

Stormbringer!
presents

GODS OF LAW IN THE YOUNG KINGDOMS

by Charles Green



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THE LIFE OF FAITHFUL SERVICE

"The Great Enemy exists in everything. Everyone you know, everything you touch, see, hear or feel has at its heart only corruption. This world is not ours, but we live on it to the further Glory of Law. The Barrier holds, true, but how long can it last?"

Karlo Remati's *The Collapsing Wall*

This second volume of *Cults of the Young Kingdoms* shows an approach to life in the Multiverse very different from that found in the *Cults of Chaos*. Where the Church of Chaos is composed of several mostly independent cults, the Church of Law sees itself as a single, monolithic structure that exists to protect the Young Kingdoms and its people from the ravages of the Dukes of Disorder.

This book explores this structure. The Player's section details how the Cult of Law understands the cosmology of the Multiverse, how individual cultists behave, and how they approach their tasks of cleansing the world of the taint of Chaos. We also see the Barrier of Law—a mystical wall of energy that prevents the Young Kingdoms from dissolving into pure Chaos. Magic is discussed as a by-product of this energy, and how both the cults of Law and Chaos use it.

The Gamemaster's section is a series of discussions about using the information in this book in your *Stormbringer* campaign. There are details about working with gods-appropriate themes, the cultists of Law as antagonists, and campaign seeds for further adventures. The Barrier of Law—a mystical wall of energy that prevents the Young Kingdoms from dissolving into pure Chaos is discussed here, along with magic, seen as a by-product of this energy, and how both the cults of Law and Chaos use it.

The Cult of Law hasn't had their moment in the spotlight yet. For too long, they've sat by and watched strange people wield even stranger magic to undermine the lives of the people of the Young Kingdoms. That time is past; the Church of Law stands to keep the world safe from the demons both outside and in. It's a hard job, but only the most worthy are given these tasks. The world hurtles towards oblivion, and the populace slips from their anointed path into licentiousness, debauchery and eventual damnation. Their actions jeopardize everything, but for now, the Barrier stands.

But, as Karlo Remati asks in his heretical work *The Collapsing Wall*, for how long?

PLAYER'S SECTION

A Player's Guide to the Cults of Law

COSMOLOGY

(Chronicler's note: what follows is a transcript of a lecture given by Markum Faylyr during his "Basic Concepts in Theology" lecture series at the University of Cadsandria.)

To truly understand the Nature of our Benevolent White Lords, one must ponder the manner in which they express their Will, that is, the Most Holy Barrier of Law. And, to understand the Barrier, one must also understand the circumstances that brought about its Inception. And, to understand that, one must go back a great deal further. Such is the nature of stories, as all things have no real beginning and no end, only the eternal Pursuit towards Perfection.

This story has its beginning in theology. It is said that, before the White Lords shaped this world, it was nothing more than a seething void, at once empty and full. When the White Lords imposed Divine Order, shaping our world, it also created the Balance to oversee them. There are some who assert that it is in fact the Balance that is served by the White Lords, but such talk is not fit for academic discourse.

The form in which they set the world is noble and perfect, and would last forever, if not for our terrible foes, the Lords of Chaos. They are dark, twisted reflections of our White Lords, perverted as they are by the blackness in the human heart. They aren't truly gods, no, not nearly as potent as the Lords of Law.

These beings stole into the depths of space, and brought to the White Lords' world, our world,

a cruel and inhuman race, advances in both the sciences and magic, who swiftly took over the entire world and enslaved the fledgling peoples therein. Humanity is native to this world, and, under the White Lords' guidance, we took back our homes, and wrested out duty to protect this world from her captors. To this day, these foul beings, known to history as "Melniboneans" still live, and serve a constant reminder of what lies in store for humanity should those who truck with Chaos be allowed their way.

We recaptured the name "Young Kingdoms" for ourselves, though it was originally a sign of contempt from our former masters. Of all the Young Kingdoms, Lormyr was the first to shirk the yoke of tyranny. With the establishment of the Lormyrian state, the Lords of Law cemented their control over our world by The Inception of the Barrier of Law, a mystical field that blankets the Young Kingdoms. This is humanity's greatest gift, but also our heaviest burden.

As more and more countries rebelled against their inhuman masters, the Barrier grew in size and power. This is by design; the Barrier is fed by the human soul, nourished by rightfully Lawful action. When men are weak, it is weak. When men let the Great Enemy take their families, the White Lords weep and Barrier crumbles. Thus, every individual human being is responsible for the safety and salvation of everyone else. The Barrier keeps the Great Enemy at bay. Parts of it can be found in the designs for ships to carry us across dangerous water, in the fortress that prevents arrows from

piercing your flesh, even in the shield the warriors carry against the enemy. The Barrier is all these things and more. The Young Kingdoms is much like an egg, safe in its shell, floating in the endless black sea of the Outer Dark.

Now, it is important to note that, while the White Lords brought us here to fulfill their will, they are still with us, and use Their faithful to communicate Their will to each of us. I know it's considered fashionable to flaunt the commandments of the priests, but I can assure you that doing so is indeed an affront to the very gods that gave you life and purpose, as well as putting your homes and families in danger.

The very gods are with us, as I said, and knowing where to look for them is of paramount importance. To recall the old catechism:

*Goldar is Earth,
Upon which we stand
Arkyn is the Sun,
So bright and grand.
Donblas is the Moon,
The night as planned.*

Now, this doesn't suggest that the actual sun and moon are the bodies of the gods. It means that, when we see these things, we are to think of the god they are associated with. Thus, we see these three things daily, and this tells us that these gods are always with us in spirit.

The rest of the White Lords all serve functions in maintaining the Barrier, and operate in our minds as thoughts and feelings that push us towards the right actions. They circle the Young Kingdoms, always looking for attempts by the Great Enemy to attack us in our Sanctuary.

But I'm getting ahead of myself. As in all things, the plane of the Young Kingdoms is divided into three sections, which scholars refer to as the Three Circles.

The First Circle

The great disk upon which the Young Kingdoms rests, the sun, moon and stars all exist within this sphere. The cosmological objects are enclosed within a crystal globe, which protects the purely

natural realm of the Earth from dangerous outside influences.

There is some evidence of what are called "half-worlds" within this crystal sphere that house energies associated with the Four Elements. It is speculated that from these "half-worlds" the Lords of Law drew the material to shape the world when it was new.

The Second Circle

The Barrier of Law, which sages describe as a silver sphere, surrounds the crystal sphere of earth. It is within the gap between the spheres that the Lords of Law exist, holding court in realms of unsurpassed beauty and grandeur. When human beings have lived long enough to attain unity with these perfect beings, they are released from the cycle of reincarnation, to live an existence as pure light and energy with the Lords of Law in their Realm.

The Unchanging Nine are the guardians of the Young Kingdoms, and it is through their teachings that mortals may make use of the Barrier of Law to help safeguard her people. This practice is known as theurgy, and can only be safely practiced by a priest of good standing who also bears a special relationship with the White Lords.

The Third Circle

Beyond the Barrier of Law is the Golden sphere of the Balance, the contents of which are not currently known to our science. Old sources mention something known as "The Forest Of Souls," which appears to be some sort of resting place. Such souls are no doubt lost ones; unable to return to the Silver Sphere of Law, they float towards the Outer Dark, a surging sea of nameless, shapeless evil.

There is much speculation of what the Outer Dark is like, but little hard evidence. What is known is that the Dark is the abode of the Dukes of Disorder, and is a place where those dread inhuman beings hold absolute domination over the souls of those unfortunate enough to be trapped there. It is a place of torment, where not even your shape or mind can survive intact. It is madness

given substance, hatred and fear made tangible. It is a living thing, this darkness, and it feeds upon everything we despise. This is why it strives so hard to destroy our realm; we are its food, and it feels nothing but glee in our dissolution. And what can we say about those who willingly serve such a force? They are hardly human at all anymore, and deserve nothing but our undying contempt.

Oh, is it that time already? My, my. All right, you may leave now, but remember what I've said today; the Dukes of Disorder always seek to subvert those who follow Law, and nothing brings them greater pleasure than to see the faithful fall.

(Chronicler's Note: Faylyr's lecture series, as a whole, go a long way towards breaking down the complicated subject of cosmology down, and he is held in high regard by the Church of Law for this very reason. Much of his work echoes the Accepted Doctrines, as put forth by the Jadmar Council of Cardinals in Y.K. 373.)

THE RISE OF LAW IN THE YOUNG KINGDOMS

Concerning the History of the Earth and Order's Influence in its Development

THE CHURCH OF LAW as it exists today is a relatively modern institution, but one whose origins are hidden in the earliest years of humanity's evolution.

To understand its history, and the history of Law's influence over the Earth, one must first understand the history of the Young Kingdoms themselves. Indeed, even the term 'the Young Kingdoms' must be considered by those wishing to understand the structures and influence of the diverse cults of Order upon the tribes of Man.

Originally a patronizing, even contemptuous term employed by the prehuman folk of Melniboné to describe the squabbling human nations they ruled over, today the phrase 'the Young Kingdoms' has been reclaimed by the inhabitants of Earth to describe their own empires. Compared to the ten thousand-year history of the Bright Empire, the human nations are indeed young, although their origins are older than Melniboné itself. The Church of Law, conversely, is less than 5,000 years old.¹

¹ At least in a formal sense. Worship of the White Lords may be at least 11,000 years old, judging by cave paintings found in the Sighing Desert's Bone Hills.

It should be acknowledged, at this point, that few living creatures know the true history of the Earth. Just as the facts concerning the nature of the Multiverse are a mystery to all save a handful of Young Kingdoms scholars and sorcerers, knowledge of the Earth's origins is equally rare among the inhabitants of the Young Kingdoms. Even Elric, the greatest sorcerer-scholar Melniboné has seen in an age, knows little about the true history of the world on which he lives.

PRE-HISTORY

"In Troos he discovered some ancient grimoires – things which survived from the Age of the Doomed Folk."

"How can that be? They existed a whole time cycle before Melniboné!"

- Elric and Myshella, *The Vanishing Tower*, III, 2

The current Time Cycle, which Elric of Melniboné is destined to end, began some 40,000 years ago, when the Doomed Folk ended their world and ushered a new Earth into existence.

This new world, born from the Chaos unleashed by the Doomed Folk's death throes, was initially ruled by Chaos. Over time, the slow rise of

several Elder civilizations ensured that Order was also allowed a foothold on the young Earth. Little is known of these first Elder Races save that they included the Guardians (who followed the Balance) and the Old Ones, also called the Older Ones, who worshipped Law.

The Elder Races' codification of knowledge, including the creation of writing and mathematics, subtly increased the power of Order on Earth and slowly forced the Chaotic world to obey such natural laws as govern gravity and climate.

After several millennia the Guardians retreated from the Earth, leaving behind Tanelorn as the last of their cities. Today the Guardians dwell on a distant plane, no longer involving themselves in Earth's affairs, as Rackhir the Red Archer discovers during his quest to save Tanelorn in 408 Y.K.²

The Older Ones, meanwhile, occupied themselves with the worship of the White Lords, although in an abstract and formalized way when compared to the modern Church of Law, and seemed little concerned by the disappearance of their fellow Elders. Too, they were otherwise engaged by their war against Chaos, personified by the fearsome Duke Darnizhaan.

The First Humans

Twenty thousand years after it was summoned into existence, the Earth was riven by a terrible feud between the Elemental rulers Grome and Straasha. Their combat reshaped the face of the world, forming the oceans and continents, as we know them today.

The earliest known signs of human life on Earth date from this period. Remains found in Lormyr and Pikarayd indicate that these first primitive humans stood an average of four feet tall. They were fully bipedal, and the thickness of their bones suggests significant strength. Their brains were small, their faces ape-like, and it is unlikely that they had yet developed even a rudimentary form of language.

² See the *Epilogue of The Bane of the Black Sword* for details.

Many of these early humans were destroyed during Grome and Straasha's battles, and some of Law's oldest myths have their origins in those cataclysmic times.

Over the following centuries the Earth grew accustomed to its new shape. The Myyrrhn evolved in the western mountains; the inhuman dwellers in the Silent Land first stirred out of hiding; and the nameless builders of Ma-ha-kil-agra, 'the Fort of Evening' came to Earth to build their great monument on what is now called the Isle of the Purple Towns, and thence to die. Humanity continued to evolve physically and spiritually throughout this time.³

ANCIENT HISTORY

"There is no hint of any special purpose for the swords in Melnibonéan history or legend," Elric said leaning forward.

"Some secrets are best kept fully guarded," Sepiriz said calmly. "Those blades were forged to destroy a group of very powerful beings. Among them are the Dead Gods."

- Stormbringer, 14

We do not know precisely when early humans first worshipped the White Lords. What we do know is that the Lords of Order seized upon humanity's innate social instincts as a means to strengthen their influence upon the Earth. Deeply embedded human behaviors such as cooperation, compassion and similar social drives were the keys that gave the White Lords power over humanity, and which also allowed humanity to evolve intellectually. As to what role was played by contact between these early humans, and the Order-worshipping Older Ones, we can only speculate.

As Order exerted greater influence on the Earth, the forces of Chaos, led by the fearsome Duke Darnizhaan, launched fresh assaults against the Older Ones. They, in turn, forged two enchanted runeswords, made of Chaos to fight Chaos, with which to fight the Lords of Entropy.

³ See *Secrets of Law*, the appendix to this volume for more details.

Despite having such powerful weapons at their disposal the Older Ones were unable to achieve victory. It took the arrival upon the Earth 12,000 years ago of another Elder race, worshippers of the Balance who allied themselves with the Older Ones, to turn the war to Law's favor.

The runeswords, Stormbringer and Mournblade, were wielded with deadly efficiency by the newly arrived race's warriors against the Dukes of Entropy. In fear of the swords, Darnizhaan and many of his peers hurled Their life-force into Eternity in a vain attempt at immortality. By doing so they became known as the Dead Gods, and Chaos was temporarily defeated.

The victory was costly. In the heat of battle the runeswords turned their unwilling owners' hands against the Older Ones, killing them all, and leaving the newcomers the undisputed rulers of the world. They settled upon an archipelago in the Dragon Sea known as Melniboné. Consequently, just over 10,000 years ago, the stage was set for the birth of the Bright Empire.

The war between the Older Ones and the Dead Gods had a dramatic impact on primitive humanity, as evidenced by the recent discovery of cave paintings in the Bone Hills, on the northwest coast of the Northern Continent, that starkly depict the struggle. These paintings show the gods of Chaos manifested upon the Earth; monstrous figures wreathed in smoke and flame. They also display the earliest known images of the White Lords: drawn in white clay, and dwarfing the tiny human figures that they are protecting from the Dead Gods.

A series of graves were also found in the caves, in which stone axes and other goods were buried alongside the dead. The presence of grave goods and funeral rites indicates the existence of religious belief and the concept of an afterlife. What form such beliefs took we do not know, although the Bone Hill cave paintings reveal that Mirath, Salik and Donblas were the most important gods of the day.

The Early Worship of Law

As recently as 5000 years ago humanity still lived a primitive and isolated, almost Stone Age existence in distant corners of the Earth. One thousand years later, possibly due to the loss of a former Melnibonéan slave-world, human tribes had become slaves of the Bright Empire, and the resulting exposure to Melnibonéan sorcery and civilization stimulated their rapid cultural evolution.

It was at this time that the mysterious Dharzi, the Beast Folk of the Far West, were first mentioned in the annals of the Bright Empire, although they would not come to prominence for several millennia to come. Their presence on the Earth would ultimately result in the Church of Law being spared from direct assault by an aging Bright Empire that was no longer able to wage war on two simultaneous fronts, although such events were, at this time, several thousand years in the future.

Agriculture was one of the most important gifts unwittingly bequeathed to humanity by their pre-human overlords, allowing human tribes to abandon their previous, precarious hunter-gather existence and form permanent settlements. Equally important was the gift of written language, thanks to which we can document the rise of the first true Church of Law.

The earliest written records describing the worship of the gods of Order are kept to this day at the Temple of Tovik Victorious, in Dhakos. Three stone tablets, laboriously chiseled with a description of the battle between Tovik and the Chaos Duke Mabelode the Faceless (which had already become myth by the time it was written down) refer to "the secret shrines of Fwem-Omeyo wherein the High Lords are worshipped." Other references in these tablets have enabled scholars to pinpoint them as being written between the years 5635 – 5645 A.F. (After Foundation) in the Melnibonéan calendar, or circa 4000 I.S. (In Slavery) by Lormyrian reckoning.

Given that the Dhakos Tablets (as they are commonly called) indicate that there were already

several Lawful temples existing in Fwem-Omeyo⁴ at this time, we can assume that the formal worship of the White Lords had already existed for at least a century or more. For this reason, most modern scholars assume that the Church of Law, or at least its earliest incarnation, was founded approximately 4,500 years ago. When and where this occurred is considered unimportant to most. What matters, the faithful say, is that Law's worship took root among humanity, and spread with other aspects of civilization across the Earth.

The mysterious Barrier of Law, whose substance prevents the Lords of Chaos from manifesting upon the Earth, and which is strengthened by humanity's devotion to Order, is believed to have first manifested at the same time as the Church of Law was established. References to the Barrier are few save for a handful of recent documents penned in the last century, and thus any serious discussion as to its origins must wait until additional sources are discovered, or eyewitness accounts of its creation are obtained.

RECENT HISTORY

When that time came, there was a great movement upon the Earth and above it; the destiny of Men and Gods was hammered out upon the forge of Fate...

- *Stormbringer*, Prologue

Three thousand years ago Law's worship had become so deeply rooted among the earliest human nations that the Bright Empire outlawed it. Despite this edict, or perhaps because of it, worship of the Dukes of Constancy continued to flourish as resentment towards Melniboné slowly grew.

Although the relevant records have been lost, the ancient Quarzhasaati Empire, the first true human nation, was a bastion of Lawful worship, and is believed to have sought independence from the Bright Empire partially at the Church's urging.

⁴ A Melnibonéan province whose borders embraced parts of modern day Jharkor and Dharjor.

After Quarzhasaat's near-destruction, and the creation of the Sighing Desert 2000 years ago, many of the surviving Quarzhasaatim settled in modern-day Lormyr. Their presence would come to play a key role in that nation's eventually successful struggle for freedom.

Few scholars are aware of the impact of the Quarzhassati Empire in the development of modern-day Lormyr. The only tangible evidence of their presence in the Southern Continent is the Watchtower Temple⁵, whose history is strongly disputed among historians. Many prefer to view it as an alien relic akin to The Fort of Evening in the Purple Towns, rather than admit to external influence upon proud Lormyr's claim as the leaders of the free world.

Settling along the banks of the Zaphra-Trepek River, and marrying into the royal house of Lormyr (among whose members the Quarzhasaatim's dark coloring is visible to this day, in contrast to the fair coloring of most Lormyrians) Quarzhasaat's survivors transplanted their worship of the White Lords into their new home, together with an intense hatred for the Bright Empire. These traits ensured that Lormyr would become a fierce opponent of Melnibonéan rule in the centuries to come.

Following a series of Quarzhasaatim-inspired outrages against Melnibonéan outposts, it is almost certain that ancient Lormyr would have been targeted for retribution by the Bright Empire's dragons and her many troops, had not a new enemy diverted the Ruby Throne's ire. This enemy was the Dharzi, or Beast Folk, whose pre-human civilization had rapidly expanded from the Western Continent over the previous millennia and now posed a direct threat to Melniboné.

So thoroughly did Melniboné exterminate this latest foe that little is now known about the Dharzi. Scholars at the University of Cadsandria who have studied the few extant records believe that one of the reasons the Bright Empire attacked the Dharzi so fiercely is that, like themselves, the Dharzi had developed powerful alliances with the Beast Lords: Meerclar of the Cats, Roofdrak of

⁵ Located one day's ride south of Stargazes, and dedicated to the cult of Donblas.

Dogs and others of their kind. Such imitation could not be allowed to exist, and so Melniboné poured every available resource into ensuring the Dharzi's destruction. In doing so the Bright Empire fatally wounded itself, and 1000 years ago, set the stage for the rise of the Young Kingdoms and the domination of the Earth by the forces of Law.

As the sorcerous battles between Beast Folk and Bright Empire were waged, the unleashed energies tore open a rip between this Earth and another, parallel world⁶ out of which tumbled the Mabden. This cruel mortal race found themselves trapped upon an inhospitable island that they named Pan Tang, in the storm-tossed Pale Sea. In years to come their destiny and the fate of the Young Kingdoms would become fatally entwined.

Having drained their sorceries, and lost countless troops and dragons in the ferocious battles against the Dharzi, the Melnibonéans lacked the energy to quash the Church of Law, which had already proved to be a catalyst for rebellion among the human tribes. Year by year the Bright Empire's somnambulant outposts withdraw to the Dreaming City, and decade by decade the influence of the White Lords increased as the fractious Young Kingdoms flexed their long-dormant muscles, almost always at the urging of the Church of Law.

By this time Law's greatest champion, the ageless Myshella of Law, was already active on the scene, although like the church itself, her exact origins are shrouded in mystery. Some say that Myshella was already ancient by the time the young Aubec of Malador was born in Lormyr's northern province of Klant in 32 IS. Indeed some have suggested that by the time Lormyr successfully threw off the yoke of Melnibonéan tyranny, Myshella was already 5000 years old.

She keeps her own secrets, but one thing is certain: the dark Lady of Kaneloon was most definitely an active player during the Lormyrian wars for independence. These wars, which began almost 1000 years ago, circa 500 IS, continued intermittently up until 1 IS, when Earl Aubec, humanity's greatest champion, led a decisive

victory against the Bright Empire's troops and ensured Lormyr's independence. The following year was recorded as 1 YK, the first year of the Young Kingdoms, and the Earth's modern era began.

The First Century YK

Ruled by ambitious Queen Eloarde, with Aubec leading the troops, the newly independent Lormyr embarked on a campaign of conquest across the Southern Continent. First Filkhar, then Argimiliar fell before Lormyr's axemen, and the short-lived Lormyrian Empire was firmly established. By the time of Earl Aubec's disappearance in 12 YK, after vowing to conquer the mysterious Castle Kaneloon for his queen or die trying, Lormyr seemed destined to rule the Southern Continent for centuries, as had Melniboné before it.

Throughout this time the Church of Law played a pivotal role, guiding the queen and urging her to spread the doctrine of Law, enshrined as Lormyr's state religion on the day of her coronation, across the troubled Earth.

Accordingly Lormyrian agents spread out across the Young Kingdoms to sow the seeds of rebellion, landing on the Isle of the Purple Towns and at the northern province of Shu-Tha-Mirai in 1 YK. The flame of war spread quickly. By 8 YK a young fanatic named Vil Valario was spreading the gospel of Law throughout of Shu-Tha-Mirai⁷, and an escaped slave named Salkan was spearheading rebellion on the Isle. Always the Church of Law was at the forefront in agitating for freedom from Melnibonéan tyranny, and just as quickly, the Church ensured that it was ready to step into the vacuum left by the Bright Empire's gradual withdrawal back to Imrryr.

Law's agents committed many atrocities in those early years, with entire villages who refused to abandon the worship of Chaos taught to them by their prehuman overlords put to the sword. It was in this way that the Church Militant established itself as a dominant power in the newly emerged Young Kingdoms. In Vilmir

⁶ Possibly from that very Earth which is home to Prince Corum of the Vadhagh, although this is a matter of conjecture.

⁷ A Melnibonéan name for the province now known as Vilmir

especially, which was formally founded in 11 YK, the more extreme branch of the Church gained a stronghold. Its grip on the land became even tighter following the mysterious death of King Valario five year's later⁸.

Meanwhile a brief war on the Isle of the Purple Towns had already tested Lormyr's burgeoning empire, but by 20 YK an accord was struck, which allowed the Lormyrian Empire to formally establish the Church of Law on the island in return guaranteeing the Isle's independence.

The Western Continent was slower to welcome Lormyrian agents, and consequently the Church evolved in different directions there than in the North and South. Some have accused the Western branch of the church as being infected by Chaos, and point to the orgies held to honor Salik Cocksure as evidence of their claims. Certainly Chaos remains strong in the West, particularly in Dharijor, but elsewhere, in Shazar, Jharkor and Tarkesh, the White Lords are revered just as strongly as among other human nations.

The Second Century YK

In 102 YK the ailing King Fusik (Queen Eloarde's great-grandson) the Lormyrian Emperor, died, and with him died the short-lived Lormyrian Empire. Fusik's son and heir, Prince Evod, was ousted in an almost-bloodless military coup led by General Efrosin of Alorasaz, who thereafter declared the rule of the Lormyrian Republic. The sect of Callandus⁹ of Law (a god of chivalry and knightly ideals) which had long been associated with the Lormyrian Royal House, fell into disfavor at this time and was supplanted by the cult of Tovik.

A greater loss came when the Temple of Theril in Nadsokor, Vilmir was lost to plague and Chaos in 113 YK. To this day the entire city remains a bastion of Chaos and a refuge for some of the most wretched villains in the Young Kingdoms.

⁸ It is assumed by many historians that he was murdered by the Church, as a dead martyr is more easily controlled than a live, and fanatical king.

⁹ See *Secrets of Law*, the appendix to this volume for details

Soon afterwards, circa 120 YK, the so-called 'Heresy of Goldar' became established in the Isle of the Purple Towns. The Church of Goldar, then a minor god elsewhere but already waxing prominent on the Isle, began to teach the sanctity of trade, whereby any man could become as influential as a king through shrewdness and the accumulation of personal wealth. Such teachings conflicted with the feudal notion common in the church at this time, and taught in Vilmir to this day, that one's place in the world is set at birth by the White Lords, and that seeking to rise above it is an affront to the cosmic Order.

The Third Century YK

One century after it was founded the Lormyrian Republic had almost collapsed, at which time the Church of Law emerged as a cohesive force amongst the Young Kingdoms. Despite its new influence, the rise of further heresies and rival sects may well have fatally riven the church asunder, had it not been forced to unite in the face of an external enemy at this time.

