain and does not really care. He has already decided to escape to freedom or die trying. He does not intend to return to Dhakos and will kill anyone who gets in his way.

YEGUSAI, hunter-warrior from Weeping Waste; Age 34

STR 17 CON 18 SIZ 8 INT 9 POW 13
DEX 18 CHA 9

Armor — (when allowed) 1D10-1 plate Hit Points — 17

Weapon	Attack	Parry	Damage
Scimitar	57%	51%	1D8+1+1D6
Long Spear	68%	59%	1D10+1+1D6
Desert Bow	81%	—	1D10+1+1D4
Target Shield	20%	63%	2D6

SKILLS — Dodge 63%, Ride 80%, Set Trap 63%, Balance 51%, Persuade 37%, First Aid 60%, Memorize 49%

LANGUAGES — Speak Common 50%

Quest for the Sybil

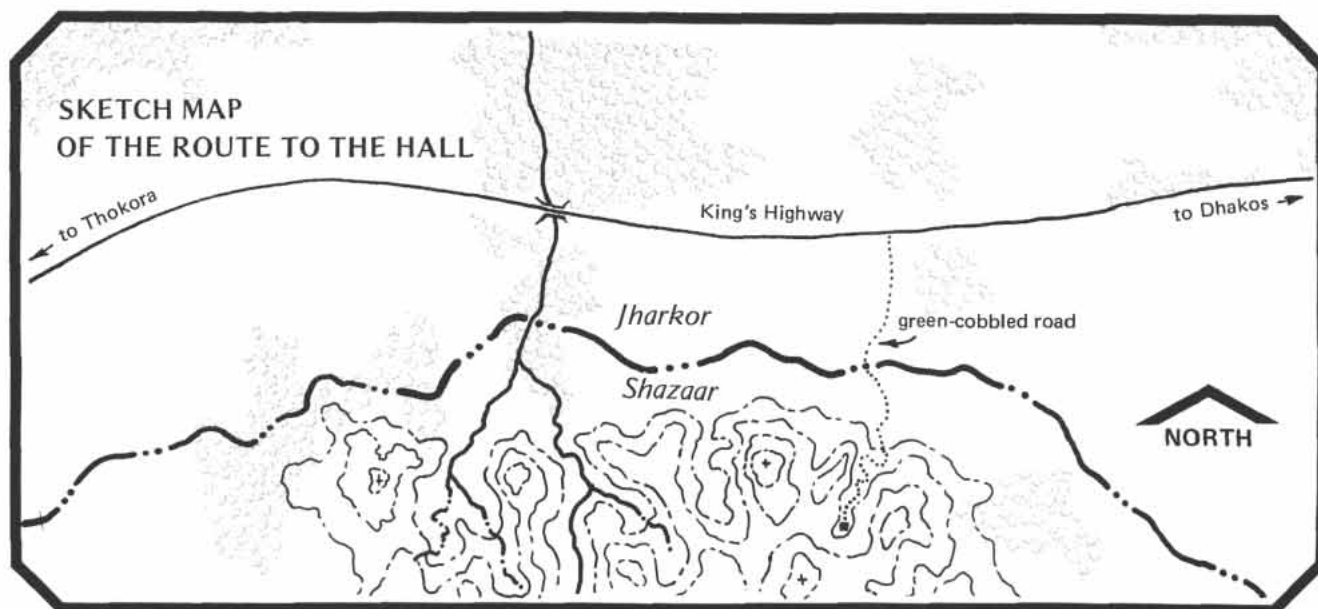
Rumors are spreading like wildfire throughout the Western Lands. In a green castle, in the hills between Shazaar and Jharkor, there lives a woman who can answer any question put to her.

It is said that this oracle is the most beautiful woman imaginable, and that her wisdom exceeds her beauty. No language, no cypher is too complex for her to translate. Perhaps even Time holds no secrets from her. But, only one question can be asked by any one person. Any more will be ignored.

Men in every city west of the Pale Sea seek this seeress: many of them will pay handsomely for experienced warriors to accompany them. Such companions would not only serve as guards but as the means by which a shrewd man might ask a series of questions on one subject.

Be warned, however, that this hall houses more than a lonely sybil: it holds things far more dangerous. Those who enter this place often find more than they seek and often never return.

Maybe such an expedition is forming now! Seek Kynryn Zel at the Screaming Gull inn [GM note: use the stats for Teronis in the previous rationale, change his name, and know that he wishes to find a secret sorcerer's garden on Sorcerer's Isle. He wants the adventurers to ask about the garden too].



ARRIVING AT THE HALL OF RISK

The Hall of Risk lies amid the northern hills of Shazaar, just across the border from Jharkor. The only way to reach the Hall is from the King's Highway in Jharkor, which runs from Thokora in the west, to Dhakos, the capital which lies on the coast. Where the road curves from west to northeast to avoid the Lake of Dreams a smaller road branches off to the southwest. This branch markedly contrasts with the main road: the King's Highway is constructed of square blocks of yellow granite, while the smaller road is paved with octagonal cobblestones, emerald-green in color.

This smaller road winds for several kilometers through rolling, wooded terrain, to end in a secluded valley of parklike appearance. Lush green meadows are broken up by tall groves of old trees and a clear swift stream. Characters who make their See rolls will spot several horses running free in the valley. The road itself runs along the north side of the valley for another kilometer, then gently ascends to a wide shelf in the side of a conical hill, the tallest one rimming the valley. There the road widens and ends in an octagonal plaza before the only building in the valley.

This sole building reeks of Chaos — a massive windowless octagon made of the same green stone of which the road is paved. (If tried, the paving stone will not scratch the walls of the building). At night the stone glows with a soft luminescence visible for quite a distance. The adventurers notice that the Hall's surface is all smooth, uninterrupted stone, as if it had been carved from a single block. The building stands some 30 meters high and is also 30 meters on a side.

On the side of the octagon facing the plaza is a gate reached by ascending a short flight of eight steps. These shallow 10-meter-wide steps lead up to the six-meter-wide gate, which is double-doored and opens outward. The gate is 5 meters high and is made of the same green stone composing the Hall. The gate contains neither lock nor bolt, just two huge silver rings, one set into each door. If any of the adventurers should attempt to tear these rings from the door or to mar them in any way, they will find that the gate is indestructible.

THE BUILDING

This unusual building is a temple for Balo, the Jester of Chaos. Any priest or Agent of Balo will recognize it as such. Any adventurer possessing an amulet of Law will find that burning hot enough to set most fabrics ablaze and to melt some metals. The character should attempt a Luck roll, or suffer one or more of those effects. This effect will moderate to a comfortable level once the adventurer enters the Hall, but he or she will always be aware of the proximity of Chaos.

The Hall of Risk does not obey the natural laws of the Youngs Kingdoms plane. Entering this building has placed the party in another world, a world whose absolute master is Balo the Jester. As a result this building has some very unusual qualities. The following rules are not meant to be optional, but they certainly can be. Players should not know more than the experience of their characters yields.

SIX PROPERTIES OF THE HALL

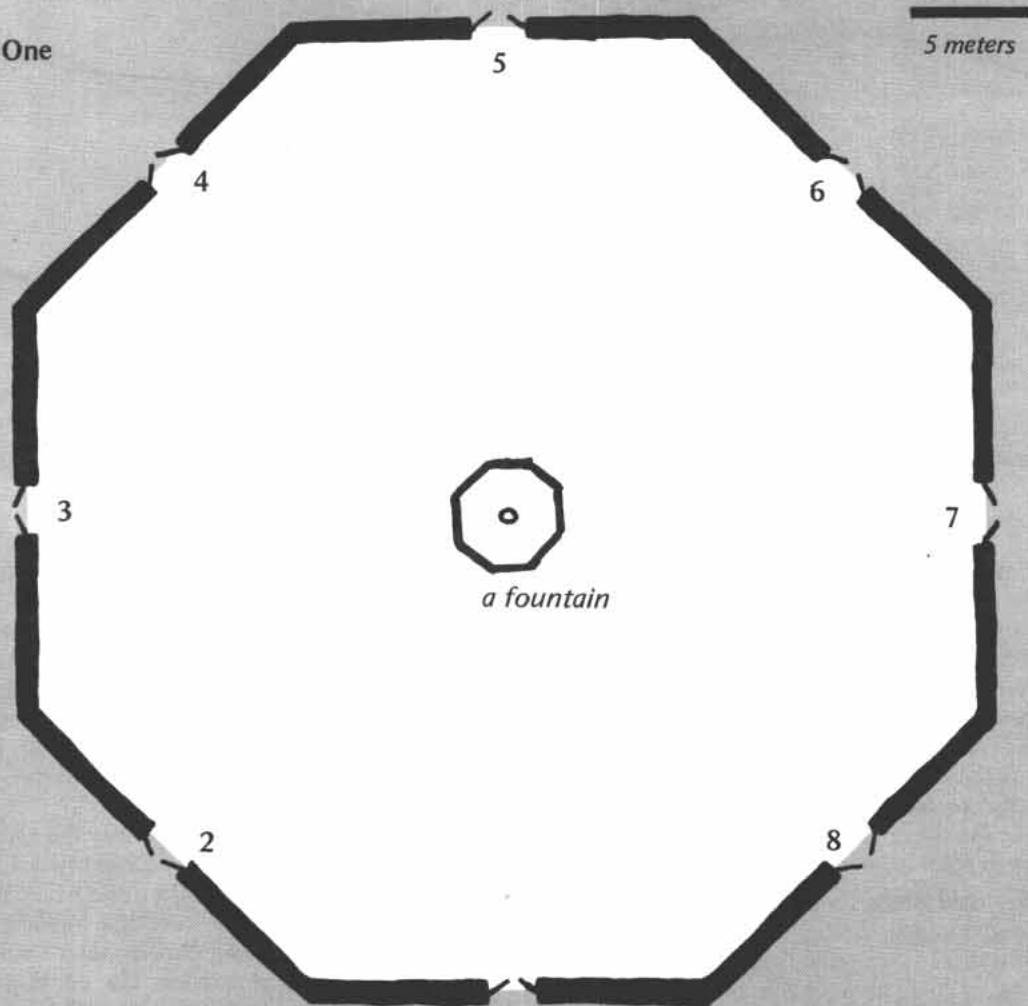
DIVINE INTERVENTION— Divine Intervention will not work, except for priests and Agents of Balo, once the anyone has entered the Hall. There is no *elan* lost as is normally the case if a DI is missed; summoning a god is another matter entirely.

BALO'S VASSALS— Merut and Baaleer are Balo's vassals and are nobles of Hell. They are here for interaction with the adventurers, not to be used as super monsters. That is why there are no stats for either of them. If an adventurer is so foolish as to attack either Merut or Baaleer, have the latter vanish and have a Creature of Matik appear in its place to drive the party from the room. Beigher Merul of Baaleer will ever start or engage in combat with the adventurers. Even Merut's guards will fight only to protect their mistress or to keep a party from taking one of their number from that room.

THE HOUSE PERCENTAGE— Balo did not create the Hall of Risk solely for his amusement. There is another and more potent reason. Not only is the Hall a temple to Balo, but it acts as a *mantra* focus. Whoever dies in the Hall of Risk has his or her essence completely absorbed by Balo. The Jester of Chaos will not drink the life of anyone

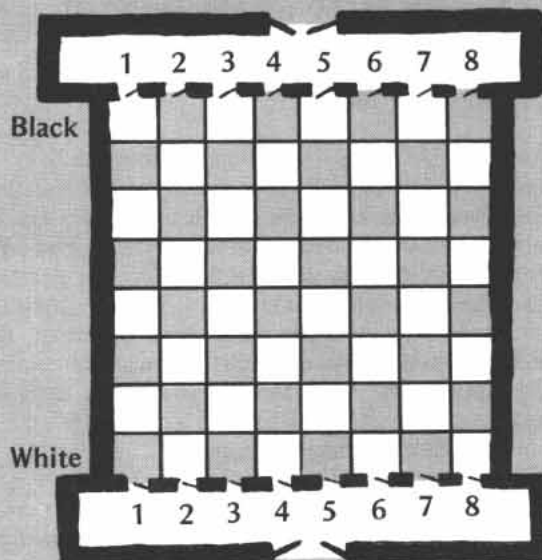
INTERIOR OF THE HALL OF RISK

Room One

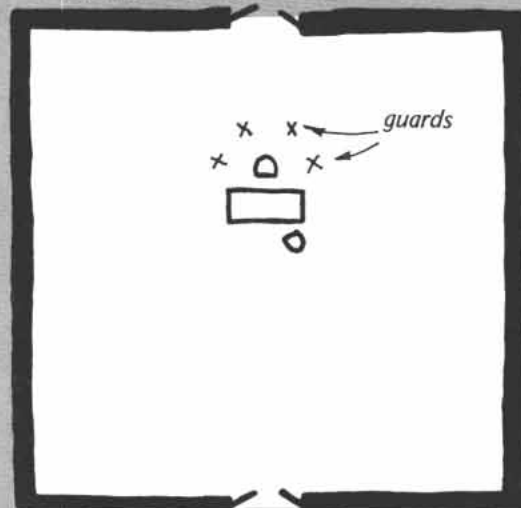


Main Entrance — this is the only entrance available from the outside of the hall.

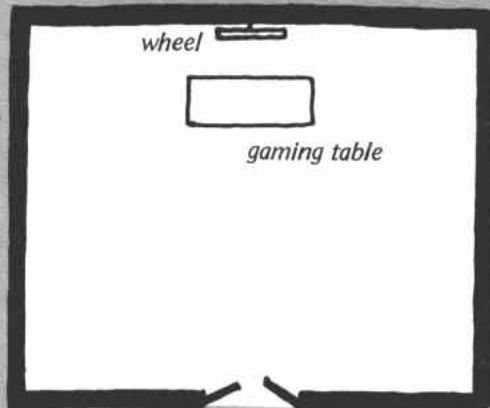
Room Two



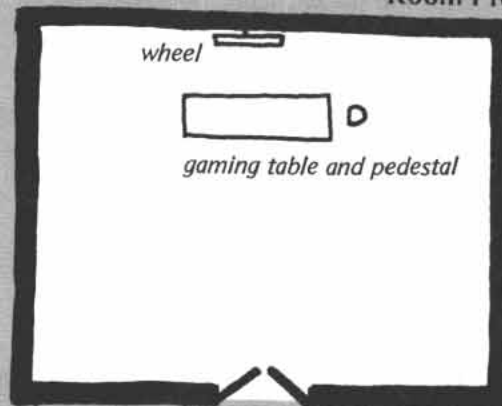
entrance to Merut's chamber Room Three



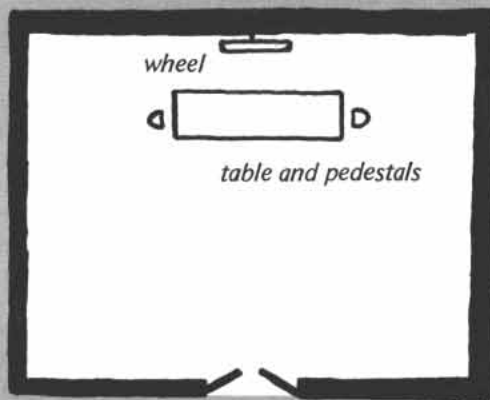
Room Four



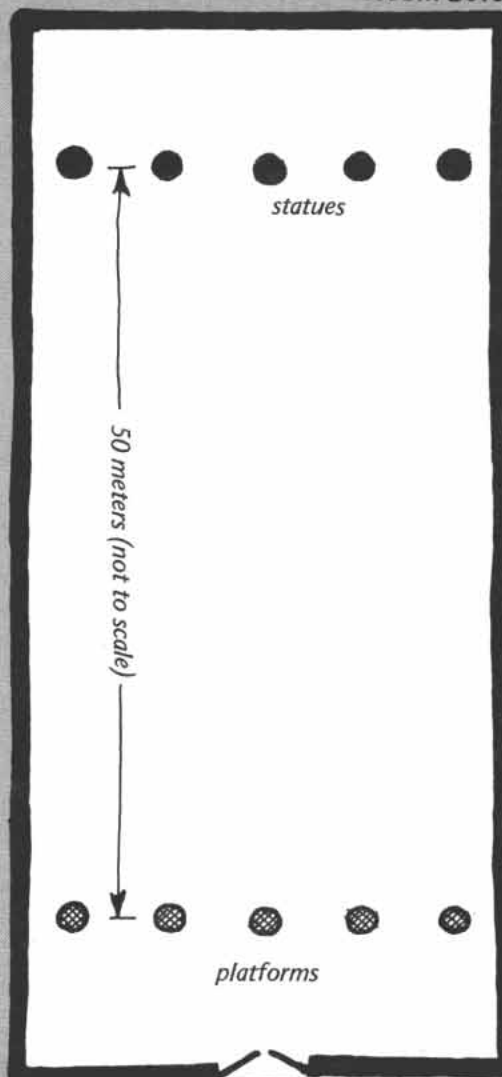
Room Five



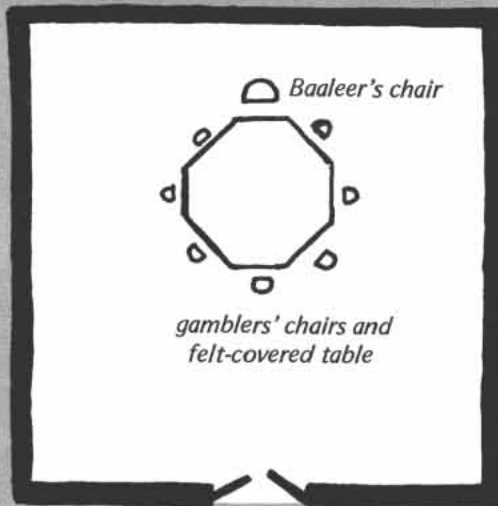
Room Six



Room Seven



Room Eight



who is a priest of another god. The souls of such characters are pledged to their gods and Balo either will not or cannot interfere.

THE DOORS— There are eight doors in the Hall of Risk. One is the entrance and the remaining seven lead out of Room One into the remaining seven rooms. Once a party member enters a room, the door will close behind him. Nothing can stop the door from closing, though it closes slowly and so other party members can scoot by the door just in time. Nothing can damage a door. The only way to open a door is to use whatever is in the room. The entrance will only open when someone has entered Rooms 2-8 and used what is in those rooms. Then the entrance may be opened from the inside, no matter how long the party remains in the Hall. All eight doors are identical.

GAMBLING FACTORS— The intensely Chaotic nature of the Hall can have a long-lasting effect on those who enter this place. If, at any time, an adventurer loses any primary characteristic points, except through combat, the fever of Chaos will infect them. Roll 1D8 for each point lost from a characteristic and total the results. That number is the adventurer's *Gambling Factor*, expressed as a percentage. Do this as soon as any points are lost. Whenever such characters are involved in a gambling or betting situation, then his player must roll higher than the gambling factor on D100. If the player rolls less than or equal to the gambling factor on D100, then his or her character must bet, no matter what the odds and no matter what the stakes.

EXAMPLE: Dicing with Baaleer, Morkrin Tha just lost one point each from STR and CON. His player rolls 2D8 and obtains results of 5 and 7 for a total of 12. This is Morkrin's gambling factor. When Morkrin enters the next room, the Wheel of Fortune, his player must roll 13 or higher or Morkrin will start betting. If his player cannot roll higher than 13 after each time that Morkrin bets, then poor Morkrin will bet everything that he has including the house, the wife, and the kids.

A character's INT may influence his gambling factor. For each point of INT above 12 his player may add one to his D100 roll. If his INT is below 9, then his player must subtract 1 from his roll on D100 for each point of INT below 9. Thus, in the example, if Morkrin's INT was 14, then his player would need to roll 11 or above on D100. If his INT was 6, then his player would need to roll a 16 or above on D100. Intelligence is not enough sometimes. A roll of 01-02 means that a character will always bet. Once contracted, gambling factor is permanent. Only a god can reduce gambling factors, and then only by 8% per Divine Intervention cast.

This is an optional rule, Game Masters who feel that it removes too much free will from the players should ignore it.

PARTICIPATION— While the Hall encourages participation, it is not mandatory. If a player does not wish to play in a particular game, he should not be coerced or persuaded to do so. Tell your players that if they do not wish to play the offered game in any particular room, those adventurers should simply stand next to the room's entrance while the party is in that room. However, to leave the room, at least one adventurer must play the game. **NOTE:** in Room 5 the Wheel of Life and Death, it is

possible for one adventurer to make a bet for another. Simply place the second adventurer's figure on a number before the Wheels starts spinning.

ROOM ONE:

The Chamber of the Emerald Fountain

This eight-sided room appears to take up the entire inside of the Hall of Risk. It has a 30 meter ceiling and no windows. In the center of each wall of the room are double doors. Each wall and each set of doors is identical to the doors through which the adventurers passed to gain entrance to the Hall. The doors are not numbered, nor do they have any kind of marking on them.

The only other thing within this room is the large central fountain. Like the building and the room, the fountain is eight-sided and made of the same glowing green stone.

This fountain possesses some unusual properties:

- The clear, cold waters of this fountain function as a healing potion of 1D8 potency, taking 1D8 hours for effect. Further sips of the fountain's water will have no effect until the previous drink runs its course. This water loses all healing properties if removed from this room.
- Examination of the fountain's base reveals a number of gems and many coins set scattered about its bottom. Anyone attempting to gather this treasure will find that the basin is always deeper than it appears and that the coins will always be just out of reach, even to divers. A character who tosses a gem or a coin into the fountain may find that it will act as a wishing well. If an adventurer's player can roll his character's POW or less on D100, then that wish can come true, as long as the request doesn't ask too much. If the player rolls above (100 - POW) on D100 then the wish becomes a curse and the exact opposite comes true. Such wishes cannot have anything to do with regrowing a limb or a major organ, with changing characteristics, or with sorcery relating to Demons, elementals, or Divine Intervention. Granted wishes might involve: changing the nature or potency of a potion; repairing a broken (non-magical) weapon; replacing lost (non-magical) armor; healing 1D8 points of damage; increasing a skill by 1D8%; removing blemishes; and so on.

ROOM TWO: Sorcerer's Chess

The doorway to this room opens onto a narrow corridor running from left to right. On the opposite side of the empty corridor are eight doors numbered 1-8. That is all there is in this hallway except for the double doors that the party entered the room through.

Each of these eight doors is unlocked. If anyone opens a door, they will find their vision blocked by a wall of green mist. This harmless mist is quite cool to the touch and leaves only a slight moisture on anything thrust into it. Once an adventurer passes through the door, it will snap shut behind him and will be unopenable until each of the other doors has been entered. Each door may then be entered by one or more adventurers, then all eight doors will stay shut. The room behind the doors will accommodate up to sixteen people at once.

If more than sixteen wish entrance, they must wait until the survivors have exited. Each of the eight doors is

too narrow to be used by more than one person at a time. Anything used to block the door will be broken or pushed out into the corridor.

After the first adventurer has entered a door, characters remaining in the hall will hear the strike of a bell and then a deep, booming voice saying: "At the strike of the fifth bell, the game will begin." The ring of the bell and the voice seem to come from all directions. At one minute intervals the bell will sound again, five times in all. After the fifth bell sounds, all eight doors will seal shut and the same voice announces, "The game has begun."