In 202 YK the Barrier of Law was ruptured, and an army of demons flooded across the northern edge of the world. It is conjectured that the sorcerers of Pan Tang played a significant role in sundering the Barrier in so devastating a way, although such an accusation may well be unfounded, as no proof of such a claim has ever emerged from the Demon Isle.

During those dark days, when it seemed as if the entire Northern Continent must surely fall to Chaos, a human hero named T'aargano emerged from eastern Ilmiora to lead humanity against the invaders. With him as their Champion the combined armies of Vilmir and Ilmiora, together with the Church of Law, drove the Chaos hordes back, although the death toll was terrible, and countless souls were damned before the battle was won.

In the years after his death T'aargano became the focus of a small cult, and as T'aargano the

Great, he is worshipped to this day in certain parts of Vilmir and Ilmiora.¹⁰

As if the Earth had somehow been infected by the Chaos incursion, the decades afterwards saw the Young Kingdoms enter a period of major turbulence and tension.

The Lormyrian Republic, already weakened, finally collapsed in 2003. The ousted royal family was returned to power, and the so-called vassal states of Filkhar, Argimiliar, fractious Pikarayd, Oin and Yu were granted independence. The Church of Law lost almost all its footholds in Pikarayd in the following years as the worship of the Elements returned to prominence, although Chaos would soon exert its influence among Pikarayd's feuding clans. Pan Tangian agents began to infiltrate Pikarayd in the last years of the 3rd Century YK, replacing key leaders with their own appointees. Within the space of 50 years Chaos would call the country its own.

Freed of Lormyrian influence the Pirate Kings of the Purple Towns increased the frequency and intensity of their raiding, causing significant tension between the Isle and the Southern nations in the following years; while in the North, the Church Militant's grip over Vilmir grew ever tighter.

In Argimiliar, King Kuzol III converted to the worship of Chaos in 292 Y.K, outlawing the worship of Law under penalty of death. This edict was overturned early the next century, but not before a considerable number of executions had taken place.

The Fourth Century YK

Opening the new century on a hopeful note, Vilmirian mediators successfully negotiated peace between the Pirate Kings of the Purple Towns and the Southern nations in 301 YK. Thereafter the Isle's pirate families turned from raiding to trading, and became known as the Sea Lords. In return for pledging peace, the Isle's Council, representing the interests of its eight noble families, created a new seat for a representative of the Church of Law,

¹⁰ More details about the cult of T'aargano are provided in *Secrets of Law*, elsewhere in this monograph.

henceforth known as the Chosen of Goldar. From that day forth the cult of the Golden God became the pre-eminent sect among the people of the Purple Towns.

By 350 YK Pikarayd had fallen firmly under the sway of the Church of Chaos, and the Hierophant became the country's supreme religious authority, rivaling even the king in influence and raw power. That same year the Church of Chaos in Argimiliar officially became more tolerant of conflicting options, formally recognizing a trend that had been growing for almost two decades, and allowing foreigners to visit the University of Cadsandria in ever-increasing numbers.

In the second half of the century, increasing differences began to appear between the Churches of Law in different lands. For this reason the First Council of Cardinals was held in Jadmar, Vilmir in 373 YK.

This great conference saw the Cardinals of every sect of the church gathered in Jadmar in order to codify an official doctrine. Although the First Council was unsuccessful in many regards (for example, by failing to stamp out the Heresy of Goldar) it did successfully establish the Unchanging Nine as the official pantheon of Law. This was despite agitation by the cardinals of older sects, such as those worshipping Callandus the Merciful and Vorain the Builder, whose cults were effectively rendered obsolete by the First Council's decision.

Throughout this century the Church of Law continued to play a unifying role among the Young Kingdoms, mediating in wars and other conflicts engendered by the constant raiding that takes place between most nations to this day. One of the most recent acts of the church was the consecration of the Golden Pyramid of Goldar in Menii in 398 YK, the largest and richest temple of the White Lords on Earth.

In 399 YK, the nominal present, and the year in which most Stormbringer campaigns are assumed to begin, the Church is a strong, stern and occasionally threatening institution. Its branches maintain a common unity, but are differentiated by some subtle variations between countries.

Vilmir's church is widely seen as the most draconian and conservative in the Young Kingdoms, while the Church of Law in Jharkor is

generally viewed as the most liberal. The use of sorcery is most commonly accepted by the Church of Law in Argimiliar, which maintains an uneasy alliance with the Church of Chaos, much to the horror of priests elsewhere in the Young Kingdoms.

Despite the rules enshrined by the First Council of Cardinals a number of minor gods and demigods are still worshipped in certain corners of the world. These are described elsewhere in this volume, together with a handful of additional gods of Law that are not commonly worshipped in the Young Kingdoms. Together with the Unchanging Nine who make up the official pantheon of Order, they reveal the church to be as vibrant and diverse as its Chaotic opposite, despite Law's eternal striving for endless, unchanging constancy.

FUTURE EVENTS

- 400 YK - Following a debilitating illness, Melniboné's Emperor Sadric the 86th dies, and his son Elric is crowned the new Emperor of the Ruby Throne.
- 401 YK - Elric breaks through the Barrier of Law, the first sorcerer to do so in hundreds of years, successfully summoning Duke Arioch to Earth and opening up a means for Chaos to increase its influence on this plane.
- 402 YK - The Conjunction of the Million Spheres begins. The entire Multiverse, and even the Lords of Law and Chaos themselves, are threatened by the actions of the alien sorcerers Agak and Gagak, invaders from an entirely different cosmos.
- 403 YK - The Sack of Imrryr takes place in the winter of this year: many among the Church of Law see the raid as a 'holy war.' Following the death of King Naclon during the sacking of the Dreaming City, civil war breaks out in Vilmir as Cardinal Garrick refuses to recognize Prince Hervis, the king's elected heir. In Argimiliar meanwhile, after the death of King Jiku the Dandy in the Sack of Imrryr, his fanatical brother Hozel takes the throne and embarks on a series of bloody purges designed to drive all traces of Chaos from the Land. Vilmirian advisers flock to King Hozel's court, which is widely heralded as a new bastion of Law in the Young Kingdoms until word of Hozel's excesses reach the world at large.
- 404 YK - Elric quests to find the Dead Gods Book, which promises to reveal arcane secrets about the Eternal Struggle between Law and Chaos. The Dukes of Entropy array their forces against him to ensure that Elric is unsuccessful in his quest; it may be that the White Lords do likewise. This same year, what will become a mass uprising against the rule of King Marvos the Blood-Thirsty and the Hierophant of Chaos begins in Pikarayd, led by Marvos' own son, Kolthak. Agents of Law may try unsuccessfully to swing Kolthak, a devotee of the Balance, towards the worship of Order in the months ahead.
- 405 YK - Law's ultimate agent on this Earth, Myshella of Kaneloon, enlists Elric's assistance to protect her and Castle Kaneloon from the Kelmain Host, an alien army from another sphere that has been given entrance to this world by the Pan Tangian sorcerer Theleb K'aarna. Myshella dies later this year in the Sighing Desert, at Theleb K'aarna's hands. Elsewhere the Balance triumphs in Pikarayd as King Marvos is slain and a new regime is introduced.
- 406 YK - The Vilmirian Civil War ends with the death of Prince Hervis, the 'Pretender', and the Church of Law gains supreme power in that nation. The same year, Elric and Theleb K'aarna meet for the final time in Ilmiora, and Elric is victorious.
- 407 YK - The fate of the Earth hangs in the Balance, as both Law and Chaos pause before launching their final assaults for control of the world in one year's time.
- 408 YK - Jagreen Lern, the Theocrat of Pan Tang, unleashes the full force of Chaos against the world. The final battle between Law and Chaos, at least on this plane, takes place once Elric blows the Horn of Fate, and brings about the world's end. Thereafter he is slain by his sentient runesword Stormbringer, which becomes the last manifestation of Chaos in the new world that Elric has ushered into being.

THE CULT OF LAW

The Church of Law is, as with all things of Law, composed of three different structures. There is significant overlap between these, and these redundancies exist to further communication amongst all facets of the Cult. Individual cult members will know what place they occupy within each facet, and will be expected to serve each part of the cult in turn.

THE CHURCH OF LAW

First and foremost for many, each member of the cult of Law has a place in the hierarchy of the Church. Membership is generally divided up as: lay member, priest, Cardinal, or Champion. Champions are a special case. While they technically exist outside the church structure, even a Cardinal is expected to offer hospitality and listen to a Champion as if they were of equal rank. Champion status is a privileged one, and hard to come by. It is the goal for many member of the cult who, for one reason or another, cannot or will not move through the ranks of the Church.

Technically, every person living in a Law-Aligned country is a member of the Church of Law, and is expected to behave accordingly. These multitudes are lay members. Most adventuring followers of Law are of priest rank, with the duties and privileges thereof. Few ever rank as Cardinals, and fewer still live long enough to be Champions of Law, although many aspire to either office. Cardinals are mostly bureaucratic offices, and as

such are tied to a particular location. They wield considerable influence in their territory, and make good Adventurers if the campaign will be centered in a single area.

THE CULTS OF THE GODS

In addition to belonging to the Church, people are also members of one or more cults of the individual Gods of Law. Most lay members focus on one of the Triune Prime powers (Arkyn, Donblas or Goldar), whereas itinerant priests often follow a mixture of the Unchanging Nine. A few also follow a single Lord of Law to the exclusion of all others, in this way seeking complete attunement to that particular avenue of human expression.

Ranks within the cults are by Circle, echoing the circles of the cosmic order. What circle within the cult a given member is determines what level of initiation into the cult's mysteries that character has undergone. It is said that, if someone were to undergo the complete initiatory process of all of the Unchanging Nine, all manner of wondrous things will become possible. Some even whisper that the cosmos itself will open up for such a being.

ASSOCIATION MEMBERSHIP

The last part of a character's ranking is the name of their association. Groups of itinerant priests often

travel together, both for safety and to pool resources. Such traveling groups are associations, and their members will be recognized by their membership.

Initiation

The various Cults of Law are broken down into Circles, and initiates in one set of mysteries may know nothing of any other. All members of the Church may begin play with membership in one or more Mysteries.

Each Cult has associated with it an Initiation skill. This skill can be purchased with skill points during character creation, and raises normally through experience. A character's rank within the cult is determined by the percentage possessed in their Initiation skill.

<u>Cult Rank</u>	<u>Skill Percentage</u>
First Circle (Initiate)	01-33%
Second Circle (Administrator)	34-66%
Third Circle (Chancellor)	67%+

Note that, once a given skill is raised to above the threshold need for the next rank, a specialized ritual must be performed at a Temple of that god in order to gain the benefits associated with that rank. If it's known that you are traveling to undergo an initiation, you will be given a fair measure of respect, as these times in a priest's life are times in which the Lords of Law make their will known for the rest of that initiation.

Other Uses of the Initiation Skill

This skill is used for a number of things. The most common is to influence interactions with other members of your same cult. When doing so, make a skill roll. A success means that you've somehow impressed the other members, and they'll be slightly more favored towards you for the next few minutes. Only on a fumble does this skill irritate or anger the target. Note that a given Initiation skill is only useful when dealing with people who are members of the same cult.

Also, cultists of Law use their Initiation skill to perform theurgy, the Lawful magic that involves the summoning of virtues. This process can only be performed on the day Holy to each White Lord,

and costs 9 magic points to perform. The Initiation skill determines the success of each use of theurgy. This process is not without risk of failure, and the virtues always seek something in return (*Note, more information can be found in the Magic chapter at the end of the Player's section*).

During character creation, a player may spend starting skill points on as many Initiation skills as he or she wishes, up to normal maximums. While it is not expected that an initiate will make progression through the ranks of their cults as the focus for their lives, the Church looks those who do so upon favorably.

Rituals

The Rituals used at each level of initiation do not vary much between the cults. This is by design. The actual process is divided into three sections: the contemplation, the ritual death, and the symbolic rebirth.

CONTEMPLATION

The Contemplation is a period in which the potential initiate rests and meditates upon the nature of their relationship to the particular godform in which they are initiating. Seclusion is usually required, although some cults (like Tovik, as a notable instance) maintain that one can find this seclusion amongst ones fellows. The Church of Law maintains monasteries on most of the remote places in the Young Kingdoms, which offer a place of solitude and contemplation for prospective initiates.

DEATH

The Ritual Death is a harrowing experience in which the initiate is pursued by men dressed as cultists of the Great Enemy, captured, humiliated and symbolically "slain" by their captors. This is to affirm what fate awaits humanity should the potential cultist fail in their duty to the White Lords. Reports indicate that this is a terrifying experience, and some suggest that the initiation doesn't take hold unless the prospective member is truly frightened. More than once, prospective members haven't survived their initiation. Also, some cults do not inform their members that this is

going to happen until “the Enemy” bursts into the room with weapons drawn.

SYMBOLIC

The Symbolic Rebirth follows immediately afterward. The prospective member is “reborn” into the fellowship of their cult. The actual rebirth ritual varies by cult, as it is a symbol of that god’s covenant with its faithful. It is at that time that a new cult member is officially welcomed into the sanctum of the cult. Higher-ranking cult members also dispense the Holy Task associated with that god, in a sense commanding a lower ranking cultist to faithfully fulfill their god’s duties. Sometimes, other Tasks are given at this time, usually a trial to prove the recruit’s worth to the cult. In any case, the character is now a member of the largest extended family in the world, and has many resources to call upon.

THE RULE OF LAW

Magic in the Young Kingdoms

The single most important aspect of the Young Kingdoms cosmology is the Barrier of Law. This is the crystal sphere that encases the physical world of the Young Kingdoms, protecting us from the predations of the Great Enemy. When people worship the Lords of Law, their faith is channeled into this sphere, which resonates with Lawful energy. This energy blankets the Young Kingdoms, bathing the world in a soothing, protective shield that makes Chaotic magic difficult, if not impossible, to perform. As such, it is the worship of the White Lords that keeps us all from a fate far worse than death at the hands of the Dark Gods. Worship also extends beyond actual services; every moment of every day is worship, and those who slip in their devotion to Law are, in a very real sense, jeopardizing the safety of the whole world.

This is the Holy Task the Princes of Constancy have set upon us, their faithful stewards. We make sure that the populace is performing their obligatory devotions, operating within their station, and make sure that no one is working towards bringing the whole thing crashing down around our ears. It's not an easy job, as regular people all have a tiny seed of Chaos inside them, tempting them to sloth, immoderation, and disrespect towards their betters.

Beyond even the ever present threat of the above behavior, there are fools and dilettantes

who willingly truck with the Great enemy, likely in hopes of great power when the Barrier comes down. The folly of such ideals is blatant to one whose eyes are closed against the dark; the great Enemy hates us, and only wishes us doom. Those who try to undermine the legitimate, Lawful rule of the world fail to see this, or at worst wish to die along with all that loves and shelters them. Such self-destructive people are to be pitied, but slain on sight. There is no room in our world for dissenting opinions.

That is our Task, and the White Lords have given us the tools needed to combat an enemy that thinks nothing of leaving swathes of destruction in their wake. We do not wantonly destroy; we preserve. Our magics draw energy from the Barrier, but in a manner that does not weaken it. Indeed, properly performed, Lawful magics revitalize the Barrier, given it strength through resonance.

In general, students of magic will find that there are three types of magic used by working with the energies of the Barrier: Sorcery, the calling of spirits; spells, the direct use of the Barrier's energy; and through skills, a subtle ability whereby this energy is internalized and moved towards personal effects. Again, properly used, our magics do not harm the Barrier. Improper use, however, can be damaging on a local level, and great abuse of the Barrier can leave it weakened to the point of breaking for years at a time. Each of

the types of magic will be discussed below, along with a discussion of how those who deal with the Great Enemy use this Holy Magic towards Unholy ends.

SORCERY

It is said that theurgy, or High Magic, is the most Holy of the magical arts, as it allows the sorcerer to converse with the spirits that the Lords of Law have placed in charge of the maintenance of the world. Indeed, some sorcerers of advanced age and power are said to be able to converse with the Lords of Law themselves, although such talk is bordering on heresy, as the White Lords surely have more pressing matters to attend to.

Theurgy works by sending out a call through the Barrier, which will ripple outward until it reaches the ears of the spirit thus called. That spirit, assuming it chooses to come, travels through the spheres until it reaches the caller, whereupon it manifests. At such time, the caller may question the spirit about anything that falls under the spirit's area of knowledge. More advanced callers may also learn secret knowledge, and may even seek to become one with the energy of the spirit, for a time. These spirits serve the Lords of Law, and will always seek to direct their callers towards proper acts of Lawful behavior.

The Call of the Virtues

The Call of the Virtues is a ritual that takes at least 9 hours to perform. It is divided into three parts: the Cleansing and Banishing, the Evocation, and the Conversation. Each section of the ritual takes three hours, costs three magic points. At the end of the ritual, the caller must make an Initiation test. If this skill fails, the calling is ruined, and cannot be restarted for 9 days.

The Cleansing and Banishing are meditations by which the caller rids himself and his environment of Chaotic influences. It also involves a ritual evocation to Arkyn, Donblas and Goldar, which the magician visualizes as standing around him or her in a triangle. These beings Rule over all virtues, and will protect the caller from any real harm. The Caller will also mark out a circle

wherein the spirit may manifest. Incense appropriate to the Lord of Law the spirit serves is burned inside the circle, the smoke will be the material that the spirit uses to construct its manifestation.

The Evocation is the actual call, wherein the caller chants the Virtue's name over and over again, visualizing the sound spreading out through all of the spheres of Law. Some spirits want their name spoken in whispers, while others want it screamed. Some callers dance, chant, use mind-alerting drugs or play instruments as a focus for their call. Assuming a successful Initiation test, the spirit manifests in the circle.

At the Conversation, the spirit and the caller discuss what circle of calling the caller desires. If the caller requests a circle beyond their capability, the Virtue will tell them to call again when they have reached proper initiation and depart. Assuming the caller asks for a circle they can use, the Virtue will listen to the caller's questions, ask clarifying questions in return, and eventually instruct the caller on how to achieve his aim through the spirit's area of expertise. The spirit then departs, and the caller closes the ritual by thanking Arkyn, Donblas and Goldar for their assistance, and asking them to depart in peace.

Naturally, it behooves the caller to be unfailingly polite to called spirits, as they are not beholden to anyone but their patron Lords of Law, and are prone to vengeance if their honor is slighted.

In addition to the Virtues described in the description of each Cult of Law, there are Virtues common to the whole Church. These Virtues are Attack, Defense, Knowledge, and Travel. These spirits are known as Princes or Princesses, and can aid their caller in the manner of their Virtue.

PRINCE LARAE, VIRTUE OF ATTACK

This radiant being manifests as a flawlessly beautiful human warrior, girded as if for war. He bears a gleaming silver sword. He is proficient with all weapon skills, and can teach his caller how to use them with greater efficiency.

First circle Initiates may question the Silver Prince as to the finer points of physical combat. His instruction is flawless. For each weapon thus

trained, the caller may increase their skill with said weapon by 1d10. A caller may only receive instruction with any given weapon once in their life. Only one weapon may be trained at any given calling.

Second Circle Initiates may learn the Virtue of Attack critical effect, which stems from any weapon skill. The caller must first have undergone First Circle training with this weapon. To activate this effect, spend a magic point. If your next attack hits, it will do maximum damage for a weapon of its type (i.e. a broadsword will do 9 points of damage.) If your roll to hit is a critical, this damage will be doubled as usually.

Third Circle Initiates may seek to embody the Silver Prince. This process differs from other embodiments, as it is the weapon that becomes the embodiment of the Virtue. This weapon must be the one trained at the First Circle, and caller must know the Virtue of Attack effect with this weapon. Assume the Prince has a POW of 4d6. The caller must roll against this value on the Resistance Table, using their INT as the active value. If this roll is a success, the weapon becomes the embodiment of the Silver Prince, and the caller gains 1d4 INT.

An embodied weapon has a POW equal to the previous 4d6 roll, and if it hits a demon or a Champion of Chaos, the sword and the target must make a POW:POW Resistance Table Roll. If the weapon wins, the target dies. If the target wins, the sword loses one point of POW. Followers of Chaos are made uncomfortable by the presence of this weapon, and will seek to get away from it as quickly as possible. This weapon will only have this effect in the hands of the original caller. If broken, it will retain the embodiment if repaired, so long as 90% of the original material remains. Embodied weapons are singular artifacts of Law; no more than a handful have ever been known to history.

Initiates may only call upon the Silver Prince once every 9 days, on any day, and doing so earns them points of Lawful Allegiance equal to the circle called.

PRINCESS JAMAIEH, VIRTUE OF DEFENSE

This radiant being manifests as a flawlessly beautiful human warrior, girded as if for war. He bears a gleaming silver sword. He is proficient with all weapon skills, and can teach his caller how to use them with greater efficiency.

First circle Initiates may question the Silver Prince as to the finer points of physical combat. His instruction is flawless. For each weapon thus trained, the caller may increase their skill with said weapon by 1d10. A caller may only receive instruction with any given weapon once in their life. Only one weapon may be trained at any given calling.

Second Circle Initiates may learn the Virtue of Attack critical effect, which stems from any weapon skill. The caller must have already undergone First Circle training with this weapon. To activate this effect, spend a magic point. If your next attack hits, it will do maximum damage for a weapon of its type (i.e. a broadsword will do 9 points of damage.) If your roll to hit is a critical, this damage will be doubled as usually.

Third Circle Initiates may seek to embody the Silver Prince. This process differs from other embodiments, as it is the weapon that becomes the embodiment of the Virtue. This weapon must be the one trained at the First Circle, and caller must know the Virtue of Attack effect with this weapon. Assume the Prince has a POW of 4d6. The caller must roll against this value on the Resistance Table, using their INT as the active value. If this roll is a success, the weapon becomes the embodiment of the Silver Prince, and the caller gains 1d4 INT.

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no more than a handful have ever been known to history.

Initiates may only call upon the Silver Prince once every 9 days, on any day, and doing so earns them points of Lawful Allegiance equal to the circle called.

PRINCE ALMODOLA, THE VIRTUE OF KNOWLEDGE

This spirit manifests as a sagely old man, long of beard and robed, whose eyes appear as though they have seen everything in existence. He can teach callers anything about any subject, although his skills tend towards the academic.

First Circle Initiates may question the Great Sage about any topic. The sage will ask questions in return. He operates under the premise that the caller already knows the answer to the question at hand, and hopes to prod the caller into making that realization. After questioning, the caller may make an Idea check to see if an answer is forthcoming. The Great Sage always departs after this check, whether it passes or fails.

Second Circle initiates may learn the Virtue of Knowledge critical effect, which stems from any knowledge skill. With this effect, the caller may spend a magic point and be able to make an Idea check to get a clue about any immediate question the caller has.

Third Circle initiates may embody the Great Sage. This is a much easier process than the above, as the Sage does this willingly. He may be embodied in any oracular device, such as seeing stone, a set of fortune telling cards, or a mechanical, talking head. When used, the caller may pose a single question, use the object, and get a response. These responses are often cryptic, and couched in vague terms. The answers are never wrong, in an objective sense, but may take some thought to unravel (an Idea check).

Initiates may call upon the Great Sage once every 9 days, on any day, and doing so earns them points of Lawful Allegiance equal to the circle called.

PRINCESS WHINAE, VIRTUE OF TRAVEL

This spirit manifests as a small young woman, dressed in yellow robes. She is striking in appearance, and brusque in manner. Movement is her domain, and she is nervous, fidgety, and constantly in motion. She can teach her caller about the principles of motion.

First Circle initiates may seek her guidance and aid while traveling. So long as she is called before the journey begins, the caller may increase any single skill that pertains to the journey by 1d10 percent. The skill thus affected can be changed with a single rounds concentration. When the journey ends, these phantom skill points disappear. Skill used in this manner will not be eligible for experience checks unless their use was a critical.

Second Circle Initiates may learn the Virtue of Travel critical effect, which stems from any single skill used to move from one place to another (climb, ride, or sailing, for example.) When using any of these skills, the caller may spend a magic point to increase their effective skill by 10 for each magic point spent. Skill used in this manner will not be eligible for experience checks unless their use was a critical.

Third Circle Initiates may seek to embody the Virtue into a beast of burden or constructed shape, usually a horse or a bird. The construct behaves as if it were alive, and can do anything a real version of it could do, but better. They do not eat, drink or sleep, and will never become fatigued. They are also intelligent and fiercely loyal to their caller. If prepared with the Rite of Ordained Construction (see GM section) the construct will be a much greater servant. Embodied constructs always count as having the "Expeditious Travel" effect.

Initiates may call upon the Virtue of Travel once every nine days, on any day, and doing so earns them points of Lawful Allegiance equal to the circle called.

Chaotic Sorcery

Just as the followers of Law may call to Virtues, so too can followers of Chaos call to demons. The ritual is largely the same, although the trapping associated with it are debased and corrupted from

the Lawful model, and the gods evoked for protection are obviously of a different source. The called spirit in these cases is in fact an accumulation of Chaoplasm from beyond the Barrier, given shape by the caller's will. Such beings are not bound to their circle, and many callers allow them to run amok, killing as they desire. This sorcery may only be performed in an area where the Barrier has been substantially weakened. Also, such spirits may appear human, but there is always a hint of Chaos about them, and the canny observer can easily distinguish one from the other.¹¹

SPELLCRAFT

Where the calling Virtues is a subtle, time consuming process, the use of spells is much quicker and easier to use.

Lawful Spellcraft

Lawful spell casting involves taking in energy from the Barrier, shaping it with magic points (the cost of the spell) and releasing it to take effect. Note that, for purposes of this book, Lawful spells so not gain the caster points of Chaos Allegiance unless purposefully used to further the aims of Chaos.¹²

CONTRIBUTE TO TRUTH (1)

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

¹¹ See the companion volume, *Gods of Chaos*, for more information on demons.

¹² There are but a few of these spells, those listed in this book already, in the *Stormbringer* rulebook, and those found in the *Bronze Grimoire*. I've taken the liberty of listing the Lawful spells from this last book, as they add to the utility of this form of magic.