The adventurers have four minutes, from the sound of the first bell to the ringing of the fifth, to decide what they are going to do. If possible, the GM should time the adventurers, giving them no more than four minutes to decide upon a course of action. While the characters are in the corridor they cannot communicate with anyone who already entered one of the numbered doors. Note that if a character has a Demon of Combat in the form of a Demon fighter, the Demon must use a different door than its master.

Characters who choose to go through one of the eight doors will find themselves transported to a large, well-lit room. This chamber is square, 32 meters on a side, with a 30-meter-high ceiling. There are neither lamps nor windows in this room, yet it is brilliantly lit. The floor is tiled in marble, laid in a pattern of alternating black and white squares four meters on a side. The walls and ceiling are fashioned of the same glowing green stone as the rest of the building.

Each adventurer will find himself standing on one of the white or black squares. He will not be able to leave the square's confines — even Demons of Desire or Travel cannot remove an adventurer from the room or bring in someone else.

When an adventurer appears in this room, he or she will notice a row of octagonal plaques and a row of eight doors. The plaques are set into the wall behind, at eye level. The doors line the opposite side of the room. Any character will notice that the plaques are numbered in the same sequence as the doors that they entered through.

The eight doors across the room are also numbered one to eight, but in reverse order. If a character entered Door One when he or she was transported to this room, he or she will be standing in front of plaque 1 and opposite Door 8 on the other side of the room.

Whenever someone is transported to this room, a figure will appear at the same instant as the teleportee, but across the room. This figure will be standing in front of the door that has the same number as the plaque in front of which the character stands. The weapons, skin, armor (or robes) of these figures all gleam with a sinister black sheen.

Once the fifth bell sounds all eight doors in the corridor will seal shut and will be unopenable until the game is ended. A deep, booming voice, audible to both those in the corridor and those inside the square room says, "The Game has begun."

At this point, for every adventurer who entered a numbered door in the corridor inside Room 2, there should be a corresponding figure on the other side of the room. The armor (or robes) of the adventurers will begin to glow with a soft white light. As some of the players have guessed by now, their characters are pieces in a game of sorcerer's chess. Survival depends upon wits and fighting ability.

The positions of the adventurers and the appearance, positions, and abilities of their opponents are determined by what door the adventurer entered:

<i>Door</i>	<i>Opponent</i>
1 or 8	Rook
2 or 7	Knight
3 or 6	Bishop
4	King
5	Queen

If a character was the second to enter any door, he becomes a pawn in front of that door's first user. Each figure appearing when the adventurer did occupies the same position as the adventurer, but on the opposite side of the room.

The Opponents

The figures which appeared across the room from the adventurers are Demons who have been summoned by Balo to act as pieces in his game of chess. While the pieces themselves are Demons, their weapons and armor are not. As listed below, these Demons do not have special abilities. As GM, you may wish to change this to suit your particular campaign.

All Demon pieces have a POW of 3D8

PAWNS - these appear to be average-sized men armed with shortsword and buckler, with one big difference: there is a blank expanse where a man's face would be.

DEX 10 ARMOR- 1D4 HIT POINTS- 2

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
Shortsword	40%	40%	1D6+1
Buckler	—	40%	—

KNIGHTS - these pieces will appear as a man with the head of a horse, slightly above average height, and armed with a broadsword and a heater.

DEX 13 ARMOR- 1D6 HIT POINTS- 4

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
Broadsword	55%	55%	1D8+1+1D6
Heater	—	55%	—

BISHOPS - these pieces appear as tall humans dressed in robes with beautiful, sexless faces. They are armed with a mace and target.

DEX 13 ARMOR- 1D6 HIT POINTS- 4

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
Light Mace	65%	65%	1D6+2D1D6
Target	—	65%	—

ROOKS - these pieces appear as very tall, heavily-muscled men with the heads of elephants. They are armed with battleaxes and tower shields.

DEX 13 ARMOR- 1D6 HIT POINTS- 4

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
Battle Axe	70%	75%	1D8+2+2D6
Tower Shield	—	75%	—



QUEEN - this piece appears to be a tall, regally-beautiful woman. She will use the identical weapon which he adventurer opponent employs. If there is more than one adventurer in combat with the queen, she will use that weapon which does the most damage.

DEX 15 ARMOR- 1D8 HIT POINTS- 6
DAMAGE BONUS- 1D6

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
variable	80%	80%	variable +1D6

KING - this piece appears as a tall, handsome man. As with the Queen above, the King uses whatever weapon his opponent uses. He will use the weapon that does the most damage if he has more than one opponent.

DEX 15 ARMOR - 1D8 HIT POINTS - 8
DAMAGE BONUS - 1D6

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
variable	90%	90%	variable +1D6

About the Game of Chess

The following is an attempt to describe chess mechanics well enough that a GM or player would be able to maneuver their characters through this room. If you already know how to play chess, ignore what follows and go right to the next section, Play Begins. If you do not know chess, please closely read the following. By all means obtain a book on chess and learn to play the game; if will be more than worth the effort.

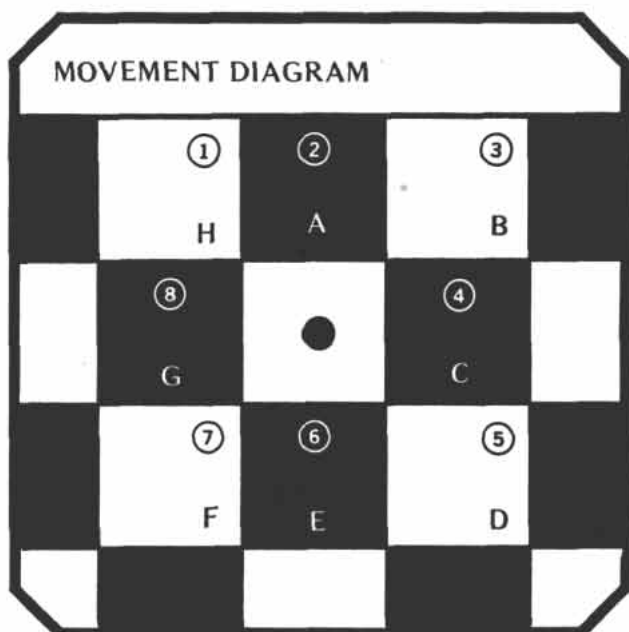
The game of chess is played on a square board of 64 black and white alternating squares. To play the game, one normally needs 32 playing pieces, 16 white and 16 black. Each side's pieces are identical in value: eight pawns, two rooks (or castles), two knights, two bishops, one queen, and one king. The pieces are arranged so that the eight pawns are in the second rank and the other pieces are in the first rank (the one closest to the player). From the seat of the player of the white pieces they are arranged from left to right, king - bishop - knight - rook. The "black" player's pieces are identical but from his chair on the opposite side of the board the positions of his king and queen are reversed. The object of the game is to checkmate your opponent's king before he checkmates yours.

Movement

Players alternate moves of single pieces

1. You may only move one of your pieces per turn.
2. Players may only move a piece in one direction in a turn. The only exception to this is the knight.
3. Players may not move a piece through a space occupied either by one of their own or by one of their opponent's pieces; the knight may move over occupied squares.
4. Players may never have more than one piece in a square at any time.

Please consult the accompanying movement diagram.



ROOKS - rooks move in either the A, C, E, or G directions. Subject to the above restriction, a rook may move as many squares as there are open in that direction.

KNIGHTS - knights move only three squares in a turn, but must combine movement in two different directions. A knight moves two squares in either the A, C, E, or G directions and then must move one square to either the right or the left. *EXAMPLE: A player moves his knight two squares in the C direction. He may then move it one square in either the A or E directions. He may not continue moving the knight in the C direction nor may he move it back in the G direction.*

BISHOPS - bishops move in either the B, D, F, or H direction, for as many squares as there are open in that direction.

QUEEN - the queen moves in any one direction in a turn for as many squares as there are open in that direction.

KING - the king may move in any one direction in a turn but for only one square. That square must be empty except in the case of combat. The squared moved to must not be attackable by an enemy piece (called "moving into check").

PAWNS - the first time a pawn is moved, the owning player may choose to move it two squares or one. Every turn thereafter, a pawn may only move one square a turn. In any case, a pawn only moves in the A direction. If a player manages to move the pawn all the way across the board, the the row from which his opponent's king and queen started the game, then that pawn gains the movement abilities of a queen.

Combat and Capture

The only time that one piece may enter a square containing another piece is when the player wishes to capture a piece belonging to his opponent. This is done simply by moving into the opponent's square. There is no combat to be resolved. When a piece is captured, it is removed from the board and from play. The pawn is the only exception

to the above rule. A pawn may capture an opponent's piece only by moving into the opponent's square diagonally. A pawn cannot attack or move backward, toward his side of the board. *EXAMPLE: If one player has a piece adjacent to one of his opponent's pawns, the second player may capture the first player's piece only if his pawn can attack the piece from the H or B directions. If the first player's piece was in squares 4, 5, 6, 7, or 8 in relation to the pawn, the pawn would be unable to capture it. If the piece was in square 2, not only would the pawn be unable to capture it, but it would also be unable to move.*

Ending the Game

Moving a piece so that your opponent's king is liable to be captured is called "check." Placing a piece so that your opponent's king is liable to be captured and has no way of avoiding it is called "checkmate." No king may move into check. The game is over when one king or the other has been checkmated.

PLAY BEGINS

The game of sorcerous chess now begins. The adventurers have the first move. The normal chess rules given above are in effect with the following unusual changes:

1. All the movable pieces on a side may move in the same turn. A piece may not move more than once in the same turn.
2. Instead of automatically capturing an opponent's piece, a duel is fought whenever a piece moves into an opponent-occupied square. The duel resolves when one piece has killed or disabled the other. An adventurer will be considered disabled if he loses a limb due to a major wound or has his hit points reduced to 2 or less. Such conclusions always put the adventurer in shock or into unconsciousness.
3. Missile weapons will not function in this room.
4. Demons may not be summoned in this room. Demons already bound may be used freely.
5. Elementals of any type may neither be summoned nor used in this room.
6. If no one entered this room through Door 4, there will be no king. If there is no king, the Demon chess pieces will attack whichever adventurer is closest.
7. If an adventurer pawn manages to reach the last row of squares on the Demon side of the board, he or she will gain the movement abilities of a queen. If a Demon-pawn reaches the last row of squares on the adventurer side of the board, that pawn gains the movement, armor, hit points, and combat capabilities of the Demon-queen chess piece. This may happen as many times as there are black pawns remaining on the board.

It is unnecessary to have 16, 8, or even 2 characters enter this room to have it function. If only one adventurer goes through a door before the fifth bell tolls, all of the doors still seal shut and stay that way until the game is over. In such a case, the one-to-one duel will occur. The GM may wish to dispense with all special rules in this instance. It is simply a combat.

Winning for the Adventurers

To win, the player-characters either need to destroy all of the Demon chess pieces or else leave the room. To leave

the room, an adventurer only needs to cross the room and open that door with the same number as the door by which he entered the chessroom. Only that door will open for that particular adventurer. The doors opens out onto the corridor. Avoid telling the players this, by hints or otherwise. Let them figure it out for themselves.

Once an adventurer leaves the chessroom, he cannot reenter it: an invisible barrier will stop him. Nor can the adventurer hold the door open for someone waiting outside in the corridor, the same barrier prevents them from entering. Propping open or holding open a door will not allow everyone to file out through it. An adventurer may only leave through the same numbered door as the door he or she used to enter the chessroom. Balo does not like cheaters! His invisible barrier prevents cheating.

As long as the adventurers possess a king, the Demon chess pieces will attempt to kill him or her. They will continue to do this even if the Demon-king piece has been destroyed. If the adventurer-king is slain, or if there was no king in play to begin with, the Demons will attempt to kill the closest foe.

The game ends when all the adventurers have been slain or escape, or when all of the Demon pieces have been destroyed. The bell will sound again and the same deep voice will state, "The Game is over." The voice will be audible to both those in the corridor and to those still alive and conscious in the gameroom. All adventurers still alive (even if they are unconscious) will be instantly transported into the corridor. Dead bodies will not be transported. Anything taken from the chessroom will disappear.

Adventurers who survived in the chessroom will receive an immediate increase of 1D8% in all of the skills successfully used while in the chessroom. A skill will increase to a maximum of 100%.

If any adventurer wishes to check the room after the game, they must follow the same procedure as before, with the game beginning anew.

SUGGESTIONS FOR THE GM

Once the trick has been learned, the chessroom may become a bit of a walk-through for a party of adventurers. Below are a few suggestions for keeping your players from becoming too blasé about this room.

1. Give all or selected chess pieces abilities from the Demon Abilities Chart on page 74 of the *Stormbringer* rulesbook.
2. Increase the armor, the hit points, or both for the Demon chess pieces.
3. If you feel that the adventuring party is too powerful, bring on the entire set of Demon chess pieces, even if it means activating more Demons than there are adventurers.
4. Make it conditional that the party must destroy the Demon-king before any character can exit the room.
5. Include low-level Demon armor and weapons for the higher-ranked chess pieces, and allow the victors to keep them.

ROOM THREE: Merut's Chamber

This room is square, 30 meters on a side, with a 15-meter ceiling. On the far side of the room from the entrance is a door identical to the others of this building. In the center

of the room sit a table and two chairs. The smaller chair has its back to the entrance. The larger chair looks quite comfortable, is surrounded by 4 guards, and faces the entrance to the room. In this chair lounges the most beautiful woman that the adventurers have ever seen.

This is Merut. She is a noble of Hell and is the oracle rumored to reside here. Every man who looks at her will see the woman of his dreams. A woman will simply see a very lovely woman. In addition, any woman who gazes at Merut has a chance of seeing through the glamour to the truth. If a female character's player can roll her POW or less on D100, then she will see Merut as she really is: an alluring body with a jackal's head; black gums, lolling red tongue, and burning green eyes.

Merut will answer one question from each adventurer. She will tell the truth except on a die roll of 00. She will use as few words as possible, and she will answer each question literally. If a character asks an imprecise question, he will get an imprecise answer.

After all of the questions have been answered, one of Merut's guards will tell the group that they must leave through the door they entered, except for the male adventurer with the highest CHA. He is invited to remain, to help Merut while away a lonely hour. The rest of the party will be told to await their companion at the Emerald Fountain. The chosen character must agree to remain unless he can resist by matching his INT vs. Merut's apparent CHA of 30. If the player succeeds with the roll, then the character may refuse her offer, politely. If the character rolls 96-00 on D100, he will not rejoin his companions, but will remain in the ranks of Merut's guards. When the character rejoins his companions, he will have permanently lost 1D4 points from his Charisma.

It is left to the GM's discretion as to where Merut's rear door leads: it might be a gate to another universe, a passageway to Hell, or a pathway to the Unholy Fortress. Or it might just lead to Merut's bedroom. It is suggested that a party only be allowed to enter Merut's Chamber once for each visit to the Hall. Whatever transpires within the room, once the party has left, the chamber will remain sealed until the party has left the Hall.

The Guards

There are four guards present, three humans and an olab. One is the heir of the Duke of Aflitain. They have had their CHA lowered to 2 each, and obey Merut's every command. None of them would leave her unless taken by force or unless commanded to do so by Merut. She will exchange one of her guards for a fighter of roughly equal quality or for a Demon weapon or some Demon armor. Anything else will provoke a fight.

If Merut's guards are attacked, Merut will simply retreat to the far side of the room and stand with her back to her rear door. She will remain there and do nothing else unless all of her guards are killed or disabled or someone moves to attack Merut herself. In such an event, Merut will summon a Creature of Matik to kill or drive all the adventurers from the room. If a Creature of Matik appears just as an adventurer attempts to bind the Demon sword, too bad. There is no limit to the number of Creatures of Matik which Merut can summon, but there never can be more than one present at any one time or place. For statistics of a Creature of Matik, see the monster descriptions for ROOM FIVE: The Wheel of Life and Death.

If a party manages to kill or disable one or more of Merut's guards, the adventurers are free to take anything from the bodies.

If a group does rescue the Heir, the GM must roll up new guards for Merut; she will always have at least four guards whenever adventurers enter her chamber.

Merut's Guards

HEIR TO THE DUCHY OF AFLITAIN, Age 25

STR 15 CON 17 SIZ 13 INT 14 POW 13
DEX 16 CHA 2

Armor — 1D10+2 Hit Points — 18

Weapon	Attack	Parry	Damage
Greatsword	55%	52%	2D8+1D6
Broadsword	44%	40%	1D8+1+1D6
Dagger	39%	41%	1D4+2+1D6

SKILLS — Climb 34%, Dodge 25%, Ride 69%, Listen 43%, Search 35%, See 49%, Common Tongue 80%

TREASURE — carries 50 small silver coins, 20 small gold coins, and 850 LB worth of good jewelry

GUARD TWO — Ordinary except for his weapon; Age 30

STR 10 CON 18 SIZ 13 INT 11 POW 12
DEX 13 CHA 2

Armor — 1D8-1 Hit Points — 19

Weapon	Attack	Parry	Damage
Demon Sword	40%	42%	1D8+1+3D6
Light Mace	30%	25%	1D6+2
Buckler	—	46%	—

SKILLS — Climb 29%, Dodge 47%, Ride 70%, Listen 50%, Search 43%, See 60%, Common Tongue 65%

TREASURE — 15 small silver coins, a 50-carat opal, and a demon scimitar, described below:

DEMON SCIMITAR OF GUARD TWO

STR 30 CON 61 SIZ 2 INT 5 POW 11
DEX 20 CHA 10

DESCRIPTION — in the form of a beautifully crafted scimitar.

POWERS — adds 3D6 to the damage if a successful attack is not parried. If the scimitar penetrates armor, it will drain 1D6 of the victim's CON if demon is successful in a POW vs. POW attack. The amount of CON drained is added directly to the demon's CON. Adds +5% to the user's attack percentage with a scimitar, due to the demon's DEX.

THE OLAB, guard three

STR 29 CON 38 SIZ 13 INT 17 POW 17
DEX 14 CHA 2

Armor — 8 points Hit Points — 39

Weapon	Attack	Parry	Damage
Crystal Disk	36%	—	2D4+2+2D3
Club	53%	45%	1D8+2+2D6

SKILLS — Climb 85%, Dodge 49%, Jump 79%, Listen 83%, Search 30%, See 68%

TREASURE — the olab has nothing

GUARD FOUR — The Old Pro

STR 15 CON 16 SIZ 17 INT 12 POW 14
DEX 16 CHA 2

Armor — 1D10+2 Hit Points 21

Weapon	Attack	Parry	Damage
Sea Axe	82%	74%	2D6+2+1D6
Battle Axe	65%	42%	1D8+2+1D6
Buckler	—	63%	—

SKILLS — Climb 68%, Dodge 58%, Ride 90%, Listen 62%, Search 70%, See 65%, Common Tongue 75%

TREASURE — 25 large silver coins

ROOM FOUR: The Wheel of Fortune

This room is 20 by 26 meters with a 15 meter ceiling. The only objects in the room are a large felt-covered table and an octagonal wheel hung on the wall.

The wheel hangs at a height of five meters directly across the room from the entrance. The sides of the wheel are numbered one through eight, with the numerals inlaid with precious stones. The wheel itself appears to be made entirely of gold and silver and is two meters in diameter. Adventurers will find that this wheel cannot be removed from the wall or damaged in any way.

The marble table is one by four meters and covered by thick green felt. Outlined in gold on the felt is a row of eight squares numbered one to eight.

If anyone wishes to take advantage of the opportunity that this room presents, all they need do is place one or more gems or coins on one of the numbered squares on the table. When all bets have been placed, the wheel will begin to turn. If anyone has a bet on the number that the wheel stops on, that bet will be multiplied by 1D8. The winnings will suddenly appear next to the wager on the table. Losing bets evaporate from the board when the wheel stops spinning.

EXAMPLE— Morkrin Tha bets one small gold coin on the number 7. The wheel of fortune spins and, lo and behold, the number 7 comes up. The GM rolls 1D8 and gets a 5, so Morkrin's bet is multiplied by five. Five more gold pieces appear on top of Morkrin's bet for a total of six small gold pieces. Morkrin decides to bet again and, to hedge his wager, places a small gold coin on every number on the board. The wheel spins again and comes up a 2. The GM rolls a D8 and gets a 1. This means that Morkrin's bet on number two is doubled, but all other bets are lost. Morkrin Tha ends up 6 small gold pieces the poorer.

Winnings will always be exact physical duplicates of what was bet, and will be of exactly the same value as the original (unless the original derived much of its value due to its uniqueness). The only limit on a bet is that the bet must fit within the numbered square (½ meter by ½ meter) on the gaming table. Only inanimate objects may be wagered.

A Demon object, Virtuous object, or any object containing an elemental may be placed as a wager. However, only the physical part of the bet will be duplicated — not the magical or sorcerous properties of the wager. For instance, a jeweled sword containing an elemental or a gem containing a demon of knowledge could be wagered, but only the sword or the gem would be duplicated, not the elemental or the demon.

NUMBER ONE: the prize is the permanent gain of one point of STR.

1D8	Opponent
1-3	great black ape
4-6	forest bear
7-8	cave bear

These creatures have maximum possible STR.

NUMBER TWO: The prize is the permanent gain of two points of STR.

1D8	Opponent
1-3	great black ape
4-6	forest bear
7-8	cave bear

These creatures have maximum possible STR, +20% to all attacks, and their especially huge claws add an additional 1D6 to all damage done.

NUMBER THREE: the prize is the permanent gain of one point of CON.

1D8	Opponent
1-3	great black ape
4-6	forest bear
7	tiger
8	cave bear

These creatures have maximum possible CON.

NUMBER FOUR: the prize is the permanent gain of two points of CON.

1D8	Opponent
1-3	great black ape
4-6	forest bear
7	tiger
8	cave bear

These creatures have maximum possible CON, +20% to all attacks, and an additional 2 points of armor.

NUMBER FIVE: the prize is the permanent gain of one point of SIZ.

1D8	Opponent
1-3	cave bear
4-6	crocodile (large)
7-8	mastodon

These creatures have maximum possible SIZ.

NUMBER SIX: the prize is the permanent gain of two points of SIZ.

1D8	Opponent
1-3	cave bear
4-6	crocodile (large)
7-8	mastodon

These creatures have maximum possible SIZ, +20% to all attacks, and an additional 6 hit points.

NUMBER SEVEN: the prize is the permanent gain of one point of DEX.

1D8	Opponent
1-3	panther
4-6	tiger
7-8	cave bear

These creatures have maximum possible DEX.

NUMBER EIGHT: the prize is the permanent gain of two points of DEX.

1D8	Opponent
1-3	panther
4-6	tiger
7-8	cave bear

These creatures have maximum possible DEX, +40% to all attacks, and 6 extra hit points.

ROOM FIVE: The Wheel of Life and Death

This room is 20 by 26 meters with a 15 meter ceiling. The only objects in the room are a large felt-covered table, a smaller round table, and an octagonal wheel hung on the wall.