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

DIMINISH DEMON (3)

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

LAWFUL SLEEP (1)

Range is Sight. Lawful. Concentrating upon an image symbolic of Law, the caster attempts to force the target to fall asleep immediately. The sleep lasts for 60-Con minutes (1 minute=10 combat rounds). The target can resist the spell with a d100 roll of Conx3 or less. If the spell is resisted, it may not be recast on that target for 24 hours.

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

LAW'S DISDAIN (1)

Range is touch. Lawful. Only allies of Law may know or cast this spell. With a successful Mp:Mp Resistance Table roll, Law's Disdain cuts the duration of the next spell cast at the target to one combat round. Law's Disdain concludes when the offending spell is truncated.

MORALITY (4)

Range is touch. Lawful. The target must be willing to receive this spell. It envelopes the target in a aura of purity painful for those allied to Chaos to look upon, nor may they even approach the target unless matching the caster's POW:POW on the Resistance Table roll. A Chaos ally can attempt to

roll once per round. This spell can only be known or cast by those allied to Law.

REFLECTION OF LAW (9)

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

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

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

RESOLVE OF IRON (3)

Range is touch. Lawful. The Target has precedence for an MP:MP check on the Resistance Table whenever a spell is cast in his or her direction; if this resistance roll succeeds, then the offending spell is aborted, but the caster of the offending spell loses no magic points and may try again next combat round. Resolve of Iron endures for the caster's POW in combat rounds.

TARIFF OF LAW (4)

Range is self. Lawful. Only those who are allied with the cause of Law can cast this spell. Causes the next spell cast at the target to cost twice as many magic points as usual. The sorcerer whose spell is so affected must be able to sacrifice the extra points or must fall unconscious, and his/her spell has no effect. Duration is 1d3 hours.

TRUTH OF LOVE (3)

Range is sight and hearing, to a maximum of 100 yards. Lawful. Only those with allegiance to Law can learn or cast this spell. Matching Mp:Mp on the Resistance Table, the caster causes the target to express or realize that which is dearest to him or her: a person, animal, honor, decency, money, fighting, an allegiance, getting drunk, Law, Chaos, and so on. Once the person has expressed that love, he or she is unable to think of much else

until Undo Magic or similar effects erase the compulsion, or until 3d3 days have passed. Adepts of Lady Theril are taught this spell.

WILL OF THERIL (4)

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

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

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

Chaotic Spellcraft

This most dangerous form of magic involves drawing energy from the Barrier, and warping it to fit the whims of the caster. They exploit loopholes and redundancies in the Barrier's flow of energy. Since these spells aren't designed into the Barrier, the energy drained does not come back. This weakens the Barrier, making further spell casting even easier.¹³

In places where the Barrier is greatly weakened or collapsed, assume a 1 to 4 magic point discount on Chaotic spells, as it's far easier to draw the energy for the spell from the Chaoplasm past the edge of the world. Sorcerers in league with Chaos often perform black rites in places where the Barrier is strong, in hopes of weakening it enough to permit more dangerous

¹³ These spells are the Chaotic spells found in the rulebook and in other supplement.

sorceries (like demonic summoning) to take place. They can also perform Overchanneling, where they draw upon the energy of the Barrier like a leach does blood. Overchanneling is almost suicidal, which never stops those mad enough to try it. For more information, ask your priest how to recognize an area marred by this hideous effect.

SPECIAL FOCUS SKILLS

Instead of adding skill percentages, a Lawful player may opt to make any three skills *Special Focus Skills*. This represents the character's devotion to Law, pursuing perfection in that skill. With these skills, the character can perform amazing feats of skill, often at will. Each *Special Focus Skill* earns the character a single point of Lawful Allegiance.

For examples, I will be referring to Fodric, an aspiring priest of Donblas. Fodric's player wants him to be a nasty hand-to-hand fighter, seeking salvation in a corrupt world, cleaving demons and chaos cultists in twain with a single swing of his greatsword. Fodric takes no spells, and decides that his Special Focus skills will be greatsword, insight, and oratory.

Once skills are chosen, proceed with character generation as normal. Additionally, players should note on their character sheet which skills are their focus skills. A small upward pointing arrow next to the skill seems appropriate.

A special focus skill works just like any other for most mundane uses of that skill. Insight still lets the character know things about the target, Oratory lets you sway crowds, and Greatsword cuts things into smaller pieces. However, whenever the player scores a critical, they can enact a critical effect. Also, instead of waiting for a lucky critical, a player may opt to spend a magic point before rolling their special focus skill. This allows them to use a special effect at will, assuming the skill roll passes. While these effects have a magic point cost, they are not spells. The magic point expenditure represents the character's emotional energy, reserved through proper Lawful manners, unleashed in a torrent of righteous fury.

Fodric is searching along the docks in Cadsandria, certain that he's on the trail of a Chaos cultist heading for a secret temple along the waterfront. While poking along in an alley, he's jumped by a gang of thugs. His large weapon doesn't deter them, so he draws and attacks. The combat proceeds normally, and when he's down to the last thug, Fodric decides that he needs this thug alive. He declares that he's spending a magic point, says a short prayer to Donblas, and activates his "Evil Sleeps" critical effect. He makes skill roll, and the thug is knocked out; wounded, but far from dead.

From this point on, any time Fodric rolls a critical, he can opt to either do double damage as normal, or activate any special effect attached to that skill. Note also that, unless using a combo, characters can only use one special effect per combat round

EXPERIENCE

No matter the result of a special focus skill roll, using a special effect never counts as having used the skill in order to gain an experience check. The character must use the skill in its normal way to gain such a check.

Each time a special focus skill goes up through experience, the character gains a single point of Lawful Allegiance.

Declare the activation of an effect during your declaration phase. Magic points are spent when the skill check is made.

Making New Special Effects

Rather than provide an exhaustive list of all the special effects for each skill, I've included guidelines for players and GMs to develop their own, with a few examples to get you started. If a player has a special effect in mind, he can start play with it at the GMs approval.

CONCEPTION

Remember that special effects stem from criticals, and are as such beyond regular use of the skill. So, flirting with a guard to let you into the city after dark already falls under Fast Talk, so a special effect based on flirting would have to be something impressive to count. Extra weapon damage is already handled under the critical rules,

so it isn't appropriate unless the new damage comes from an otherworldly source (holy fire, acid, etc.)

EFFECTS

If it isn't obvious, ask the player what it is they are trying to do. If they succeeded in the test, that's exactly what they do. This is also what the effect will do every time it's used. Each target will make the effect cost another magic point.

NAME

It's important to give each effect an evocative name, since it allows all the players and the GM to have a clear idea about what the effect does. "Circle of Death" and "Take the Bastard Alive" are good, while "Flirting" isn't. A more appropriate name would be "Flirt my way past guards," since it declares that the effects is only useful when the character is in too deep.

NUMBER

A Character has a slot for special effects for each full 10% in their special focus skill. So, when Fodric has a 60% Greatsword skill, he can know up to six Greatsword special effects. He can learn another one when he gets 70%.

DRAWBACKS

Trying to use a special effects and failing the skill results in an accident like fumbling the skill. Fumbling the roll results in the worst possible fumble effects.

Fodric is trying to sway a crowd of villagers to riot against their corrupt Lord. He declares he's using his Oratory effect "Start a Riot" and rolls his Oratory skill. He gets a 00. The villagers are so angry by his arrogant outburst that they turn on him, truss him up and haul him off to the Lord with an exaggerated description of what Fodric was saying about the Lord.

Sample Critical Effects

The following sample critical effects have been created using the process noted above.

MELEE WEAPONS

- *Sweep.* Long weapons only. Roll to hit as normal. Opponent may only Dodge. Instead of doing damage, the target is swept off his or her feet. They must spend one round doing nothing else to get back on their feet. All Dodge and Parry attempts while prone are made at a -30% penalty.
- *Feint.* You lunge to the left, and when you opponent tries to Parry, you change directions and attack from the right. Unless the target makes an Idea roll, their Parry and Dodge checks are made at a -10% for each magic point spent on this effect.
- *Disarm.* You trick your opponent into loosening their grip on their weapon, and you knock it from their grasp. Target must make a STRX3 roll to keep their weapon. Otherwise, they must spend 5 DEX ranks picking it up before they can attack with it again. Attacking disarmed opponents isn't Lawful behavior. Doing so earn an immediate Chaos Allegiance check.
- *Fists of Steel.* Your punches and kicks are so strong that armour has almost no effect. When you make an unarmed attack with your Brawl or Wrestle and use this effect, the target's armor protection counts for half its rolled result.
- *Crippling Strike.* Instead of doing rolled damage, the target takes a -10% penalty for every 2 points of damage taken (before armour) to any skill checks for the next 10 minutes.
- *Perfect Strike.* For every magic point invested, your next attack is made with a +10% to the applicable skill. This increases your chance to roll a critical.
- *Riposte.* If you parry your opponent's next attack, you may immediately make a free attack back at them at your full attack percentage for the cost of one magic point.
- *No-Mind.* For the rest of the combat, every time a melee attack hits you, you can spend a magic point to make a parry at your full percentage.
- *Holy Fire.* Declare activation of this ability at

the start of the combat round. Law's Righteous Might flares up your weapon, which glows bluish-white for that attack. Each time you hit with it, you can channel magic points into points of damage on a 1 to 1 basis. Demons, undead and Champions of Chaos suffer double damage from this attack.

MISSILE WEAPONS

- The Arrow of Law. For each magic point spent in this attack, you gain +10% to hit and +1 to damage, which is doubled against demons, undead and Champions of Chaos. This increases your chance to roll a critical, but the bonus damage isn't doubled.
- Volley Fire. You may fire extra shots every DEX rank after your own at a cost of 1 magic point per shot.
- Heart-seeker. Spend one round aiming, and spend 10 magic points at the start of your next round. That round, your arrow will hit automatically and get +10 to damage.
- Mirath's Accusing Finger. Spend 5 magic point and roll to hit. If the target takes enough damage to cause a Major Wound, it must also make a CONx5 check or die.
- Trick Shot. Spend one magic point. For the next 20 minutes you may make trick shots without taking any penalty to your skill. You can bounce shots off walls and around corners, shoot apples off people's heads, or put an arrow through a Large Bronze at a 400 paces. No roll is needed; the shot is assumed to hit, regardless of other conditions. When in combat, ignore all modifiers to your skill.

DODGE

- Uncanny. Declare activation at the start of the round. Each time you're attacked, you may make a Dodge roll at your full skill for one magic point. You may still attack on your DEX rank.
- There, But Not. Declare this activation during your declaration phase. Spend 5 magic points, and any single attack you can perceive is automatically Dodged. You may still attack on your DEX rank.

- Eyes in the Back of my Head. If you are attacked from ambush, you may still make a Dodge roll for one magic point, even if you'd be otherwise unaware of the source of the attack.

INSIGHT

- Flawless Falsehood Detection. If someone tells you something, you may spend a magic point and make an Insight roll. If you succeed, you know for a fact if the person speaking is telling the truth about the last thing they said.

ORATORY

- Sway Delegation. Spend magic points equal to the number of people you are trying to sway and make an oratory roll. A success means you can temporarily sway enough members of a group to follow your suggestion. This is only a temporary fix, enough to keep a group of barbarians from slaughtering your party. Convincing an army to not invade your home country will take much more than this.

FAST TALK

- Silver Tongued Devil. You're so smooth that you can ask just about anyone to do just about anything. Spend a magic point and make your fast talk roll. If you pass, whomever you're talking too will comply with simple requests for rounds equal to your POW. GMs may decide that this only works on members of your race that are of the opposite sex.

CRAFT

- Fine Craftsmanship Takes Time. When using a craft skill, you may add extra days to its use equal to your Law Allegiance score. For each extra day, spend one magic point and make a craft roll. Each such success will add +10% to the final check needed to make the item. Alternatively, you may imbue the finished product with some entirely mundane special feature, such extra sharp, doesn't break, immune to acid, or lighter than usual. The specific effects these features have on the item or weapon are up to the GM, but they shouldn't be supernatural in nature.

BARGAIN

- **The Art of the Deal.** You've become so adept at the art of negotiations that you can almost always get a good price. Any time you're buying or selling goods or services, you can spend a magic point and make a bargain roll. If you succeed, you immediately gain an advantage over the other party, which counts as being two successful bargain rolls ahead.
- **Backlash.** These techniques have been developed in secret by followers of the White Lords to further the causes of Law. As such, using any of them in a manner that would obviously further Chaos countermands their intentions. Such an action will net the user a point of Chaos Allegiance. Followers of Law who flaunt their abilities will often find themselves on the receiving end of Inquisitorial attention.

Chaos and Balance Use of Special Skills

Special focus skills are designed to give the followers of Law some extra muscle, but that doesn't mean they are the only ones that have access to them. Followers of the Balance of Chaos may also take a single special focus skill during character creation, instead of the normal 3. If this is done, they may only take a single spell. Non-Lawful characters who demonstrate these secret techniques in the sight of Lawful foes will face their unmitigated wrath.

New special focus skills can be learned when a character gets a skill at 60%. From then on, he or she may elect to develop a new effect instead of making an experience roll in that skill.

Fodric decides that his greatsword is too big and dangerous to take into every situation. He learns how to use a dagger more effectively. When he gets his dagger skill up to 60%, he gives himself another point of Law Allegiance, and draws a little upwards arrow by the dagger skill.

Learning New Special Effects

Whenever any character has a chance to make an experience check in a special focus skill, he or she may instead elect to develop a new special effect for that skill, so long as they have slots open for a new effect. They do not get an opportunity to make an experience check.

The player and the GM should work together to determine the new effect.

THE MOST HOLY CONCORDANCE

An Initiate's Guide to the Cults of Law

ARKYN

Lord of Natural Law

"At the iron pyramid in Vilmiro, Vilmir's oldest city, there exists a curious oracle known as the Head of Arkyn, said by the priests of that place to be wrought by Arkyn Himself. Fashioned all of

silver and gold, the oracle speaks only to those in who the true spirit of Law is strong. Reputedly its utterances are a Guiding Principle, the close attention to which will ensure that the petitioner's feet never stray from the path Law has planned for them. I must perforce record that Arkyn's Head deigned not to speak with me, a fact of little import I believe, as it is my conviction that each of us is ultimately responsible for shaping our own destinies..."

- From the Journal of Duke Avan Astran

HOLY CONCORDANCE

What follows below is a lengthy quote from the above text, a common tome available to new initiates.

Each of the entries is broken down into the following sections:

1. Godform. This section details the most common forms and attributions given to the god. This usually includes area of influence, notes about cult images and dogma. The most significant part is the message that god has for humanity.
2. Correspondences. This section lists a number of factors that are associated with that god, including incense, colors, Holy Places and the god's Holy task. When seeking communication with this god, having as many Correspondences around as possible makes the atmosphere more habitable, greatly increasing the chance of success.
3. Magic-Virtues, Spells and Special Focus Skills. This section lists a sampling of commonly used forms of magic that the cult practices. These are things by which the cult is known to members outside its mysteries. It isn't meant to be exhaustive, but only to give the new initiate a sampling of how the god's power manifests in the Young Kingdoms.
4. Religious Function. As a single body, the Church of Law has a place for each of its gods. This section details the function the particular Lord of Law serves within the Church of Law. Characters are expected to assist their god in furthering this task. They are, in a way, the hands of their gods.

Arkyn's Head is one of a handful of powerful artifacts said to be wrought by Arkyn Himself as gifts for his most faithful servants. Similar enchantments include Myshella's metal bird; the Clockwork Knight of Iosaz, a burnished bronze automaton that is a walking library of military history and tactics, and which has never left a Lormyrian ruler's side in 200 years (it will be lost during the Sack of Imrryr, when King Fadan's flagship is burned to the waterline by dragon venom); and the copper Bull of Aflitain, in Shazar, which stands 20 feet high at the shoulder, and whose hooves and horns scythe through invading armies like wheat.

The Head of Arkyn stands almost 20 feet high from chin to crown, and depicts the impossibly beautiful face of the Questioner in solid silver, with hair, eyebrows and irises fashioned from pure gold. It is the focal point of the Iron Pyramid in Vilmiro, the center of Arkyn's worship in Vilmir, and is guarded day and night by warrior-priests armed with an array of dangerous, often experimental weapons.

Pilgrims who wish to consult the Head often wait in line for up to a day at a time, although those who can afford to tithe the church appropriately usually find themselves gaining an audience with remarkable ease. The Head of Arkyn only responds to the petitions of individuals with a declared Allegiance to Law. When it does choose to speak, its metallic jaw opens without sign of hinges or gears, and it whispers a brief message to the pilgrim, in a musical, hypnotic voice, about how best to serve the Princes of Constancy. Consulting the Head gains pilgrims an automatic 1D6 points of Law Allegiance.

The content of the Head's message should be determined by the Gamemaster to suit the adventurer in question and the style of the campaign, but will always reflect the will of Law. Typical oracular utterances will advise an adventurer to shun the forces of Chaos and its attendant traits of uncertainty, disobedience and chance; and to respect authority, maintain the existing social order and honor tradition. The Head's advise, when strictly followed, ensures that an adventurer's soul will find rest and rebirth in the Silver Sphere of Law after their death.

Artifacts such as the Head of Arkyn resemble those created using the Ritual of Ordained Construction and embodied Virtues of Travel, but are significantly more powerful than anything created by mortal theurgy. The exact properties of these Lawful artifacts should be determined by the Gamemaster as appropriate to the nature of his or her campaign.

CULT OF ARKYN

Arkyn teaches that all existence is a puzzle of immense size and bewildering complexity. And,

THE WORSHIP OF ARKYN

- Symbol: The Cog, a piece of a vast machine, with rays of sunlight streaming from behind it.
- Color: Blue and Gold.
- Day: Sunday, first day of the week.
- Month: Aubecian, second month of the year.
- Image: Cult iconography shows Arkyn as an older, distinguished looking man, in white and yellow robes. He bears a long gray goatee, and peers at a bubbling potion flash through glass lenses. During his rare appearances to his faithful, He manifests as a human being of impossible, aching beauty.
- Incense: Cinnamon, Cloves, and Myrrh.
- Holy Place: Any place where learning and study are promoted are held sacred by the cult of Arkyn, even if only in an unofficial capacity. The University of Cadsandria is a major place of worship, despite the fact that the University itself is not consecrated as a temple. There is also at least one monastery on each continent (and all of the major islands, excepting Melnibone and Pan Tang) that serve as shelter and worship center for the faithful of Arkyn. There are also persistent rumors of a "Fount of Wisdom," tended to by immortal priests of Arkyn, the location of which is a matter of conjecture.
- Holy Task: Listen to Arkyn's Voice in your conscience, and follow the directions you receive. Study, learn, experiment and report. No area of expertise is unworthy, as life is a puzzle Arkyn wishes us to solve.

while it is beyond simple human understanding to learn everything there is to know about the nature of the universe, humanity can, through study and rigorous scientific enquiry, separate the lies and illusions of Chaos to see a glimpse of the true workings of reality. Like much in the church of Law, the cult of Arkyn teaches the Three Duties of the Faith: Right Study, Right Expression, and Right Fellowship.

Right Study is commonly understood to be the primary duty. Every member of the cult has an area of study in which they excel. Right Study is giving yourself over completely to the study of your specific area of interest. Anything is considered a worthy topic of study, no matter how

seemingly inconsequential. For example, Needo's treatise on leaf patterns of Dragon Isle garbleweed plants is as important a study as Marcus' dissertation on the siege of Castle Raven during the Melnibonean civil war. Right Study means that all knowledge is worth having, and following Arkyn's voice inside them will lead the faithful to the Right Study.

This idea leads to a great degree of interaction between the Cult of Arkyn and the other cults of Law. Priests of Arkyn have been known to learn proper sword form from the followers of Donblas, brewing techniques from the priests of Salik the Potent, and mathematics from the merchants of Goldar. And, while they may learn from other priests, followers of Arkyn often make startling developments and undreamt of discoveries.

Right Expression is the cult's dictate that note taking during a study is of absolute importance, and once any significant conclusions have been found, a full report of that discovery is to be written and sent to one of the Temples of Arkyn. This way, a central deposit of all the world's knowledge can be maintained and organized for ease of use.

Right Fellowship is taken to mean that no follower of Arkyn should spend too much time alone. Extra eyes can lend new perspectives, extra hands can hold tools, and extra feet can carry messages. Some take this to mean that Arkyn's faithful should work in groups, while others feels that this is only a call for having numerous assistants. Still others feel this is a call to build extra eyes, hands and feet.

Cosmologically, Arkyn is the Sun in the Clear Sky, the Illuminating Light to which all properly Lawful people strive to attain. Much like plants reach for the sun, so to do priests of Arkyn reach for Him, to gain his aid in understanding how the universe operates. In this form, Arkyn is also the All-Seeing Eye, whose light and vigilance protect the world from the spawn of the Enemy. However, just as Donblas's power is weakest at the new moon, Arkyn's ability to see it limited to the daytime. When night reigns, Arkyn is said to be under the Young Kingdoms, working on his own

vast, incomprehensible experiments to finally thwart the Demon Lords of Chaos.

CORRESPONDENCES

Arkyn's Virtues

Arkyn's attendant spirits are his assistants. As they aid Him in His work, so to can they aid a summoner. They can teach critical effects that stem from Insight, Natural World, Physic, or any of the summoner's own special focus skills. One such assistant is given below.

ASSISTANT ARNAEL, VIRTUE OF CONSTRUCTION

This spirit takes the shape of a small timid man, clothes in dirty robes. He bears a compass and a straight edge, and can teach his caller the principles of architecture and engineering, as it applies to the construction of buildings. Summoners who possess the engineering skill (see below) can question Arnael and gain an automatic success with their skill when used to follow the spirit's instructions.

First Circle Initiates may pose a single construction problem, and the Virtue will instruct the caller on how to overcome it by turning a problem into an asset.

Second Circle Initiates may learn the Virtue of Construction effect, which is a critical effect that stems from the engineering skill. When used, it allows the user to achieve the best, and most efficient, result of their current construction project.

Third Circle Initiates may embody this virtue. By copying Arnael's appearance and mannerism, they may achieve temporary alignment with this spirit. When thus aligned, the initiate may produce staggeringly beautiful works of art while building. Such a building will give a +10% to bonus to all related skills while inside it due to expert manipulation of light, shadow form (so a library designed in this way would give this bonus to any and all learning related skill checks). Third Circle Initiates are thus highly prized, and sought after to

design and build homes and offices for the wealthy and influential.

Initiates may only call upon Arnael once every 9 days, only on Sunday. Doing so earns the caller point of Lawful Allegiance equal to the circle of calling used.

New Skills

REPAIR/DEVISE ENGINEERING

Base chance of 00%. This is the application of science and math to practical ends, such as designing, constructing and operating economical and efficient structures, equipment and systems. Characters with this skill can use it to determine how sound a structure is, how to best make something, or how to repair larger devices. Priests of Arkyn use this skill to design and construct various devices, from a tiny steam powered gong player (for weekly mediations while away from the temple,) to a clockwork potion stirrer (highly useful for the budding alchemist.) This skill is also used to attempt repairs and maintenance for such devises. With a critical success, the user has designed something more efficient, stronger, or more durable than intended.

With Repair/Devise: Engineering as a special focus skill, the character can construct steam and clockwork automaton. Ask your Gamemaster about The Rite of Ordained Construction.

SORCERY

Base chance of 00%. This skill is always a special focus skill. This skill is the character's understanding of the theoretical underpinnings of magic, at least as it is used in the Young Kingdoms. Where the Million Sphere skill also deals with related issues, the Sorcery skill is limited to the plane in which it is learned. Characters can use this skill to identify the nature of the spell being cast by watching and listening, and can potentially identify the nature of spell cast on something, assuming they know a spell is actually present (like with the Witch Sight spell.) This operates by allowing the user to scan the local Barrier and identify particular spells by the evidence left behind (damaging spells might leave

"tears" in the fabric of the Barrier behind, while transformative spells leave the Barrier swollen as though by a stunning blow, and so on.)

So long as the character has a special effect slot open, he or she may try to learn to mimic any spell cast in their presence. Make a Sorcery roll. If you succeed, you've seen enough of the spell to mimic it as a special effect at twice its normal magic point cost. These spells can be cast like any other special effect.

Note that the study of Sorcery, even if it falls under the purview of pursuing it for Arkyn's benefit, is still considered a dangerous aberration by most of the Church. Most people who study it do so as an academic discipline, and go to great lengths to avoid casting spells learned in this manner.

NOTORIETY

Since the cult of Arkyn is so tightly organized, no matter whom you are, there is someone else in the cult who has heard of your work and agrees with you. To represent this, for every full ten percent you have in your highest special focus skill, you have one such contact.

Roll d100 on the following table or pick to determine their location.

1-9 - Argimiliar	58 - Sighing Desert
10-15 - Dharijor	59-61 - Oin & Yu
16-20 - Dorel	62-63 - Org
21-28 - Filkhar	64-69 - Pan Tang
36-42 - Jharkor	70-72 - Pikarayd
43-51 - Lormyr	73-81 - Purple Towns
52 - Melniboné	82-87 - Shazar
53-55 - Myyrrhn	88-92 - Tarkesh
56-57 - Nadsokor	93-00 - Vilmir

If any of your followers come up as being in the same country as you are, you may declare that they are a body servant, apprentice, or other functionary. These people are present in your life, and can even represent previous experimentation (a clockwork butler, an boy who is a human/clakar hybrid, what have you.) Followers in other nations can aid you in other ways. Once per every point of Law Allegiance, you can tap a contact to aid you

in some manner. Multiple contacts can be tapped at the same time. For each contact tapped, you may add +10% to any to any single skill roll you make. This represents getting the right books from your contact in Cadsandria, or your contact in Menii letting you know local gossip before you compose a letter to an important merchant family.

This is not without cost. At some point, each person you tap will tap you in similar fashion. The GM will determine the particular effects of this, but remember that friendships go both ways. Performing a favor for one of your contacts, in addition to any other Allegiance earned, will net you an extra point of Law Allegiance.

Special Focus Skills

CRAFT

Fine Craftsmanship Takes Time. When using a craft skill, you may add extra days to its use equal to your Law Allegiance score. For each extra day, spend one magic point and make a craft roll. Each such success will add +10% to the final check needed to make the item. Alternatively, you may imbue the finished product with some entirely mundane special feature, such extra sharp (+1 to damage), immune to most breakage (double hit points), immune to non-demonic acid (or any other mundane damage effect), exquisitely decorated (suitable for court functions), or lighter than usual (+10% to hit and parry). The specific effects these features have on the item or weapon are up to the GM, but they shouldn't be supernatural in nature.

Up to three such improvement can be made per item, and each improvement adds half the item's nominal value to the final purchase cost. For example, a normal broadsword costs 250 LB. A fine weapon that is lighter, immune to acid and extra shaper has a purchase price of 675 LB, roughly. Craftsmen with this critical effect can potentially make a great deal of money

ENGINEERING

Rite of Ordained Construction. This lengthy and expensive ritual is the means by which a priest, or a group of priests, uses their knowledge of science

and divine inspiration from Arkyn to give the semblance of life and animation to a clockwork and steam powered automaton. These devices were once common in the Young Kingdoms, but the increasing influence of Chaos in the plane has made it so the process is longer, more expensive and more difficult to perform than it once was. So, while these clockwork constructs aren't very common, such science is within the grasp of an experienced and wealthy priesthood, such as that of Arkyn.

The process for the construction of such a machine is exacting and ritualized, and the priesthood assumes it that deviation from the proper procedure can produce undesired effects, from a non-functioning machine, to one that is flawed, or even worse, uncontrollable. Ask your GM for more details if you wish to embark on this arduous spiritual journey.

SORCERY

Undoing. Chaotic spells are touchy things, which can be disrupted if one knows how to do so. When faced with a spell, make Sorcery check. If you succeed, you've seen enough of the spell to be able to break it. For each magic point spent on this attempt, you have a cumulative 10% chance of ruining the spell before it can take effect. Ruined spells spend their energy in bursts of light, strange smells, colors or pyrotechnic displays before dissipating.

This effect is common amongst magicians of Law, especially those who are Tasked with hunting down Chaotic sorcerers.

Religious Function

Arkyn is the Lord of Natural Law, whose existence controls the regular ebb and flow of the cosmos. He maintains the seasonal cycle, the movements of the stars and planets in the heavens, and the life cycle of all living things. As such, where the other Lords of Law have their own area of expertise, Arkyn touches upon them all. He is, in short, the one constant in the universe.

The Cult of Arkyn is one of the three main Lawful cults in the Young Kingdoms, and has the numbers and finances needed to maintain a large

and widespread organization. The priests of Arkyn can literally be found everywhere, from the Unholy Fortress to the Silent Lands, and as far north and south as Tarkesh and Kaneloon. There are even priests of Arkyn in Pan Tang, serving as slaves while they study the culture of the dread Isle.

Arkyn's Sphere

Upon passing through Goldar's House, the spirit comes to Arkyn's Lab, which rests in the heart of the Sun. In this laboratory far vaster than anything seen by mortal eyes, Arkyn and his assistant spirits are busy at work, performing a bizarre array of experimentation. Often, groups of his faithful are given a section of the lab to use at their leisure, especially when testing new skills and effects that might be dangerous if used on the Young Kingdoms.

Also, Arkyn can manipulate every facet of the place, so experiments that must take place in a vacuum or without gravity can be performed here as easily, and as comfortably, as one that merely involved mixing potions.

For all the activity, Arkyn's sphere is a sterile place. The stark white surfaces are immaculately clean, and while there is lab space aplenty, there are no real creature comforts. Those who followed Arkyn in life as given positions in the lab, while those who follow other Lords of Law are given leave to move along.

DONBLAS

The Bringer of Justice

"The cleansing fire of Donblas will not be constrained by mortal weakness, and mortal concerns about propriety and due process. We serve a greater power than mankind, and we will accept nothing less than the complete annihilation of Chaos and all those who serve it."

- Almeyque Bicenio, Grand Inquisitor

This secretive organization is formally known as the Order of the Cleansing Flame, and is dedicated to rooting out the taint of Chaos wherever it is found. Thankfully their influence is almost entirely restricted to Vilmir, although its agents are rumored to dwell in all the lands where Vilmir maintains embassies: the Isle of the Purple Towns, Filkhar, Ilmiora, Lormyr and Shazar.

Fanatical followers of Donblas, the Inquisition is responsible for the disappearance of hundreds of Vilmirian citizens in recent decades. Their headquarters are located in the bleak highlands of the duchy of Vilmiro. They are dedicated to seeking out heretics, witches and sorcerers, and they routinely employ torture to extract confessions from those who stand accused of such crimes: many of them accused on the flimsiest evidence. The guilty are usually burnt at the stake, although drowning and garroting are sometimes employed when sufficient fuel is unavailable. Those few souls who are found innocent after questioning are usually broken in mind and body by the time they are released.

Officially, the Order of the Cleansing Flame does not exist; it is not recorded in any official Vilmirian histories, and the wise do not speak of it least they attract the Inquisition's attention. Commoners fear the Inquisition; the nobility respect it, and are wary of its power. Despite not officially recognizing the Inquisition, Vilmir's Cardinal Garrick generally turns a blind eye to the Order's activities; he has also been known to use the Inquisition's zealotry to his own advantage.

THE CULT OF DONBLAS

In his *Methods and Means: Being a Treatise on the Most Right and Proper Worship of the White Lords*, Herman Longquill includes a lengthy chapter entitled "Justice sees with an Unerring Eye." In this chapter, Longquill details the perceptions of Donblas from around the Young Kingdoms, having collected and recorded nearly 1,800 individual accounts. The accounts fall into two categories.

In his most commonly seen aspect, Donblas is seen as "He Who Allows For Victory to Those Who are Worthy." In this capacity, he is also referred to as "Donblas Victorious." The stories associated with Donblas in this form almost exclusively tell of great heroes overcoming Melnibonean demon-spawn in battle, as in the well known "Aubec's Glorious Victory" and "The Great Thing that Blocked the Sun." Longquill

THE WORSHIP OF DONBLAS

- Symbol: The Moon with a single eye. Sometimes depicted as waxing, sometimes as waning.
- Color: Silver.
- Day: Moonday, 2nd day of the week.
- Month: Donblan, 9th month of the year.
- Image: A man in silver armour, armed and ready for action. He has a hand raised to his eyes, as if looking for enemies.
- Incense: Black opium, lavender, sage.
- Holy Place: The Watchtower Temple in Lormyr. This imposing ziggurat is visible for miles around. It serves both as a temple to Donblas and as the headquarters for the Lormyrian Guard, Lormyr's secret police. Other cities have smaller versions of this temple that serve similar functions.
- Holy Task: Protect the people of the Young Kingdoms from the predations of the Great Enemy, especially at night when properly Lawful people take their rest. Guard against all attempts of incursion.

quotes from Ongar Mahlag (cited as "being a priest of some renown"), "There are three things that the White Lord Donblas gives us: strength of arms, the courage to act when others cower, and unfailing contempt for the spawn of Chaos. Of these, strength of arms is the most important, for it brings with it the ability to be courageous and contemptuous of the weakling enemy." In this capacity, Donblas lends His aid to this in travail or seeking strength to endure in a proper manner becoming to a servant of the White Lords.

Closely aligned with Donblas Victorious is "Donblas Empowered," the Bringer of Justice. Longquill describes Donblas Empowered as "the most righteous and forthright judge and magistrate in dealings and transaction with the guilty." Through his faithful, Donblas Empowered protects the weak and innocent from the "Chief Evils of The Enemy, the Criminal, and the Foreigner." The figure of "The Enemy" is, in the classical literature, Melnibone in particular, and all things dealing with Chaos in general. In *Methods and Means*, Longquill states that "Cardinal Leed Garrick, great-great granduncle to our most benevolent Cardinal

Garrick, worked for 9 years to codify Donblas Empowered's Sacred Doctrine of Punishment." The Sacred Doctrine is still used as the basis from criminal law in all parts of the Young Kingdoms. This document list in exacting detail the proper punishment for over 2000 different criminal acts, from veneration of the Demon Lords (the highest crime) to wearing black shoes on White Day.

Cosmologically, the Moon represents Donblas. Where Arkyn the Sun sees all that goes on during the day, Donblas sees all that happens at night. As such, his followers police the cities of the Young Kingdoms, keeping a watchful eye open for the forces of the Great Enemy, since it is well known that evil works best without Arkyn's All-Seeing Eye watching. Donblas teaches humanity to be every vigilant, and his faithful serve to watch fledgling nations while its constituents sleep. The phases of the moon, as it moves from full to new, is the effect of Chaos on the natural order. As the moon darkens, so too does Donblas's sight. When the moon is new and fully dark, Donblas's strength is at it's lowest. On such nights, the forces of the Enemy are out in full force, since they know they can attack with impunity. His faithful are especially vigilant on such nights.

CORRESPONDENCES

Donblas' Virtues

The spirits in attendance to Donblas are his watchers. Each watcher can aid its summoner in many ways. They can teach critical effects that stem from Insight, weapon skills, and Oratory. One such virtue is given below.

PRINCE DEROMEL, VIRTUE OF INTERROGATION

This spirits takes the shape of a dark figure, clad in shadows, with a single gleaming silver eye in the center of its face. No other features are visible. When questioned, he can provide his caller with a single question that, when asked of a captured foe, will produce the answer the summoner desires. His manner is abrupt and commanding. He's used to getting what he needs.

First Circle Initiates may ask Deromel for a single such question, after which the spirit departs.

Second Circle Initiates may be taught the Virtue of Interrogation effect, which is a Critical effect stemming from the Oratory skill. When used, it allows the user to attain the best possible answer to any question, regardless of the target's desire to avoid telling the truth.

Third Circle Initiates may embody the virtue. By taking up Deromel's appearance and mannerism, they may ask seemingly innocent questions of a target and get answers that reveal much more than the targets wishes. Or, simply being in the presence of a target, without any interaction, can produce the answer to a single question. The target need not know that the Initiate is nearby.

Initiates may call upon Deromel once every 9 days, only on Moonday. Each time this occurs, the caller earns points of Lawful Allegiance equal to the circle called.

Spells

While the Cult of Donblas recognizes that the use of spells, even sanctioned Lawful ones, is dangerous, it also knows that the wise soldier uses all tools at his or her disposal. As such, existing Lawful spells may be used, but only in the direst of circumstances. The cult does not use or maintain any spells that are typical to its structure.

Special Focus Skills

Initiates of the Cult of Donblas can begin play with up to three critical effects, either chosen from the following list or designed by the player with the GMs approval.

INSIGHT

Flawless Falsehood Detection. If someone tells you something, you may spend a magic point and make an insight roll. If you pass, you know for a fact if the person speaking is telling the truth about the last thing they said.

MELEE WEAPONS

Feint. You lunge to the left, and when you opponent tries to parry, you change directions and attack from the right. Unless the target makes an Idea roll, their next Parry or Dodge check are made at a -10% for each magic point spent on this effect.

MISSILE WEAPONS

The Arrow of Law. For each magic point spent in this attack, you gain +10% to hit and +1 to damage, which is doubled against demons, undead and Champions of Chaos. This increases your chance to roll a critical, but the bonus damage isn't doubled. The arrow glows with a brilliant bluish-white light, and is visible for miles.

ORATORY

Sway Delegation. You can temporarily sway enough members of a group to follow your suggestion. This is only a quick fix, enough to keep a group of barbarians from slaughtering your party. Convincing an army to not invade your home country will take much more than this. Spend a magic point for each person thus swayed, and you must also succeed in an oratory skill check. Usually, about a quarter of the people present must be swayed.

Religious Function

Donblas's most common epithet is The Justice Bringer. From a doctrinal standpoint, humanity would be able to live in harmony if it wasn't for the influence of the Great Enemy upon the world. As such, all criminals are servants of Chaos, perhaps not in name but in deed. The followers of Donblas are Tasked with bringing such criminals to Justice, either by arrests and jail-time, or by summary execution. Some faithful of Donblas see themselves as judge, jury and executioner, and there is no force that oversees these operations.

Donblas is one of the three most popular Lord of Law in the Young Kingdoms, along with Golar the Profiteer and Arkyn of Natural Law. As such, his cult is large and influential. Followers of Donblas can find aid in nearly every town, succor in every out of the way place, and a fellow

comrade in arms in every guard house or fighting pit throughout this world.

Donblas's Sphere

After passing through Arkyn's Apothecary, the souls of the dead migrate up to the moon, where a gateway leads to the realm of Donblas. This realm is an infinite gray plane, where the sky and the horizon meet and are indistinguishable. The only feature is the Silver Pyramid of Donblas, where his light shines like a beacon that can be seen from any vantage point in this place. Followers of other Lords of Law are swiftly sent along their way, while followers of Donblas are given a weapon, a suit of silver plate mail, and Tasked with guarding the immense pyramid. This role is largely honorary, although the followers of Donblas see it as a final reward for their Lifetime of Faithful Service.

ELGIS THE GENTLE

Lord of Harmony

"The cult of Elgis is a refuge for the weak-willed and the weak-witted. They preach love, constraint and compassion when our enemies seek not only to conquer the Earth, but to unmake it utterly. They have no place in a world under daily assault by the Dukes of Entropy."

- Cardinal Garrick of Vilmir

In the Lormyrian capital Iosaz is found the grandest temple dedicated to Elgis Peacemaker in the Young Kingdoms. Thick clouds of incense echo through its colonnades, and the chanting of priests never ceases.

The Young Kingdoms' most sacred shrine to Elgis, however, is far less grandiose. It is a humble church in the town of Malador, at the foothills of Mount Mehdina in Klant, Lormyr's desolate northern province. It was here that the future Earl Aubec, as a child, was moved to pity at the sight of Melnibonéan slaves toiling in the nearby ruby mines of Mehdina, and where he first conceived of freeing the Young Kingdoms from the Bright Empire's draconian rule.

In the following centuries the church where Aubec worshipped as a youth became an important shrine to Elgis, in whose cult Aubec devotedly served, for it was said that the Gentle God guided Aubec's hand at every turn. Pilgrims visit the site daily, seeking inspiration of their own in the battle against Chaos and ignorance.

THE CULT OF ELGIS

Elgis is a patient and kind White Lord, who cares for his faithful as though they were his children. He teaches the joys of civilization, the spread of the worship of Law, and the little ways everyone can pitch in to further the aims of Order. Elgis is the Wise Ruler, the Benevolent Diplomat, the Bringer of Peace and Comfort. He is warm, compassionate and friendly. His domain is the spiritual prosperity of humanity.

There the other Lords of Law have areas of specific influence, Elgis rules over more general ideas, the aim being a founding bedrock of Law is needed for the rest of the Lords of Law to operate within their own areas. In many ways, Elgis and his faithful are Law in the most high, abstract levels, pure in thought and deed.

This cult, even more so than other Cults of Law, is inclined to expansion. It's members are missionaries, spreading the Cult of Law to the barbarian cultures of the Young Kingdoms; and diplomats of established Lawful countries. They tend towards pacifism, trying to solve conflicts through intellectual, spiritual and moral purity, rather than brute force and strength of arms. They are sure in their conviction, and will never waver.

Elgis is also the model by which rulers are to manage their territory. His cult teaches an outlook on government, codified in the Codex of

THE WORSHIP OF ELGIS

- Symbol: A mother and child, embracing. Often a Cow and a Calf.
- Color: Purple, red and indigo.
- Day: Airday, 5th day of week.
- Month: Montfath, 5th month of the year.
- Image: In religious art, Elgis appears as a wise, old man, gray of skin with long white hair, leaning on a wooden staff. When he appears to his faithful, it is in the form of an impossibly beautiful youth, who wears a crown and purple robes.
- Incense: Cedar and Nutmeg.
- Holy Place: The hearth in every home is sacred to Elgis, as are village squares, meeting halls and sacred groves. Elgis's High Temple in Old Hrolmar, Vilmir, is His most holy place, as His priesthood has kept border skirmishes between Vilmir and Ilmiora from exploding in to open war for generations.
- Holy Task: Spread peace and harmony throughout the world. Teach rulers the ways of Elgis, and failing that, work to replace him as Law's representative to the people. Undo disorder, and teach civilization to the barbarians, lest the Barrier fall. Love all who follow the Righteous Path of Law. Encourage others to communicate, show compassion, and be mindful of the possibility of peace.

Harmonious Governance, which lists, in exacting detail, the proper means of managing people, rated by size and type of populace. Missionaries often carry this weighty tome with them into the wilds of the Young Kingdoms, no doubt hoping the advice found therein will gain them audience with local rulers. In truth, the Codex deals with how to maintain peace, especially through troubled times like drought or famine.

In general, communities that allow a missionary of Elgis in do tend towards good fortune, whether this is by chance or selective attention is hard to say. True also is that missionaries aren't always welcome, and tales of moldering bones found rotting in hellish jungles are common amongst neophytes.

Elgis represents humanity at its best; working together for the common good of all concerned,

staying away from violent solutions when peaceful ones will do. While resources may be limited, it is possible to have everyone benefit from them. Elgis is the bonds of love that make a house a home, or that keeps a village laughing from week to week.

CORRESPONDENCES

Elgis' Virtues

Elgis's attendant spirits are known as his sages. These spirits assist Elgis's faithful in pursuing their Holy Tasks. They can teach critical effects that stem from the character's bargain, fast talk, and oratory skill, as well as any of the summoner's special focus skills. One such spirit is given below.

SAGE ELAEL, VIRTUE OF PEACE

Spirit takes the shape of a middle-aged man, with a soft expression with dark hair and eyes. He wears simple gray robes. Strangely, he is a military spirit, who teaches his caller the ways of winning wars without overt violence.

First Circle initiates may call upon Elael, and ask the spirit how to solve any single person-to-person conflict without a deadly solution. The spirit will teach the caller who to talk to, what to say, ect., and following will give the caller a bonus of 10% per circle in initiation to any skill test used in the conflict.

Second Circle Initiates may be taught the Virtue of Peace critical effect, which stems from the character's weapon skill. If the character is fighting in self-defense, or attacking someone unaware of your presence, they may spend a magic point and activate this effect. If your next attack hits a character without a helm, make a POW:POW Resistance Table roll. If the user wins, the target is knocked out for 1d10+10 rounds. This effect is intended to circumvent troublesome guards, or allow sinners to be tied up for a lengthy conversion attempt. Killing helpless victims earns the user an immediate Chaos Allegiance check.

Third Circle Initiates may seek to embody Elael. By adopting the Sage's appearance and mannerisms, and participating in the planning of a single military action, the caller can ensure that,

with a successful Luck roll, no one involved in the combat will be mortally wounded or die from direct, violent action. Enemies may surrender after token resistance, blades may strike disabling blows instead of lethal ones, and your own soldiers return safe and whole.

Initiates may call upon Elael once every nine days, only on Airday. Doing so earns the summoner a point of Law Allegiance equal to the circle called.

New Spell

SPIRIT OF PEACE (15)

Range is POW X 20 yards. Lawful. Once cast, the area affected inhibits acts of violence, and everyone in it is imbued with a sense of calm. Individuals wishing to act violently must make a Luck roll to do so, and even then, will act at half their normal chance with all weapons skills until the spell expires or they leave the area affected by the spell.

Special Focus Skills

THE GIFT OF TONGUES

Any Spoken or Written Language. Spend a magic point and make a language roll. If you succeed, your target can determine the gist of what you are trying to express, even if they do not normally speak any language you know. If you possess this effect, you may also make two checks to see if you've learned from the use of a language you already know.

FAST TALK

Aura of Sanctity. Spend a magic point to activate this effect. For your POW in combat rounds, you're able to appear like a harmless noncombatant. Whether you use this distraction to flee or to rescue the orphans in the burning orphanage is up to you.

Religious Function

Elgis teaches that to follow Law is inherently better than any other way of life, and seeks to "raise"

those who have fallen away from the Righteous Path. He seeks to increase the happiness and productivity of those who follow the White Lords. He also protects the innocent and the weak from the predations of Chaos. He is the Bringer of Peaceful Order to a world nearly completely fallen to Chaos.

His faithful are likely to be the first priests of Law seen by remote tribespeople. They bring knowledge, medicine, peace and harmony to lands experiencing upheaval and anarchy. They maintain that an orderly existence is the only possible path to enlightenment, and that humanity are creatures of Order by virtue of our ability to reason.

Elgis's Sphere

Where the spheres of the other Lords of Law tend towards dramatic expression of that Lord's aspect, Elgis's sphere is a forest of infinite size, dotted with pleasant villages and hamlets, where people till the rich, black soil. These placid folk are nearly like cows, as there is no conflict in their lives. They live out eternity in a perfect Lawful life, with no stress, or dissent. They spend much of their time in peaceful contemplation of harmony.

GOLDAR

Lord of Commerce

"What better way to enforce the rule of Order than by regulating trade? The introduction of currency; establishing conventions regarding the value of goods and services; regulating exchange rates across the kingdoms of the Earth: these things have done more to strengthen the power of the White Lords than any crusade or witch-burning has ever achieved."

Iskel Fairtrader, Chancellor of Goldar, Menii

While recent decades have seen the popularity of Goldar's sect increase significantly throughout the Young Kingdoms, it is only on the Isle of the Purple Towns that the cult of the Golden God has become pre-eminent. Elsewhere in the Young Kingdoms (save for Ilmiora, whose merchant's guilds now rival the nobility in wealth and status) Goldar's sect is overshadowed by those of His fellow Lords of Law.

Goldar's greatest temple, and the single largest Temple of Law in the Young Kingdoms, is the Golden Pyramid of Menii, the cosmopolitan capital of the Purple Towns. From here the Golden God's influence spreads throughout the Young Kingdoms, for Menii is also a center of diplomatic power, and has come to rival even the Dreaming City as a center of mercantile endeavors. The annual Menii Fair is the premier trading event on the Young Kingdoms calendar.

CULT OF GOLDAR

The worship of the Golden God serves as the base for the Church of Law, as it is on monetary manipulation that much of the Church rests. Followers of Goldar see commerce as a living force, a spirit what behaves in predictable ways that can be worked and cajoled into helping the average man achieve extraordinary things. Before any of the forces of Law can work their will amongst the populace, the stability offered by a solid government with a stable coinage must be in place. Goldar's message to humanity is one of thrift; while the comfort offered by material things is good, those things themselves are but a means to an end, rather than the goal itself.

Cosmologically, the plane of the Young Kingdoms, which grants industrious humanity the bronze for their coinage, crops, meat, and shelter, represents Goldar. He is the source of all bounty. Where the other White Lords represent concepts, Goldar is much more physical. He is the land that gives gold and grain, the sea that supports trade and fishing. Goldar offer sustenance for everyone; his bounty is infinite. He is the physical basis for wealth and the spiritual basis for comfort. Coins are his symbol, seen as his physical body, and the medium for His growth. It is said that, to truly follow the path of Law, one must save enough resources to support yourself without undo

THE WORSHIP OF GOLDAR

- Symbol: A Golden Pyramid or any coin.
- Color: Yellow or Gold.
- Day: Earthday, 5th day of the week.
- Month: Elordan, first month of the year.
- Image: Goldar, in yellow robes, wearing a Golden Crown. He sits upon a throne of gold, silver and jewels. His court (the other Lords of Law) dances around him.
- Incense: Frankincense, sandalwood, and patchouli.
- Holy Place: The Pyramid of Goldar in Menii, the Isle of the Purple Towns. According to current theory, the exact center of Goldar's Temple is the axis upon which the rest of the Young Kingdoms revolves. It is said that, should one be fortunate to ever stand at its apex, the entirety of the heavens can be seen swirling overhead.
- Holy Task: Make smart business decisions that earn a profit. Take earnings and reinvest. When you see a chance to spend resources in a Lawful manner, take it.

physical labor. It is only when released from these duties can a proper life of reflection come. Some followers of the Golden God take this message to extreme, and completely give up material possessions to the church so that they may be put to better use.

CORRESPONDENCES

Goldar Virtues

The spirits in attendance to Goldar are his ministers. Each minister can aid the summoner in areas of its purview, including the teaching of critical effects that stem from the following skills: Bargain, Evaluate and Fast Talk. One such minister is included below by way of example.

PRINCE DOPHAEMEL, THE VIRTUE OF ACQUISITION

This spirit manifests as a tall, well-muscled youth, bald and with pale gray skin. He wears a cloth-of-gold toga and bears a rune-carved staff of bright

golden metal, on which he leans. He appears to be in thought. When questioned, he can provide his caller with insight as to how to purchase any thing the summoner desires. He does not provide access to the costs of said item, but can tell what needs to exist for the summoner to attain this desire.

Initiates of the First Circle can question Prince Dophaemel about a single item before he departs.

Initiates of the Second Circle can be taught the Virtue of Acquisition critical effect, which is a bargain effect. When used, this effect allows the user to attain the best possible deal in any bargain. The Administrators of Goldar in Menii make judicious use of this effect to secure the best goods and services for the temple.

Initiates of the Third Circle can choose to embody this virtue. By copying Prince Dophaemel's appearance and meditating on the nature of Acquisition, the cultist can, with a successful initiation roll, make any single item come into his or her possession over the next 9 days. Note that this is not always without strings attached.

Initiates can call upon the Prince once every 9 days, only on Earthday. Doing so earns the caller a point of Lawful Allegiance equal to the circle of the effect called.

Spells

As the source of much trade goods for the rest of the Church of Law, the Cult of Goldar runs into more than its share of contraband and smuggling. Since the Great Enemy taints most of these, the Church maintains an official policy of no spell-use by its members. Existing lawful spells are acceptable for use, but each time one is used, a lengthy form must be filed with the temple in explanation of the circumstances of why the spell was used and to what effect. The cult itself does not maintain any special spells.

Special Focus Skills

Initiates of the Cult of Goldar can begin play with up to three critical effects, either chosen from the following list or designed by the player with the GMs approval.

BARGAIN

The Art of the Deal. You've become so adept at the art of negotiations that you can almost always get a good price. Any time you're buying or selling goods or services, you can spend a magic point and make a Bargain roll. If you succeed, you immediately gain an advantage over the other party, which counts as being two successful bargain rolls ahead.