The wheel is hung at a height of five meters directly across the room from the entrance. The sides of the wheel are numbered one to eight, with the numerals colored blood-red. The gray-and-black wheel is constructed of steel and ebony, is two meters in diameter, and cannot be removed or damaged in any way.

The table is marble, one by four meters, and is covered with thick golden felt. Outlined in red on the felt is a row of eight boxes numbered consecutively one to eight. The smaller table is also marble, round, and one meter in diameter. This smaller table holds a number of metal figures on it, a figurine for each member of the party which resembles that character down to the last detail.

The game in this room is deadly. The prizes to be won are increases to STR, CON, SIZ, and DEX; the stakes are the adventurers' lives.

To bet, an adventurer must have his or her figure placed on a numbered square on the table; either by the adventurer or someone else. When the figurines have been placed for the people who want to bet, the wheel will begin to spin. Every player who had a figure on any number will vanish. Each adventurer who vanishes will find himself alone in an empty arena. The arena is well-lit from an unseen source. The walls are so high as to appear endless. The only way out of this place is a huge gate, 50 meters across and 25 meters wide.

Above the gate is the only seat in the house, an immense, ornate throne. To most people, the throne will seem empty. But to any sorcerer, priest, or agent of any cult, it will be occupied. The occupant is, of course, Balo, who has taken the form of an exquisitely beautiful youth. Those characters capable of seeing Balo will see him glance at the character and say, "Ah, there you are. Now that you are here, we will begin. Do try to put on a good show, won't you?" At this point, all characters will see the gate open, and the game begin.

The spinning of the wheel meant nothing. It is up to the adventurer to determine if he will win or lose. What each adventurer faces in the arena and what prize he can win is determined by what number his or her figurine was on when the wheel began to turn.

There is a catch to this room. If any sorcerer or any agent of any cult other than Balo's has his figure placed on a number, the prizes and modifiers to the opponent are the same, but the opponent is determined differently. Roll 1D4 and consult the following table.

1D4	Opponent
1	dragon
2	1D8+8 Dharzi hunting dogs
3	1D4+4 Olab
4	a creature of Matik

Please remember that no matter how many figures are placed on a number, each adventurer will appear alone in an arena to fight his or her nemesis.

If an adventurer's figure was not placed on a number, he or she does not bet, and remains in the room with the

spinning wheel when the others disappear. If any of the adventurers who did not bet try the door after the others vanish, they will find the door unsealed, and may leave.

If the non-bettors stay, they will see the wheel stop spinning. While the GM resolves the combats one after another, the fights actually occur simultaneously, so relatively little time passes. When all combats conclude, the wheel stops turning, and adventurer-survivors then reappear in the room. All who died (and their belongings) are gone forever. The life essence of the losers was absorbed by Balo.

For each adventurer-winner who reappears in the room, his identical figure will reappear on the pedestal next to the gaming table. For each losing character who does not reappear, a black coin will materialize on the pedestal. Each coin bears the stylized representation of a human skull.

At this point, any survivors and adventurers who did not bet may either leave or may bet again by placing their figure on a number. Survivors may wish to patch up their injuries first.

Animal and Monster Statistics

The following are standard statistics for animals and monsters that adventurers will encounter if they place a bet in Room Five: The Wheel of Life and Death. Also included are the effects of any changes in an animal's or creature's characteristics. For example, a cave bear encountered in Number One has maximum STR. In the cave bear description below, under Number One, the effects of this increased STR has been calculated and given; i.e. +10% to all attacks and +1D6 to all damage done.

CAVE BEAR

STR 32 CON 17 SIZ 29 INT 4 POW 7
DEX 17

Armor — 4 points Hit Points — 37

Weapon	Attack	Parry	Damage
Bite	65%	—	1D10+4
Claw	45%	45%	2D6+4
Hug	100%	—	7D6

NOTES — A bear may attack with a bite and two claws per round. If both claws hit, the bear will hug on the next round.

NUMBER ONE — add +10% to all attacks and +1D6 to damage done.

NUMBER TWO — add +30% to all attacks and +2D6 to all damage done.

NUMBER THREE — has 44 hit points.

NUMBER FOUR — has 44 hit points, +20% to all attacks, and 6 points of armor.

NUMBER FIVE — has 44 hit points and +1D6 to damage done.

NUMBER SIX — has 50 hit points, +20% to all attacks, and +1D6 to all damage done.

NUMBER SEVEN — add +7% to all attacks, and the bear will strike at a DEX of 24.

NUMBER EIGHT — has 43 hit points, +47% to all attacks, and the bear will strike at a DEX of 24.

CREATURE OF MATIK

STR 26 CON 35 SIZ 18 INT 5 POW 22
DEX 14

Armor — 10 points Hit Points 41

Weapon	Attack	Parry	Damage
Beak	55%	—	3D8+3
Claw	48%	41%	4D8+4

NOTES — A creature of Matik may claw twice and bite once each round.

NUMBER ONE — add +13% to all attacks and +1D6 to damage done.

NUMBER TWO — add +33% to all attacks and +2D6 to damage done.

NUMBER THREE — has 62 hit points.

NUMBER FOUR — has 62 hit points, +20% to all attacks, and 12 points of armor.

NUMBER FIVE — no change

NUMBER SIX — has 47 hit points and +20% to all attacks

NUMBER SEVEN — adds +10% to all attacks and the creature hits at a DEX of 24.

NUMBER EIGHT — has 47 hit points, +50% to all attacks, and the creature hits at a DEX of 24.

CROCODILE (large)

STR 41 CON 16 SIZ 30 INT 3 POW 11
DEX 10

Armor — 10 points Hit Points — 36

Weapon	Attack	Parry	Damage
Bite	60%	—	1D10+14

NOTES: This crocodile will bite each round. It lacks some of its special attacks from the Stormbringer rule book as it is out of water.

NUMBER FIVE — no change

NUMBER SIX — has 42 hit points and +20% to all attacks

DHARZI HUNTING DOG: up to 16 dogs may be encountered at once. All dogs in a pack will have identical characteristics and skills.

STR 13 CON 14 SIZ 9 INT 5 POW 14
DEX 14

Armor — none Hit Points — 14

Weapon	Attack	Parry	Damage
Beak	45%	—	1D6+1
Claw	44%	44%	1D8+1

NOTES: each round a hunting dog can attack with two claws and the bite.

NUMBER ONE — add +7% to all attacks and +1D6 to damage done.

NUMBER TWO — add +27% to all attacks and +2D6 to all damage done.

NUMBER THREE — has 24 hit points

NUMBER FOUR — has 24 hit points, +20% to all attacks, and 2 points of armor.

NUMBER FIVE — no change

NUMBER SIX — has 20 hit points and +20% to all attacks

NUMBER SEVEN — has +10% to all attacks and strikes at a DEX of 24.

NUMBER EIGHT — has 20 hit points, +50% to all attacks, and strikes at a DEX of 24.

DRAGON

STR 54 CON 27 SIZ 90 INT 18 POW 18
DEX 14

Armor — 10 points Hit Points — 105

Weapon	Attack	Parry	Damage
Claw	60%	48%	9D6
Breath	80%	—	18

NOTES: A dragon may claw twice as well as breathe fire each round.

NUMBER ONE — +42% to all attacks.

NUMBER TWO — +62% to all attacks.

NUMBER THREE — has 126 hit points.

NUMBER FOUR — has 126 hit points, +20% to all attacks, and 12 points of armor.

NUMBER FIVE — has 175 hit points.

NUMBER SIX — has 181 hit points and +20% to all attacks.

NUMBER SEVEN — +10% to all attacks and strikes at a DEX of 24.

NUMBER EIGHT — has 111 hit points, +50% to all attacks, and strikes at a DEX of 24.

FOREST BEAR

STR 20 CON 17 SIZ 17 INT 4 POW 7
DEX 14

Armor — 3 points Hit Points — 22

Weapon	Attack	Parry	Damage
Bite	25%	—	1D8
Claw	45%	20%	2D6+3
Hug	100%	—	3D6

NOTES: each round the bear may attack with a bite and two claws. If both claws hit, the bear will hug on the next round.

NUMBER ONE — add +10% to all attacks and +1D6 to damage done.

NUMBER TWO — add +30% to all attacks and +2D6 to damage done.

NUMBER THREE — has 29 hit points.

NUMBER FOUR — has 29 hit points, +20% to all attacks, and 5 points of armor.

GREAT BLACK APE

STR 26 CON 17 SIZ 19 INT 5 POW 7
DEX 17

Armor — 2 points Hit Points — 24

Weapon	Attack	Parry	Damage
Bite	45%	—	2D6
Hand	60%	30%	2D6+2

NOTES — can attack with both hands and bite in the same combat round. If it hits with both hands, it will grapple and do double damage each round until death or the foe breaks free. To break free, the victim must make a successful STR vs. STR roll.

NUMBER ONE — +10% to all attacks, +1D6 damage, and STR is 36 rather than 26.

NUMBER TWO — +30% to all attacks, +2D6 damage, and STR is 36 rather than 26.

NUMBER THREE — has 31 hit points.

NUMBER FOUR — has 31 hit points, +20% to all attacks, and 4 points of armor.

MASTODON

STR 50 CON 17 SIZ 50 INT 4 POW 11
DEX 7

Armor — 6 points Hit Points — 55

Weapon	Attack	Parry	Damage
Gore	65%	25%	3D8+3
Trample	75%	—	10D6
Trunk	65%	25%	Special

NOTES — the mastodon may use either gore or trunk each round, as well as trample a downed opponent. If the trunk scores a hit, the victim must roll his STR vs. half the elephant's STR or be placed for an automatic trample next round.

NUMBER FIVE — has 65 hit points.

NUMBER SIX — has 71 hit points and +20% to all attacks

OLAB: up to 8 olab may be encountered at once. All olab in a gang will have identical characteristics and skills.

STR 18 CON 27 SIZ 13 INT 11 POW 14
DEX 14 CHA 6

Armor — 8 points Hit Points — 28

Weapon	Attack	Parry	Damage
Crystal Disks	44%	—	3D4+2
Club	45%	44%	1D8+2+1D6

NOTES — each olab carries 5 disks and will use these in preference to the club till they are exhausted or engaged in melee combat.

NUMBER ONE — add +1D6 to all damage done and +14% to all attacks.

NUMBER TWO — add +2D6 to all damage done and +34% to all attacks.

NUMBER THREE — has 49 hit points.

NUMBER FOUR — has 49 hit points, +20% to all attacks, and 10 points of armor.

NUMBER FIVE — has 35 hit points.

NUMBER SIX — has 41 hit points and +20% to all attacks

NUMBER SEVEN — add +10% to all attacks and strike at a DEX of 24.

NUMBER EIGHT — has 34 hit points, +50% to all attacks, and strikes at a DEX of 24.

PANTHER

STR 17 CON 14 SIZ 13 INT 4 POW 7
DEX 24

Armor — 1 point Hit Points — 15

Weapon	Attack	Parry	Damage
Bite	45%	—	1D8+2
Claw	65%	55%	1D6+2
Rip	100%	—	3D6

NOTES — each round the panther may attack with both claws and the bite. If both claws hit, the panther will hang on and attack with the hind leg rip next round.

NUMBER SEVEN — no change.

NUMBER EIGHT — has 21 hit points and +40% to all attacks.

TIGER

STR 23 CON 17 SIZ 17 INT 4 POW 11
DEX 17

Armor — 2 points Hit Points — 22

Weapon	Attack	Parry	Damage
Bite	45%	—	2D6
Claw	70%	50%	1D8+3
Rip	100%	—	3D8

NOTES — each round the tiger may hit with both claws and a bite. If both claws hit their target, the tiger will hang on and rip with the hind legs on the next round.

NUMBER THREE — has 29 hit points.

NUMBER FOUR — has 29 hit points, +20% to all attacks, and 4 point armor.

NUMBER SEVEN — has +7% to all attacks and strikes at a DEX of 24.

NUMBER EIGHT — has 23 hit points, +47% to all attacks, and strikes at a DEX of 24.

ROOM SIX: The Wheel of the Gods

This room is 20 by 26 meters with a 15 meter ceiling. Within the room is a large, felt-covered table, a smaller round table, and an octagonal wheel hung on the wall.

The wheel is hung at a height of five meters directly across the room from the entrance. The sides of the wheel are numbered from one to eight: the numerals glow all the colors of the rainbow and shift constantly. The wheel itself is made of a bone-white substance unknown to any of the adventurers. Two meters in diameter, the wheel cannot be removed or damaged in any way.

The table is marble, one by four meters, and is covered with navy blue, thick, soft, felt. Outlined in white on the felt is a row of eight boxes numbered one to eight. The smaller table is also of marble, and one meter in diameter. Stacked on the smaller table are octagonal chips in glowing colors of gold, silver, and ruby. The chips feel warm to the touch.

The adventurers place bets at this table in much the same manner as in Room Four, but gamblers who bet on the turn of this wheel will be wagering much more than mere money or gems. Bets placed using the gold chips accordingly win or lose permanent POW. With silver chips, the stakes are points of INT; with ruby chips, an adventurer wagers his CHA.

If the wheel stops at the chosen number, the adventurer wins 1D8 points in the appropriate characteristic. If the wheel stops spinning in some other number, he loses the points he wagered.

EXAMPLE— Our friend Morkrin Tha now decides to bet on the Wheel of the Gods. He places one gold chip on the number eight; his POW is 15. The GM rolls the die and the wheel stops at 6; Morkrin loses a point of permanent POW and his gold chip disappears.

Now with a POW of 14, Morkrin bets again, placing one gold chip on the number 4 and one on the number 5. The wheel spins and stops at four; the chip on number 5 vanishes and Morkrin's POW drops to 13, but the GM rolls 1D8 to determine how much POW Morkrin wins on number 4. He rolls a 7; Morkrin's bet on number 4 is multiplied by 7 for a gain of 7 to his POW, raising it to 20 immediately. If Morkrin's bet on number 4 had been 2 chips, his POW would have risen to 27.

Betting Restrictions

A character may never bet more chips than he has points left in a characteristic. If POW 12, he may not bet more than 12 gold chips at one time.

Gamblers may use only their own characteristic POW, INT, or CHA; they may not wager the POW, INT, or CHA of their demons or servants.

If, at any time, a characteristic is reduced to 0, that adventurer dies and his life forces is absorbed by Balo.

ROOM SEVEN: The Shooting Gallery

This room is 15 meters wide by 50 meters long, with a 30 meter ceiling.

The party sees five circular platforms of white marble, each one meter across and 50 cm high. These platforms are spaced about 3 meters apart across the width of the room. There is a cup-like depression in front of each platform, about 25 cm across and about 15 cm deep. Each platform has the following engraved on it in the Common Tongue: "Stand on Me."

At the other end of the chamber, 30 meters from the line of platforms, is a line of five statues. Each statue stands in line with one of the platforms and statue and stand are connected with a black line running along the floor. Each statue is of a handsome human male, each a different color, and armed with its own weapon. They are, from left to right as viewed by the adventurers:

Statue 1 — black, armed with a sling

Statue 2 — blue, armed with a self bow

Statue 3 — green, armed with a javelin

Statue 4 — red, armed with a desert bow

Statue 5 — white, armed with a Melnibonean bone bow

Each statue has a bull's eye inlaid on its chest. The statues cannot be harmed in any way.

Nothing happens until a character stops onto one of the round platforms; he will find that he cannot step down until he has cast or fired a missile, anything from a thrown shoe to an arrow.

As the character prepares his missile, he will notice that the statue opposite him has done the same with its weapon. When the adventurer casts or fires his missile, the statue will fire at the character, whether or not he aimed at the statue.

If a character hits the statue opposite him (and no other), a bell rings and a jewel appears in the depression before the adventurer's platform. The size of the jewel depends on the to-hit roll. A regular hit with the character's missile weapon produces a gem of 1D20 carats. A critical hit produces a gem of 1D100 x 10 carats (a range of from 10 to 1000 carats). All jewels are of excellent quality and of a cut unknown to the adventurers.

The type of gem appearing depends on what statue was fired at. Consult the table below. Also listed is the attack percentage of each statue and the damage done by that statue's weapon.

THE STATUES

<i>Statue Color</i>	<i>Gem</i>	<i>Attack</i>	<i>Damage</i>
Black	Opal	55%	1D6+1+1D4
Blue	Sapphire	60%	1D8+1+1D4
Green	Emerald	65%	1D8+2+1D4
Red	Ruby	70%	1D10+2+1D4
White	Diamond	75%	2D6+1+1D4

A statue will fire only at the adventurer on the platform opposite it; all statues fire at the listed attack percentage and may make critical hits.

The statues never fumble, never run out of missiles, and statues never take damage, even from critical hits. The statue will fire at its target even if the adventurer hits it with his own missile.

Firing at a statue not in line with the character will not produce a gem; that statue in line with the adventurer will fire at him.

Hits scored by players not on platforms have no effect.

If a statue scores a hit on any type of demon, whether of protection or otherwise, subtract the damage rolled from the demon's CON. If the demon's CON drops to 0 or less, that demon is instantly released from the plane of the Young Kingdoms. Such damage to a demon's CON cannot be regenerated on the Young Kingdom plane, regardless of the chaotic abilities which that demon may possess.

The missiles are in effect magical. If an air elemental attempts to deflect one that has rolled 50 or less on 1D100, the missile will slay the elemental.

ROOM EIGHT: Baaleer's Chamber

This room is 25 by 28 meters with a 15 meter ceiling. It contains a table and eight chairs.

When the party first opens the doors to this room, they will hear deep, rolling laughter. A booming male voice will say, "Enter, children, and cast the dice with Baaleer."

This room is dominated by its sole occupant. Seated on an outsize stool opposite the entrance is a giant with the head of a hyena. His five-meter frame is grotesquely heavily-muscled. His talons and teeth are ivory-white, his skin is ebony-black, and his eyes burning-red. Baaleer wears no armor or clothing, and is obscenely male.

The furniture consists of a huge, octagonal, puce felt-covered table, seven very comfortable chairs, and the massive throne-like seat for Baaleer. Those who wish to dice with Baaleer will be invited to sit down: the rest must stand. An adventurer finishing his or her turn at dice will be told to leave the table to make room for another who might wish to game. Players may stay seated for another round of dicing. Once a character has seated himself, he must roll the dice at least once in order to be able to leave his chair.

Once all who wish to play are seated, Baaleer will explain the rules of the game. Play then begins, starting with the adventurer seated closest to Baaleer's right hand and proceeding counterclockwise around to the character closest to his left. For purposes of practicality, in actual play

the GM will correspond to Baaleer, and the rolls will go counterclockwise around the table in the order the players are sitting.

Each adventurer may continue gaming until he or she loses; then play must move on to the next adventurer. A character may choose to stop before losing, but win or lose he must play at least once. Since the adventurers are the guests, they will roll the dice first.

The dice are unusual: they are two six sided dice, about eight centimeters on a side, and made of bone. The pips on the dice are faces of men and women laughing or screaming in horror. The eyes of these tiny faces move to meet the gaze of those who closely examine them.

Dicing With Baaleer

The adventurer always rolls first; roll 2D6.

1) A roll of 7 or 11 is an automatic win. The adventurer gets one free wish; Baaleer may not roll to beat him. The character may roll again or pass to the player on his right.

2) A roll of 12 is an automatic win yielding two wishes. Baaleer may not roll; the adventurer may play or pass.

3) A roll of 2 (snake eyes) is an automatic loss; the adventurer must pay double normal costs for losing. The roll shifts counterclockwise to the next adventurer around the table.

4) On a roll of 3, 4, 5, 6, 8, 9, or 10, Baaleer gets a chance to beat the adventurer's roll on the dice. To beat th roll, Baaleer must roll a 3, 7, 11, or 12, or any other number less than the number rolled by the player. A roll of 2 by Baaleer means an automatic loss for him and two wishes for the player. If Baaleer rolls a 12, it is an automatic win for him and the adventurer takes double normal penalties for losing.

5) If Baaleer fails with his roll, then the character gets one wish and may continue to play or may pass. If Baaleer does not get an automatic win, but beats or ties the adventurer, then the character gets one roll to try to beat Baaleer. If the adventurer then rolls an automatic win or a roll lower than that of Baaleer, he or she gets one wish and may play or pass. If the adventurer's roll is a 2 or if it is a roll higher than Baaleer's, the character loses and takes a penalty. If it is a tie, reroll until a result is obtained.

EXAMPLE: Our friend Morkrin Tha is dicing with Baaleer. Since the guest always goes first, Morkrin's player rolls and gets a 4, an excellent roll. The GM as Baaleer rolls and gets an 8, not good enough. Morkrin Tha gets one wish and may stop if he likes. He decides to go on an rolls a 5. It is now Baaleer's turn: the GM rolls 2D6 and gets a 12. This is an automatic win for Baaleer and costs Morkrin two penalties instead of one. The penalties are subtracted immediately.

Play now proceeds to the next player seated counterclockwise around the table. This is Tiamoraz Bha's player. He player rolls the dice and gets a 7, an automatic win. Tiamoraz wins one wish and decides to continue. Her player rolls again and gets a 9, not so good. Baaleer's roll is a 5. Tiamoraz must beat a 5 or suffer a curse as a penalty. Her player rolls the dice and gets a 5, a tie. This means that Baaleer must roll again. The GM's roll is a 1, an automatic loss for Baaleer: Tiamoraz wins two more wishes. Her player wisely decides to stop dicing. The roll now shifts to the next player around the table.

Baaleer will not tell the characters what the consequences of losing are. If questioned, he will say "nothing that will kill you, little one. I am not allowed to lay a finger on any of you. It is just my way of making this lit-

WISHES

The prizes to be won in this game are the wishes granted by Baaleer. These wishes are almost exactly like those granted by Demons of Desire as per the *Stormbringer* rules, but with some exceptions:

- 1) All wishes must be used in this room or they will be lost. These wishes cannot be saved for later use.
- 2) Wishes cannot be used to restore lost characteristic points, except for such losses caused by major wounds.
- 3) Wishes may be used to procure demon armor or demon weapons. The demon thus brought needs to be bound POW vs. POW before it can be used by the character. The total characteristic points of the demon are equal to ½ the total characteristic points of the adventurer wishing for the demon item.
- 4) Two or more characters may not combine their wishes.
- 5) Baaleer will not answer questions; he is not a demon of knowledge.
- 6) Wishes granted by Baaleer may be used to reverse adverse effects of major wounds (including such wounds suffered in this room). Eyes, ears, noses, hands, and feet may all be replaced and other injuries cured at the rate of one wish per injury. There is a catch. While in the Hall of Risk, all such replacement parts look and feel normal. However, once outside this building they can be seen in their true form.

EYES – resemble Baaleer's; blazing solid red orbs with neither pupil nor iris. Such eyes are capable of seeing in the dark and identifying demons by sight, but are color blind.

EARS – are the pointed, hairy ears of a hyena. If not enclosed in a helm, these ears add 30% to a character's Listen ability.

NOSE – any nose replaced by Baaleer is the black moist nose of a hyena. It adds 50% to a character's Scent ability and 25% to his Tracking ability. He will also be able to (non-directionally) smell magic and demons.

JAW – a broken jaw healed by Baaleer has the fangs, blackened gums, and red lolling tongue of a hyena.