EVALUATE

Discerning Merchant's Eye. When presented with an item, spend a magic point and make a skill roll. If you pass, you can tell with perfect accuracy, if the item is really what it is presented as.

FAST TALK

Silver Tongued Devil. You're so smooth that you can ask just about anyone to do just about anything. Spend a magic point and make your Fast Talk roll. If you pass, whomever you're addressing will comply with simple requests for rounds equal to your POW.

Religious Function

Goldar is the base of the Cult of law, whose monetary acumen fuels the rest of the cult. As such, he's given a great deal of influence. At the moment of death, the Lawful soul passes from the Young Kingdoms into Goldar's Sphere. Each will be given an audience with the Golden God, who will question the soul about their life and how they spent money earned or gained. Souls who do not pass muster are sent back to the Young Kingdoms to attempt another life. Souls aligned with other gods are allowed to pass without trouble, although sometimes Goldar will ask for an audience with a particularly important servant of another god and ask for a variety of services before releasing the soul to their fate.

His human servants are to acquire wealth, and use it to "influence" local politics in a manner that would benefit the Lords of Law, Goldar in particular. Something this involves gifts (bribery is such an ugly word), sometimes extortion, sometimes a mixture of things. As a follower of Goldar, you know the power of money, and you

aren't afraid to use it. Also, there will be times when an action may not further the aims of Law, but it might hamper the task of the Great Enemy. Buying a copy of The Silver Grimoire in the original Melnibonean might not directly influence the cause of Law, but keeping it out of the hands of a Chaos cult benefits everyone.

Goldar's Sphere

The Home of the Golden God is a palace of infinite size, sumptuously decorated, overflowing with wealth. It is sometimes gaudy, always awe-inspiring. There is no outside, although a garden here and there may appear outside a window. Those who travel his realm uninvited never directly see Goldar. He does not hamper those who seek refuge in his realm, though, and some use the comfort found therein to relax after arduous tasks. Sorcerers who have traveled to this Sphere talk of the lavish parties always just out of earshot, and banquet halls with the still-warm remnants of a feast beyond the scope of mortal comprehension. It is said that, with the doors in Goldar's Palace, a sorcerer can travel to just about anywhere he desires.

Souls of the dead, or those invited to Goldar's Sphere, find themselves in a throne room that dwarfs that in Imrryr by comparison. Here, representatives of the Lords of Law dance in tribute to Goldar, who sits in a throne on a dais in the middle of the room. Souls dedicated to Goldar are given an audience, as are those invited by the Golden God to attend. Souls dedicated to the gods are sent along their way after only a cursory interview with God of Gold.

MIRATH OF THE WHITE HANDS

Lady of Time and Death

Her dark mansion has many doors, through which She comes quietly, to attend upon the dying, releasing them from toil. She loves not gifts: neither libation nor sacrifice. Weak or mighty, your pleas will not appease Her. Your tears will not sway Her from Her course.

- From Doreteja of Andlermaigne's The Nine Incantations of Compassion

The goddess Mirath has long been a subject of fascination for Young Kingdoms' artists. Such writers as the Lormyrian poet Seniuta the Elder (155-203 Y.K.) and the famous Argimilian playwright Doreteja of Andlermaigne (307- 361 Y.K.) have made Lady Mirath the subject of their work, and further added to Her dark mystery. Other artists, including painters, fresco-makers and the weavers of rich tapestries have also depicted Her through their arts down the centuries.

The most famous representation of Mirath in the Young Kingdoms is the marble statue known as 'the Mirath of Iosaz'; the work of the Lormyrian artist Halig of Alorasaz (356-395 Y.K.). Patrons of the arts the world over concur that the sculpture (which stands almost forty feet tall, dominating the skyline of the Necropolis of Iosaz) was created by Halig while he was at the peak of his powers. Had

he not been captured by Pan Tangians only months after its completion, during an ill-fated voyage to Jharkor, it is likely that Halig would have created even greater works in the years to come.

Hundreds of pilgrims view the statue every year where it stands in the forecourt of Mirath's oldest known temple in the Young Kingdoms. Known as the Shrine of the White Goddess, this temple is the center of Mirath's cult in the Young Kingdoms. It is home to a sacred repository of scrolls and manuscripts dealing with subjects ranging from childbirth and embalming through to the proscribed and terrible secrets of necromancy. Only the most trusted servants of Law are able to gain access to the latter collection of blasphemous and soul-destroying works.

CULT OF MIRATH

While priests of Mirath are most often associated with funeral rites and the dead, they also oversee all of the important rites of passage for followers of Law. In this capacity, they are often intimately involved with the communities they serve, and often are seen as a sort of de facto ruler, even in places where an established ruler is in power.

THE WORSHIP OF MIRATH

- Symbol: A scythe and a tombstone.
- Colors: Black, white and gray.
- Day: Starday, the 3rd day of the week.
- Month: Myrsan, the 8th month.
- Incense: Civet, myrrh and cinnamon. Embalming Spices.
- Image: A grim, dour women, ageless in her beauty, clad all in black. Her hands gleam whitely, as if wearing gloves of sunlight.
- Holy Place: Any priest of Mirath will be at home in a sanctified cemetery. These places normally have a small chapel attached, with a shrine to Mirath inside. The largest of these, the White Chapel of Vilmir, is the center of the cult. As well as serving as the primary organizational arm for the cult, it is also a storage house for dangerous works on necromancy. The priests of Mirath feel that these works are better served under lock and key, to keep them away from people who actually might use them.
- Holy Task: The family is the core structure of the world, and operating outside of the strictures that Mirath has laid out undermine the very fabric of which the world is composed. By existing past their allotted time, undead creatures even further break down the community-their hunger for life can erase whole areas, and the loss of life before their time can have far-reaching repercussions, perhaps even toppling Lawfully-ordained nations. It is your sacred duty to keep the twin evils of social non-conformity and undeath at bay.

Births are usually joyous occasions, and priests of Mirath attend these, when possible, only in case something should go awry and their skills at healing (or their ability to perform funeral rites) might be needed. Some priests have training in midwifery, in order to be helpful at such times. Should everything go as planned, the priests will perform the Chant of Righteous Beginning, said to draw the attention of Law to the newborn, and help ensure that the baby is raised in a Lawful household. If, for some reason, the priest is not able to perform the Chant, it is considered a bad omen for the family and the child.

At either the child's third, sixth or ninth birthday, priests of Mirath are called to perform the Ritual of Benevolent Dedication. In this rite, the child is dedicated to the Lords of Law, and, if the child is old enough to speak, is asked to intone a short prayer of protection. This prayer is said to shield the mind from temptation.

When the child reaches the age of 12, the priest of Mirath performs one of two ceremonies, depending on whether the child is male or female. If male, the priest will perform the Ritual of Glorious Manhood. This ceremony illustrates the time when a child becomes a man. The male child will now begin to take up more adult responsibilities in the community. If the child is female, the ceremony is the Ritual of Glorious Motherhood. In it, the child publicly declares that she will abstain from intercourse until she is married, and when (not if) she has children, the children will be raised within the Church of Law. At this point, female children are usually considered ready for marriage, although most communities allow her to wait until she's fifteen. No such compunction exists for male children. They are assumed to be ready for marriage when they have sufficient funds to buy a house and raise a family.

The next ceremony at which a priest of Mirath presides is that of marriage, which is assumed to happen within 9 years of the person's Manhood or Motherhood ritual. At weddings, the priest of Mirath oversees the union, and asks the Lords of Law to watch over the couple and make sure that they relate to each other in the Lawful, proscribed manner. This entails a structured set of gender roles and rigid social structures. It is assumed that the couple will have children, and the priest starts the cycle over again with a new child.

The largest part of a priest's job, however, is the funeral rites and burial of the dead. In this regard, a priest of Mirath is entrusted with the memories of members of the community. It is considered the most sacred of their duties. In addition to praying that the soul of the dead reaches the Lords of Law, a priest of Mirath works to ensure that the dead stay in the ground, as is their rightful place. A priest must nightly walk the

grounds of the local cemetery to check for those who violate the holy graves, either from under the ground or above it.

In these rituals, the followers of Mirath show her in her form of Lady of Time-these actions are all to happen at a specific time, and serve as the wheel around which a community revolves. The priests work to ensure that the rituals and ceremonies all happen in their prescribed times and order. Deviation from these precepts is cause for much community unrest, and an uneasy community can make the dead walk.

Cosmologically, Mirath's Star is a slow moving body that takes nearly 30 years to traverse the Young Kingdoms sky. She is the last Lords of Law visible by the naked eye. As such, she represents boundaries, limitations and the end of things. She can be a cruel teacher, but one who teaches all of life's harder lessons. All paths end at the gates to her kingdom, and no amount of bribery, power or railing against it can change that fact. All people die and are supplanted by their children; Mirath teaches this sad, inevitable fact.

CORRESPONDENCES

Mirath's Virtues

Mirath's attendant spirits are her reapers. These beings are dark figures, swathed in night and nightmare. Each has a particular area of expertise, and can instruct summoners on facet of Mirath's domain. They can teach critical effects that stem from their summoner's Art (Midwifery), Natural World, Physik, Potions skills, as well as any of the summoner's own special focus skills. One such spirit is given below.

REAPER MYRALEL, VIRTUE OF ENDINGS

This spirit manifests as a grim young woman, not unattractive, armed with weapons of singular potency. She has gray skin, ebony eyes, and wears nothing but a shimmer cloak of glossy black silk. Priests of Mirath with any weapon skill as a special focus can call and petition Myrales for instruction on the most effective use of that weapon to combat forces of undeath.

First Circle Initiates may question Virtue on hunting the undead. If the caller follows the Virtue's instruction, for a period of nine days, every skill used in tracking and slaying an undead monster will have a +10% bonus. Callers report that, once this call has been made, they retain the ability to smell the undead, giving them the ability to scent those who has practiced necromancy or benefited from its use using their Scent/Taste skill.

Second Circle Initiates may learn the Virtue of Endings critical effect. This effect stems from any single weapon skill of any class. It costs a single magic point to activate per turn of use. Once activated, any person slain by the effected weapon will not be able to resurrect under any means, short of the intervention from a Lord of Law or Chaos.

Third Circle Initiates may seek to embody Myrales by copying her mannerisms and appearance. Suitably masterwork weapons must be obtained, as well as a cloak of black silk. Once the call has been made, for a period equal to the caster's Law Allegiance in combat rounds, and being struck by the priest of Mirath must make a CONx5 check or die on the spot. Undead monsters, being already dead, cease animation. If this check passes, then the check must be made at CONx4 the next time they are hit, and so on until they are either slain or the attacks cease. Note that these attacks do not need to actually inflict damage; a solid hit is enough to trigger the effect. This circle of calling does not affect followers or Champions of Law.

This last effect does come at a cost; each time a being makes this check, whether it succeeds or not, the caller loses a temporary point of POW. Reduced to zero POW this way, the caller falls to the ground, and no force in the Multiverse can return them to life. These lost point regenerate at a rate of 1 per month of bed rest.

Initiates may call upon Myrales once every nine days, and only on Starday. Doing so earn the caller points of Law Allegiance equal to the circle called.

New Spells

LESSER BANISHMENT (5)

Range is Self. Lawful. Caster must be a committed follower of Mirath. Once cast, the caster of this spell must maintain a constant litany, and can make no other sounds, or the spell is lost. This litany is a series of prayers to Mirath, asking that she guide her strike. For the caster's POW in combat rounds, any necromancer or undead construct struck loses a number of magic points equal to the rolled damage, before armor. Beings reduced to zero magic points (including those who have none) are either rendered unconscious for 1 hour (if living) or stunned and unable to act for 1d10 combat rounds (if undead.)

GREATER BANISHMENT (10)

Range is self. Lawful. Once cast, the caster of this spell must maintain a litany to Mirath, as with the above spell. Caster must be a committed follower of Mirath, and must also know the Lesser Banishment (5) spell. While under the effects of this spell, all attacks against undead monsters are considered magical and do double rolled damage. Also, each damaging hit will drain 1 point of POW from the target. Monsters reduced to zero POW are slain. A single target may benefit from both Banishment spells at the same time.

RUNE OF LAWFUL REPOSE (1)

Range is touch. Lawful. This rune can be inscribed either on a corpse, or on a tombstone, column or some other cemetery feature. Once inscribed, any corpse within 9 feet of this rune cannot be brought back to life by any means, short of an invocation to the Lords of Law or Chaos. The rune is effective until it is defaced by malice or weathering. Unless carved into the bone of a corpse, decaying skin makes this rune useless in 1d8 months. If carved into bone or a tombstone, the rune is effective until it is defaced or destroyed.

Special Focus Skills

MELEE WEAPONS

Holy Fire. Declare activation of this ability at the start of the combat round. Law's Righteous Might flares up your weapon. Each time you hit with it, you can channel magic points into points of damage on a 1 to 1 basis. Demons, undead and Champions of Chaos suffer double damage from this attack.

MISSILE WEAPONS

Mirath's Accusing Finger. Spend 1 magic point and roll to hit. If the target takes enough damage to cause a Major Wound, it must also make a CONx5 check or die.

PHYSIC

Mirath's Gentle Touch. No amount of aid can stop those destined to die from meeting their fate. Spend a magic point and roll your physic skill. If you succeed, you will be able to tell if the person you're treating is supposed to live or die. Those destined to live immediately stabilize and come back to positive hit points. Those who will die do so in their own time, but their last days are peaceful and without pain. Many priests of Mirath use this time to help comfort the dying, reminding them of their place in the cosmos after they leave earth.

Religious Function

Mirath is time, and it is she who decrees how long any being is to live, and her word is immutable. Each person is prescribed a series of goals to achieve and activities that they must pursue. Followers of Mirath are there to help assure that each of these things are met in their proscribed time. They may not always be pleasant, and people might not want to do them, but it is essential to the functioning of the community that they occur.

Mirath teaches her faithful that there is great knowledge to be had when dealing with the hardest aspects of human life; the fear that death is the end of the person, and no amount of ego can survive it. It is within this set of limitations that the

human spirit can flourish. Like a hothouse flower, humanity can become beautiful, if only for a time.

Mirath's Sphere

Mirath's realm is a grim plateau, without life of any sort that runs for an eternity in three directions. Heading the fourth direction, her realm ends with a bleak precipice, overlooking an infinite black void. This void separates her realm from the cosmological dead spaces. This is the limit for the vast bulk of the followers of Law, as few can cross this limbo and return. Only Salik's realm exists past this void of nothing, and even his priests have trouble traversing the dead areas.

Mirath patrols her realm, walking steadily or riding her pale horse. She will aid travels how she can, offering meager comforts and protection from a chill wind. She advises those who wish to attempt to cross the void, but also councils that, unlike travel thus far through the spheres of Law, the journey is not certain, nor is it without danger. But, such are the perils of those who tread beyond where normal folk travel.

SALIK THE POTENT

Lord of Fertility

*"Bless this bed as you bless my herd.
Make my manhood as strong as the ox that
pulls my plough.*

*Bring me many sons, who will respect their
father as I respect the rule of Law."*

- Common prayer to Salik

Cults of Salik vary the world over. In regional Argimiliar, where His worship lingers despite the state religion officially being that of Chaos, Salik is a rustic god of prosperity evoked by farmers and herdsmen. In Jharkor, His cult focuses upon an aspect known as Salik Cocksure, a phallic god of sexual prowess and masculine fertility whose worship features orgiastic excess, and whose fanatical priesthood practice rites of self-castration as part of their devotion. Elsewhere Salik is a god of the plough, and since the plough prepares the earth for seeding, He is also a god of masculine procreation.

Common to all His cults is a belief that Salik is a very short-tempered god, and so a variety of rites have arisen designed to soothe him. Typical of these is the ceremony held at the Temple of the White Bull on the outskirts of Raschil, the headquarters of Salik's cult in the Young Kingdoms. Here his priests breed great herds in Salik's name, and the smoke of sacrifice rises endlessly before the altar of 'The Father of Men'.

Adorning the altar is a statue of Salik in which he is represented as naked and aroused.

Sacred prostitutes who live and work in the temple anoint the god's stone phallus every hour; first washing it in spring water before drying it with their hair, and then smearing it with a paste made of fresh blood and sandalwood. Pilgrims visiting the temple pay for the privilege of an hour with the prostitutes thereafter; sex with them straight after this ritual is believed to pass on the god's potency to the devotee, while the money such pilgrims pay for this privilege enriches the cult's overflowing coffers.

THE CULT OF SALIK

The Cult of Salik is a study in contrasts. His priests come in two forms, befitting Salik's dual nature. The most common form of worship sees Him as the Lord of Fertility, an agrarian god, whose priests oversee the crops and the fertility of animals, including humanity. He is also worshipped as the Lord of the Dark, in which form he safeguards the Young Kingdoms from incursions of Chaos from the Outer Dark. Even with these two seemingly different aspects, parts of His worship that overlap between the two.

As Lord of Fertility, Salik teaches that it is his beneficence that provides humanity with the most

THE WORSHIP OF SALIK

- Symbol: A single rigid shaft of wheat from which nine grains grow.
- Colors: Black and Jade.
- Day: Waterday, the 7th day.
- Month: Sigmursan, the 4th month.
- Incense: Grasses, Cloves and Blood.
- Image: An older man, inhumanly handsome, bearded and dark. He wears a robe of darkest velvet, and wears an iron helm that can render him invisible to mortal sight.
- Holy Place: Marriage beds, granaries, and millhouses are often set up as shrines to Salik, as are field, barns and stables. The cult center for Salik's worship is in Filkhar, just outside of Raschil. The priests there oversee vast tracks of farmlands outside the city, and store an immense amount of grain, beer and spirits, as well as teaching the finer points of Salik's worship to all who are interested.
- Holy Task: Separate the Wheat from the Chaff, the Law from the Chaos. Take only the very best and refine and concentrate. The process can be painful, but you must destroy in order to create.

important aspects of their lives; the crops and domesticated animals that feed them and keep them alive during cold winter months. He is seen as the Great Provider of the common people, He Who Keeps Hunger Away. In this manner, he is a life-affirming deity, popular in the Young Kingdoms out of necessity. His priests practice the arts of brewing and animal husbandry, which is seen as a holy process by which Salik's bounty is distilled and rarefied. In this manner, Salik is seen as something like a patron of alchemists, which is a process by which the soul is distilled and rarefied along with the wheat or livestock. This aspect of the cult is almost universally male, and it oversees the transformation of young boys into manhood. Ritual circumcision is a common initiatory rite.

In his second form, Salik is the Guardian of the Gate, a dark deity that watches over the boundary between the Young Kingdoms and the Outer Darkness to prevent the Great Enemy from a wholesale invasion of the world. In this manner,

His priests work as harbingers of vast, catastrophic change on a societal level. They find corruption, root it out, and set up more Lawful regimes in place of the fallen. The presence of his dark robed priests is seen as an ill omen, as it heralds the purging and restructuring of society. This form of priesthood also practices alchemy, but from a practical, potion-oriented stance. They see it as a holy rite as well, but only insofar as it allows them to distill potions needed to dull the pain of transformation, or to manufacture poisons needed to depose of corrupt officials. He is the Urge to Transform, the Eliminator and Redeemer.

To some within the Church of Law, Salik's cult is home to dangerous heretics and rebels, those who worship a god that is far too close to Chaos for comfort. They fear that Salik's close association with the Great Enemy, cosmologically, will eventually lead to his corruption by those dark forces. They often cite the second form of worship as evidence that is already happening. Still, according to official records, all forms of Salik's worship are recognized and accepted.

In the church cosmology, Salik exists to take the Lawful essence in a human soul, and separate it from the Chaos in them, much as a farmer would separate the grains of wheat from the chaff. He exists past the dead places, beyond even the realm of Mirath. He is clear, or invisible, and teaches that, once all impurities are removed, all that remains is divines essence, which is invisible to the eyes of the corrupt. Still, as the god of brewers and vintners, Salik has a zest for life almost unparalleled within the church. This itself is frowned upon, especially in grim Vilmir where the consumption of alcohol is outlawed. Salik shows us our best traits and highlights are worst faults. He is a god of extremes.

CORRESPONDENCES

Virtues

The spirits associated with Salik are His Keepers. Each spirit oversees a part of Salik's domain, and can teach callers all they know about their area of expertise. They can teach critical effects that stem

form the caller's Art (Brewing), Natural World, and Potions skill, as well as any of the caller's own special focus skills. One such spirit is given below.

KEEPER SALAELEL, VIRTUE OF HERBALISM

This spirit manifests as a beautiful young woman wearing a gardener's smock, hands mired in dirt as though she's been working in the garden. She oversees humanity's use of herbs as medicine, and helps cultivate this beneficial knowledge amongst Salik's faithful.

First Circle Initiates may converse with Salaelel about the herbs grown locally and readily available. Following the spirit's instructions allows the caller to make a Natural World skill check. If successful, the process creates a poultice or potion that gives any subsequent Physic check a +10% bonus to treat an injury or illness. Initiates may also talk to the spirit at length to learn the finer points of the healer's art. If the caller can make an INTx3 check, they may increase their Potions or Natural World skill by 1d10 percent.

Second Circle Initiates may learn the Virtue of Herbalism, a critical effect that stems from their potions skill. This effect costs at least a single magic point to activate. When used, it allows the user to make, with access to a reasonable amount of equipment and material, an herbal concoction that is effective treatment for a single serious disease or mortal injury. The herbs used are different for each symptom treated, and may even vary from person to person. Barring supernatural intervention, assume that the treatment has a percent change of working equal to the magic points spent times 10.

Third Circle Initiates may seek to embody Salaelel by copying her appearance and mannerisms. If the check to embody the virtue succeeds, the caller may make a Potions check to make single dose of anything. Such a potion takes only one day to craft, assuming access to decent equipment, and can be made out of anything, including intangibles like love, regret or sorrow. This potion can do anything the maker can describe. Assume a POT of 20 if needed, which is resisted by the target's CON on the Resistance Table. If used in some other way, assume it works

as described, for the caller's Law Allegiance score in combat rounds.

Initiates may call upon Salaelel once every nine days, only on Waterday. Doing so earn the caller points of Law Allegiance equal to the circle called.

New Spells

RITE OF LAWFUL FECUNDITY (10)

Range is touch. Lawful. This lengthy rite takes 9 hours to cast, during which time the caster and the target must be present. The caster must be male. The target may be the caster, another person, an animal, or a collection of seed to be planted. At the end of the ritual, the caster spends the magic points and makes a Luck roll, with a +10% bonus for every person assisting in the rite. If this succeeds, he may lay his hands on the target. The next time the target has sex, or is planted, the recipient will always become pregnant, and the seeds will always grow into hardy, healthy plants. Any children sired by the target are considered blessed by Salik, and will be extra fertile. This blessing may have other effects at the GMs discretion. Nobles and other self-important folks are known to pay handsomely to have this rite performed for their benefit.

Special Focus Skills

SALIK'S BENIGN PURITY.

This effect costs one magic point per activation. Each time it's used, an amount of liquid equal in size to a tankard will be purified of all substances other than what is meant to be in them. Beer becomes clean and crisp, wine clarifies, and tainted water becomes drinkable. For larger quantities of liquid, multiple uses of this effect must be used to purify the entire contents.

FLAW AND IMPURITY DETECTION METHOD

This effect costs a single magic point. Take a sip of any brewed drink, and be able to tell exactly what's wrong with it, and how to repair the process. When making the skill check to refine the

brewing process thus uncovered, give yourself a +30% bonus to your Art (Brewing) skill. Adepts of Salik use this skill to refine their nearly perfect ales and lagers to even greater quality.

The use of either of these effects will increase the price of the resulting beer or wine by a factor of five each, ten if both are used. Some adepts of Salik use these skills to become very wealthy men.

EYES OF THE GLEANER

Spend a magic point when looking at an unfamiliar herb or plant and make a Natural World roll. With a success, you'll be able to accurately guess what the plant may be used for, based upon a number of factors (leaf shape, color, resemblance to other plants, and so on). Even if the roll is a failure, you'll be able to glean some cursory information about the plant in question (like, "You shouldn't eat that.") Only on a fumble will your information be wrong.

DRAUGHT OF SENTIMENT

Spend a magic point and make a potions roll. If you succeed, you will be able to create a potion that will force a drinker to experience an extreme emotion of your choosing for a number of days equal to your Law Allegiance score. The effects of this draught vary, but generally they make the drinker unable to do anything but wallow in this extreme emotion. Assume a -30% penalty for any skill check that runs counter to the emotion, and a +30% bonus to any skill that is enhanced by the emotion. With this effect, you can also recognize when potions are altering someone's mood, and be able to brew an elixir to counter its effects.

Religious Function

Salik's nearly-outsider status amongst the other cults of Law has interesting implications about his role in the Church. It is he amongst the White Lords who does what none of the others want to do. He has the thankless job of patrolling the edged of the Young Kingdoms, and of seeing to the daily tasks of life amongst humanity. However, he also serves as the alchemical process that separates a soul's Lawful energy from its Chaotic energy upon death. In this manner, he even

protects the other Lords of Law from corruption. And yet accusations of corruption are leveled against him and his priesthood at nearly every turn. He is the scapegoat of the Princes of Constancy; He who does what is needed for the good of the group.

Salik's Sphere

The final sphere between the Young Kingdoms and the outer dark, Salik's realm is a grim, perilous place. He holds court in a dark underground chamber, lit by red torches. There, he takes audience with the souls of all who die in the Young Kingdoms (unless their souls are bound to a Lord of Chaos). In those who come before him, Salik distills the soul's Chaos out of it, and hurls the black, viscous fluid out of his realm into the Outer Dark. The resulting soul is then pure white, and will drift back through the spheres to their final resting place. Some souls remain, and serve as Salik's aids. Particularly skilled souls are sometime given over to the Keepers for training.

THERIL THE GUIDE

Lady of Inspiration

"Every time you raise your voice in song, you sing Her praises. Whenever you orate, or compose, or paint, you invoke Her beauty. She is the fount of all art, the womb of creation. She inspires us to find the transcendent in the everyday; to see the sublime in common things."

- The Lormyrian poet Seniuta the Elder (155-203 Y.K.)

Theril is one of the most gentle of the gods of Law, and in the Young Kingdoms at least, the most unfortunate.

Her temple in Nadsokor, formerly the focus of Her cult in Vilmir, was lost to Order when that city fell first to plague in 113 Y.K., then to Chaos. Lost symphonies and forgotten forms of tablature lie crumbling in the temple's ruins. Its loss weakened Theril's influence in Vilmir, and contributed to that nation's slide towards the grim theocracy it has become.

The greatest temple to Theril in the history of the Young Kingdoms, the Chapel of Inspiration in Cadsandria, was lost when King Kuzol III converted to the worship of Chaos in 292 Y.K, during the turbulent years following the collapse of the Lormyrian Empire. In the brief but bloody purges that marked those times the temple was razed to the ground and countless great artworks were lost, much to Argimiliar's shame. Initiates of the goddess visit Cadsandria to this day, hoping to discover the whereabouts of the temple vaults and

the wonders they contain somewhere beneath the labyrinthine streets of the city.

The most important shrine to Theril in the modern era lies in southeast Shazar, in the Western Continent, overlooking the Serpent's Teeth. Because of the bubbling pools, geysers and roiling vapors that manifest in the region, Theril's temple is known as the Shrine of the White Cloud. Here, music and the other arts are revered as the perfect beauty of Law made manifest in forms which mortals can comprehend. Musicians, writers and artists retreat to the temple, hoping to be blessed by a vision from the goddess that will inspire them to create a masterpiece whose beauty will live on long after their own deaths. Often such inspiration strikes them as they soak in the temple's mineral-rich and naturally heated baths.

CULT OF THERIL

Theril is the goddess of knowledge and learning, especially in the guise of dream-born inspiration. She is the spirit of sudden flashes of insight, the joy of discovery. However, for all the inspiration she grants her faithful, she is also widely known as a jealous, dominating figure in the lives of her faithful. She expects to be the only love her followers pursue, and any who deviate from their devotions can expect a stern rebuke, followed by a dramatic break-up, the scope of which only a god can manage.

THE WORSHIP OF THERIL

- Symbol: A lute, lyre, or other musical instrument. Can also be any tool used by other forms of art (quills, inkwells, hammers, and so on.)
- Colors: Black and White.
- Day: Airday, the 5th day of the week.
- Month: Theofric, the 4th month.
- Incense: Jasmine and roses.
- Image: A youthful, radiant woman, with dark hair and pale skin, wearing a black hooded robe. Her blue eyes peer into the viewer, seeming to see into the very depths of their souls. It is said that mortals looking into her eyes are lost to inspiration. She bears a harp from which she plucks ethereal music.
- Holy Place: Like the followers of Arkyn, Theril's priests hold sacred places where learning is held in high regard. Also, places where people relax, such as in beds, hot springs, or spas, are sacred. Her faithful hold that, when relaxed, the mind opens to Theril and her inspiration. Her Temple is in Shazaar, overlooking the turbulent Serpent's Teeth. A natural hot spring feeds the temple's heated baths, where Theril's faithful spend hours in relaxed contemplation.
- Holy Task: Seek inspiration and wisdom in all things. Theril speaks to us through our conscience. Meditate on Her divine mission daily. Inspire the uninspired.

Cosmologically, Theril is represented by a Theril's Star, a blue-white orb that traverses the sky, visible to the south during spring and summer. Like all Lords of Law, she orbits the Young Kingdoms to keep Outer Dark incursions at bay. When not visible, Theril is present in the dreams of her faithful, offering insight into the nature of their own minds, as well as warning of potential conflicts that may enter their lives.

CORRESPONDENCES

Virtues

Theril's attendant spirits are her maidens. These beings are instructors of great skill and knowledge.

They also serve in an inspirational manner, similar to contemporary Muses. Often, Theril's faithful work with a single Maiden to the exclusion of all others. The Maidens can teach critical effects from the following skills; Art, Craft, Insight, or any of the summoner's special focus skills. One such Maiden is given below.

MAIDEN THEOPHAEL, VIRTUE OF POETRY

This spirit takes the form of an ethereal woman, both beautiful and terrible to behold. She always stands with her back to her summoner, and will only turn to face them when directing them on the matters of poetic inspiration. No one who has seen her face can recall what it looks like, although each shudders when trying to do so. Characters with the Art (Poetry) skill can call her and petition for the following effects.

First Circle initiates can propose an emotion or set of experiences to Theophael, and gain insight on how to express this in a work of poetry. Following the spirit's instruction, the character will automatically pass the Art (Poetry) check to write this particular poem.

Second Circle initiates may learn the Virtue of Poetry critical effect. This allows them to know, with perfect knowledge, the words needed to move an audience to the emotion expressed in a written work. When activated, the resulting poem or work of prose is an almost perfect example, and readers must make a Luck roll to avoid feeling this emotion for a number of days equal to the summoner's POW.

Third Circle initiates may choose to embody the Virtue. By shaving their head, and addressing an audience while facing away from them while nude, they may achieve temporary alignment with Theophael. In addition to the second circle effect as far as emotions go, audience members may make an Idea roll to gain an important insight to their current task. Followers of Chaos who act on this insight become infected with the purity of Law, which haunts them in their dreams until their dying day. For every person gaining such an insight, the initiate gains a point of Law Allegiance. Third Circle initiates are prized for their orations and public readings, leading to audiences with royalty the world over.

Initiates may only call upon Theophael once every 9 days, only on Airday. Doing so earns the caller a point of Lawful Allegiance equal to the circle of calling used.

Special Focus Skills

ART IS A MIRROR

When used, the resulting work of art, regardless of form or genre, stirs emotions within the viewer that he or she finds intensely personal. Followers of Law will be enraptured by these feelings, and will become attracted to the emotions thus aroused. Followers of Chaos see only how twisted they've become, and recoil from themselves. They must make a Luck roll to avoid flinching, or otherwise giving their Allegiance away. Followers of the Balance aren't much affected either way. Careful use of this skill will tell the artist who within an audience is a follower of Chaos and who isn't. If the artist fails a Luck roll, the resulting tumult spreads throughout a community, causing civil unrest, rebellion, or riots. Use with care.

SLEEPING IN THERIL'S HANDS

Spend a magic point and make a Craft roll when making something that people will find relaxing (a bed, a chair, a drinking mug, what have you.) If this roll succeeds, every time someone uses this item, they find its effects almost supernaturally pronounced. For example, a bed made in this manner leads to the most restful sleep that person has ever had; the drinking mug causes the person to become pleasantly drunk in a short amount of time, and so on. Such items can be sold for 10 times their regular value. As a bonus, anyone dozing in, or after using, such an item may make an Insight roll. Success indicates a message from Theril in the form of a dream, the contents of which are up to the GM.

INSIGHTFUL EMPATHY

Spend a magic point and make an insight roll. Success means that the character will know, with perfect accuracy, how the target is really feeling, despite any mundane attempts to cover up their emotions. It should be noted that followers of Law routinely show up as being incredibly distressed,

no matter how placid their public face. If a target's mood is being manipulated magically, only the fact that magic is doing its will be revealed, not the source or what emotions are being covered up.

Religious Function

Theril serves as the means of inspiration, that sudden, insistent flash of insight. She is the personification of the "eureka!" moments, when all illusion drop away and we can see clearly into our lives and problems. While she gives most strongly to her faithful, all people are touched by her hand at some point in their lives. The wise seek her guidance, while fools shun her as a whore to the lives of men.

Theril's cult is small but fanatical. They can touch off brilliant artists into their careers, undermine tyrannical dictators, and in general serve as a catalyst for people. Some within the Church of Law see her more as a Lord of Chaos, since her minions often cause so much of it in their wake. Her faithful maintain that sometimes these upheavals are needed to bring a community back towards its proper Lawful alignment.

As you might imagine, this is a matter of some controversy.

Theril's Sphere

Where Arkyn's realm is cold, but active, Theril's abode in the Heavens is a dark, comforting place. There are fires a plenty to ward off the chill of the void, and numerous libraries are scattered amongst the immense house that makes up this realm. Travelers are given warm, soft beds in which to rest for the journey onward. Those destined to stay here are assigned quarters and tasked with the maintenance of one part of the place or another. All newcomers to her realms are given an audience with Theril, where the Lady of Inspiration speaks to them privately about their quest, offering the insight only a god can manage. Those who speak to her are forever changed, being given a glimpse into their true purpose in life.

Those traveling to other spheres are welcomed to stay as long as they desire, as no amount of time can sway a true destiny.

TOVIK THE RELENTLESS

Lord of Violence

Whether rushing down from the cloud-capped mountains of Myrrhn, or martialled on the wheat plains of the north; whether stirring with the black boots of soldiers as they march to battle, or sailing out with a clattering of oars and the bark of orders; we beseech you, let our arrows fly true, let our enemy's blood flow, let us be ready for war, oh Shield of Dhakos!

- A Jharkorian prayer to Tovik

The cult of Tovik is widespread among the armies of the Young Kingdoms. Small portable shrines are commonplace among His followers. Even the simplest soldier usually carries an amulet or charm depicting Tovik about their person, while one or more of His priests attends all armies.

Known variously as 'He Who Never Retreats' and 'He Who Marches Before Armies', Lord Tovik of Law is a stern and dedicated god. His sect celebrates feats of arms and physical strength to such an extent that the chancellors of His order are selected on the basis of their martial prowess as much as by their spiritual strength and understanding of cult dogma.

Tovik's holiest shrine of in all the Young Kingdoms, known as the Temple of Tovik Victorious, stands on an island in the great harbour

of Dhakos, in the western nation of Jharkor. According to legend the island was the site of an ancient battle between Tovik the Relentless and his nemesis, the Chaos Duke Mabelode, almost five thousand years ago. Long the two gods wrestled together, each seeking the upper hand, but locked in stalemate. Eventually Tovik was victorious. He threw down Mabelode with such force that his fall ruptured the earth, allowing the ocean to flood in and creating the Bay of Dhakos. The island, formerly a mountain, was all that remained above water after the floods subsided.

The Temple of Tovik Victorious is considered virtually impregnable, being surrounded by water on all sides. As part of the initiation rites for would-be Cardinals of Tovik in Jharkor, aspirant chancellors of the cult have to swim out to the temple while carrying a sword in one hand and a scabbard in the other (the final in a long and arduous series of tasks). It is rare that more than one candidate makes it to the island, but when two or more succeed they are expected to fight to the death in the temple forecourt to determine which of them will become the sect's new Cardinal.

THE WORSHIP OF TOVIK

- Symbol: A warrior, bearing a bloody sword, about to strike a deadly blow.
- Color: All shades of red.
- Day: Fireday, the 6th day.
- Month: Arkenan, the 6th month.
- Image: A young man, stirring and passionate, full of beauty and cruelty. His crimson weapon and armour blaze, and gleaming red light flashes from the visor on his helm. He looks right through the viewer, as if taking stock of their soul, seeking corruption.
- Incense: Pine, tobacco, and cypress. Blood is sometimes burnt as an offering.
- Holy Place: Any battlefield where the forces of Chaos are combated is holy, as is any place, no matter how small, where a follower of Chaos is put to death. The main Temple of Tovik is in Jharkor, where Tovik's cult maintains a constant state of warfare with the Chaotic nation of Dharijor. The Temple itself is a utilitarian fortified campus, whose only embellishments are bas reliefs of Tovik and his lieutenants defeating Chaos, attending to animals, or making blood sacrifices. Many of the famous White Leopards, King Dharmit's elite bodyguard and secret police, are worshippers of Tovik.
- Holy Task: Fight the forces of the Enemy wherever they may hide. Support your brothers in arms as they do the same. Your life means nothing unless it is spent in the pursuit of the death of the followers of Chaos.

CULT OF TOVIK

Of all the Lords of Law, Tovik's influence on human affairs is the most obvious. Whenever an army, led by a rabid prophet, marches on another nation, Tovik lays at the roots of that conflict. Where Elgis seeks to expand the Church of Law by conversion and peace, Tovik does so by conquest. It's not enough to subjugate a populace. Tovik seeks perfection through the deaths of unbelievers. He is the ultimate risk taker, with a will to succeed despite any hardship or obstacle. He motivates

career soldiers, berserkers, and tyrants propped up for force of arms and military strategy. He finds faithful in the hotheaded, the argumentative. He rests at the heart of every man, who, deep down, knows that he is right and others are wrong. His faithful are almost overwhelmingly men, who gather in groups to pressure rulers to engage in warfare for Law's sake. He is genocide made human; He revels in the ugly side of human aggression.

How this manifests amongst His faithful shows a great deal of variety. The bulk of His followers are warriors and crusaders, true, but this isn't the only shape in which His worship is expressed. In some cults, blood is given high honor, seen as Tovik's Gift of Life to humanity. He is also the Lawful Lord of Animals, whose natural state is one of violence. In this form, he reminds humanity that, on some level, our animal natures are tools to be used. In this less bloodthirsty guise, Tovik is the Lord of animal husbandry and domestication, facets of human growth needed for the development of civilization.

Despite their penchant for violent action, Tovik's cult is tightly regimented. A complex system of rules governs their behavior outside the battlefield. Rigid adherence to the rules of the cult is expected. It is said that the cult maintains this tight structure because emotional energy is reserved for fighting the enemy. At most times, Tovik's faithful may seem friendly, even jovial, and at other times, they seem much like automata; unthinking, unfeeling servitors, who only exist to fulfill their Lord's will.

Individual cultists are often sent away from the cult at large to walk the world and put down the fiends of Chaos wherever they may be found. Such individual priests are often calm and reserved, even in the face of overwhelming danger. These priests know that inside them rests a seed of Tovik's power, which will only come out when faced with the greatest of the Enemy's weapons; demons and Champions of Chaos. No other foe is truly worthy of seeing the extent of Tovik's wrath. They are Law's most potent weapons against the forces of Chaos. They are also surprisingly skilled battlefield surgeons. Medicine tends towards cutting and amputation.

In the Young Kingdom's sky, Tovik's sign is a blood-red sunrise or sunset, which herald the beginning and ending of life. Tovik is accompanied by his two sons, Tovael and Vickiel. These two beings are his lieutenants and chosen champions, spreading dread and panic amongst the enemy before Tovik's onslaught.

CORRESPONDENCES

Virtues

Tovik's attendant spirits are his lieutenants. In addition to the two most famous, his sons Panic and Dread, other, less powerful lieutenants make themselves available to any who have any points in the Tovik Initiation skill. They can teach critical effects that stem from the target's close combat, missile weapon, and physic skill. One such spirit is given below.

LIEUTENANT TOVAEL, VIRTUE OF PANIC.

This spirit stakes the form of a lightly armoured warrior, with a bloody shortsword in one hand, and a collection of three severed heads in the other. He is of dark complexion and sandy hair. His eyes are light gray, and appear to focus on nothing. Tova knows the depths of the human mind, and can cause enemy formations to flee the battle rather than face a skilled foe.

First Circle Initiates may petition to Him to empower their voice. The next time the character engages in combat, he may spend one round bellowing and making a threat display. Such is the potency Panic's aid, that a number of enemies equal to the user's POW must pass a Luck check or flee the battle. In a large scale combat, it may be easier to assume that 25-50% of the arranged enemy flees before the character's might. After calling this circle effect, the character must engage the enemy within one day or lose this effect.

Second Circle initiates may learn the Virtue of Panic. This is a critical effect that stems from one of the character's melee weapon skills. When activated, the character must hit with a weapon and do at least one point of damage (after armour is rolled.) The target of this effect is so demoralized

by the character's evident martial prowess that they must pass a Luck check or flee the conflict for a number of rounds equal to the character's POW. Character's who are unable to flee, or are caught before the duration of their panic ends, will fight with a -30% penalty to all combat related skill checks until the duration ends.

Third Circle initiates may seek to embody Panic. By assuming his appearance and mannerism (including holding three heads of personally slain enemies,) the character can appear before any collection of hostile warriors. For a number of rounds, they will be too terrified of the character to fight back, and may only dodge or parry (at a -30%) penalty. At the end of every round where the character kills an enemy, the assembled soldiers must pass a Luck roll (with a -10% penalty for every soldier slain) or flee the battle. Additionally, if in a large-scale combat, this Panic may spread to other troops. Only the most well trained troops will withstand the impulse to run. Few armies can withstand a manifestation of Panic on this scale.

Initiates may only call upon Panic once every nine days, only on Fireday. Doing so earn the character a number of Law Allegiance points equal to the circle called.

New Spells

DEATH COMES RIPPING (5)

Range is touch. Lawful. May only be cast by and on followers of Tovik. May only be cast when knowingly facing a follower of Chaos. Once cast, for the duration of the caster's POW in combat rounds, the target may continue to make attack rolls until they miss a roll. The first such attack is on the character's normal DEX rank, the next on the next lowest rank, and so on until any miss result is rolled. The character may not dodge, and parry checks are made with a cumulative -30% penalty.

At the end of the spell's duration, the character must pass a CONx5 check to remain conscious. This test must be made every round until failed, or until the character falls asleep of their own will. This is an exhausting experience.

Attack rolls made with this spell do not count for purposes of making experience checks with the weapon skills.

Note also that the use of this spell precludes stealth. The target will spend the duration of the spell bellowing at the top of their lungs, slamming into obstruction that separate them from the enemy, thereby ruining any element of surprise.

Special Focus Skills

CRIPPLING STRIKE

Spend one magic point and roll to hit. Instead of doing rolled damage, the target takes a -10% penalty for every 2 points of damage taken (before armour) to any skill checks for the next 10 minutes.

NO-MIND

For the rest of the combat, every time a melee attack hits you, you can spend a magic point to make a parry at your full percentage.

THE ARROW OF LAW

For each magic point spent in this attack, you gain +5% to hit and +1 to damage, which is doubled against demons, undead and Champions of Chaos. This increases your chance to roll a critical, but the bonus damage isn't doubled.

HEART-SEEKER

Spend one round aiming, and spend 10 magic points at the start of your next round. That round, your arrow will hit automatically and get +10 to damage.

BATTLEFIELD SURGERY

You are able to, with 10 magic points and a successful physic roll, counteract the permanent effects of a major wound. The resulting wound will always leave a nasty scar, reducing the target's APP by 1d6. Note that you cannot use this effect on yourself.

Religious Function

There are always men who feel that there is no problem that can't be solved without a judicious application of violence. Such are those who feel that lasting peace is an illusion, and that temporary peace is only bought with the point of a sword and the blood of patriots. Tovik's cult serves to give such men a framework within the Church of Law, giving them a place where their skills are needed and appreciated, as well as supplying the church with a sizable standing army of skilled, enthusiastic military veterans.

Still, such collections of individuals are always dangerous, because the powers that be are never really sure that the rabid dog is properly chained. For followers of Chaos, Tovik's priests are often the last thing they see before moving on the dubious rewards of their afterlives.

Tovik's Sphere

The movement from Elgis's pastoral sphere to Tovik's Warrior's Heaven is a subtle one that many planar travelers don't notice at first. That is, until the wind shifts and the coppery tang of blood hits them. Tovik's realm is an infinite battlefield, spoiled by war and littered with the corpses of a million fallen soldiers. It is said that the ghosts of every soldier who falls in battle finds its way to this burning twilight, where Tovik selects only the bravest and most daring souls to serve in his personal army. This spectral force trains day in and day out, waiting for the final battle with Chaos at the Doom of the World.

Those destined for Tovik's service find comradeship and succor amongst the Lord of Violence's staff. Those who are made of less durable stuff are encouraged by sword and spear point to go on about their travels, as Tovik's realm is only for those who have tasted the tang of their Lord's brand of valor.

VALLYN THE WISE

Lord of Achievement

"The first great gift of Lady Vallyn is that of language, the spoken word by which we communicate the truth of Law to the faithful. The second of Her gifts is the written word, which grants the ability to record thoughts and deeds for posterity. Her third great gift is curiosity, by which we sate our hunger to know the secrets of the divinely ordered universe ..."

- From Mistress Fervancia Voashoon's
Ordering the City-States: Ilmiora and the Rule of Law (University of Cadsandria Press)

While the gifts of Lady Vallyn are utilized universally, few outside Her priesthood are aware that it was the gift of writing that literally spelt the doom of Chaos. By encoding knowledge in written form, Vallyn and Her sect created order and stability; or as the priesthood of Slortar sees it, they placed language in a cage, with the written word becoming a prison for ideas.

Once written down, knowledge becomes fixed in meaning, and so the second great gift of Vallyn to humanity was a significant blow to Chaos, whose worshipers view ideas as flexible concepts that are subject to change.

While any place at which learning is sacrosanct is a shrine to Vallyn, Her greatest temple in the Young Kingdoms is found in Ilmiora, on the pebbled shores of the Pale Sea. Here, a day's ride south of Ilmar, stands the beautiful temple known as the House of Questions. This

magnificent building was once a Melnibonéan palace, engulfed by the earth when a fissure opened beneath it during an earthquake 2000 years ago. Today only the topmost portion of the building's central spire protrudes above the ground, half-hidden by a graceful birch forest that has sprung up around it.

That part of the building that is visible above ground stands 152 feet tall, and resembles a gothic spire cut off at the base; massive and impressive, with an emphasis on upwards-sweeping vertical lines.

It is ringed about by a complex of grottos, ponds, canals and gardens that weave in and out among the birch trees, and which are designed to inspire contemplation of the perfection of Law in those who walk amongst them. Elsewhere in the temple grounds are crypts holding the mortal remains of some of the greatest thinkers in the Young Kingdoms.

Throughout the gardens stand numerous statues depicting the various aspects of 'She Who Knows.' The base of each statue is inscribed with a short, often cryptic phrase designed to shock the viewer out of their usual state of being into a temporary state of heightened awareness. Examples include: "Who hears?", "In a draught, does a flame shiver?", "Which moves: wind, flag, or mind?" and "Two hands clap and there is sound. What is the sound of one hand?"

A small army of priests from across the world toil tirelessly beneath ground level at the House of Questions, excavating the sunken chambers of the palace-temple. They are slowly turning its lost rooms into repositories for the most important collection of texts in the Young Kingdoms, reputedly surpassing even the great libraries of Cadsandria and Karlaak combined. Pilgrims of Vallyn visit the temple to pray for enlightenment, while scholars and sages petition the temple's guardians for access to this rare scroll or that ancient tablet in order to help them advance their studies. The head of the temple is Cardinal Sempronio Slorg of Oberlorn, an expert in humanity's pre-history, and an erudite and witty host.

CULT OF VALLYN

Vallyn, the Lord of Achievement, in this domain She is the goddess of knowledge, learning, teaching and study. In particular, She is the Lord of the movement of information from one person to another. She collects all knowledge, separates the dangerous from the harmonious, and maintains vaults where Chaotic knowledge is held, separating it from the populace of the Young Kingdoms. Vallyn is also the messenger of the Lords of Law, moving swiftly from one place to another, carrying messages and missives.

To some, She is the goddess of all interaction. Scholars offer Her prayers in hopes of improving their ability to learn, and diplomats ask Her aid in clarifying their speech. Any activity that transmits knowledge from one source to another is holy to Vallyn, and Her faithful work to ensure that no knowledge, unless it details the Lords of Chaos and their servants, falls from the public eye. By helping people see the Truth, they are then more likely to serve the White Lords.

Of all the Lords of Law, Vallyn approves of the use of magic by Her faithful. It is assumed that some sort of atonement procedure is in place, although the spells and techniques used by Her faithful don't appear to harm the Barrier. They assert that certain magics are in fact gifts from the Lords of Law, and knowing the proper knowledge can liberate people from blind prejudice.

THE WORSHIP OF VALLYN

- Symbol: Wings, representing speed. Also two faces in profile, appearing in conversation.
- Color: Purple
- Day: Waterday, the 7th day.
- Month: Sathran, the 3th month.
- Image: A young woman, athletic and trim, wearing blue trousers, white sandals and a violet tunic. She bears a wand of jasper in her right hand, and a scroll in her left.
- Incense: Mace and sandalwood.
- Holy Place: Vallyn's Temple is in Argimiliar, three days travel from Cadsandria along the coast of the Eastern Ocean. It is a library of immense size, possibly the largest in the world. Every bookbinders, printers and library is a shrine to Vallyn, and it is said that those who fall asleep in a library often dream that they awake to discover that all libraries are one, and linked to Her domain in the Silver Sphere of Law.
- Holy Task: Knowledge is to be obtained and shared. The act of conveying messages is a holy rite, since it means the betterment of all who hear it. Seek lost knowledge, convey messages. Do not keep secrets, unless the knowledge is dangerous.

In many ways, Vallyn represents the capacity of the individual for intelligence and comprehension. It is our ability to think that allowed us to overthrow our inhuman masters. Our intellect, as opposed to our instincts, is what makes us truly human. Vallyn teaches Her faithful to think actions through before committing them, which has earned them a reputation as slow to act when decisive action is needed. However, when deep thought are needed, none are better suited to it than Vallyn's priesthood; no one can see the true depth of an issue better than they.

She is also the Lord of Travel. In order to convey messages in a timely fashion, Her priests are able to move around the Young Kingdoms much quicker than most other priests of Law. This is partly through their own magics, and partly due to an uncanny ability to find the best winds when on a ship, and choose the safest path when on land.

Cosmologically, Vallyn's is represented by Vallyn's Star, a bluish-violet star, smaller than most, that moves rapidly across the heavens. This swiftness is carried over to Her priests. The star travels across the sky at a speed no other star can match, and the unaided eye can make out a distinct change in position, even in a single night. When an incursion from the Outer Dark is spotted, it is Vallyn who alerts the rest of the Lords of Law of the threat. She is the glue that holds the cosmos together.

CORRESPONDENCES

Virtues

Vallyn's attendant spirits are her angels, derived from the High Speech word for "messenger." The angels can teach critical effects based on the Fast talk, Listen, and Own language skills, as well as any other special focus skills possessed by the initiate. Any effects learned from these spirits will be based on knowledge, learning, travel or communication. One such spirit is given below.