HANDS and FEET – Any hands or feet replaced by Baaleer have taloned claws as do his. Characters will be able to attack and parry with these claws at 20% plus bonuses and do 1D6 plus their damage bonus in damage.

OTHER – other injuries healed by Baaleer have no effect save that the skin over the old wound will be jet-black in coloration.

All of these replacements by Baaleer are bound to affect the character's CHA. The GM should decide this.

the game worth my while. Indulge me, won't you?" All characteristics lost in this room are partially absorbed by Baaleer, with a fairly large bleedoff to Balo.

Having finished dicing, an adventurer may leave the table or stay seated. Once everyone at the table has rolled the dice, Baaleer will ask those in the room if they would care to dice another round. If there are no takers, Baaleer will say, "Then it is time for you to leave, little ones. Come and visit Baaleer again sometime. Farewell." All the characters must now leave this room.

The GM should remember that once an adventurer has rolled Baaleer's dice, everyone standing can open the door and run from the room. Any adventurer seated at the table will be unable to rise from his seat without rolling the dice at least once.

LEAVING AND RE-ENTERING THE HALL

Once the party has entered any one of Rooms 2-8, they can then leave the Hall of Risk. The entrance doors will be unsealed and easily openable. However, if the party

leaves the Hall and then re-enters it, then the doors will seal shut behind them and remain sealed until they have entered one of the rooms. There is no way to prop open any of the doors.

Should a group be too weak or cowardly to go on, they could wait indefinitely in the Room of the Emerald Fountain, until a party of NPCs entered the Hall and attempted and lived through a room. The player characters might persuade the NPCs to let them accompany the NPCs either into another room or out of the Hall. How long would they have to wait? How would the NPCs react to a bunch of freeloading strangers? This could be an interesting way of meeting unexpected allies, of beginning new adventures, or of just getting into fresh trouble.

When the characters leave the Hall, they will find everything as it should be. Time has passed normally and their mounts and pack animals are unmolested. If the GM decides not to keep the Hall of Risk as part of his world, this is the end of the adventure and Balo whisks the Hall off to some other plane. But if the GM decides to make the Hall a permanent landmark, then there are a number of possibilities.

Players with adventurers ready to retire after a life of adventure could settle them in this valley. These veterans could provide supplies, pack animals, and lodging to parties entering and leaving the Hall.

More active characters might want to set up shop as guards for parties who wish to leave their horses, servants, or belongings outside while they venture into the Hall, or perhaps hire out as bodyguards for other adventurers. Such guards could ask extra questions of Merut, help win gems in the Shooting Gallery, or simply act as extra arms and strong backs to carry treasure.

Characters of a criminal bent could make the valley a hunting ground, ravaging unattended or lightly-guarded baggage trains, and ambushing weakened NPCs when they stumble from the Hall.

A permanent Hall of Risk should become something of a landmark. Besides luring in the daring, the desperate, and the dimwitted, the Hall by its very nature will also fetch the powerful and the curious from many lands. One might even find Elric here, inciting his jaded senses in one of the strange rooms of the Hall of Risk.

PENALTIES

The penalties for losing to Baaleer take the form of curses which reduce certain characteristics or afflict the body. Determine the characteristic affected by rolling 1D6 and consulting the following table:

Die Roll	Effect
1	lose 1 point of STR
2	lose 1 point of CON
3	lose 1 point of SIZ
4	lose 1 point of DEX
5	maiming – roll on Major Wounds table [3.9.2.2] and apply effect immediately
6	disfigurement – roll on Beggar Afflictions table [2.3.10.2] and apply effect immediately

All losses or other effects are permanent. If the penalty is the result of an automatic loss for the character of a 2 or a winning roll of 12 for Baaleer, the penalty is doubled – the 1D6 is rolled twice and both results taken.

The Crystal of Daerdaerdarth

by Mark L. Gambler

THE SITUATION

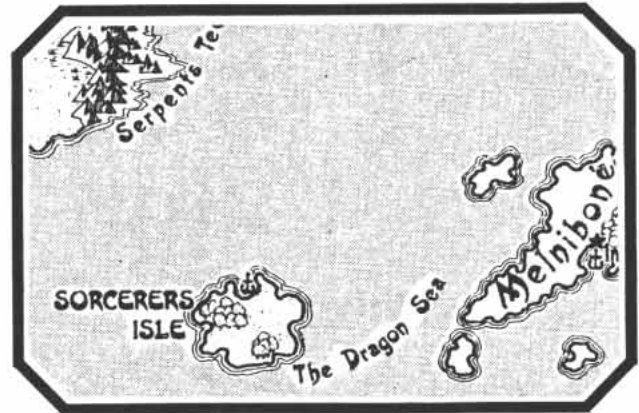
The adventurers are in Bakshaan, Ilmiora (or wherever convenient), relaxing and looking for new employment. They are approached one evening in a local tavern by a small harmless-looking man, undoubtedly someone's well-dressed servant. The man identifies himself as Lanthin, personal slave to Thravose the Mighty, and informs the party that his employer lives outside of town in a small, well-guarded villa. Lord Thravose has a certain job which the party might perform in exchange for gold. Lanthin gives the adventurers directions to the villa and asks them to be at the main gate in two hours.

Until it is time for the meeting, the party may attempt to learn more about Thravose the so-called Mighty. Secret Music Lore rolls should be made by the GM for all adventurers. If a roll succeeds, that adventurer remembers a lay about Master Thravose the Collector. It seems there was a wealthy Pan Tangian warrior-lord named Thravose who made a fortune by dealing in expensive clothing, jewelry, and unique works of art. Thravose has become fascinated by magic items and vigorously collects them, though he doesn't know how to use many of them. His reason for this fascination is unknown. Thravose has settled outside of Pan Tang, though he still keeps in contact with friends, overlords, and relatives there, and has sealed himself into his villa with a pack of faithful guards; he now seldom shows himself. He is reclusive, mysterious, and at least 60 years old.

If a character's player makes half of his Music Lore roll, that adventurer remembers the last part of the lay, which states that Thravose has taken to hiring parties of brave men to go on mysterious quests, from which many fail to return. If a fumble is rolled on this Music Lore roll, then that adventurer recalls a false tale about Thravose the Wizard, a potent person striving to summon the Dukes of Chaos to this plane.

The characters may ask the locals about Master Thravose. If any adventurer receives a successful Persuade roll, a local drunkard will tell them that Thravose is an old man who is now quite rich after years of trading, and that he lives in a villa outside of town, well-guarded by a pack of toughs. Thravose is seldom seen anymore, and the local will say that it is commonly believed that he is dead. Everyone knows that Thravose has hired many adventurers in the past.

The local also knows that Thravose collects magic artifacts. If the Persuade roll is fumbled, the drunkard will tell the character that Thravose is an evil wizard who sacrifices those who meet him to the gods of Chaos.



The villa of Thravose can be found easily a mile east of town. It is a sturdy-looking walled villa made of imported Argimiliarian marble. Ten guards are visible at any one time, and they are all short, swart natives of the Weeping Waste. The guards wear red-laquered wooden armor and bear stout desert bows. They speak only their native Mong and will not be bribed.

A party attempting to storm the villa in hopes of stealing treasure should be given a nasty time — there are 30 guards with a desert shaman (who can summon elementals) and a magic item radiating protection for the villa in some way (GM's option, but one likely method would be for the item to summon 60-point Demons of Combat every five minutes who are assigned to attack the intruders and who vanish after the intruders are slain or flee).

When the adventurers approach the front gate, Lanthin and eight guards will meet them and take them inside the villa to meet Master Thravose the Collector. The merchant lord greets the party in a large, luxurious hall. Seated behind a massive desk of glossy Troosian wood, Thravose is a heavy-set, rather sensuous-looking Pan Tangian, at least 60 years old. He wears fine silk clothing and quantities of expensive-looking jewelry on his greasy bulk.

Thravose does not like to be interrupted and will not tolerate a lack of respect. After having wine poured for his guests, he will make them an offer.

"I have a proposition for you," he says, "I'm a collector of, ah, rarities. Gems are my greatest pleasure. It has come to my attention that a particularly rare gem, known as the Crystal of Daerdaerdarth, exists on a small island near Sorcerer's Isle. It appears to be a large ruby; it may or may not glow — my sources are contradictory. The gem is buried with a poor chap dead thousands of years. Now I shan't, ah, lie to you. You must find the tomb's entrance yourself and it may, ah, be guarded. I have heard of your

party, fine fellows all, and I wish to bestow this simple task on your group. If you bring the gem back to me, I will pay you double the gem's worth in gold."

He has not seen the gem, of course, but believes it may be worth at least 40,000 LB. He will guarantee 1000LB to each survivor for a good-faith effort, but no more than that, for he will not send a representative with them to the island. He will not reveal more details, though the captain of the ship will once they are at sea.

If the party accepts the offer, they will be told that they will be taken to the merchant's private galley tonight to sail before dawn. For a few hours the adventurers can relax at Thravose's villa. During this time, the party may requisition supplies from Thravose's store rooms. After a banquet, Lanthin leads the party to the docks of Bakshaan. There they board a Tarkesh war galley, captained by a dark, sinister-looking Pan Tangian captain, for their voyage to the far-distant island.

THRAVOSE, Age 64

STR 8 CON 10 SIZ 14 INT 15 POW 16
DEX 9 CHA 15

Armor — none Hit Points — 12

Weapon	Attack	Parry	Damage
Falchion	70%	67%	1D6+2+3D6
Shortsword	58%	49%	1D6+1
Thrown Dagger	77%	—	1D4+2

NOTE — Thravose normally carries only three flashy-looking throwing daggers when inside his home. A falchion hangs behind his chair, within reach if needed. This falchion is enchanted — it holds three fire elementals, thus enabling it to flame and do 3D6 extra points of damage on the first 1D6 rounds of combat.

SKILLS — Credit 98%, Evaluate Treasure 99%, Persuade 88%, Ride 90%

LANGUAGES [Speak/Read-Write] — High Melnibonean 10/50%, Common 80/90%, Speak Mong 75%

TREASURE — Thravose normally carries no money on his person whatsoever. However, his silken robes, if not torn and bloodied, would be worth around 400 LB.

THE VOYAGE: Information

The vessel is a fine war-galley of Tarkesh make. It has a single square sail and one hundred and twenty oars, arranged in two banks to a side of the ship. The galley is in top-notch condition and looks quite sea-worthy.

The captain of the ship, a rather tall Pan Tangian named Lank, personally escorts the adventurers to common quarters belowdecks, close to his own. The captain advises sleep, explaining that the ship will set sail late this evening, in order to leave Bakshaan without causing any undo piratical interest.

LANK of Pan Tang; Ship's Captain, Age 39

STR 12 CON 14 SIZ 17 INT 15 POW 14
DEX 9 CHA 15

Armor — 1D6-1 Hit Points — 19

Weapon	Attack	Parry	Damage
Sea Axe	71%	73%	2D6+2+1D6
Javelin	82%	—	1D8+2+1D4
Punch	54%	—	1D3+1D6

SKILLS — Balance 76%, Climb 70%, Climb Rigging 97%, Navigation 99%, Ride 50%, Swim 65%, Tie Knots 87%

LANGUAGES — Speak Common 75%, Speak Mong 50%, Speak Low Melnibonean 25%

The party awakes the next day to find the ship at sea. The adventurers can freely roam the ship and are treated courteously by the crew. The Tarkeshite crew members are wizened veterans. (Any mutiny attempts will be fiercely resisted from all 150 of them.)

In the afternoon of the first day the captain summons the party to his cabin where he relates some details of the voyage. The journey will take about a week and, once at Valyk's Isle, the party must row themselves ashore in a longboat. He tells the group that they are not the first adventurers to try this quest. About three months ago the captain transported another party to the island, but they never returned to his ship. He waited for two weeks, but finally left.

This is all the captain will tell without a successful Persuasion roll. If someone makes his Persuasion roll, the captain adds that the preceding group had six men in it, one of them a Pan Tangian wizard. He also lets slip that on the morning of the fourteenth day their longboat was seen floating close to his galley, and that is why he finally left, risking the wrath of Thravose. On a second Persuade roll he informs the party that the gem they seek is magical, but supposedly unusable by any sorcerer of today, "Save perhaps those mighty ones ruling from Pan Tang." If a Persuade roll is fumbled, not only will the captain say nothing more, but he will order his crew to say nothing to the adventurers as well; something they said greatly insulted him.

During the voyage the party members may attempt to find more information from the crew. Roll for each adventurer's Persuade. If a roll succeeds, that adventurer will be told the true story of the last expedition. It seems that on the morning of the fourteenth day the ship's longboat was found floating near the ship: there was a man doubled over in the bottom. The crew put a hook on the boat and pulled it in. The lone survivor was a Filkharian thief, gone stark raving. On board, the thief tried to warn everyone of "little devils in the night" and "talking dogs". That night, the thief was found dead in the hold where the captain had locked him away. If the Persuade roll is fumbled, the sailor will refuse to talk and will spread the word to the rest of the crew not to speak to the mercenaries.

The journey lasts eight to thirteen days, through the Oldest Ocean, down the coast of Shazaar past the Serpent's Teeth, and then south to Sorcerer's Isle. The journey is uneventful and the party arrives at Valyk's Isle ready to adventure.

If the GM wishes, he may throw some extras into the trip by having the ship assaulted by pirates in the Oldest Ocean. A fierce storm near the Serpent's Teeth could cause characters to save themselves and their belongings. The best way to run this would be to either let the characters save themselves (automatically succeeding) or to save their belongings (again, with automatic success). If they try to save themselves, there is a 10% chance per important item that it will be swept overboard. If they try to save their belongings, there is a 5% chance that they

will be swept overboard themselves, drowning in the wild seas. This is a cruel but effective way to cause a character to lose some magical item.

On one beautiful sunny day, the characters will be told that Valyk's Isle is on the horizon.

VALYK'S ISLE

This small island is about 0.7 km long by 0.5 km wide, and is located 80 km west of Sorcerer's Isle. The interior of the island is seven meters above sea level; when a storm hits, waves will wash up over much of the island. The second island on the map has a five-meter interior. The smallest island is not much-elevated and is swamped in stormy seas. These islands are formed of dark gray volcanic rock. The outer flat area is quite smooth from wave action; it will be slippery when wet. The interior of the island is covered by a layer of earth up to a half-meter deep.

The weather is quite nice here. The temperature is usually not too warm and never cold, the air is slightly breezy, and the sun is hot and bright. Small animals and birds are abundant on the island: it is an untouched paradise.

Valyk's Isle's central parts are covered heavily by native trees, bushes, and shrubs, which obscure most of the inner island; ruins poke through the dense vegetation — gray or black rock towers with roofs or entire stories missing.

The captain, Lank, explains that the isle is surrounded by tricky reefs and that the closest the galley can get to shore is two km off the east side. He will give the adventurers the galley's longboat, and will sail back to the coast of the Silent Lands to pick up supplies. In seven days the ship will return to pick up the party. The captain wishes the adventurers luck and has the longboat lowered.

As the party rows towards shore, they soon make out another longboat, pulled up on the east edge of the island (at spot [A] on the players' map). The characters also must land there; to the right and left strange black-green reefs can be seen just under the waves. If the adventurers look back, they see the Tarkesh galley already oaring off.

On The Island

The following letter-entries are keyed to specific points on the GM's map of the islands.

(A) — As the party's longboat nears, they see another longboat pulled up on the shore at point A. The party will also find that, because of the unnatural reefs just under the water, they can land only on the eastern side of the island (between the two X's). No matter what the height of the sea, these magical reefs stay just below the surface.

When the party lands, they may examine the other longboat. It is large enough to have carried up to 12 men. It is in good shape, appearing not to have been abandoned long. *Karmoorva's Bell* is painted on the stern in Common and this is easily recognizable as a Dharijor name. In the longboat are 8 oars and two coils of rope.

(B) — Hidden in the woods west of the longboat are four men. Give the players See rolls when their adventurers come ashore. Describe the dense forest, clear sky, and tropical birds, but the 4 ambushers can be seen only if a party member received a critical See roll.

When the party moves north or south of the hidden men at point B, or when the party gets within 30 meters (about 100 feet) of them, the four warriors (Zaluss, Mear-

ig, Tolnu, and Klemin) will open fire with bows. They are the beach guard left behind by a Dharijor wizard now exploring the island's interior.

Zaluss, an assassin from Jharkor, is leader of the beach guard, and hesitant to give up his own life. If possible, he will avoid melee, leave comrades behind, and try to escape into the deeper forest in order to link up with the Dharijor wizard. Failing that, Zaluss will ambush the party using poisoned arrows. If the Dharijor wizard dies, Zaluss will try to make any deal possible to get off the island, but he is treacherous and should not be trusted. Mearig is a veteran adventurer from Shazaar who follows orders without question. He will stand his ground and enter melee if he must, but if he receives a major wound he will surrender. Tolnu and Klemin are young adventurers from Shazaar and are headstrong. They will gladly melee and die swinging.

ZALUSS, Jharkorian assassin

STR 16 CON 12 SIZ 14 INT 14 POW 9
DEX 19 CHA 8

Armor — 1D6-1 Hit Points — 14

Weapon	Attack	Parry	Damage
Shortsword	72%	70%	1D6+1+1D6
Self Bow	66%	15%	1D8+1+1D4
Dagger	50%	50%	1D4+2+1D6

NOTE — weapons and arrows often poisoned with Tarned Root poison (see below).

SKILLS — Ambush 66%, Dodge 40%, Hide 53%, Listen 55%, Move Quietly 70%, Poison Lore 35%, Search 33%

SPECIAL — has 10 doses of Tarned Root poison; Class 1, Subclass 2. A poison commonly used by assassins of Shazaar, Jharkor, and Dharijor. It is made by decanting a clear fluid from the root of the flowering Tarned plant. The distilled liquid is thin, with a clear brown color and smells of rotting potatoes. The plant is found in many forests on the westernmost continent of the Young Kingdoms. It is an ingestive or a blade poison, depending on how it is prepared, causing 1D10 points of damage to its victims.

MEARIG, Shazaarian warrior

STR 15 CON 18 SIZ 13 INT 9 POW 8
DEX 16 CHA 10

Armor — 1D6-1 Hit Points — 19

Weapon	Attack	Parry	Damage
Broadsword	63%	65%	1D8+1+1D6
Self Bow	52%	20%	1D8+1+1D4
Hand Axe	40%	38%	1D6+1+1D6

SKILL — Dodge 38%

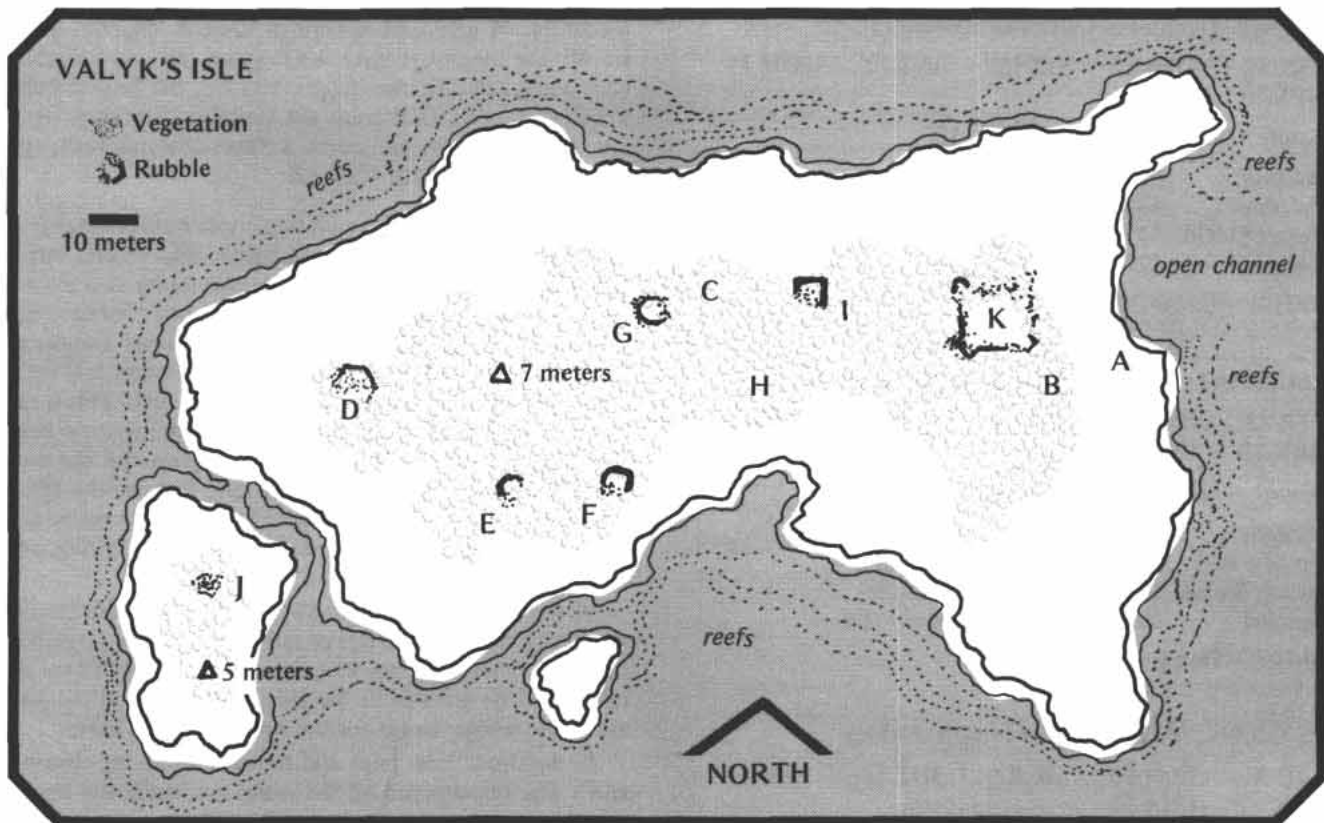
TOLNU, Shazaarian warrior

STR 15 CON 16 SIZ 10 INT 8 POW 5
DEX 12 CHA 9

Armor — 1D6-1 Hit Points 16

Weapon	Attack	Parry	Damage
Broadsword	51%	50%	1D8+1+1D6
Self Bow	40%	10%	1D8+1+1D4
Dagger	32%	31%	1D4+2+1D6

SKILL — Dodge 25%

**KLEMIN, Shazaarian warrior**

STR 15 CON 12 SIZ 11 INT 7 POW 6
DEX 12 CHA 9

Armor — 1D6-1 Hit Points — 12

Weapon	Attack	Parry	Damage
Broadsword	48%	49%	1D8+1+1D6
Self Bow	38%	39%	1D8+1+1D4
Hand Axe	28%	29%	1D6+1+1D6

SKILL — Dodge 25%

(C) — This is the starting position of the Dharijoran wizard's party, composed of six men (Aviliad, Drollick, Spence, Selbenat, Reshunt, and Haliar Bendorant, the wizard). They are moving toward point K with no effort to stay quiet. If Zaluss, the assassin, reaches and alerts them to the intruding party's existence, they will move stealthily across the island to find the intruders and ambush them. If Zaluss doesn't reach them in time, the players may roll Hear or See rolls for the adventurers as appropriate, to detect the Dharijoran wizard's group. This could lead to an ambush by either party. Or the two groups might bump into each other at the GM's discretion.

Reshunt, a thief from Dharijor, will plead for mercy if he is reduced to half or less hit points. Drollick, Spence, and Selbenat are warriors from Dharijor; these henchmen will fight until dead to save their sorcerous liege. Aviliad is another Dharijoran warrior, and is the magician's right hand. Aviliad also will die fighting if need be. Haliar Bendorant is the Dharijoran wizard. He is the student of a noble wizard in the town of Nargesser and wants to find relics of ages past for his master. The wizard knows his inability to fight and will try to summon earth elementals if attacked.

HALIAR BENDORANT; Dharijoran wizard in a clean gray robe

STR 7 CON 13 SIZ 12 INT 16 POW 16
DEX 10 CHA 14

Armor — none Hit Points — 13

Weapon	Attack	Parry	Damage
Dagger	46%	42%	1D4+2

SKILLS — Dodge 30%

SPELLS — Conjure Earth Elemental 80%

POSSESSIONS — Has three earth elementals bound into separate silver rings. Each ring is worth 200 LB as jewelry.

AVILIAD; Dharijoran warrior in half plate

STR 15 CON 18 SIZ 15 INT 10 POW 10
DEX 12 CHA 14

Armor — 1D8-1 Hit Points — 21

Weapon	Attack	Parry	Damage
Broadsword	70%	68%	1D8+1+1D6
Target Shield	45%	70%	1D6+1D6
Dagger	43%	41%	1D4+2+1D6

SKILL — Dodge 52%

DROLICK; Dharijoran warrior in green leather

STR 12 CON 14 SIZ 12 INT 10 POW 9
DEX 16 CHA 13

Armor — 1D6-1 Hit Points — 14

Weapon	Attack	Parry	Damage
Falchion	62%	62%	1D6+2
Dagger	48%	48%	1D4+2
Thrown Dagger	37%	—	1D4+2

SKILL — Dodge 41%

SPENCE; Dharijoran warrior in tan leather

STR 12 CON 12 SIZ 12 INT 11 POW 11
DEX 13 CHA 16

Armor — 1D6-1 Hit Points — 12

Weapon	Attack	Parry	Damage
Falchion	58%	58%	1D6+2
Target Shield	44%	48%	1D6
Dagger	32%	32%	1D4+2

SKILL — Dodge 30%

SELBENAT; Dharijoran warrior in tan leather

STR 13 CON 16 SIZ 14 INT 8 POW 8
DEX 12 CHA 7

Armor — 1D6-1 Hit Points — 18

Weapon	Attack	Parry	Damage
Broadsword	48%	49%	1D8+1+1D6
Heater Shield	39%	44%	1D6+1D6
Hatchet	29%	28%	1D6+1+1D6

SKILL — Dodge 33%

RESHUNT; Dharijoran thief in light clothing

STR 9 CON 10 SIZ 8 INT 12 POW 12
DEX 17 CHA 11

Armor — none Hit Points — 9

Weapon	Attack	Parry	Damage
Dagger	50%	51%	1D4+2
Thrown Dagger	40%	—	1D4+2

SKILLS — Dodge 50%, Listen 70%, Move Quietly 50%, Search 40%, See 45%

(D) — Once a tower, these remnant walls are only two meters high. They are made of cream-colored marble shot with veins of gold. Nothing of interest can be found here.

(E) — Crumbled tower walls lay here. They are of light gray marble; the tallest sections stand about four meters high. If the rubble is searched, a Search roll reveals three silver goblets and four bronze coins. The items are old and dirty, but due to their age each goblet is worth 100 LB, and each coin is worth a LG. The coins were minted in Melnibone 6000 years after the founding of the Bright Empire.

(F) — Partial walls of another tower. The stonework is a light blue marble; the still-existing walls are three meters or less high. A Search roll will reveal a gold ring with the symbol of Chaos on it worth 700 LB.

(G) — The remains of an octagonal tower with the top broken off. Each side is about ten meters long and the entire structure is still five meters high. The walls are basalt and emit slight vibrations (detectable by all and easily recognizable as magic by any sorcerer of second rank or above). The aura is a protective spell put on the tower by its past owner to help it weather the effects of time. There is no door on the structure, only a gaping archway. The inside is clogged with rubble; the floors have collapsed. If the rubble is searched, a Search roll will allow the party to find two silver mugs, a silver dagger, sixty bronze coins, twelve silver coins, four gold coins, and a

medallion of gold with a perfect 30-carat emerald set in it. All the items are over 4000 years old and valuable: each mug 120 LB, the dagger 150 LB, the bronze coins 1 LG each, the silver coins are Melnibonean Silver Dragons, the gold coins are worth 3 Silver Dragons each, and the medallion is worth 4000 LB.

(H) — At this spot are located two crude huts belonging to the strange beings known as the Kay. The smaller hut is ten meters in diameter and stands just under two meters high. It is the supply hut for the village and contains only nearly-inedible roots, nuts, and unidentifiable chunks of meat hung from the ceiling to dry. The other hut is 20 meters in diameter and stands two meters high. This is the communal sleeping hut for the Kay, containing straw beds and simple artifacts. In the dirt clearing around the huts are three fire pits, usually containing fires in the afternoon. This is home to 36 Kay: 18 males, 6 females, and 12 pups. There will always be six males out hunting, one of whom is the Kay chieftain.

In the daytime there is a 50% chance that four females and seven pups will be out of the village at play or gathering food. There also is a 33% chance that an additional six males will be gone from the village. At night all the Kay are in the village except for the special hunting party.

In daytime, most pups and females are in the clearing, and a few females and all the males are inside the largest hut. No guards are posted. At night all pups and females are in the largest hut along with most males. Three males will guard the outside, usually sitting beside one or more fire pits.

If the compound is attacked, the male Kay fight fanatically, swinging to the end. The females will fight only in desperate situations; the pups, while fearless and mean, are incapable of fighting.

The only valuable item in the village is a bronze Chaos signet hanging by a leather thong from the center post of the communal hut. The Kay worship the signet; it is worth 600 LB due to its antiquity.

The hunting party of Kay will always show up later in the adventure.

The Kay are small, light-framed creatures, bipedal with opposable thumbs and tails about half as long as their bodies. Their wrinkled faces are made most hideous by their mouths, which run vertically up the face, instead of across, as in most creatures. Their eyes are on either side of this horrible mouth. The mouth is full of short fangs and a forest of stubby black horns protrude from their scalp and shoulders. The creature is covered with short fine fur ranging from dark brown on old males to nearly white on pups. The average Kay male stands 110 cm tall (about 42" high) and weighs 24 kg (about 50 lbs). A typical female reaches 90 cm in height (about 36") and weighs 30 kg (about 66 lbs) — the females are disproportionately obese. The males wear animal hides stitched across their chests as armored vests. The tanning of these hides dyes the leather red with berry juice. Females go naked, as do the pups. The Kay use crude stone weapons.

The Kay are an old race evolved by sorcery. Seven thousand years after the founding of the Bright Empire, a Melnibonean wizard named Earl Valyk mutated a harmless creature, found on Valyk's Isle, into a slightly more intelligent and faithful slave. The creatures were named Kay. They served Valyk for long years and some breeding pairs were given by the Melnibonean to others of his kind

as slaves or curiosities, spreading the Kay race. When Vallyk died, the Kay gradually went out of vogue, and they returned to the wild, surviving as best they could. Since then, they have become fierce creatures trying to live in a harsh world. They are in decline, for nearly 80% of their females die soon after birth. The reason for this is unknown. The ratio of Kay males to females to pups is 3:1:2. Soon the little creatures will be gone from this plane of existence.

The Kay live in small "villages" no larger than 50 individuals, made of thatched huts. Usually all members of a village dwell in a communal hut. Males hunt small game and females gather roots and berries. Kay dislike leaving the safety of fire at night unless protected by some talisman (normally a Melnibonean relic).

The Kay are found on isolated tropical islands.

THE KAY

STR 2D8	Hide	60%
CON 2D8	Move Quietly	40%
SIZ 1D8	Scent	40%
INT 1D8+1	See	50%
POW 1D8	Track	70%
DEX 3D8		
CHA 1D8	Hit Points: figured normally	

Weapon	Attack	Parry	Damage
Bite	10+1D10%	—	1D6
Hatchet	30+1D10%	30+1D10%	1D6+1
Spear	20+1D10%	20+1D10%	1D6+1
Thrown Spear	25+1D10%	—	1D6+1

ARMOR — none natural, usually wear armored vests worth 1D4-1 armor.

(J) — The water separating the islands at this spot is only 1.5 meters deep at the most. If the party wades over to the smaller island, some rubble amidst the underbrush will be found at point J. The broken fragments found here are plain gray marble, covered by vines and endless small plants. A Search roll made in these ruins will turn up a very handsome dagger in a weather-beaten silver case. The dagger is 30 cm long, made of a lustrous material appearing to be half crystal and half metal of a smoky blue color. The dagger is quite a stunning weapon, and most people will feel an urge to wish to possess it. The adventurer actually picking up the dagger will find that it is a Demon weapon lost here for over 5000 years. The adventurer picking it up must engage in a POW struggle with the demon, named Spizalik, with the following stats:

SPIZALIK, Demon Dagger

STR 10 CON 34 SIZ 1 INT 5 POW 15
DEX 80 CHA 30

COMBAT BONUSES — +20% to hit, +1D6 damage

NOTES — This dagger was originally forged by a Melnibonean wizard named Avam Krolym 4000 years after the founding of the Bright Empire. The dagger is very egotistical and dislikes any Demon weapon with a charisma under its own.

(K) — These are the largest set of ruins on the island. Here once stood a complex of four pale-blue, eight-sided towers joined by low walls. Two of the towers are still intact, but have had their tops shorn off and are now only seven meters high. The remains of the other towers are four meters high at most; the walls in some spots reach three meters high. There is no sign of a gate. The rubble-filled towers have no remaining upper floors. Rubble covers the inner compound and can be found outside the walls.

The Eastern Tower has no door in its entrance. If it is searched, a Search roll will uncover two silver coins worth 110 LB each and a gold ring worth 40 LB.

The Southern Tower is in great ruin. A Search roll here will locate seven bronze coins worth 20 LB each and a silver coin worth 110 LB.

The Western Tower is also greatly ruined. A Search roll in this tower will reveal four bronze coins worth 20 LB each and three silver coins worth 110 LB each. If a critical Search roll can be made by the party's players, a trapdoor will be found which blends into the floor of the tower. A small stone in the floor pattern when pushed will cause the one-meter-square trapdoor to swing down revealing a set of two-meter-wide carved stone steps leading down as far as the party can see. This is a secret entrance, but not the main one to the tomb of Earl Vallyk.

The Northern Tower has no door in its entrance. The inside is choked with rubble. If a search is made here, a Search roll will find a silver ring worth 50 LB, a tiny gold pill box set with a ten-carat sapphire worth 1200 LB, and two bronze coins worth 20 LB each. If at a See roll is made successfully while the adventurers are here, they will discover a trap door in the floor of the tower. By pressing a stone in the floor, the one-meter-square trapdoor swings down, revealing a set of two-meter-wide carved stone steps leading down as far as the party can see. This is the main entrance to Earl Vallyk's tomb.

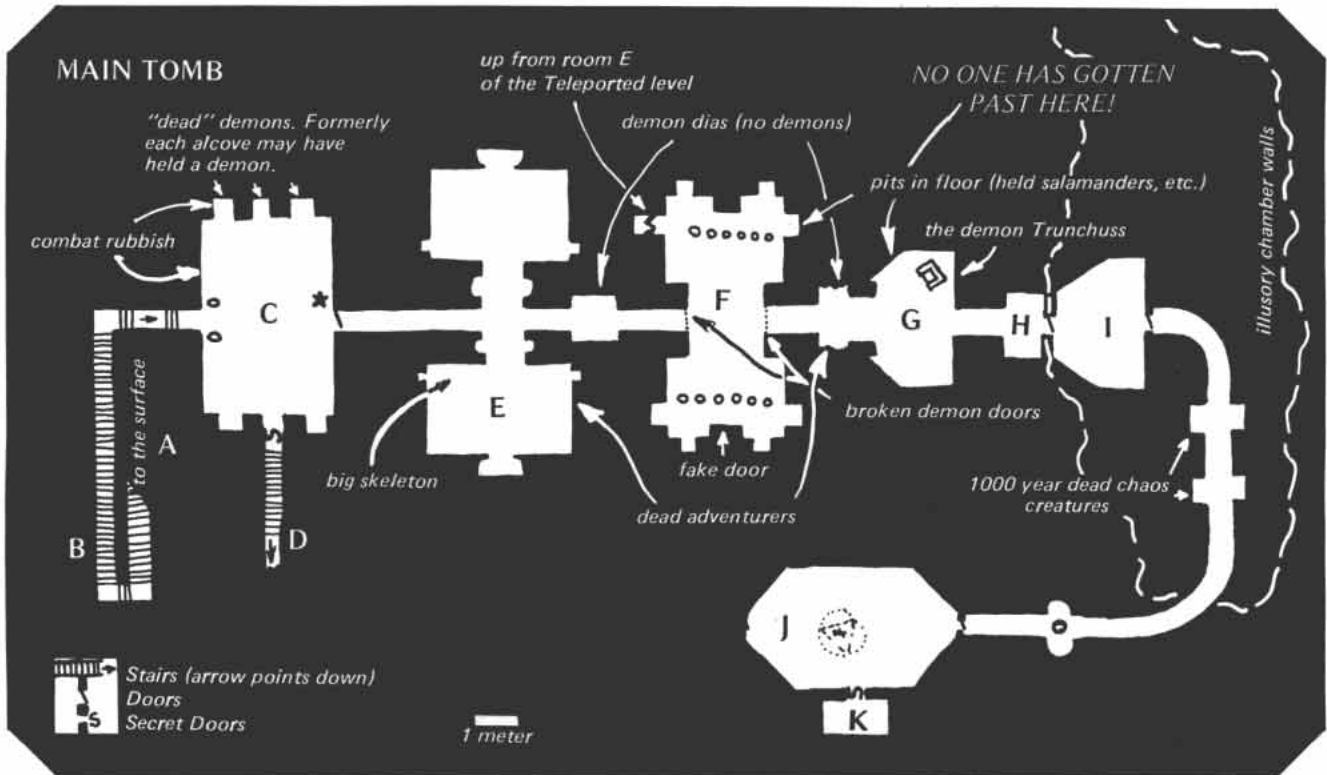
The Tomb Level

The corridors and rooms on this level are all smoothly hewn from the natural rock. All corridors are three meters high. The underground areas are completely dark, unless otherwise stated, and the party will need to supply light sources.

(A) — The steps go down into the dark for 20 meters, then level off into a straight flat corridor. Steps and corridor are thick with dust. At the end of the corridor is a 1.5-meter-wide, 2.5-meter-high door. The door is made all of rusty iron and some runes are engraved about two meters up. In Low Melnibonean, the inscription reads, "Herein lies Earl Vallyk — Lord of Demons, Dragon Rider, Acolyte of Matik, and Servant of Arioch." Then, in High Melnibonean, "They Wait." The unlocked door opens easily.

(B) — This set of steps winds deeper into the heart of the island, going down 60 meters. The temperature is noticeably cooler. The corridor at the bottom, as well as the steps, are dust covered. The corridor continues to an archway which is two meters wide and three high.

(C) — Toward the bottom of the stairs, all of the characters notice the scent of rot and decay wafting up from the darkness below. Finally the stairs end in a 20x25



meter wide room with a ceiling that sits six meters above the floor. The heavy dust in this room has been stirred up quite a bit, and the stench of decay is very strong here. Each player must make a CONx5 roll or his character will become ill from the smell.

Across the room is a 1.5-meter-wide door made of a smooth shiny-red material. There are no hinges or lock or latch on the door. The name C - A - S - I - M is embossed upon the door's surface. Beside the door sits a two-meter-high statue of a gaunt, evil-looking dog. The statue is made of an unidentifiable, oily-black stone. As part of the statue the dog wears a chaos signet about its neck. There is a Demon of Knowledge bound into this dog-statue form.

Along the east and west walls three alcoves are cut into the stone. In each of these alcoves bodies are uncere- moniously piled. These are the corpses of adventurers who have failed to defeat the denizens of this tomb. Along with the bodies the armor, weapons, and other adventurer goods are also piled. If the characters really wish to search these areas, they must first make CONx1 rolls or become violently ill with disgust. Otherwise, they will find normal adventurer items (spare swords, rotten food, odd pieces of armor, etc. at GM discretion). If one of the characters makes a Search roll while searching the west wall he will find a secret door in the center alcove. The secret door can only be opened from the other side.

When the characters approach the shiny-red door a beautifully shaped, woman's mouth appears on it and says, "Halt! You may not pass me."

At this point the dog-statue opens its eyes (which are moist and lifelike) and speaks as well, "He won't let you pass, and he is quite strong. However, I could tell you how to get past him — perhaps. We could play a little game. Answer my riddle and I may tell you how to circumvent him. I am weary of being god to those miniature Kay. Arioch, they are such bores. I need a diversion ... hmm ... here they come now!"

Suddenly the chieftain and six male Kay of the special hunting party charge into the room through the secret door. They have been trailing the party and now want to kill them before their "god" — the dog-statue. The Kay will fight fanatically.

THE KAY

Kay Chieftain

STR 15 CON 16 SIZ 8 INT 8 POW 7
DEX 20 CHA 8

Armor — 1D4-1 Hit Points — 15

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6
Hatchet	66%	62%	1D6+1
Javelin	68%	—	1D8+2
Spear	60%	56%	1D6+1

SKILLS — Dodge 57%, Hide 85%, Listen 50%, Move Quietly 75%, Scent 65%, See 80%, Track 95%

Kay Fighter One

STR 11 CON 10 SIZ 5 INT 6 POW 5
DEX 14 CHA 4

Armor — 1D4-1 Hit Points — 6

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6
Hatchet	45%	45%	1D6+1

SKILLS — Dodge 24%, Hide 65%, Listen 25%, Move Quietly 45%, Scent 43%, See 55%, Track 74%

Kay Fighter Two

STR 9 CON 9 SIZ 6 INT 5 POW 5
DEX 14 CHA 4

Armor — 1D4-1 Hit Points — 6

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6
Spear	40%	40%	1D6+1

SKILLS — Hide 70%, Move Quietly 50%, Scent 50%

Kay Fighter Three

STR 5 CON 12 SIZ 8 INT 4 POW 1
DEX 24 CHA 1

Armor — 1D4-1 Hit Points — 11

Weapon	Attack	Parry	Damage
Bite	40%	—	1D6
Hatchet	40%	40%	1D6+1

SKILLS — Hide 60%, Move Quietly 40%, Scent 40%, See 50%, Track 70%

Kay Fighter Four

STR 3 CON 13 SIZ 3 INT 9 POW 2
DEX 12 CHA 2

Armor — 1D4-1 Hit Points 12

Weapon	Attack	Parry	Damage
Bite	30%	—	1D6
Spear	25%	25%	1D6+1
Thrown Spear	50%	—	1D6+1

SKILLS — Hide 60%, Move Quietly 40%, Scent 40%, See 70%, Track 80%

Kay Fighter Five

STR 16 CON 16 SIZ 8 INT 2 POW 6
DEX 14 CHA 3

Armor — 1D4-1 Hit Points 15

Weapon	Attack	Parry	Damage
Bite	80%	—	1D6
Stone Axe	80%	80%	1D8+2

SKILLS — Hide 50%, Move Quietly 50%, Scent 50%, See 60%, Track 80%

After the Kay are all slain, the statue will speak again. "Oh my, you have killed my children. Paltry as it is, this is the most excitement I have had in years. For that, you may have an easy question:

Dead and Cold, Hard and Round

It raises the dead from the cold, hard Ground."

The riddle is referring to a gem capable of raising the dead and the answer is, of course, "The Nanorion Stone." If a player actually knows the answer, allow his character to answer the question. If no player knows the answer, a roll of INTx1 or less on 1D100 or a successful Music Lore roll should allow them hints by the GM. Let them puzzle about it for a while. The party only gets one try to answer the question, though they can confer among themselves as long as they wish — the dog-demon is quite patient and will wait (literally) for days for the party to decide on a correct answer. If the party answers the question correctly, they will be told to tell the door "Fraal Casim Triva." which will cause it to open with a whooshing of air. If the party cannot figure out the answer, the Demon of Knowledge will not tell them the password, but will babble on about other Demons of Knowledge it has known and similar trivial matters. If the party gets the door open, the dog-demon wishes them luck.

PHEYDORE, Demon of Knowledge

CON 70 INT 50 POW 30

CASIM, Demon Door

SIZ 20 INT 7 POW 63 CON 60

(D) — The steps from the western tower lead down 20 meters and then level off. The steps and this corridor show recent use. The corridor continues another 40 meters, sloping down slightly as it goes. It ends at a sliding door operated by pulling a lever protruding from the wall about a meter off the ground.

(E) — This room is three meters high. It looks as if it hasn't been disturbed since the tomb was sealed. In the southeastern corner is a fake wooden door two meters wide and three meters high with iron bands. When the party enters the room a Demon of Teleportation bound into the door will teleport them all to the lower level. The party will appear in Room A of the Teleported Level.

HEFELL D'CARR, Demon of Teleportation

STR 110 CON 7 DEX 33

(F) — This room is three meters high. It looks untouched for countless years. On the north wall is a fake wooden door three meters wide, three meters high with iron bands. The secret door in the room can be found with a Search roll, but cannot be opened from this side.

(G) — This room is ten meters high. There are two archways in the room, each three meters wide and four meters high. In the southeastern corner sits a five-meter high throne with tiny green worms crawling in and out of holes in the throne's carvings. Upon the throne sits a three-meter-high demon. The demon is a sickly yellow color and stinks of stale urine. His eyes are red and long sharp tusks protrude from his mouth. If the party enters the room the demon will rumble, "You may not enter. If you do, you will be exterminated." The throne has six air elementals bound into it, which will blow away missiles aimed at the demon.

TRUNCHUSS, Guardian Demon

STR 26 SIZ 13 SIZ 25 INT 7 POW 20
DEX 15 CHA 1

Armor — 10 points Hit Points — 26

Weapon	Attack	Parry	Damage
Bite	35%	—	1D10+3D6
Claw	47%	37%	4D6

NOTE — This demon attacks with two claws and a bite each round, but only against a single person at a time.

SPECIAL FEATURE — This demon has a wardpact against all axes.

(H) — At this widening of the corridor is a shiny black door two meters wide and three meters high, without hinges or handle. High Melnibonaeon runes engraved on the door proclaim: "Smeezoff." This Demon Door will announce, "Stop, you may not pass!" when approached by the party.