ANGEL VELNIEL, VIRTUE OF COMMUNICATION

This spirit takes the shape of a child of indeterminate gender, fair of complexion and aspect. It's playful and laughing. Velniel is able to take any spoken words, regardless of the seeming complexity, and break it down into simpler language. Not only does this aid in the comprehension of difficult concepts, it aids in determining when someone is being purposefully evasive.

First Circle initiated may speak to the Angel and request a "simplification" of any text of as much as a paragraph in length. This text must be spoken to the angel by its summoner. The angel will give clues to what's being said, allowing the summer to take a +30% bonus to any skill check needed to understand the nature of what is being expressed. This is especially useful when deciphering the wording in old grimoires, and when dealing with contracts.

Second Circle Initiates may be taught Virtue of Communication critical effect, which stems from the user's Own Language skill. This effect costs a magic point for every target thus affected. When activated, the user may spend an extra magic point to purposefully aid or hinder the target's understanding of what is being expressed, each magic point denoting either a -10% penalty or +10% bonus to the target's Language skill. With this effect, the target may make difficult or complex ideas seem simple, or muddle the understanding of their words in order to seem impressive.

Third Circle Initiates may seek to embody Velniel. By assuming (as much as possible) its appearance and mannerisms, the user may make it so that, in a number of miles equal to his or her Law Allegiance score, no person may speak without everyone in earshot hearing exactly what the person means, or is trying to cover up. This effect lasts for the caster's POW in combat rounds. Conversely, the caster may learn, with perfect understanding, what any single work is expressing, even if in an alien tongue. Be forewarned, though, as the complete understanding of non-human concepts can be hazardous to the mind.

Initiates may call upon the Angel of Communication once every nine days, only on Waterday. Doing so earn the caller a number of Law Allegiance points equal to the circle called.

New Spells

VALLYN'S AID (5)

Range is self. Lawful. Only followers of Vallyn may know or cast this spell. This simple ritual intonation takes 1 minute to chant. Once cast, for the next 24 hours, the caster may make a Luck roll whenever faced with an obstacle that would ordinarily slow him or her down. If the roll is passed, he or she "remembers" a shortcut or favorable winds, which allow passage the obstacle unimpeded. If other people are traveling with her (such as on a ship) this affects all passengers. If the Luck roll is failed, the obstacle will impede the progress as normal. In theory, this spell can be cast every night, maintaining a constant level of protection. This spell is largely why the followers

of Vallyn are regarded as mystically fast; they are able to travel much faster, not by superhuman speed, but by uncanny Luck.

Guided Comprehension (1)

Range is self. Lawful. By making a short prayer to Vallyn and spending the magic point, the caster can look at a manuscript or artifact, and be able to tell in very general terms if the material in the book or the artifact is dangerous. No other insight is offered, but a caster would be able to tell, for example, if something is safe to touch in order to transport it to secure location. Adepts of Vallyn use this spell to identify dangerous items to be transported to one of the storage monasteries.

VALLYN'S HEAVENLY MESSENGER (VARIES)

Range is self. Lawful. By means of this spell, the caster shapes magical energy into a small bird, typically a white dove or a crow. This construct will fly to a location chosen at the time of casting, and deliver, in the caster's voice a message to a single recipient. The magic point cost for this spell is equal to the number of words used in the message. After the bird delivers its message, it evaporates into motes of sparkling dust. The effective range for this spell is 100 miles for every point of POW possessed by the caster.

The bird will unerringly find its target, but if it is far away from the initial location, it may take several days to a month to get to it. The magic points invested in the spell do not regenerate until the bird has delivered its message. If the target is not on the plane of the Young Kingdoms at the time of casting, the bird will appear to the caster one day after the spell is cast and say in a mournful voice "unfound."

Special Focus Skills

TALENTED TEACHER

With this effect, you're able to train others in the use of the skill from which this effect stems. You're able to break down the concepts involved so well that your pupils may make an INTx5 check to learn from you, regardless of whether this is a combat skill or not. Additionally, each D10 roll to increase the trained skill is made with a +1 bonus.

As usual, no skill may rise above 80% through training. You must possess at least 90% in any skill to train others in its use. So good is your training ability, that you can charge up to 9 times the normal fee for training, or name any other price if money isn't involved. You very likely have a stable of students, as well as a reputation as a teacher of great skill.

LISTEN

A practiced ear. When conversing with someone, spend a magic point and make a Listen roll. With a success, you're able to determine, roughly, whether they are leaving something out, but not what that information might be. You may not be able to tell if what they're not telling you is true, but at least you'll be tipped off that something else is going on.

Religious Function

No amount of study and intellect is worthwhile unless that information can be shared. Science grows because scientists communicate findings, governments are run based on people talking to each other. Armies are able to defend their borders because members are able to communicate vital information over long distances. It's our ability to communicate that allows humanity to accomplish nearly everything that it does. Vallyn grows powerful where men and women are able to do this. She promotes the open sharing of ideas, and the ability of the downtrodden to express themselves in order to gain aid for their condition.

However, as a Lord of Law, Vallyn knows that there are some ideas that are too dangerous to be out in the public knowledge. Such ideas, typically the knowledge of Chaos and how to summon demons and cast spells, are considered exempt from the normal rules, as they are ultimately destructive to the lives of all people. In this manner, Vallyn represents a paradox; She is both the ability to communicate, and the ability to keep some things in the dark. And since Her priesthood chooses what's fit for public consumption, they actually hold tremendous power within the political system of the Young Kingdoms. Where the other Lords of Law rule by

overt example, Vallyn exerts her influence quietly, behind the scenes. After all, the easiest secret to keep is the one no one knows about.

Vallyn's Sphere

The Lord of Achievement's Sphere is a library of infinite size, said to contain the history of everything, including impossible things. It is said that certain mortals are allowed access to these records when the need is dire. In addition to books, this library contains information stored in any form, from bottles filled with pure metaphor, to glass-and-metal devices that extract information from humming purple crystals.

GAMEMASTER'S SECTION

The Rewards of Faithful Service

OF GODS AND VIRTUES

Using Gods of Law

I consider this text to be something of a departure from the tone of the rulebook, and, to some extent, the Saga. When we read the books, we see the Doom of the World from Elric's eyes, and that perception is influenced by the nature of his fate. No other perspective is given any spotlight, and I had always assumed that Elric's experience was objective enough to be held up as truth. Same to with the Stormbringer rules. Both sets of rules approach the material from the mindset that the Cosmic Balance, is the "good" force, and that the ascendancy of Law or Chaos would be detrimental life in any world. And I think this is what Moorcock's vision of the Eternal Champion stories to be about.

But for this book, I wondered what the Young Kingdoms looks like through a different set of eyes. Surely, a priest of Arkyn from Lormyr would see the state of things in a very different light than the last Emperor of Melniboné. So, this book is something of a meditation on what the Multiverse looks like to the more devout followers of Law. You'll note that it differs in place from canonical material. These distinctions are by design, as they highlight how different the world looks when you see it with a different set of eyes.

The purpose of Gamemaster's section of this book is to provide GMs with some insight into this world, so as to better structure your descriptions to your players. Also included are small essays in which I discuss how to integrate the new material into an ongoing campaign. I've tried to make the new material as fun and usable as possible, as well as make it modular enough that you could take out systems that don't work for your game without making the whole thing crash.

This is your game. I can only hope I get to influence a little.

SWORDS AND SORCERY

There are factors that separate sword-and-sorcery style fantasy (which Stormbringer is) and other sorts. Try to keep these factors in mind when running your session. Repetition of themes can go a long way to get your players to recall them.

FAST PACED

Much of the action scenes in the Saga are quick affairs, over in a just a few lines. When Elric meets Smoorgan in The Sailor on the Seas of Fate, the combat between the two of them and their

numerous opponents is over in just over a page of text. Elric takes a man down with each swing of Stormbringer. Your players want to be able to do this. I say let them, in the name of genre emulation. Try to keep combat as intense, violent and as fast as possible. Sure, Elric was an insanely competent swordsman swinging a demon-blade, and you players don't have that. So what? That's just set dressing. If your players want to wade through bandits with nothing but skill and clean steel, let them. Hell, reward them for it. They'll keep the game moving for you.

That doesn't mean combat should be without risk. Even if you're using the minion rules, there is always a chance of injury or violent death, especially when taking on opponents as frightening as Champions of Chaos. Your players should be the main characters in the campaign, like Elric's position in the Saga. Elric does get into binds, and he is taken advantage of, and cosmic forces push him around. But, at no time is he in serious danger of dying from a lucky stab between his ribs while fighting off a bunch of beggars.

Let's say that your players are all priests of Law. They've been tailing a powerful Chaos Champion for months. They've had some close calls when clearing out nests of cultists (they might not have known they weren't in any real danger, but they don't need to.) Now, they've discovered the Champion's fortress, guarded by an elite guard and a dozen demons. This is worthy fate for heroes. If they decide to attack, there is a good chance that someone won't make it home.

You want your players to make it to the villain's fortress, and healing takes time. Having them get seriously injured while hunting down cultists will derail your player's actions until they can heal up, and make them cautious, which means they'll approach things much more slowly and carefully.

You don't have time for that. Slow pacing can be the death knell of an otherwise exciting campaign. Let them clear out a single nest of cultists, and run these fights as fast and loose as you can imagine. Let the players shine; they're heroes, after all, doing the White Lord's work. There shouldn't be a real chance of permanent injury. You might have a cult leader who is a bit

more advanced than the rabble, but that's not mandatory.

The fight when they assault the villain's fortress, however, is a different matter. Most of the guard should go down pretty easy; not like the cultists, but still not as scary as the adventurers. The demons should be unique challenges, or hordes of proficient combat demons. Players should be able to get past these challenges with only minor injuries.

NOW, THE BIG FIGHT

The corner the Champion in his sanctum, and he bellows to the Dukes of Disorder and throws himself at the players. This is the fight you've been leading up to. This is the fight where characters might fall and die. You want them all here, and you want them all to participate. This confrontation is what the game's about, the preceding fights are warm ups to the main event.

Other tricks to keep the pacing moving is to use many, smaller words when you speak, instead of larger ones. This is especially important in combat sequences, but can also be worked into other descriptions. Consider Elric and Moonglum's fight with the shape-shifting Oonai from The Vanishing Tower.

"...at the last moment, they divided, Elric throwing himself to one side and Moonglum to the other.

The Chimera passed between them, and Elric struck at the thing's side with his runesword.

The sword sang out almost lasciviously as it bit into the flesh which instantly changed and became a dragon dripping flaming venom from its fangs.

But it was badly wounded."

The longest word here is "lasciviously" which hampered the flow of that sentence a bit, but is laden with enough meaning to give that sentence a bit of resonance. By keeping these sentences brief and the words short, the reader can more easily move from one sentence to the next. Doing so makes the action appear to come at breakneck speed. Doing the same with in-game descriptions, especially with tension in your own voice, can go

a long way into turning a regular close combat round into something tense and exciting.

If a task is taking too long, and is threatening to bog the game down, add an element of time crunch or danger. Are the players taking their sweet time getting to the contact's house in Cadsandria? A fire started by a student's riot threatens to overwhelm the city, and the contact will flee when the town evacuates, and the players need to find him. Did the fire need to happen? Maybe not, but it will get the players moving. Also, narrating them running through a burning market is much more fun than doing so on a sedate, sunny morning.

TENSION

A lot of the fun of playing this sort of game comes from the tension of the situations. Players and GMs work together to maintain this tension, and to resolve it periodically. A good thing to keep in mind about tension is that it doesn't come from die rolls. It comes from the result of that roll. If you have a player who is so good at combat that he can never realistically be beaten? Fine. Let him kill a lot of things. That's what he wants to do in game. But to keep the tension up for him, present him with challenges that cannot be handled solely through violence. Tension can also be maintained by making him deal with the results of his combat abilities. Let's say that one of the cultists slain in a raid was a minor noble or political official. The news of his death will eventually reach the ears of someone willing to make life hard. Even if that doesn't happen, the news that the city's nobility are secretly worshipping Chaos will bring the Church Militant there soon enough, which itself can create wonderful tension for the players.

There are consequences for any action your group takes. You needn't punish them for doing something, at least not directly, but remind them that any action they take can weaken the Rule of Law. Remember, followers of Law maintain a calm status quo. They aren't fond of disruption or chaos; that is the province of the enemy.

MAGIC

There should always be magical elements to the game, whether the evil sorcery of Chaos, or the

more benevolent theurgy of the White Lords. Common folk in the Young Kingdoms aren't likely to ever see any magic, outside common theurgy, but your players aren't common folk. If there are no magic users amongst the party, make sure the antagonists use it. To the followers of Law, sorcery is a bit like drugs; dangerous in a very real sense, not just to the users, but also to everyone around them. Sure, some people can be responsible with sorcery, and not use it to harm others. Those folk typically keep a low profile and don't draw attention to themselves. The sorcerers most likely to come into contact with followers of Law are the twisted, evil ones, who either delved to far and lost their humanity along the way, or are drunk with power and ambition.

To followers of Law, those who truck with Chaos are hardly even human anymore. To make sure the players take this away from the session, show how physically repulsive and mutated Chaos cultists become. The magics they wield make them mockeries of their human selves. Refer to them as "it" instead of he or she. When doing voices, try to make them seem as far from the human norm as you can get (but don't hurt yourself.) Have them refer to themselves in the third person, or to address themselves as though they were more than one person. Play up on the dissolution of self. To a follower of Law, this is the ultimate fate of any who follow Chaos.

If there are adventurer magicians, then the goal is to contrast the use of Lawful magic against the Chaotic magic. Where Chaos is harsh and twisting, Lawful magic should be cool and invigorating. Demon summoning should be a frightening experience, while the calling of Virtues should be a religious experience, akin to talking to angels. Where Chaotic magicians are seen as dangerous lunatics, Lawful mages are special people, who share a connection to the White Lords even their other followers cannot match.

This is how the Church of Law maintains its worldview. These ideas are preached from the pulpit, and drilled into the head of every initiate. This cosmology and worldview isn't true in any objective sense, but that doesn't mean it doesn't work for those who believe in it. In the Multiverse, it's the belief that matters most. The more people

who follow Law in the Young Kingdoms, the more the Young Kingdoms resembled Law's structure. In this way, the belief of the people does actually keep the Barrier of Law in place. Slipping away from that belief exposes more people to Chaos, which will eventually tip the word over.

Of course, it could be said that the only reason the Doom of the World came about was because of the Lords of Law, keeping Chaos at bay for so long. It took Elric's summoning of Arioch to shatter the Barrier, letting a flood of Chaos into the work, which ultimately destroys it. If Chaos had leaked in, perhaps the Doom of the World could have been averted. Maybe there are cults of Chaos who are doing just that.

Which brings us to the last theme that needs to be addressed...

DOOM

Darkness, death, jealousy and betrayal or common themes in Elric's Saga. And these factors aren't in the world because of Entropy. These are human factors, often more damaging to the society than the plots and schemes of gods. Does that mean we should betray the players at every turn? Not really. One betrayal is enough; let them have enemies, but also, let them have friends. If every character screws them over, they'll stop talking to others, and you don't want that.

An interesting thing to do is not only give the players enough rope to hang themselves, but also enough rope to hang someone else. How will the players feel about betrayal when they do it to someone else? Will that make them more jaded and cynical? Will it push them away from their Allegiance? I hope so; great stories are made of such material.

The Life of Faithful Service

Because of the worldview promoted by the Church of Law, a campaign using the material in this book has the potential to differ from that of a normal Stormbringer game. To make this difference stand out as much as possible for the players, I've included some hints on how to help immerse the players in the Lawful mindset. Try to touch upon these elements, even if only briefly,

throughout the game. Consistency and repetition is key to getting players to remember important elements. In addition to elements common to all followers of Law, I've included a list of themes pertinent to each god. GMs can work to incorporate these elements, and highlight for the party.

Themes for any follower of Law:

- Chaos as a dehumanizing force. In a humanocentric world like the Young Kingdoms, there is no inhuman racial enemy (with the notable exception of the Melniboneans, which aren't encountered all that often.) As such, the distinction between "good" and "evil" breaks down. For followers of Law, this isn't the case: They see themselves as good, and the followers of Chaos are always and forever evil. Some may be redeemed, but the bulk of them have sold their humanity to the Dark Gods in exchange for power. As such, the followers of Chaos are no longer even human. And, just as you'd put down a rabid dog, so too should you do the same to a rabid follower of Chaos.

Of course, this isn't really the case; it is possible to follow Chaos and not be a danger to yourself or your neighbors. This deviates from Church Doctrine, your players should not ever see this.

- Black and White thinking. For all their value of logic and order, the followers of Law often fall victim to strange logical fallacies. Dichotomous thinking, seeing the world in absolutes, is especially problematic when you have a large group who has decided that they are "good." Followers of Law should be encouraged to buy into this, and see if they follow when evidence mounts that the cosmos isn't the system of absolutes. This sort of conflict works well for intra-cult conflict, as matters of doctrine and ideology make the character's enemies.
- The insidious nature of corruption. Wise followers of Law know that Chaos doesn't always attack in the open. Often, they infiltrate slowly, and work to corrupt the heart of an organization from within. Then, not only have they removed a threat, they've also gained an

asset. And, even if there is an obvious threat from Chaos, it is likely only a distraction for some other, more deadly, trap to be laid in place. Experienced cultists of Law are often the most paranoid, as their lives are spent always looking for threats and danger from outside.

- The Church of Law as protector. No matter what cults the characters belong to, their overarching mission is always the protection of non-chaotic people. A living person can be converted to proper Lawful worship, whereas a dead one can only be mourned. That doesn't mean they are prohibited from defending themselves, or attacking preemptively at times, but this is only allowable when the Enemy is strongly expected. Characters who routinely slaughter innocent (or slightly less than innocent) people will be taken aside by the leadership of his cult for a stern talking to. While there are factions within the Church that feel otherwise, the humanity of the Young Kingdoms, are sheep to be protected from the wolves, not lambs for our slaughter. This protection does not stem to followers of Chaos, who, in keeping with theme #1, are not really people anymore.

THEMES — CONFLICTS OF GODS

Goldar vs. Slortar

Goldar's opposite number in the Chaotic pantheon is Slortar. Where the Golden God teaches his followers to build wealth to further the aims of Law, Slortar and His cult teach that wealth is for the benefit of the individual. In a game, any adventurer followers of Goldar should have access to a great deal of wealth, easily beyond that of other adventurers. Give the Goldar cultists ample opportunity to spend wealth to further the aims of Law, even if what the player thinks would benefit Law is not something the Church would agree with.

Also, to represent Slortar's influence on the character, make sure there are plenty of temptations of the flesh that beckon to the player;

brothels, opium dens, and expensive artwork should call to him, tempting him to spend those Large Bronze coins on matter of personal pleasure. The cultists of the Lord of Hedonism needn't appear in the character's story, unless a personified enemy would make it easier for the follower of Goldar to pursue and expunge himself of his desires. Even so, just cleaning out a single nest of cultists isn't likely to stop the player from experiencing these temptations. But, it may be fun to have the player think that.

Arkyn vs. Arioch

Arkyn teaches his faithful that all matters can be resolved through contemplation, logic and faith. He takes a very long-term view on things, which is an aspect of himself that His followers are encouraged to take. Experimentation is seen as a form of meditation, so working on a project is meditating on it. This method of approach does get results, but it is slow. Followers of Arkyn are thinkers and scientists of extreme skill, but where they are lacking is the ability to resolve conflicts by sudden, violent force. Arioch's countering influence is to think and act with astonishing speed. Where Arkyn teaches patience and thought, Arioch tempts humanity to make snap judgments and action, trusting instinct and intuition over knowledge and logic.

When implementing this theme, give the followers of Arkyn a situation with a seemingly easy solution. Do they take the bait and follow the easy path? If they do, are their unintended consequences of their actions, and if so, how do these complications effect their future actions? For example, the character determines that there is a sorcerer secretly operating in the court of King Jiku of Argimiliar. They suspect a minor noble, and attack from ambush. It turns out they were correct. However, even if the king is relieved that the sorcerer was unmasked, he might feel sore that the characters didn't turn this person over to royal justice. This makes him look ineffectual. The loss of face will hamper their dealings with that King in the future.

Donblas vs. Xiombarg

Donblas is most widely worshipped as “The Justice Bringer” and his faithful have a reputation as tireless seekers of this ideal. Even so, they are expected to stay within the laws of any place they operate even if those laws are seemingly unjust. Is the character’s higher loyalty to Donblas, as Bringer of Justice, or to the Church of Law’s edicts? And, what is the character’s definition of Justice, and how does that come in line with the Cult’s official stance.

Where Donblas ultimately seeks Justice for all in equal measure, Xiombarg’s influence skews this perception. Xiombarg is the Mistress of Conspiracy, a system by which Justice become altered to serve some in different ways than others. In some places, Xiombarg’s followers have subverted the natural order enough criminals go free while the innocent are punished.

Present a follower of Donblas opportunities by which they might gain advantage at the expense of the normal Lawful progress. For example, they gain the ear of a judge in a small town. The judge knows that a certain tattoo can be used to identify members of a certain heretical religious sect, suspected of being a secret Chaos cult. He asks the character’s permission to implement a religious cleansing of these people. Even if they’ve done nothing wrong, they are to be rounded up and burned. Does the character allow such a travesty of Justice to occur? Or does he go along with it, assuming that he’s really doing Donblas’s work? If tempted to use a corrupt legal procedure to their advantage, will they do so, and what does that imply? Also, how does the character’s definition of Justice change as they age and see more of the face of the world?

Vallyn vs. Maluk

Vallyn teaches that people are only improved by knowledge, and that, with a few exceptions, all knowledge is to be shared amongst everyone. Maluk, the Silent Watcher, Chaos Gods of Forbidden Knowledge, gains power from the hoarding and secreting of knowledge. His purview is guarded libraries and reliquaries or the private collections of wealthy dilettantes. Followers of

Vallyn should be scholars of the written word, which is a precious thing in the Young Kingdoms, as the movable type printing press is relatively recent invention, one still mired in antagonistic debates with the Scribe’s Guild. Books remain items of immense value. They are imbued with a certain amount of presence by the culture’s view of them. Knowledge is power, and it has power.

Followers of Vallyn have all heard of the Forbidden Texts, a list of books that no one has ever really seen. These texts are so dangerous, that even being in the same room with them can subvert one to the worship of unspeakable demons. They find a book amongst the effects of a dead necromancer, and when they send word back to the main temple, they discover that it’s one of the Forbidden texts, and suddenly everyone wants it. Obviously, priests of Vallyn will want to keep the book out of the hands of Chaos worshippers. But what about their higher ups? Can they really be trusted with this dangerous book? And what happens when the adventurers decides that they want to see what’s in the book. Are they still so keen on making knowledge widely available when they discover that the book isn’t a grimoire at all, but a collection of heretical poems that paints the Church of Law in a very negative light? It’s not dangerous in the sense of the word usually afforded to these things, but still hazardous in its own way.

Also, of all of the cults of Law, the followers of Vallyn are known as magicians of great power. However, there are elements within the Church of Law that frown on magic’s use. Surely using magic in front of your superiors can have all sort of interesting consequences, especially if you need to use magic to aid a follower of Law.

Elgis vs. Mabelode

Where Elgis rules with benevolence and wise civility, Mabelode rules through the iron fist of tyranny. Adventurers that follow Elgis will often wind up as rulers of a number of villages, or maybe even a whole kingdom. Such is the nature of their priesthood. However, the GM should afford these players with the ability to make decisions that are implemented instantly with near-perfect efficiency. Thus, the nature of their

conflict isn't whether or not they can accomplish an action, it's whether or not that action was wise, and benefited the area, instead of being unduly cruel or done to benefit the priest.

This is the perfect place to implement a double-bind situation. In any situation that operates on the scale of government, their will always be actions that wind up hurting someone. For example, let's say the adventurers oversee a series of farming villages in Ilmiora. A road between the villages is being preyed upon by bandits. The characters may deal with the situation themselves, or delegate the duty to conscripted farmers from the other villages in their domain. Either solution will work equally well, although the farmers may take longer and have more casualties. It will also sour local mood with their new rulers, especially if more farmers are lost than expected.

Now, given this sort of situation, there should be times in which the characters can make a decision that benefits them, at the expense of the people who they govern. Maybe they find an earth elemental who can show them where to dig for great wealth. However, doing so ruins the farming for a whole village, and that village would likely starve during the winter. Do they mine? And, to add a wrinkle to the plot, what if the Church gets wind of the situation, and wants the wealth in the ground to fund an army? Will the characters benefit themselves and their church on someone else's back?

Tovik vs. Pyaray

Tovik's faithful are taught to use violence to solve problems, especially when those problems stem from the presence of Chaos. This can be as dangerous as it sounds. Often, those who are prone to violence are also prone to impulsive action. An adventurer follower of Tovik is almost certain to attempt to take on an opponent who is simply beyond their ability. Will they back down from a challenge with an obviously superior foe, or will they retreat for now and come back better prepared?

Pyaray's faithful see the whole world as a vast treasure chest full of plunder, and will gladly use

violence to get it. Followers of Tovik are targets for temptation from a number of Chaos Gods, as their methods and ideology line up fairly well. The use of force of arms is considered appropriate when spreading the Church of Law, but the church does not sanction personal quests for land, glory or vengeance.

Let's say, for sake of clarity, that the follower of Tovik takes part in the defense of a coastal village from a trireme full of raiders from Pan Tang, including a number of Priests of Pyaray. They see the atrocities committed by these lunatics, and feel proper Lawful revulsion at their existence.

Later in the campaign, that same adventurer is Tasked with participating in a raid on another coastal village, this one supposedly a haven for Chaos worship. Whether this village is the right one, the wrong one, or something else entirely, is up to the tone of your campaign. In any event, show their fellow followers of Law, doing the same sort of atrocities seen earlier, only visiting them upon "chaos worshippers," who may or may not be actual cultists.

Do they follow Tovik out of a sense of needing to protect those who cannot fight for themselves, or to slake a bloodlust not normally allowed expression? If that is the case, how does that make them any different from the "inhuman" monsters they prey upon?