SMEEZOFF, Demon Door

CON 105 SIZ 20 INT 7 POW 18

Trunchuss, the Demon guard in Room G of the tomb



(I) – This room is ten meters high. When the door is opened, a Spirit Ward creates an illusion in this room. The room will appear to be lit by a phosphorescent moss on the walls. The chamber will appear to be 80 meters long, 32 meters wide, and 30 meters high. In the room the illusion of a huge Melnibonean dragon slowly saunters towards the party from about 30 meters away. Any missiles fired towards the illusion will seem to bounce off the dragon's hide. If any adventurer mentions that he doesn't believe what's happening, count this as defeating the Spirit Ward. If one person breaks the illusion, the spirit ward will not attempt to engage the others in a POW vs. POW struggle, unless there are only one or two intruders. The room will appear as it is on the map, with an iron door on the western wall. That iron door is 1.5 meters wide, two meters high, and unlocked.

N'WRATH, Spirit Ward

INT 30 POW 30

(J) – This room is ten meters high. The door to the room is solid bronze with High Melnibonean runes on it. The runes proclaim, "Earl Valyk — nevermore shall the screams of those who offend him rise to the sky/nevermore shall those who knew him experience his sweetness/nevermore shall the slaves be sent up, writhing, to celebrate grand occasions." The chamber's walls, floor, and ceiling are fitted with fine smooth silver marble which is completely dust-free. A black marble bier two meters wide, three meters long, and a meter high holds the skeletal remains of Earl Valyk. On the floor, about the bier, is a triangle and circle in red paint formed of crushed rubies. Valyk's skeleton is draped in tattered purple fragments of a once-lovely robe. In his bony claws is clutched a perfect 1000-carat ruby which glows and pulses with intense energy. The Crystal of Daerdaerdarth is found at last!

The Crystal of Daerdaerdarth is of very ancient origin. It was brought to this plane 3000 years ago by Earl Valyk. It is a perfect 1000 carat ruby which not only pulses with energy but has the magical effect of doubling a sorcerer's POW if that sorcerer already has a POW of 75 or greater, but only for 24 hours once every seven days or more. The effect is lost if the sorcerer loses possession of the crystal.

As the party examines the room, the secret door will slide open. Out of the door comes a chaos creature, which looks like an obesely fat man made of wax and held in a fire. It is a veritable blob of oozy corrupted flesh with tiny stubby arms and legs sticking out. In its hand the creature waves an old sword. As it attacks the party, it mumbles and grumbles incoherently. The creature will almost certainly strike last with its terrible DEX. When it dies, tears and a look of great sorrow will be seen on its distorted face.

OOZE MAN, Chaos citizen

STR 10 CON 40 SIZ 18 INT 5 POW 5
DEX 1 CHA 2

Armor — none Hit Points — 48

Weapon	Attack	Parry	Damage
Sword	40%	10%	1D8+1+2D6

NOTE — The ooze man wields a weak demon sword. When the ooze man dies, his sword is released from bond-

age and will immediately vanish from his grip, returning to the demon planes. The sword's stats follow:

Ooze Man's Demon Sword

STR 10 SIZ 2 POW 5 DEX 20

COMBAT BONUSES — +3D6 damage, +5% to hit

(K) — The corridor leading to this three-meter-high room has a fresh trail of slime in it. The wooden, iron-shod door to the monster's room is still open. The room has a crude bed along the western wall and by it a small wooden desk. The floor and bed are ooze-coated and smell of the foul ooze man. On the desk are a number of items: a silver tube, seven vials of blue crystal, an ebony box, a black leather-bound book, and a solid metal quarterstaff of surprisingly light weight. Nowhere in the room is there any sign of food.

The book is untitled, but it is easy to determine upon opening that it is a book of medical skills written by Earl Valyk. The book is in Low Melnibonean, and anyone reading it will gain 1D10 points to their present First Aid skill (or 1 point if their current skill is 90% or more), or it will convey 2D10 points to a complete neophyte at this skill. The book takes six hours to read.

The ebony box itself is worth 1000 LB but inside is a magical amulet shaped like a teardrop and made of gold. It is worth 4000 LB to a sorcerer (or perhaps more) and its magical effect is to allow a sorcerer to bind one demon above his maximum binding limit.

Four of the vials have "Arsus, healing potion" inscribed on them in low Melnibonean. The potions are clear and sweet, but because of their age they do not work as they originally did. The first cures 1D6 hit points, the second 1D4 hit points, the third only 1 hit point, and the fourth causes 1D4 further points of damage.

The fifth vial has "Bevus, healing potion" engraved on it. The liquid inside is thick and pink, smelling of roses. This potion will completely cure all wounds a character has suffered, taking 1D6 days to do so.

The sixth vial has "Amorous" engraved upon it, as usual in Low Melnibonean. The potion is dark red in color and smells of cherries and almonds. It acts as a very potent aphrodisiac, but has been corrupted by age and will now cause the drinker to fall madly in love with himself.

The seventh vial has "Stavodus" engraved on it in Low Melnibonean. The thick brown potion tastes like cinnamon and drinking it lends the adventurer a temporary 2D6 increase in CON for 24 hours.

The quarterstaff is a demon weapon named Blauvavere. It was bound into this staff by Valyk and used as his favorite weapon. The ooze man did not have enough POW to bind this demon, or it might have used this weapon instead of its own inferior one.

BLAUVAVERE, Demon Quarterstaff

STR 30 CON 100 SIZ 3 INT 7 POW 30
DEX 80 CHA 4

COMBAT BONUSES — adds +3D6 to damage done and +20% to chances to hit.

The silver tube is worth 60 LB and has a scroll of tanned human skin in it. The scroll is written in High Melnibonean and will take two successful Read rolls by an

adventurer's player for the adventurer to be able to cast the spell it describes. The referee should then attempt to roll the reading character's INT x 5 or less on 1D100. If the roll is made, he should be told that there is some sort of disturbing side effect inherent in the ritual, but that he cannot make out what it is. If the roll is under his INT x 1 or less, then he should be told about the spell's side effect (see below).

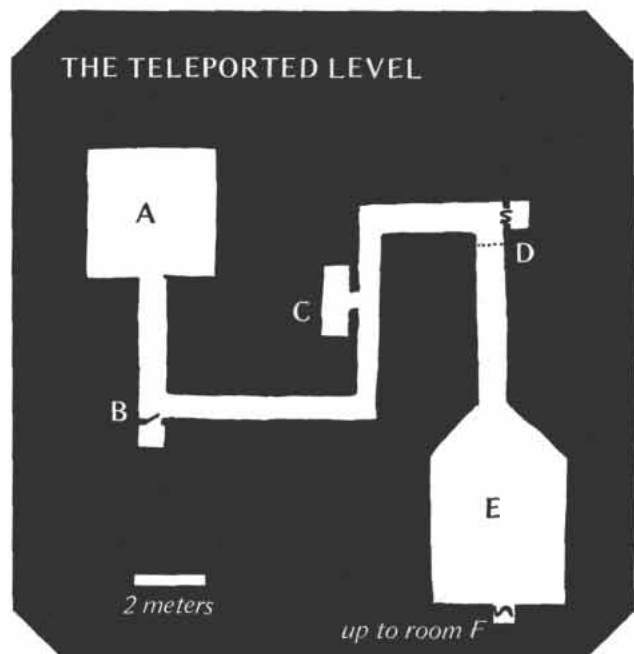
This spell is called the "Spell of Eternal Life". The recipient of the spell will live forever immune to disease, hunger, thirst, or lack of oxygen. Death can come to the recipient only through a violent act. However, the side effect of the spell is that slowly, over a period of the next few weeks, the recipient's mind will be destroyed and he will turn into an oozy mass of flesh. Reroll all his characteristics as follows:

STR 3D6 CON 10D6 SIZ 4D6 INT 1D6
POW 1D6 DEX 1D6 CHA 1D6

The character loses all previous skills except for weapon use, which drop to half normal. No material components are needed for the spell. The sorcerer must touch the recipient the entire time of reading the spell (about five minutes).

The Teleported Level

This level is actually 40 meters below the tomb level. The corridors and rooms resemble those on that level with regards to workmanship and again all the corridors are three meters high. All is dark on this level, and the temperature is exactly freezing. The walls on this level have a Demon of Protection bound into them. If the party attempts to teleport out of here, the demon in the walls will warn them against it.



ARTARLEX, Demon in the Walls

SIZ 200 INT 7 POW 43

(A) — This room is five meters high. There is a single exit from this chamber in the shape of a three-meter-wide, four-meter-high archway. The party will be teleported to along the northern wall; between them and the exit are

two loathsome chaos horrors. They look like two-meter-thick worms with huge gaping maws. Their skin is flesh-colored and slimy with thick blue veins visible just beneath the surface. A dreadful charnel smell exudes from the drooling creatures. They will wriggle towards the party, attacking randomly.

SLIME WORM ONE, Chaos citizen

STR 30 CON 20 SIZ 42 INT 1 POW 10
DEX 2

Armor — 3 points Hit Points — 50 ²⁷

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	70%	4D6

SLIME WORM TWO, Chaos citizen

STR 28 CON 22 SIZ 40 INT 2 POW 10
DEX 2

Armor — 3 points Hit Points — 50

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	70%	4D6

(B) — The corridor to point B is thick with undisturbed dust. At point B is an unlocked door 1.5 meters wide and two meters high, made of iron. Inside the small three-meter-high chamber a mask of bronze hangs from the southern wall; it is shaped like the face of a demon. In the mask is bound a fire elemental. It will spit fire four times for 2D10 points of damage each when the door is opened. Party members are randomly selected for the automatic hits, but allow each target to escape being hit by making a Dodge roll successfully. The mask is worth 400 LB. Once opened, the door will stick and will be very difficult to close.

(C) — The dust in the corridor to room C has been stirred by an odd wriggling snake-like track, suggestive of a large creature. Any adventurer whose player successfully makes a Scent roll will detect a faint reptile stink. In room C, which is three meters high, another Chaos thing awaits. When the party nears this chamber, the creature will spring forth and attack. It is a six-meter-long, half-meter-diameter snake thing scaled in a peacock-like pattern of green, blue, and purple with the head of a lovely woman (though the head is of great size, in keeping with the half-meter-thick trunk of the monster). The creature's eyes glow with an everchanging rainbow of colors. All those confronting her face must resist her charm by overcoming her INT with their own INT. Those that fail will walk calmly towards her and allow themselves to be bitten. Others may behave normally. The charm only works once at the start of the battle.

SNAKE THING, Chaos citizen

STR 30 CON 20 SIZ 37 INT 16 POW 15
DEX 15

Armor — 2 points Hit Points — 45

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Bite	50%	3D6 + 1D10 poison damage
Charm	Auto.	INT vs. INT or charmed

(D) — The corridor to point D shows tracks of the snake thing, but from point D on, the dust is once again undis-

turbed. The secret door here is very hard to find, and a critical Search roll (all party members can try) is needed to locate it. Behind the door is a room three meters high with a windlass for raising the portcullis which drops at the marked spot on the map. A character can notice the portcullis hidden in the ceiling with a See roll. After the portcullis has dropped, it may be lifted only by overcoming its STR of 85 by the combined STR of those trying to lift it. The means of tripping the portcullis will be described later.

(E) — This ten-meter-high room is entered through a four-meter-wide, five-meter-high archway. In the middle of the room, facing the archway, is a large black marble throne three meters high carved with odd geometric symbols. On the throne sits a 2.7 meter (9 feet) high demon with a huge iron sword in one hand and an equally large black mace in the other. He is green and scaly, with dull yellow eyes and curving black horns protruding from his forehead. When the party enters the room, the demon states, "Good evening. I am Flawn. I have waited for years for your arrival — now we both meet our fate!" At this point the adventurers hear the portcullis drop far up the corridor behind them. The demon charges forward, lifting his weapons.

FLAWN, Demon of Combat

STR 26 CON 30 SIZ 25 INT 7 POW 33
DEX 20 CHA 9

Armor — 11 points Hit Points — 43

<i>Weapon</i>	<i>Attack</i>	<i>Parry</i>	<i>Damage</i>
Sword	68%	60%	2D8+4
Mace	50%	42%	3D6

The secret door in the room can be found with a successful Search roll.

(F) — A set of spiral steps leads up through the rock behind the secret door. The steps ascend 40 meters to a sliding door. It opens by pulling down on an iron lever which protrudes from the wall right before the door. The door at the top of the stairs opens into room F on the tomb level.

The Conclusion

The characters' party is now either dead or has completed the mission; they possess the Crystal of Daerdaerdarh. Or they may have given up partway. If the adventurers survived, they must now decide what to do with the great treasure.

If they hold to their agreement with Master Thravose, seven days after being set ashore, the Tarkesh war galley appears off the coast of Valyk's Isle. The party, once on board, will be respectfully treated by Captain Lank and his crew, unless they do not have the Crystal. The journey back to Ilmiora will be uneventful and at Bakshaan the party will be met at the dock by Lanthin who escorts them with an armed guard to Thravose's villa. Thravose will quickly receive the party.

If the party has not gained the crystal, Thravose will commiserate with them and treat them to a meal. Unfortunately, the evil Pan Tangian will have drugged their wine, and the party members will wake up with a severe hangover — naked, in the hold of a Pan Tangian slave ship heading for the city of Gromoorva in Dharijor, where they will be sold as slaves to partially defray the cost of Thra-

vose's trip. The 1000 LBs Thravose had promised them if the trip was a failure was a ruse to get them to come to him if they failed, so he could drug them, take all their goods and magical items, and sell them as slaves. From here, the GM may take over and play out the characters' escape from slavery and even possibly their revenge upon Thravose.

If the party has the crystal, on the other hand, Thravose will exchange pleasantries and ask to see the Crystal of Daerdaerdarth. After carefully weighing the gem and examining it closely, he will pronounce it a perfect 1000 carat ruby. He claps his hands and guards enter, staggering under the weight of bags of silver. Thravose will give the party 12,000 large silver coins (worth a total of 120,000 LB). This is half-again the ruby's straight market value, which would be hard to obtain, to say the least. If the party complains, having expected to get twice the gem's value, Thravose will explain that he naturally had to deduct the cost of the trip from the characters' payment. This will all be told quite plausibly and, in any case, the adventurers have little cause to complain, having received quite a fortune. Thravose will then congratulate the characters again and promise, "in the future, we will, ah, do business again, for equally profitable ventures." The adventurers will now be led from the villa and turned loose on Bakshaan with their hard-earned wealth, and they undoubtedly will buy some much-needed relaxation.

If the adventurers decide to keep the crystal, a number of things must be kept in mind. First, the ways off Valyk's Isle are limited to Thravose's galley, unless a party member is a sorcerer capable of magically moving the adventurers to safe ground. Second, the Tarkesh warriors on the galley, while impressed by the party's exploits, still

cannot be persuaded to mutiny and their captain still is loyal to Thravose and his Pan Tangian lords. Third, Thravose's villa is fortress-like with uniformly tough, uncorruptible guards. Fourth, if the adventurers do get away with the crystal, a vengeful Thravose will send Pan Tangian assassins and wizards to track them down and get back the crystal. Finally, what good is the crystal to the party anyway? Of course, they will have to find that out for themselves, but no common fence, or even wealthy merchant, is likely to have enough funds to buy the gem from them. Only lords and kings could afford it, and they may be as likely to kill them for it. Other robbers and thieves, if they find out about the crystal, will gladly butcher the party for its possession.

If the party runs with the crystal, give them a rough time. Not only will Master Thravose send redoubtable hirelings to get it, but also powerful independent sorcerers (only those of fifth rank) will be able to find the crystal, as its magical aura can be felt by them for a radius of several miles. The sorcerer could then consult a Demon of Knowledge to find out the crystal's exact location. Even if the party manages to foist the crystal off to some potentate or wizard of might, Thravose will continue to seek the party to extract a dread vengeance.

The old Melnibonean relics and coins must be disposed of. If the party returned with the crystal, Thravose will give a fair market value for them. Otherwise, the party will have to find an honest collector, or (most likely) dispose of them on the open market for approximately 40% of their actual value.

So ends the trip to Valyk's Isle and the search for the crystal of Daerdaerdarth. How many adventurers are now piles of oozy flesh which will live forever?

Eye of the Theocrat

by Ed Gore

INTRODUCTION

The Eye of the Theocrat is a *Stormbringer* scenario for 6-10 adventurers who have high weapon skills, and 1-2 second- to fifth-level sorcerers. They should be in the employ of Pan Tang. Thus, Pan Tangian soldiers or mercenaries would be most appropriate. Running this scenario with fewer or with less-experienced characters may result in an insignificant decrease in the Young Kingdoms population.

Money is given in this scenario in LBs — Large Bronze coins.

THE SITUATION

Approximately 350 years ago Kral-Arkresh, a mighty sorcerer of the Mabden race, was elevated to the office of

Theocrat of Pan Tang. He was the first and one of the mightiest of the Theocrats. His allies among the Lords of Chaos were many, and his palace filled with wealth from other worlds.

One of these artifacts was a jewel which bore a startling resemblance to the right eye of the Theocrat, so much so that it was called by that name. Whether a sorcerer or not, he who held it was said to be able to summon the Lords of Chaos.

When Kral-Arkresh died and passed into Hell, his wealth was taken by his successor, but the Eye was not to be found. Many Demons were questioned, and it was learned that an Agent of Law, one Argados of Filkhar, had stolen the gem and had departed from the Young Kingdoms plane. Thereafter it is known that he passed through many planes, fleeing the sendings of the sorcerers

of Pan Tang. After many years, the Theocrat gave up on the chase, ordering his sorcerers to cease their magic.

Not long after that search had ended, Argados was ambushed by mere thugs on the Plane of Shadows. An exiled priest in Ameeron discovered this, killed the thugs, and stole back the gem. He then apparently summoned his former lord, Xiombarg; when the summoning failed he thought the gem a fake and traded it to one of the other pathetic inhabitants of Ameeron in return for certain favors.

Since then the gem passed through many hands until it now again lies with a sorcerer. This time the sorcerer has the power, and the knowledge, to use it. The sorcerer is named Rijel. He is currently in political exile on the Shadow Plane, having dared oppose the Theocrat in certain matters of policy. Now that he has the gem, he plans to summon his lord, Chardros, and explain his theories to him. He is quite secure in his belief that he is correct and that he will be supported by his god. He plans to enter Hwamgaarl, the capital of Pan Tang, and overthrow the Theocrat with the help of Chardros. He is quite mad.

Jagreen Lern, the current Theocrat of Pan Tang has, through the use of his Demons, discovered the fate of the gem and is angered that such a puny sorcerer would entertain such thoughts.

PLAYERS' INFORMATION

You have been summoned to the presence of Jagreen Lern, Theocrat of Pan Tang and Lord of the Church of Chaos.

It pleases him that you should attempt to retrieve a small trinket for him, a gem he refers to as The Eye. (At this point the GM should read the players the first four paragraphs of The Situation, since that is common knowledge.) It is currently in the possession of Rijel, a renegade sorcerer. He has it in a tower located in the city of Ameeron, on the Shadow Plane. You need simply to go there and retrieve it.

There may be the usual problems associated with such treasures — guardians and so forth — but the Theocrat has the utmost faith in your abilities and your loyalty. So great is his trust in your loyalty that he will summon only 30 Demons to extract his vengeance, should you decide to keep what is his.

You may either transport yourselves to the Shadow Plane or, if you wish, Pan Tang's resources are at your beck and call. Good luck and may the Lords of Chaos smile upon your journey!

GAME MASTER'S INFORMATION

The tales of the gem come quite close to the truth. The gem does allow one to contact the Lords of Chaos, but only if one already has the power to do so. In game terms this means that any sorcerer of the fifth rank may add 20% to his ability to summon a Lord of Chaos. The gem does not add to his ability to contact the Lords of Law.

Currently the gem is kept in a tower three stories tall, guarded by the hired men and Demons of Ameeron, and Rijel's skill as a sorcerer, among other things.

The characters will enter the Shadow Plane at the point marked X on the map. From there they will have a short overland journey to arrive at the city. The city's



inhabitants know that Rijel is hiring men, which implies that something is going on at the tower. For the most part, though, the residents are disinclined to investigate.

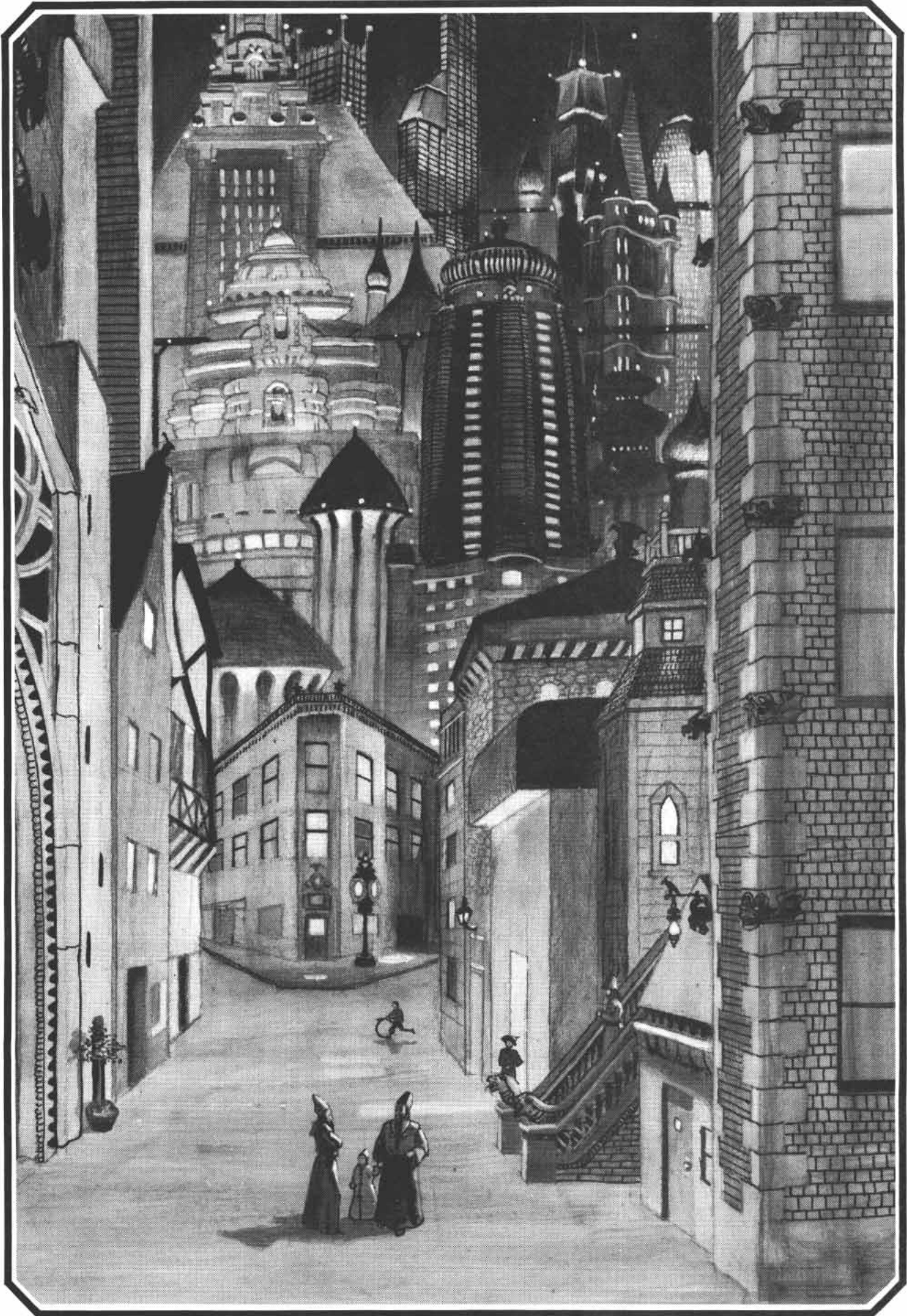
THE SHADOW PLANE

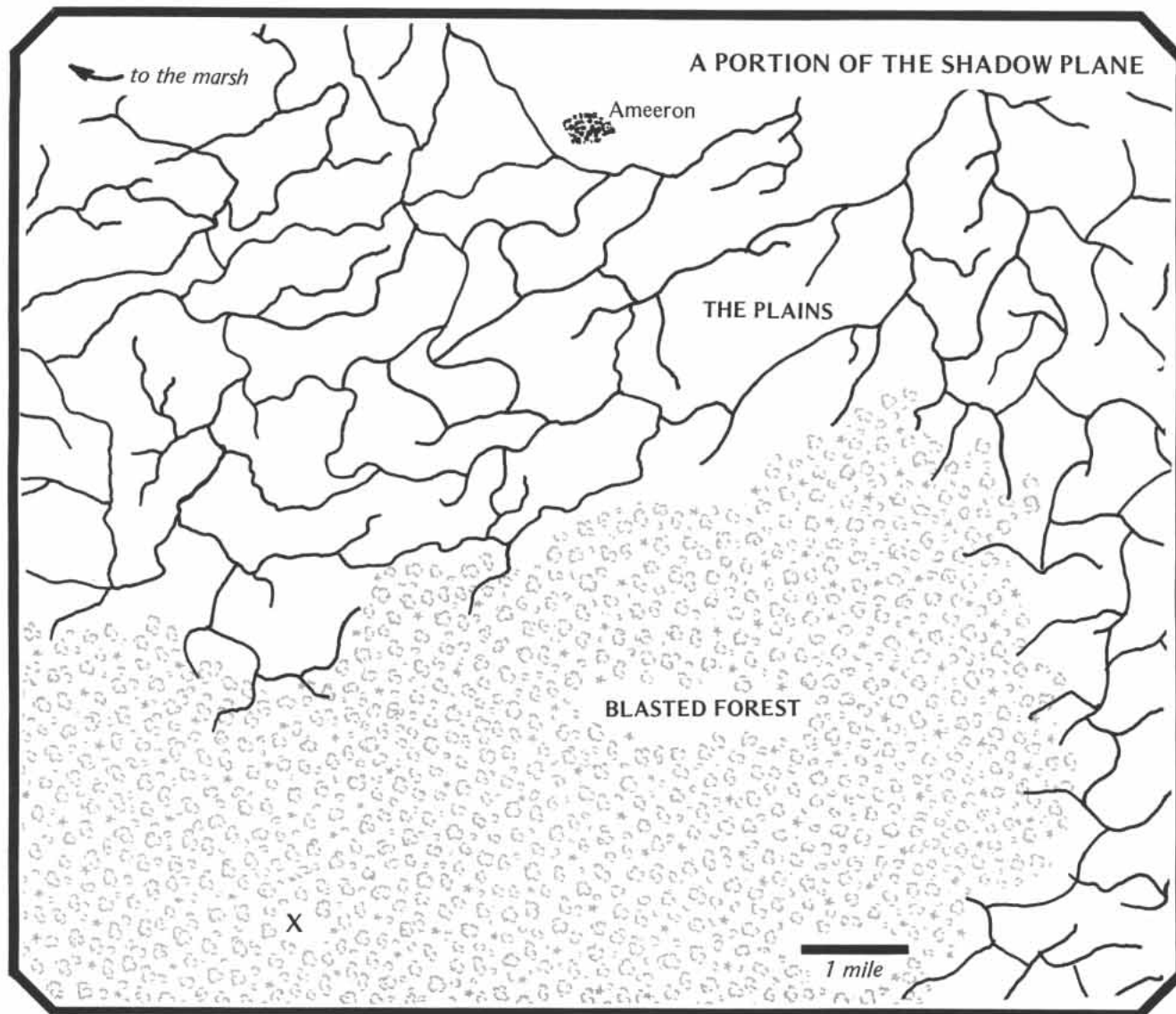
The Shadow Plane lies close to the Young Kingdoms plane, yet there are many differences. The Shadow Plane is always shrouded in mist, with fog obscuring vision at all times. The sky is blank — there is no moon, and neither stars nor planets brighten the heavens. The world lies in a perpetual twilight.

The Blasted Forest, in the midst of which the adventurers arrive, is filled with long-dead trees. Through the fog, bizarre and unnatural shapes can be seen. The air is filled with howls and moans. This area is haunted by many Demons and by the souls of the lost dead. Many of the trees seem to have faces protruding from their bark, with wide, pain-wracked mouths. While the characters are in the Blasted Forest they may chance upon some Demon or one of the other damned inhabitants of the plane.

Demons on the Shadow Plane will heal naturally. Every turn after taking damage a Demon will regain 1D6 hit points. This does not apply to damage taken on the Young Kingdoms plane, only to damage sustained while on the Plane of Shadows.

Scream-Free Street, in the Foreign Quarter of Hwanggaari





DEMON THUGS SENT BY RIJEL

DEMON ONE

This Demon looks something like a human body surmounted by a unicorn's head.

STR 20 CON 30 SIZ 10 INT 6 POW 16
DEX 20 CHA 10

HIT POINTS - 30

Weapon	Attack	Parry	Damage
Claw	46%	46%	1D6+1D6
Bite	46%	—	1D10+1D6
Horn	46%	46%	2D6+1D6

DEMON TWO

Demon Two looks like a very large, very ugly centaur. Though it has an INT of 12 it will not change shape.

STR 20 CON 19 SIZ 21 INT 12 POW 10
DEX 20 CHA 10

HIT POINTS - 28

Weapon	Attack	Parry	Damage
Hooves	52%	—	1D6+2D6
Bite	52%	—	1D10+2D6

DEMON THREE

This Demon looks like an upright turtle with no shell.

STR 15 CON 30 SIZ 12 INT 11 POW 4
DEX 20 CHA 10

HIT POINTS - 30

Weapons	Attack	Parry	Damage
Claws	46%	46%	1D6+1D6

DEMON FOUR

Demon Four is under orders to change shape every round, taking on the shape that will give it the best chance of killing its opponent. The exact shape is left to GM discretion. It will try to have a shape that will allow it a minimum of three attacks per round.

STR 20 CON 20 SIZ 10 INT 22 POW 14
DEX 18 CHA 10

HIT POINTS - 20

Weapon	Attack	Parry	Damage
Claw	60%	60%	1D6+1D6
Bite	60%	—	1D10+1D6
Horn	60%	60%	1D6+1D6

BLASTED FOREST ENCOUNTER TABLE

1D8 Result

1 DEMON OF COMBAT

STR 20 CON 14 SIZ 18 INT 6 POW 12
DEX 18 CHA 5

ARMOR- 3 pt. skin HIT POINTS- 20

Weapon	Attack	Parry	Damage
Bite	47%	—	1D10+1D6
Claw	53%	51%	1D6+1D6

This Demon of Combat looks like a man, save that his eyes are where his nostrils should be. When the characters meet him, he will immediately attack. After he has killed one adventurer he will try to flee with the body and eat it. If he is pursued he will drop the body and escape.

2 NIUN

Niun is a former wise man who was sent here to forget his wisdom. He once knew all there was to know; now he has forgotten much. If questioned about the Eye or the tower in which it is being kept, he will direct the adventurers to Ameeran. If one of them should ask Niun about his (the adventurer's) fate, Niun will stare strangely at him, then gasp. He will then look blankly at the characters and ask who they are. If anyone attacks Niun, the old wise-man will be unable to defend himself, and can easily be killed.

3-4 DEMON TREE

The characters see what looks like another of the bizarre, tortured trees of this plane. If any player makes a successful See roll, the adventurer will have the feeling that something about the tree is not quite right. If the party closes to within 10 feet (3m.), the tree will attack them.

STR 20 CON 34 SIZ 25 INT 0 POW 10
DEX 15

ARMOR- 8 pt. bark HIT POINTS- 43

Weapon	Attack	Parry	Damage
Branch	50%	30%	1D10+3
Bite	60%	—	3D6+3

This tree has five branches and will strike with all five at the same DEX. If the tree hits with a branch, the branch will wrap about the victim and drag the victim to the tree's mouth which will then bite. The mouth is located at the place where all of the branches separate from the trunk.

5 HIGHWAYMEN

This gang of four humans demands that the adventurers hand over all of their valuables before being allowed to continue on. If any character demonstrates that he or she is a sorcerer, or draws what is obviously a Demon weapon, the thugs will flee. These cowards will run at the first sign of difficulty, leaving behind wounded comrades.

THUG ONE

STR 9 CON 13 SIZ 15 INT 14 POW 12
DEX 13 CHA 11

ARMOR- 1D6-1 leather HIT POINTS- 16

Weapon	Attack	Parry	Damage
Self Bow	55%	25%	1D8+1
Broadsword	45%	45%	1D8+1
Dagger	35%	35%	1D4+2

THUG TWO

STR 16 CON 13 SIZ 12 INT 16 POW 10
DEX 13 CHA 10

ARMOR- 1D6-1 leather HIT POINTS- 13

Weapon	Attack	Parry	Damage
Broadsword	59%	55%	1D8+2+1D6
Desert Bow	59%	55%	1D10+2+1D4
Dagger	59%	55%	1D4+2+1D6

THUG THREE

STR 16 CON 12 SIZ 13 INT 14 POW 10
DEX 12 CHA 10

ARMOR- none HIT POINTS- 13

Weapon	Attack	Parry	Damage
Light Mace	56%	53%	1D6+2+1D6
Buckler	46%	47%	1D6+1D6/1D6+1D4
Rock	36%	—	2D4+1D6

THUG FOUR

STR 14 CON 13 SIZ 14 INT 13 POW 10
DEX 17 CHA 15

ARMOR- 1D8-1 barb. HIT POINTS- 15

Weapon	Attack	Parry	Damage
Desert Bow	58%	55%	1D10+1+1D4
Broadsword	48%	45%	1D8+1+1D6
Dagger	38%	35%	1D4+2+1D6

These thugs own nothing of value, yet, but weapons and armor.

6 THE BODY

On one of the trees ahead is a body which has been nailed to the trunk. The nails are wooden pegs and are not very secure. Any tampering with the body will cause it to fall to the ground.

7 DEMON OF COMBAT

STR 15 CON 30 SIZ 10 INT 10 POW 20
DEX 18 CHA 4

HIT POINTS- 30

Weapon	Attack	Parry	Damage
Mallet	52%	50%	1D6+2+1D6

This Demon looks like a little old man with a hammer. When he sees the adventurers he will fall to the ground screaming that his leg is broken and that he fears that he will die in the woods. If the characters investigate the little lunatic will attack them. After he has killed or incapacitated one character he will flee. After a short run he will disappear into a fog. Whether or not they bury their comrade, the adventurers will soon find his body nailed to a tree as in Encounter 6 above.

8 A SPRING

From a cleft rock on the ground flows a thick gray stream. If the rock is picked up it will stop, and will not restart when replaced. When a character drinks from the stream he will temporarily lose one point of POW for the next 12 hours, but will regain 2 hit points if any have been lost. He will lose the POW regardless of hit point status. This process may be repeated as many times as the characters wish.

Encounters

Each two hours the GM should roll 1D8; if an 8 comes up roll 1D8 again and consult the Blasted Forest Encounter Table to find the result. If, somehow, the adventurers experience all of the encounters listed, then there will be no more encounters unless the Game Master wishes to generate additional Demons, since they exist all over the plane.

Further, when rolling for the encounter, the GM should also roll D100. If the result is 05 or less (in the Blasted Forest) or 10 or less (on the plains), then Rijel has discovered that the adventurer party is after him. Two

hours after this the characters will be automatically attacked by four Demons of Combat sent by Rijel — do not roll for a random encounter. The Demons are sendings from Rijel and will simply appear in front of and behind the adventurers. Demons are native to the Shadow Plane and may be hired like mere thugs — but they must be paid in blood, not gold.

THE PLAINS

The plains are a desolate, barren wasteland. Thick mist hovers about the ground. Ridges of half-molten rock make

THE PLAINS ENCOUNTER TABLE

1D8 Result

1 THE STONE

The characters will see two groups of people in the distance. The first group is pushing a great cylindrical piece of stone. The second group is watching the first. Someone from the pushing group will approach the watchers and speak to one of them. That person then joins the pushers. If any of the characters should speak to the pushers, his or her player must roll that character's INT against the pushers POW of 18 on the resistance table. If the player fails, his or her character feels that it is of the utmost importance to help push the stone, and will proceed to do so. Breaking this spell is difficult. First, someone must approach the ensorcelled adventurer, subjecting the second adventurer to the effect mentioned above. If the second character resists the POW 18 resistance roll, his player then must successfully roll his adventurer's Oratory skill to make the ensorcelled character leave the pusher group. Once done the spell is broken and the character is saved. This must be done for every character trapped.

2 DEMONS OF COMBAT

STR 15 CON 10 SIZ 10 INT 5 POW 10
DEX 10 CHA 5

HIT POINTS- 10

Weapon	Attack	Parry	Damage
Claw	30%	30%	1D6+1D6
Bite	30%	—	1D10+1D6

The characters are set upon by a pack of 1D8 Demons. All of the Demons resemble upright dogs, and each has the statistics given above. They will attack or give chase so long as half their number survives.

3 WIND

The characters are caught in a violent windstorm. Any small object that a character has not securely stowed has a chance of blowing away equal to 100 minus the character's POWx5%. There is always a five percent chance of losing an item.

4 FOUL RAIN

As the adventurers march across the plains, they will notice a sudden rhythmic patten issuing from the grass around them. Large gobs of greenish goo are falling from the sky! Each character must roll his POWx2 or be hit by the goo, which will cause 1D8 points of damage. Armor will protect against this damage. Demon armor will not be harmed by the goo, for it will pass right through the armor without interference to hit the wearer, who will take the damage. The rain will stop after 5 minutes.

5 AN ACID POOL

The adventurers come upon a small pool of clear, bubbly fluid. It is corrosive acid which will do 1D10 points of damage to whatever touches it, including Demon weapons and armor. Normal armor will have a -3 modifier applied to it afterwards. *For example: Barbarian armor normally stops 1D8-1 points of damage. After contacting the acid it would stop only 1D8-4 points. However, it will never stop less than zero points.*

6 THE HUT

The adventurers notice a small stone hut ahead. It is constructed of many small stones stacked upon one another without the benefit of mortar. Inside is a small firepit, but it is bereft of other signs of habitation.

7 KORON

The characters see a blue feather bobbing above the next ridge. Then they see a helmet appear, followed by an entire man in plate armor.

He will hail the characters, naming himself Koron. He will say that he has searched a long time for them, and is at their service.

If questioned he says that he asked the wise-man Niun what his fate (Koron's) was to be. Niun replied that soon a group of powerful adventurers would come to Ameeron, and that Koron was fated to help them in their quest for a gem. He is eager, primarily because Niun also said that they would take him with them to the Young Kingdoms, and he is sure that he can begin a new life there.

STR 15 CON 13 SIZ 14 INT 11 POW 12
DEX 12 CHA 14

ARMOR- 1D10+2 plate HIT POINTS- 15

Weapon	Attack	Parry	Damage
Broadsword	63%	70%	1D8+1+1D6
Target Shield	67%	77%	1D6+1D6

SKILLS— Move Quietly 67%; Hide 56%; Dodge 89%; See 53%; Search 59%; Read/Write Common 26%; First Aid 68%

8 DEMON OF COMBAT

STR 26 CON 25 SIZ 15 INT 16 POW 10
DEX 24 CHA 1

HIT POINTS- 28

Weapon	Attack	Parry	Damage
Claws	66%	66%	1D6+2D6
Bite	66%	—	1D10+2D6
Horns	66%	—	2D6+2D6

The adventurers will be attacked by the Demon of Combat. If he loses more than half his hit points he will bellow strange words and disappear, dissipating and becoming one with the general mists of the plane.

travel difficult. The land is sometimes split by yawning chasms, apparently without bottom. Screams and howls continually issue forth from the fissures. Every two hours the Game Master should roll 1D8; if the result is an 8 he should roll the 1D8 again and consult the Plains Encounter Table.

AMEERON ENCOUNTER TABLE

1D8 Result

1-2 THE ATTACK

As the characters slog their way through the muddy street they see a shadow detach itself from a nearby wall. A successful See roll reveals that it turns a nearby corner and disappears. A minute later a loud shout will be heard above the characters and a man will leap from the rooftop and engage a randomly determined character in hand-to-hand combat. As soon as he has disabled his victim the thief will attempt to quickly grab some item of obvious value and then flee for the shadows again.

STR 15 CON 14 SIZ 8 INT 9 POW 9
DEX 16 CON 5

ARMOR- none

HIT POINTS- 13

Weapon	Attack	Parry	Damage
Dagger	82%	76%	1D4+2
Fist	67%	65%	1D3
Kick	54%	34%	1D6

If the thief is overcome he will plead for mercy, (Persuade 45%) claiming that his family is starving and that the theft was to pay for food this evening.

3-5 RIJEL'S MINION

The adventurers are attacked by one of Rijel's many minions. This one is in the form of an invisible Demon of Combat. The adventurers will have half their normal chances to hit for the entire melee, while the Demon has double its chances to hit on the first round of combat only.

STR 12 CON 16 SIZ 12 INT 13 POW 10
DEX 14 CHA --

ARMOR- invisibility

HIT POINTS- 16

Weapons	Attack	Parry	Damage
Claws (2)	40%	30%	1D6+1D6

The Demon will attack for six rounds before attempting to flee. His purpose is to judge the combat strength of the party and, should he escape, will provide such information to Rijel.

6 THE RAT

As they move on down the street, the characters will be startled by a loud squeal erupting from a nearby ruin. The frightening groan and snap of timbers indicate that the house is about to collapse. A huge rat, fleeing or its life, sees the characters and charges at them. Successful See rolls by the players will allow the characters to spy the crazed look in the rat's eye, the foam at the rat's mouth, and the blood swelling from the back of its head.

STR 9 CON 14 SIZ 9 INT 1 POW 10
DEX 10

ARMOR- none

HIT POINTS- 11
(13 minus 2 already lost)

THE CITY OF AMEERON

The adventurers will smell the city long before they see it. The city of Ameeran lies in a small, shallow valley, and is always shrouded by a veil of smoke and mist. The city is much dirtier, and much more unhealthy-looking than any in the Young Kingdoms. The adventurers should be

Weapon	Attack	Parry	Damage
Bite	35%	--	1D6*

*The player of a character bitten by a rat must roll his or her CONx5 or contract the Gnawing Pox disease. The character will lose one hit point per day until his player rolls his CONx3 and recovers. A friend could try to make a special success with First Aid to cure the victim. The First Aid roll can only be tried once, at the onset of the disease, to be effective. A character whose player makes a special roll of Plant Lore could find herbs that will cure the victim as well.

If the victim's CON every reaches zero he dies.

7 THE BEGGARS

The characters are approached by two beggars. They will ooh- and ahh- over the fine bearing of the characters and over their wonderful equipment. After fawning for a while, they will get down to the business of begging. They will ask the characters for food, clothing, and other useful items. If the adventurers seem reluctant with their generosity, the beggars will threaten them with disease and the many other afflictions that beggars are known to carry. If the characters threaten them in return, the beggars will flee to a nearby hovel. Should the characters pursue, they will find no trace of the beggars.

JAK, BEGGAR ONE

STR 13 CON 6 SIZ 11 INT 11 POW 7
DEX 10 CHA 6

ARMOR- 1 point fat

HIT POINTS- 6

AFFLICTIONS- Non-Contagious Leprosy; Hemophilia (will lose 1 point CON per turn until bleeding is stopped); Grossly Fat (equals one point armor); Gangrenous Nose (he smells horrible).

VANGY, BEGGAR TWO

STR 13 CON 8 SIZ 9 INT 10 POW 10
DEX 8 CHA 8

HIT POINTS- 8

AFFLICTIONS- Non-contagious Leprosy; Living Skeleton (no game effect); Missing Left Arm.

Any character going into hand-to-hand combat with one of these characters will be exposed to Creeping Vermin - tiny pests which will reduce the adventurer's DEX by 1 point until they are gotten rid of. How this is accomplished is up to the ingenuity of the players. If they amuse the Game Master then they succeed.

8 A THUNDERING CLOUD OF DUST

Along the street will roar a large cloud of dense, choking dust moving directly toward the characters. When it reaches them it will reveal itself to be a Demon of Combat. Of course, it will attack.

STR 30 CON 35 SIZ 1 INT 1 POW 17
DEX 10 CHA 6

ARMOR- none

HIT POINTS- 24

Weapon	Attack	Parry	Damage
Wind Buffet	41%	--	5D6

astonished at the amount of filth. The city exudes an aura of disease and decay from every hovel.

The buildings in Ameeran would give any architect a headache. Here can be found the styles of all periods, from all times and planes, and no two buildings are identical. Victorian homes crumble next to first-cycle Vilmirian villas. All of the buildings are near to collapse; every building threatens to take others down with it. Every building is dangerous to enter. Occasionally there is a new building, fashioned from the husks of the old. Immigrants to Ameeran seldom build anymore; why bother when the old homes function as well as any that could be built from the available materials?

The streets are unusually empty, for they are not safe. Human criminals, Demons, and the monstrous rats which dwell beneath the city combine to keep idle traffic away. Even the most deserted-looking house will have one or two surprises lurking in the shadows.

The people of Ameeran are a pathetic, apathetic bunch. They have no opinion of Rijel, save that he is no

worse and no better than the rest of them, though he does occasionally hire guards. If the GM wishes, he could easily construct a few characters with grudges against Rijel for the adventurers to use as cannon-fodder.

While the adventurers wander through the streets of Ameeran, the GM should roll 1D8 every fifteen minutes. If the result is an 8, then something has decided to leave the shadows long enough to be of concern. Roll 1D8 again, on the Ameeran Encounter Table.

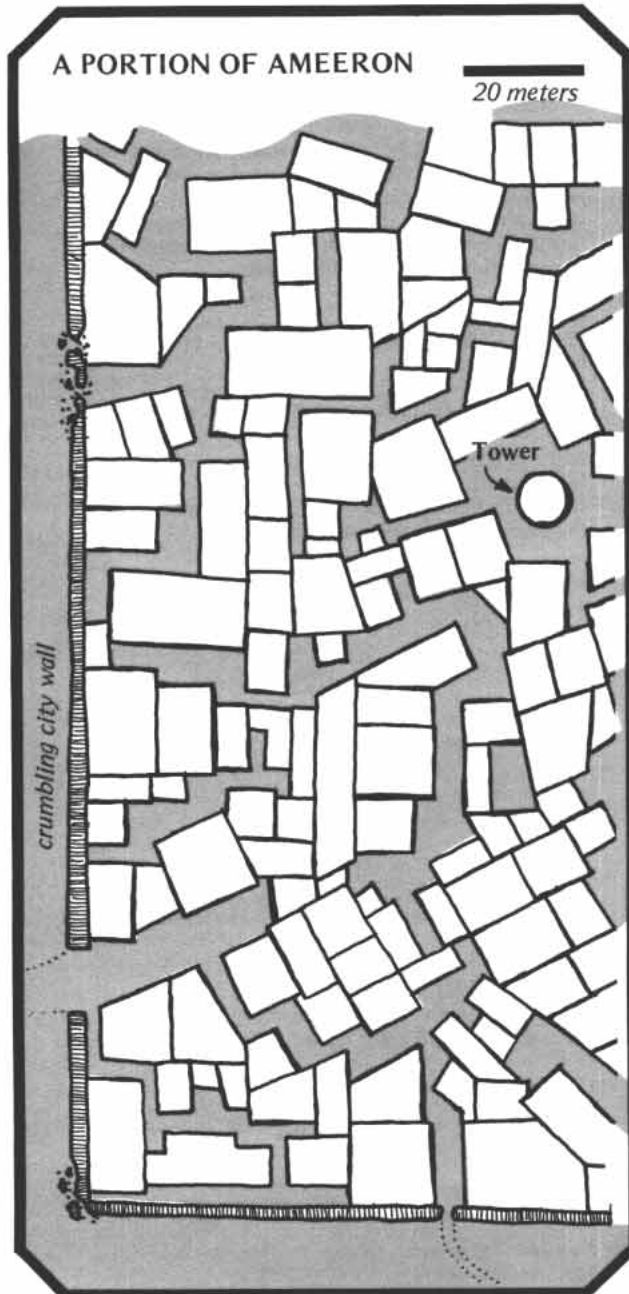
Detailing Buildings

Since adventurers may wish to investigate some of the buildings in the city, use the following tables to determine the state of a building, and whether or not it is currently inhabited.

Condition of the Building: Roll 1D100. This is the chance that the building will collapse when entered. If a building collapses, the players of those characters nearby must make a Jump roll to clear falling debris. Those inside must make a DEXx2% roll to succeed. Those players who fail their roll must give their character(s) 6D6 points of damage.

Inhabitants: To determine if a house is inhabited roll 1D100 again. If the number rolled is higher than the building's chance of collapsing, then it is inhabited. Otherwise it is empty, except possibly for rats.

Residents: If the characters enter a building roll 2D6. This is the number of residents. Then roll 1D100 on the Resident Reaction Table to determine their actions to the prying of the adventurers.



RESIDENT REACTION TABLE

D100	Reaction
1-10	Friendly – offers help, information, etc.
11-60	Suspicious – demands to know names, business
61-90	Hostile – demands that the adventurers leave, may attack if challenged
91-00	Outrage – immediately attacks and may pursue

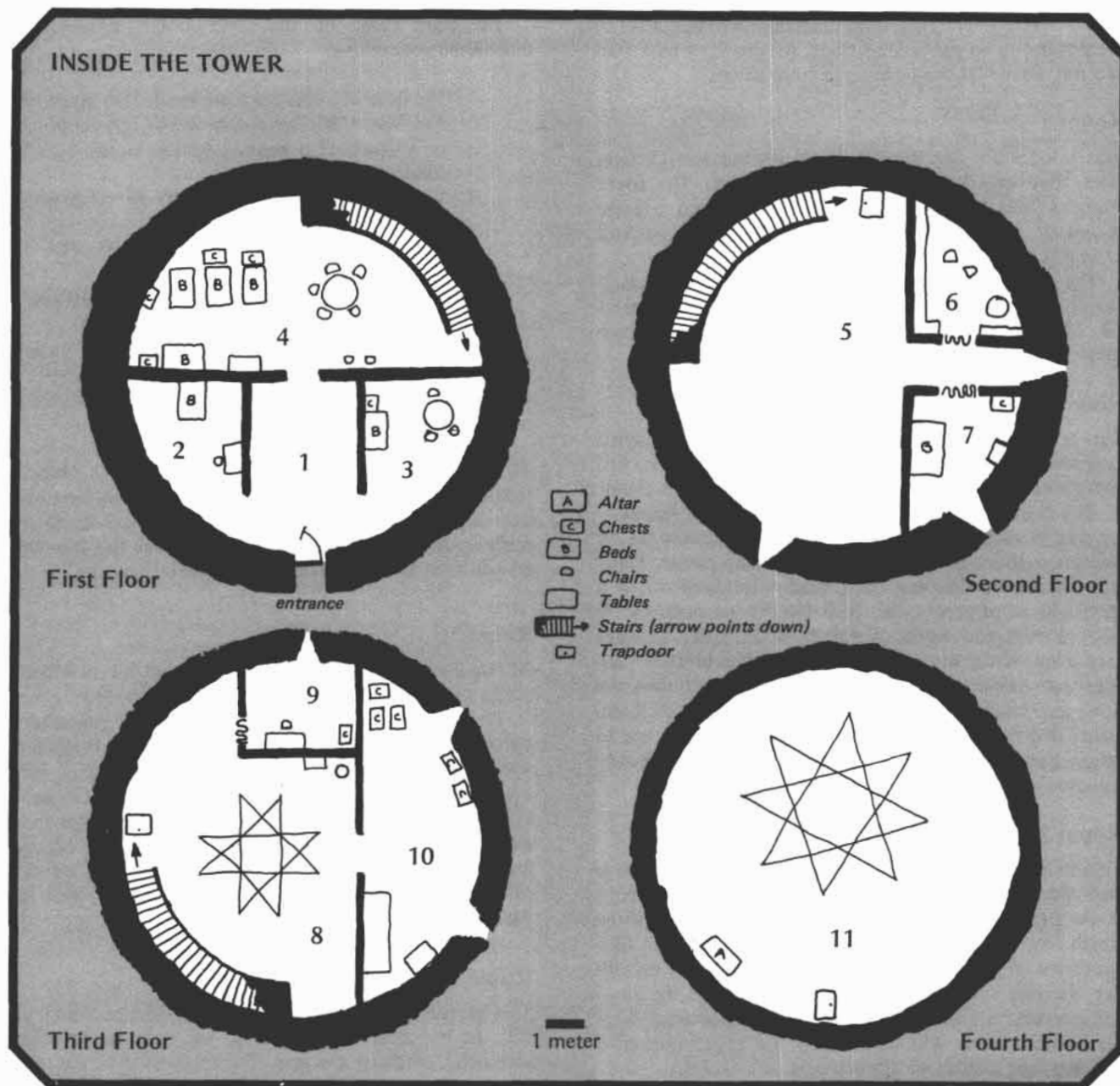
THE TOWER OF RIJEL

This is the goal of the adventurers. Here they hope to find the sorcerer Rijel and the Eye of Kral-Arkresh itself.

When the characters arrive at the tower, the Game Master should use the following table to determine Rijel's location and activity.

RIJEL LOCATION TABLE

D100	Result
1-10	Out of the tower for 1D4 hours
11-30	in room 6, doing research
31-35	in room 7 with Lyonra
36-45	sleeping in room 7
46-70	summoning a Demon of Combat in room 8
71-00	in room 11 summoning Chardros



The forbidding tower is 60 feet (about 20 meters) tall and solid black. It raises itself above the rest of the city, though the mists usually obscure the upper floors. It is very new-looking, and is easily the most stable building in the city. The first and fourth stories have no windows, while the other have three barred windows each, irregularly spaced across one side of the tower. The roof has a dome rather than being flat.

At the gateway to the tower stand two guards.

Interior of the Tower

Room 1

This is the entry to the tower and contains one guard, stationed to the right of the door to room 4. Aside from the guard, the room is kept empty. There are three exits: one to the left, one to the right, and the last straight ahead. This does not include the door through which the adventurers entered. None of the exits are covered by doors or drapes.

Room 2

This is a storage room, being used to contain all of the garbage that has been moved out of room 11 in the past weeks. The chests and boxes in the room contain clothing, or dried foodstuffs. Nothing here is of great value.

Room 3

This is another storage room, similar to room 2 save that in one of the chests can be found a 130-year old bottle of Melnibonean wine worth up to 3000 LB to the right buyer.

Room 4

In this room live guards for the tower. There are four nearly identical beds with a chest at the foot of each. On one of the beds a guard sleeps. 20% of the time he will waken when the room is entered or if there are any loud noises in the adjoining rooms.

Each of the guard's chests contains one or two sets of clothing and 1D10 LBs.

To the characters' right is an open doorway that leads to a stairway up to the second floor. At the top of the stair is a trap door that can be secured from above.

Room 5

This is a casual area for Rijel and his mistress Lyonra. Here they entertain their occasional guest. The room contains two tables, a chest, five chairs, and a large bookshelf. If Lyonra is not with Rijel in room 7, she will be in this room, at the large table reading.

The large chest in the room contains cards, carved wooden coins, and a set of wine goblets worth a total of 50 LB. The bookshelf contains books on mundane subjects, and are of no particular value.

Room 6

This is Rijel's personal library. It is protected by a Spirit Guardian with a POW of 28 and an INT of 80. Once this spirit is destroyed, there are no other dangers in the room.

The bookshelves contain nearly a thousand books — ranging in subject from tomes of magic to textbooks on physics — which he has gathered from many planes. There is a 5% chance that any book randomly taken off of a shelf will be of great value. Roll 1D100 and multiply by 100 to find the value of the book in Large Bronzes (assuming that a buyer can be found). If a book is valuable, roll 1D100 again. If a 1-10 is the result then the book also has magical value. Divide such a result by 2 and round down any fraction: the book will allow someone to attain that rank in sorcery, assuming that he has already achieved all the ranks below that one.

Room 7

This room contains Rijel's personal quarters. The room is well-appointed in silks, satins, and rarer fabrics. The chest at the foot of the bed contains Rijel's finest robes, three worth 3560, 4800, and 5300 LBs respectively. Also contained in the chest is a spare Demon dagger, exactly like the one worn by Rijel, save that it sits in the chest and appears as a rusty old knife. If Rijel is sleeping here his Demon armor will have taken the appearance of a sleeping robe and his weapons appear to be jewelry.

Room 8

This is Rijel's main work area. The floor is inscribed with the eight-pointed star of Chaos, and there are two curtained doorways, as well as the stairway leading up. If Rijel was summoning a Demon, he will just finish as the adventurers arrive. Roll for his success, and then have the Demon attack the adventurers. Rijel will flee into room 9. There is nothing more of interest in this room.

Room 9

This is Rijel's current laboratory. The curtain to this room is a Demon Door, with the following statistics:

STR 0	CON 69	SIZ 16	INT 7	POW 20
DEX 0	CHA 0			

After the Demon Door has been broken, the room may be entered. It contains a table covered with vials and flasks, and a 8"x20"x 10" high chest. The chest contains various ingredients for potions, and 23 one-summing packets of Hellbore.

The eight flasks on the table contain finished and unfinished concoctions:

1. One dose of healing potion worth 1D6 hit points.
2. One dose of healing potion worth 1D6 hit points.
3. Two doses of a healing potion worth 2D6 hit points.
4. An acid which will do 1D20 to whatever it touches except glass.
5. One dose of a healing potion worth 2D6 hit points.
6. One dose of a poison which will do 1D10 points immediately upon ingestion.
7. One dose of an unfinished healing potion, effectively a poison, which kills in 1D6 hours.
8. An acid which does 1D10 damage to whatever it touches except glass.

All of the potions have labels written in the Mabden tongue. If Rijel has fled into this room he will first take one of the healing potions if needed, and will throw the acids at the characters as they pass through the doorway. He will then attempt Divine Intervention to escape.

Room 10

At one time this was Rijel's laboratory, but it is now being used to store the rest of the goods from room 11.

The chests in the room contain robes and gowns used by Rijel and his mistress. The rearmost chest contains a small coffer of jewelry: a silver coronet encrusted with opals worth 5200 LB, a gold brooch worth 310 LB, and a crown of spun glass adorned with 3 13-carat rubies and a diamond center-stone. The crown is worth 7680 LB; but is very fragile and will break if not handled with extreme care. The chest is locked; and anyone trying to pick the lock has only ½ his normal chance to succeed.

Room 11

This recently was a storeroom. Since Rijel acquired the Eye, he has cleared the room to use it in an upcoming ceremony involving the gem. The appearance of the room will vary, depending whether or not Rijel is attempting the special summoning.

IF RIJEL IS PERFORMING THE SUMMONING—

If Rijel is performing the summoning in room 11 when the adventurers enter the tower he will complete it in 1D20 minutes. If they have not reached Rijel by then, they may be in a good deal of trouble.

When the characters enter the room they will see Rijel motioning over a bright object before him, and chanting in High Melnibonean. The entire room will be bathed in a bright, glaring light emanating from the object.

Any adventurer approaching Rijel will be hit by a bolt of energy which will strike out from the sorcerer's body. The bolt does 1D10 points of damage, passing directly through regular armor. The bolt will damage Demon armor.

Anyone attempting to hit Rijel with a weapon should roll normally, but at the motion the Eye will flash brightly and send forth a magical screen worth 1D20+5 armor points. The screen has a 50% chance to break normal weapons, and will do 1D20 points of damage to Demon weapons.

After the Jewel's defenses have been penetrated, Rijel's normal armor still must be dealt with.

If he summons Chardhros, Rijel must still convince the god of his right to rule Pan Tang. This is not easy. The GM should roll D100. If the result is equal to or below Rijel's CHA of 10, then Chardhros will agree that Rijel is fit for rule and will accompany him to Pan Tang. The adventurers should then attempt Divine Interventions to save themselves; there is little else that they can do.

If Rijel fails, he will be killed out of hand, and the adventurers (and the world) should be safe unless they act stupidly with Chardhros.

IF RIJEL IS NOT PERFORMING THE SUMMONING—

If Rijel is not summoning Chardhros, the situation will be somewhat different. When the characters enter room 11 they can see that it is lit by a bright yellow light emanating from a large gem set in a triangle of Law at the foot of an pointed star. The center of the star is lit by a ruddy glow.

The gem within the triangle is the Eye of Kral-Arkresh. If Rijel is dead then the gem may be approached and touched without harm; if he lives it will defend itself in the manner outlined just below. Otherwise the room is empty and unguarded.

THE EYE OF KRAL-ARKRESH

The Eye is an item of no small power. Even in the hands of one who knows nothing of sorcery, it may be used to magically attack and defend, provided the person is attuned to it. To attune the Eye a character must first sacrifice one point of permanent POW to the gem. He will then be attuned to it.

MAGICAL ATTACK — When the character wishes, he may spend a point of temporary POW to activate the attack mode of the Eye. This will allow the character to send forth bolts of power, to a range equal to the user's DEX in meters, that will do 1D10 points of damage, ignoring normal armor and damaging Demon armor. Each point of POW so sacrificed will allow the user to cast 3 bolts before needing to spend another temporary POW point.

MAGICAL DEFENSE — By sacrificing a second point of temporary POW the character can activate the defense mode of the Eye. It will then project a field of force about the character which acts like armor with a value of 1D20+5 points. A normal weapon hitting the field has a 50% chance of breaking, and Demon weapons will take 1D20 points of damage. The force field will remain up for 5 rounds for each point used to create it. The defenses of the Eye may be activated independently of the attack.

MAGICAL SUMMONING AID — In the hands of a sorcerer of the fifth-rank, the Eye can aid in the summoning of a Lord of Chaos: the sorcerer's player adds 20% to the chance of summoning the lord. The Eye does not, however, help to influence the lord once he has been summoned. That remains for the sorcerer to accomplish.

If the Eye is left alone, it allows no one but the attuned user to touch it. To achieve this, it can throw up to 10 bolts of power, doing damage of 1D20 each. If this ability does not deter the molester, the attuned user will be telepathically alerted to the Eye's danger and the Eye will

erect a 1-meter barrier about itself which cannot be crossed, and which does 1D4 points of damage to anyone trying to. The field can be destroyed by damaging it for 50 points, where it will collapse. Each time that it is hit, though, the field will do 1D4 points of damage to the attacker's general hit points; this damage is not lessened by any sort of armor.

THE VILLAINS

These guards are an unimaginative bunch. Their orders are to attack and kill anyone who attempts to enter the tower without Rijel's permission. They do this very well.

GUARD ONE

STR 12 CON 15 SIZ 10 INT 11 POW 14
DEX 9 CHA 9

ARMOR- 1D10+2 plate HIT POINTS- 15

Weapon	Attack	Parry	Damage
Broadsword*	75%	86%	1D8+1+5D6
Dagger	58%	30%	1D4+2

*a Demon sword with these stats:

STR 51 CON 20 SIZ 2 INT 5 POW 5 DEX 20 CHA 9

GUARD TWO

STR 11 CON 14 SIZ 12 INT 12 POW 15
DEX 10 CHA 10

ARMOR- 1D10-1 plate HIT POINTS- 14

Weapon	Attack	Parry	Damage
Broadsword*	83%	75%	1D8+1+5D6
Dagger	75%	97%	1D4+2

*a Demon sword with these stats:

STR 50 CON 22 SIZ 2 INT 1 POW 12 DEX 20 CHA 5

GUARD THREE

STR 14 CON 17 SIZ 10 INT 11 POW 11
DEX 12 CHA 9

ARMOR- Demon armor HIT POINTS- 17
(CON 78 SIZ 10 POW 20)

Weapon	Attack	Parry	Damage
Broadsword*	90%	52%	1D8+1+5D6
Hatchet	83%	70%	1D6+1

* a Demon sword with these stats:

STR 50 CON 21 SIZ 2 INT 1 POW 17 DEX 15 CHA 5

GUARD FOUR

STR 11 CON 15 SIZ 10 INT 14 POW 15
DEX 12 CHA 12

ARMOR- 1D8-1 barbarian HIT POINTS- 15

Weapon	Attack	Parry	Damage
Sea Axe*	64%	52%	7D6+2
Dagger	72%	73%	1D4+2

* a Demon axe with these stats:

STR 50 CON 24 SIZ 2 INT 1 POW 13 DEX 16 CHA 5

LYONRA

Lyonra is Rijel's current mistress. She is also a Demon of Desire, bound to him. She does not like Rijel. Unless he orders her to, she will not hinder the adventurers; through misinterpretation of his orders, she may actually help them.

STR 13 CON 23 SIZ 12 INT 14 POW 11
DEX 15 CHA 20

She uses no weapons, and wears no armor — or clothes for that matter.

A NOTE ON DEMONS— the following demons are bound to Rijel: his personal arms, his armor, and Lyonra. In addition, the demon weapons of the guards are bound to them. Treat other demons associated with Rijel as paid servants.

RIJEL

Until four years ago, Rijel was a respected servant of the Theocrat. However, after arguing that Pan Tang should use its science (the weapon of Law) against Law, and disagreeing with Church doctrine as well as the Theocrat's personal opinion, Rijel correctly decided that Hwamgaarl might no longer be safe for him. Gathering his possessions and a few trusted guards, he fled the Young Kingdom plane altogether. During his exile he has collected many books on science from the Planes of Law, hoping to return to Hwamgaarl with enough real data to convince the Theocrat that he is right.

Finding the Eye changed everything. Now he would not have to crawl back to the Theocrat, begging for an audience. He decided he would bring Chardhros himself to convince the Theocrat. Since finding the gem he has labored long to prepare his argument, and assure his success.

His personal Demon arms and armor are bound to him.

STR 10 CON 18 SIZ 13 INT 18 POW 33
DEX 10 CHA 10

AGE- 47 ELAN- 82
ARMOR- Demon Robe HIT POINTS- 21
(CON 77 SIZ 13 POW 18) MAJOR WOUND- 11

Weapon	Attack	Parry	Damage
Broadsword*	74%	70%	1D8+1+5D6
Dagger †	52%	59%	1D4+2+5D6

* a Demon sword with these stats:

STR 50 CON 24 SIZ 2 INT 1 POW 13 DEX 16 CHA 5

† a Demon dagger with these stats:

STR 50 CON 25 SIZ 1 INT 1 POW 13 DEX 16 CHA 5

SKILLS: Dodge 45%; Slight of Hand 37%; Tie Knot 49%; Balance 20%; Listen 20%; Search 19%; See 29%; Taste 97%; Track 34%; Credit 23% (when he fled the Young Kingdoms — 96% prior to that); Orate 36%; Persuade 37%; Hide 27%; Move Quietly 53%; Evaluate Treasure 68%; First Aid 89%; Make Map 76%; Memorize 95%; Plant Lore 98%; Poison Lore 168%.

LANGUAGES: Common: Speak 96%, R/W 93%; Low Melnibonean: Speak 93%, R/W 87%; High Melnibonean: Speak 69%, R/W 66%; 'pande: Speak 36%, R/W 24%; Mabden: Speak 99%, R/W 98%; Orgjenn: Speak 100%; R/W 100%

SUMMONINGS: Elemental: Air 99%; Earth 100%; Fire 100%; Water 98%; Demons: Combat 97%; Desire 100%; Knowledge 99%; Possession 96%; Protection 98%; Travel 100%; Any Elemental Ruler, Chardhros

REWARDS

Should the adventurers actually survive and return with the Eye, they will be swept into immediate audience with the Theocrat.

Jagreen Lern will ask, "Who has the Eye. Hold it forth."

When the adventurer does so, he will then ask, "Have you attuned the Eye to yourself?"

If the adventurer has not, then the Theocrat will smile and take the Eye, enjoying its spectacle.

If the adventurer has attuned the Eye, even with the best intentions, the Theocrat will order him immediately killed. To his friends dismay, the execution is performed at once in full view of everyone. If Koron is with the party, he will be ordered slain as well. He had no deal with the Theocrat. If any character wishes to save Koron, he may try Oratory. If he fails the player must roll D100 less than the character's CHAx5 or he will also be killed. No amount of Oratory will save the attuned character.

If the adventurer lies about attuning the Eye, the gem will flash with its defenses when the Theocrat touches it. He will be harmed slightly, but his own defenses will protect him for the most part. Then he will order the entire party slain.

Each surviving character can choose 5000 LBs-worth of slaves from the Theocrat's pits. Choices should be modest, though, since the Theocrat will not be pleased to loose a favored slave.

Each adventurer will be given a reward of 1000 LB in cash and jewels. They can also keep anything that they found on the journey unless the Game Master decides that he doesn't want the adventurers to retain the thing that they found. In that case, the Theocrat will take it for his treasury.

And, of course, the adventurers will be paraded about the city. If they have powerful enemies, this might be a good time to stage assassination attempts.

In general the survivors will be treated as heroes for a time, until they tire the Theocrat. They will live longer if they simply leave the city shortly after the conclusion of the adventure.

PUNISHMENTS

If the adventurers try to make off with the Eye, they will find that the Theocrat is indeed a man of his word. He really does have 30 Demons — 30 for each character. They will periodically attack the adventurers three or four times over the next year and in years to come until either they or the adventurers have been slain.

If an adventurer attempts to use the Eye in a summoning, refer to its description. He must roll D100 less than or equal to his POWx3 or be attacked by 1D10 of the Theocrat's Demons who are waiting for the ritual to be used. This can be quite annoying in the middle of a summoning.