Theril vs. Balan

Where Theril teaches of the beauty of harmony, Balan teaches of the beauty of discord. Followers of Theril work towards pacifying turbulent areas, bringing peace, refinement and music to people who may not otherwise ever experience these things. Balan teaches that one extreme sensation is as good as any other, so intense pain is as good, of not better, than love, passion or inspiration. Especially since it's more controllable.

The conflict here is the idea of being open to life versus being closed to it. Theril teaches humanity to be open to all that life has to offer, including things, like music and art, don't have any "natural" existence. By opening, the self is exposed to more information, a lot of which comes

from the Lords of Law. In this manner, the White Lords find communicating to their faithful easier, since they can imply by symbols and synchronicity, instead of needing to intervene directly to get someone's attention. Doing so allows the followers of Theril to see how to change a situation to create the most harmony.

To followers of Balan, closings yourself off and focusing on a single, intense sensation works to better their ability to pierce the Barrier of Law and draw on Chaotic energy. This narrowing of focus also dulls them from other outside influences. By focusing on painful sensations, they drown out everything but the voices of their gods, who are locked out of the world behind the Barrier. More insidiously, followers of Balan "recruit" new members from Lawful communities, teaching them to close themselves off and focus on pain to be better able to deal with life. By closing off so many of the followers of Law, the influx of Chaos can more easily tear a community apart.

Theril and Balan often maneuver against one another, as one god's followers try to outrun the others'. Adventurers of Theril should see how, at times, closing off is the only way to get through a situation. By being open to all information, what will they do when they notice that the Champions of the inhuman Enemy are in fact still human, perhaps not as twisted as Church doctrine teaches. Will they truly open to the experience, or will they close off and ignore the truth?

Mirath vs. Chardros

The conflict between these two is fairly evident. Mirath seeks to preserve life in order to have a peaceful death, whereas Chardros seeks to empower his followers through claiming dominion over death. In a sense, they are stealing a source of power from each other. Death as a concept and undeath as a condition should play heavily in this character's story. The revulsion felt about the undead might mask a deeply held fear about our own mortality, and the idea that we may no longer be human anymore, even if there is some sort of existence after we die.

The worship of Mirath is then a way for people to bank good will over someone who

controls their lives after death. It's also interesting to note that they claim she has dominion over life as well, setting people into roles that make them better candidates for a benevolent afterlife. No matter how people may profess to feel about the followers of Mirath, there is always a deeply held undercurrent of fear when dealing with them. By stabling such rigid control over the lives of mortals and of immortal souls, the followers of Mirath also work to isolate themselves from the very people they serve.

Followers of Chardros know this fact and revel it, asserting that once you've moved totally into the world of the dead, you can draw upon that energy to any end. Such magics create blasphemous parodies of the life left behind, twisted as it often is by decades of un-life. This state does exist, and at some point, a Adventurers follower of Mirath will have to address the fact that they fear their own death, afraid even of their goddess's ideas of mercy. When faced with their own inevitable mortality, what person, especially one who has a great deal of religious and magical power, wouldn't want to extend their life?

At some point in the game, a situation will arrive where a adventurer follower of Mirath is faced with death, and the possibility of an unnatural extension, by intervention from either Mirath or Chardros. In either case, the answer proposed by the cult of Mirath is an emphatic "no"; if Mirath offers you eternal life in exchange for services, then it is not Mirath, but some fiend in her shape.

But still, who's to say that this isn't the case? Mirath is a god, but she is also transcendent over humanity. How are we to know what her intentions are? Surely, as Goddess of Death, she's able to make exceptions to her own rules? Maybe there are rules in place that allow her to make such exceptions? Does the character take the offer, when doing so may lead to damnation? Is it better to find out by experience, or by faith?

Salik vs. Hionhurn

Salik's priests are outsiders, bumpkins, even if they are part of a community. While they fulfill a vital role in the communities they serve, the bulk of the

Church of Law sees them as ignorant, backwards tribesmen with no “real” understanding of Law’s aims on Earth.

How Hionhurn tempts these people is through this sense of isolation. At first, it’s little things, like as general feeling of unease when around others, mirrored in how these people react to you. Next, you get yelled at after saving someone’s life (especially good if the danger was something you discovered.) After a while, even the most jaded of priests will wonder if it’s worth it. By meditating on Salik’s teaching, the adventurer might come to idea that, even of other’s don’t show great appreciation for what we do, it’s still important that we do what we do. Those who fall to Hionhurn turn feeling unappreciated into anger, and go murderous cannibalistic rampages.

Salik also teaches that everyone can be useful, and that there is something worth saving in anyone, even the lowest, most miserable scum imaginable. To a follower of Salik, such beings are tests, won or lost by how the players act towards them. Will they help the helpless, or will they turn a blind eye towards the suffering of others?

BEING THE ENEMY

Gods of Law as Antagonists

Given the rigid social control mechanisms, and the control the Church of Law has over its members, not every group is going to want to play cultists of the White Lords. In that case, the followers of Law are great, implacable foes and reoccurring villains. In addition to the traits associated with the individual cults of Law, the church as a whole will respond to adventurers of other types in the following manners.

- Champions and priests are single-minded bordering on obsessive. If a follower of Law has decided that the adventurers are a threat, they will be pursued until either they are their hunter are dead. And even if the hunter dies, there is an underling somewhere that will take up the task to continue the hunt. Players should avoid attracting the attention of the Church of Law, and maybe an object lesson would be needed in case of a particularly flamboyant group.
- The Church of Law is regimented, well organized and well funded. Even without modern technology, these factors can go a long way towards making the players lives miserable. If the Church of Law in Menii has reason to hate the players, soon every port in the Young Kingdoms will know they are wanted.
- The Church is prone to violent, decisive action. Given their worldview, anyone who is not a member of the Church of Law is

suspicious. Rather than jeopardizing the safety of the entire world, the Church will invade, crush or burn anyone they think is a threat. They'd rather make sure. Just in case. Some cultists take this to extreme, while others do not. But, when dealing with a church official, you'll never really know if this is the one that will notice that you're wearing an amulet of Chaos and turn a sword on you.

For antagonists, each cult of Law proscribes certain behaviors. The options listed below serve as an example of what it would be like to be on the receiving end of the Church of Law. Note that Cultists of Law are not immune to these events; there is a great deal of conflict within the church, although officials try to downplay this as little more than ideological debates.

ARKYN

Science for it's own sake. Two cultists of Arkyn are in opposing camps of an ideological argument. Still they are able to maintain their civility around each other, and propose an experiment; each is to follow their particular mode of research, and release the results at the same time. Supposedly, whichever experiment performs the best, is considered the "winner" of the debate. They will share authorship on a paper and increase their renown tenfold.

The problem for adventurers is that the experiment involves using reconstructed technology that once belonged to the Doomed Folk. When activated, the technology opens a small, unstable portal near where the Adventurers are, letting a goodly number of demons and otherworldly monsters into the area. Not only will the adventurers have to deal with the demons, but they'll also need to confront the scientists and convince them to stop the experiment. Of course, arguments about the value of life are wasted; it turns out the experiment is based on the ruthlessness of the creatures summoned via the gateways. This is the upshot of the experiment.

The players can simply kill the scientists and destroy the priceless machinery. However, doing so will eventually get back to the Church of Law, and the adventurers will find that they've attracted the wrong sort of attention.

The irony here is that, while supposedly working towards the aims of Law, the followers of Arkyn are using Chaos to insight Chaos. They may not even be aware that that's what they're doing. A good theme to use is how rash action can produce unintended consequences. Bonus points to players who can work it so that the scientists and their work are ruined by the very things they call from the gateways.

DONBLAS

Damaged Justice. The next time they make port, the adventurers find that they're wanted for crimes they weren't in town to commit, despite numerous witnesses and good composite likenesses. This is a good time for players to pick up reputations, even if they aren't proud of them. This works especially well if they players have committed crimes other than the ones they're accused of.

No matter how they respond, unless they leave town, they'll eventually be spotted and pursued by local Priests of Donblas and the City Guard. Of course, resisting efforts to capture them make it seem like they're guilty, so if and when they do get captured, protestations of mistaken identity don't get much response. Of course, if

they go quietly and turn themselves in, they'll probably get the same response.

The adventurers will probably find try to discover what really happened, and eventually they turn up information that a sorcerer, using magic to change his face, committed the crimes to keep them occupied for a time. Why would someone do that? They must have made an enemy somewhere, an enemy with connections and influence. Even if they escape before going to trial, can they find out who's after them, and why?

Also, actually trusting the legal system to provide a fair trial can be something of a tricky prospect. Going before a judge and stating that there is a sorcerer using magic to replicate them and commit crimes in their names might sound like a foolish idea, but to a Young Kingdoms judge, such things are possible. Still, how the players handle themselves when dealing with an authority they may or may not accept can provide hooks for further adventures. Play on the theme of how the pursuit of Justice, as an ideal, can actually create injustice.

ELGIS

Faith in the Divine Right. Rulers anointed by Elgis govern by Divine Right, and others are expected to serve and follow orders without question. This attitude might work well when dealing with a bunch of farmers and their village leader, but a party of adventurers will likely chaff under the thumb of even the most peaceful of rulers.

Elgis's priesthood often move towards arrogance and self-empowerment, with the sometimes deluded idea that they're entitled to power by virtue of Divine Right. They behave as such, often speaking to "inferiors" in tones of voice normally reserved for small children and village bumpkins.

Assume adventurers are operating in a coastal village overseen by a priest of Elgis, who has some strange notions of what constitutes peace. Maybe all weapons are confiscated when they enter the town, and even when slavers attack the village, the adventurers are instructed to refrain from fighting.

Touch upon how, even in a civilized age, violence is sometimes a necessity of life.

GOLDAR

Finance as a weapon. After a trip to the Isle of the Purple Towns, the players find that they have a great deal of trouble gaining and keeping any sort of wealth. Jobs they take wind up not paying, their contacts aren't willing or able to offer loans or employment, or a new tax is levied on the city they operate in, which eats most of their accumulated wealth. Maybe they are the sole targets of these things, maybe not. After a few days of this, they are approached by a delegation from the Church of Goldar in Menii.

The delegation informs them that, unless they are willing to atone for past misdeeds in a substantial monetary fashion, their financial hardships will continue. The Church of Law is in short, extorting them, and whether or not they've actually done anything wrong isn't as important to the delegation as whether or not they pay up.

Will the players try to buy their way out? And, if they succeed, will the extortion continue, now that they've been seen as a willing mark? Will they try to kill the delegation, in hopes of dispelling whatever is keeping them in dire straits? Would that even work? Can they compete with the Cult of Goldar on the cult's own turf? Maybe they can contact the Church and make a deal.

The characters don't need to actually have done anything; this sort of behavior is part of the ongoing corruption within the Cult of Goldar. To highlight this, make sure any interactions with non-adventurer cultists of Goldar show them to have vast amounts of wealth and influence at their disposal, so much in fact that they needn't work as other men do. Perhaps they are decadent and bored, willing to play with the adventurers for as long as the game is interesting. For adventurer followers of Goldar, this should be a slap in the face, as this goes against the very nature of the cult of Gold.

MIRATH

Death and Death-in-Life. One or more of the adventurers is nearly killed, either by injury, illness or accident. At the midnight hour, just before the character passes, they recover, perhaps due to some miracle cure, magic or divine intervention. Their recovery has some should have a slightly unnatural feel to it, like some supernatural agency kept them alive until help could come. This should be stressful enough for the players, who should be under the impression that the one character is seriously about to die. That way, when the player recovers, they will feel grateful, and maybe a little disturbed.

The healer who was overseeing the character's recovery will gain a great deal of fame from having performed this deed, and people will come from miles around to be healed by him. Eventually, news of this miracle healer and his ability to supposedly raise the dead reaches a priest of Mirath, who decides that, even if this is all a folktale, it would be better to make sure the healer isn't really a foul necromancer.

When confronted by an angry priest, the healer says everything he can remember about the fateful night, including how he thought the adventurer was surely doomed, given the extent of their poor health. But then, the healer offered up a prayer to the White Lords to Intervene, and the character got better. This may or may not be true, but he's trying to put it into a good light for the priest.

The priest, however, knows that the Dukes of Disorder have been known to intercede, pretending to be a member of the Unchanging Nine and granting requests. Whether or not the priest has the healer burned as a heretic is up to the GM. I suggest you do, as that will make the priest's eventual confrontation with the adventurers that much more tense.

The priest will track the characters down. The priest will no doubt think the party is a troupe of fiends and villains, an idea that will become more and more entrenched as time passes. Attempts to lose him or otherwise stall his pursuit are seen as admissions of guilt, and the priest becomes all the more motivated to catch them.

And, as if a single pursuing priest wasn't enough trouble, news of the player's travails will spread throughout the area. Soon, they will come to a village with wanted posters of the party, saying that they are "monsters of the first sort," and "dangerous and not to be approached." Eventually, parties of armed villagers will become hounding them, moving up to actual mercenary bands and bounty hunters, all looking for glory or sport at their expense. These attacks shouldn't be unduly dangerous, but serve as a constant irritation.

At some point, the players will have to deal with this meddlesome priest. He's convinced that they're followers of Chaos, but is not so far gone into the worship of Law that he's not willing to listen to their side. He's going to assume that monsters would try to talk their way out of the punishment, so the party has an uphill battle to convince him otherwise. The surest way is to show that the "undead" adventurer isn't really undead. There are a number of ways this will work, and the adventurers are sure to come up with something.

For an interesting twist, what if the character really is undead, having been resurrected by a higher power to fulfill some other purpose? How will the character react to the news? Also, consider how this changes if they're resurrected by Mirath, instead of by Chardros. In what way would an undead adventurer be helpful to the campaign?

If you aren't using rules for the undead in your campaign, consider adding the following affects. Undead creatures take only half damage, and cannot be impaled. If they are reduced to zero hit points, they rise at full health on the next combat round, at a permanent cost of 1 POW and 1 APP. They cannot heal, accept by magic, and cause animals and children to run in their presence. They in turn are discomforted by the presence of Law, either as magics or as Holy places. They also have not regular body functions, so they do not need to breathe to stay conscious, nor do they need to eat or sleep.

SALIK

A Question of Manhood. When operating in or around an out-of-the-way place, the adventurers

are taken in by the local cult of Salik. In order to prove themselves worthy of the cult's aide (or to convince the cult they aren't a threat,) all male adventurers must undergo an arduous initiation trial and be accepted into the village as a man. The trial is composed of three parts.

Part one is a test of endurance. Adventurers must spend a night outside, with no weapons, clothes or equipment, and hike to a nearby mountain and return before sunset. Have the player make a CONx5 check to succeed in this aspect of the trail.

Part two is a test of agility. Adventurers are made to climb through a overgrown pile of brambles to retrieve a heavy filled keg. There are paths within the brambles, worn by previous users, so getting through to the other side is possible with a successful DEXx5 check.

Part three is a test of strength. The adventurers must remain still, holding the filled keg over their head from dawn until sunset. If the keg touches the ground at any point, the trial is over. Have the player make a STRx5 roll to determine their success at this trial.

Assuming the trails are successful, the cultists of Salik get the aspirant riotously drunk, hopefully to endue visions from the Phallic God, before agreeing to aid the adventurers in their task.

THERIL

Harmony and Discord. The adventurers are pursuing a goal, for whatever purposes. In the last civilized place they visit, they pick up a tail; a single priestess of Theril, who's divinations indicate that the adventurers will be instrumental in a traumatic upheaval of the local harmony. Even if the city is dying, the priestess will not allow the adventurers to overturn things, stating, "it isn't up to them to right old wrongs." Having a priestess of Law follow them will likely put a severe crimp on their plans.

However, they can't just kill her and dispose of the body. Perhaps the locals are rather fond of her. Maybe they've seen her talking with the adventurers, and have heard the priest talk to other villagers about the coming chaos. So, if the

adventurers turn up later without the priest, there will be uncomfortable questions. Even so, maybe the priest is likeable, who wants to help the players turn their actions towards the service of Law. The “Harmony” this priest serves to protect is a stagnant one; the social situation where he or she acts hasn’t changed in years, and the people are beginning to suffer. Doing away with the priest may serve to kick start the community into changing for the better. For this theme, the idea is that a stable harmony, even a peaceful one that everyone likes, can become stagnant. And, the longer something stagnates, the greater the mess when the eventual change does come.

TOVIK

Violence leads to Violence. It reaches the player’s ears that there is an old priest of Tovik, once powerful and respected, who, for reasons not entirely clear, declares that the players are the Spawn of Chaos, and call for their deaths at the hands of the local secret police. After fending off a number of assassination attempts, it becomes clear that they must do something to put a stop to this. The tricky thing is that, in order to end the priest’s cycle of violence, they will have to refrain from using it themselves. Every Lawful soldier slain sullies their reputation; and an assault on the old priest himself will only make them look guilty. Even if they do attack him, there is no guarantee that they’d win; the man may be old, but he’s had years of experience fighting and a loyal and fierce personal guard.

The only way to end this in any permanent way is for the adventurers to convince the priest’s superiors that he is incorrect. This will be especially hard if the players are not otherwise Lawful citizens. However, collecting enough evidence that the old priest is wrong will save them, and it will also ruin the old man’s view of himself. Will the players save themselves at the expense of a hero’s reputation? And, even if they do manage to convince the church that the old man is becoming senile, how will they handle it when he begins to hunt them down in order to exact vengeance?

The theme here is violence, and how even justified violence can become cold-blooded murder without the transition ever being obvious. It could be that, once the characters need to take a hard look about how they use violence to solve their problems, they’ll see something about themselves they don’t like. Maybe the old priest was right; they might leave chaos in their wake. If that’s the case, maybe the old man was right the whole time, and he ruined a good man’s reputation (and possibly life) for nothing.

VALLYN

Forbidden knowledge. During their travels, the adventurers happen across an old tome, thought lost for ages. Maybe it’s a Melnibonean treatise on summoning, or an Old Mabden book of necromancy and ancestor worship. Whatever the volume is, it is a treasure trove of information, and power for magically oriented adventurers. This is the sort of thing every sorcerer wants to find, as there are tantalizing clues of real power.

Naturally, the priests of Vallyn hear about the book, and how the adventurers may or may not be using it. They’ll pursue the players, and when found, they’ll respond in these ways. First, they’ll ask the adventurers to just give them the book, since the knowledge is from Chaos, and therefore too dangerous for the adventurers to handle. If that fails, they will offer to buy the book, and offer a conservative, but substantial, price. Adventurers may bargain for goods or services, but they must bargain in good faith. If they try to double cross or suddenly back out of the deal, the priests of Vallyn move to the next step, thievery. Assuming they get the book that way, and the adventurers don’t intervene, they leave, but will keep an eye on the characters. If stealing the book isn’t effective, they’ll eventually move to subtle assassination attempts, and then to ambush and outright assault.

To make matters worse, the information in the book is viral; any time the players leave the book someplace, other people are taking on aspects of the book. The Melnibonean book causes the humans to behave in bizarre ways, from chanting in bizarre tongues, to actually attempting a summoning. The Necromancy tome causes

everyone around it to appear pale, sluggish and in a stupor, as though half dead already. Eventually, the dead begin to rise when the book is in town. Whether the players begin to develop these symptoms is up the GM. Still, perhaps the priests of Vallyn have a point about the book. But then again, maybe they see its power and want it for themselves. Enterprising adventurers aren't going to just hand someone what is potentially a path to real power, are they?

CAMPAIGN SEEDS

The following details a number of campaign seeds, which, with a little thought and effort can be grown into fully fledged campaigns for prospective lawful characters.

THE ITINERATE EYE OF THE GODS

The adventurers are member of world-spanning conspiracy of followers of Law, and are Tasked with traveling the Young Kingdoms to cleanse it of heretics, Chaos worshippers and other scum. A mixed group is ideal, as the faith of each Lord Of Law provides a different set of tools for dealing with Chaos.

In addition to the abilities normally associated with a character's cult, membership in the Eyes allows the characters the authority to go anywhere, and see anything. They can demand audiences with monarchs and expect to get it. They can conscript troops from just about any garrison or guardhouse, and are authorized to execute anyone that they suspect as followers of Chaos, regardless of local rules or traditions. There is a reason why the Eye is widely feared, for they wield a great deal of power.

All power, of course, comes with a price. The adventurers will have little to no personal life, which may cause resentment to build. And, if everyone fears you, no one wants to get close to you. How long can the players handle that sort of separation from other human beings? Also, with the power at their command, how long will they

act in pursuit of their Task, before using the authority invested in them by the Church for personal gain?

This campaign should have a good mix of research, intrigue and combat. Fire can play a thematic role, as both cleanser and destroyer. The idea of what constitutes a lie, and how to distinguish it from the truth is also a big theme, as well as the isolating nature of being a naturally suspicious person.

IN THE PURSUIT OF KNOWLEDGE

Players in this campaign would play priests of Arkyn, Vallyn and Theril. Their Holy Task is the gathering of knowledge on all manner of situations. They are given a great deal of flexibility as to what constitutes knowledge, and have a sizable budget and the full weight of the Church of Law behind their actions. They might look into how the machinery of the Doomed Folk works, and use recombined machines to travel the planes. They might be researching the final fate of Arquin Vo, lost to the Demon Isle while working on his Folio of the Black Arts: a Guide to the Magicks and Afflictions of Pan Tang. A cell of the Inquisition, which needs the player's unique talents to track down a known demon-cozener, might also contact them. They may work magic to solve crimes, and be desired all over the Young Kingdoms to discover the final fates of assassinated monarchs.

This style of game would be best for groups that are very self directed and imaginative,

whereas other players might balk at this sort of freedom. Let the players dictate how the campaign starts. They really do have the ability to enact whatever scheme they come up with, and it's the GMs job to ensue that it is suitably tense. Even if the players stray into areas that the rules don't cover, allow them to succeed, and figure out how they could have done it later.

This campaign would have a lot of research and experimentation going on, as well as exploration and potential environmental dangers. Combat oriented characters should have ample opportunity to shine, especially when assisting research-based characters on a hostile plane. This is the GMs chance to show the players the sheer alien beauty of the Million Spheres.

PSYCHOPOMPS

At least one player is a sorcerer aligned with Mirath or Salik, who use magics to travel the Lawful spheres and ferry the souls of the dead to their final resting place. In every Temple of Law, there is a chamber designed for this purpose, and the party can enact the Rite of Ascension in safety. Perhaps the party members are aspiring Keepers of Mirath, or who must perform this service for a certain amount of time to atone for misdeeds in life.

Do they have the spiritual strength needed to escort the soul of an innocent child across the horrors of Limbo to seek council with Salik? Can they evade the powerful spirit of Chaos that pursues them? If they happen across an incursion from the Outer Dark, can they stall it long enough for the nearest Lord of Law to stop the invasion? And, even if they do make to Salik's cold realm, will the Darkest of the Nine allow them to return to their bodies without a harrowing? It is said that those who make the trip and return to the Young Kingdoms gain great temporal and magical power. If this is the case, will one or more of the players be tempted by some other agency to use that power to counter the aims of Law?

This campaign should have a magical, mythic feel, as it echoes the travails of a hero that enters the underworld and returns with knowledge. Issues of faith and belief should feature, as well as seeing

one's own darker nature. The Spheres of Law respond to the Chaos in the individual as mirrors, reflecting the character's own Chaotic nature back at them. This response is almost always in a negative light, which is intended to "chase" the character's inner demons out of them. In this setting, the character's inner demons manifest as literal demons, bent on swaying them from their true path. If the characters can beat their inner demons, when they arrive at Salik's realm, they can expunge themselves of the negative energy. Doing so is an experience of both extreme joy and sadness, and each characters feels that they've lost something important. Reduce their Chaos Allegiance score to zero.

In return, the payers may become Champions of Law, and all that this office entails. Still, the feeling of loss stays with them, and if they make the trip to the Outer Dark again, this feeling becomes more pronounced. Each time, they become less and less human, until, after the ninth such a trip, they cease to be human, and undergo an apotheosis as spirits of Law. Whether this is a victory or a failure depends on the particular approach the players take on their characters.

IN SERVICE TO THE PEOPLE

This works best for followers of Donblas, Elgis or Theril. In this campaign, the players are given the Task of setting up a base of operations in a particular area or city, and do their best to bring their brand of Order to their new home. A priest of Donblas might be set up in a port town, and have to contend with smugglers, an organized crime syndicate, a wealthy and corrupt merchant class, or the even more outré threat an influx of mad-eyed sorcerers, coming in from ship hailing from ports all over the world. Or, a priest of Elgis might subvert a corrupt government, and set himself up as the authority. He'll have to placate the populace, being possibly lengthy conversion, and deal with other tribes attacking in hit and run guerilla wars that leave nothing but wreckage behind them.

In any case, this campaign will allow the players to get to know a number of interesting characters, be able to map out their environments,

and come to feel that they finally have a place in the world. A frontier life can be hard, but that much more rewarding. The chance for a siege scenario is also much greater when the characters are more or less bound to a single area.

Of course, as soon as they feel settled, additional conflicts can come to light that cast their lot into darker light. For example, the priest of Elgis may begin ruling a population of farmers, and have things be going well, when one of the farmers discovers the entrance to a vast Melnibonéan ruin, dating from the Dragon Isle's war with the Dharzi. Suddenly, his safe, new home is right on top of something esoteric and dangerous. He cannot simply abandon his charges to their fate, as he's responsible for their well-being. What will he do when faced with a challenge that he can't overcome?

SPREADING THE WORD

Adventurers are missionaries of Law, traveling the world with no set goal, simply aiding the faithful wherever they may be. Maybe they're hired to protect a village from bandits, one of who is reputed to be a sorcerer of unholy might. Maybe they happen upon a hidden valley where the primitive people therein haven't heard of Law. Or perhaps they are sent to re-establish an abandoned temple of Law at the Edge of the World.

A group running in this campaign set up would be suited for a mix of cults, and it's episodic nature can work well for groups that can only meet infrequently. Since there would be only very little overlap between adventures, there won't be continuity errors if some players cannot attend a particular session.

Also, this allows the GM to introduce some interesting facets of the game. Suppose that, while re-establishing the Temple at the Edge of World, what if one of the adventurers conquers his fears, like Earl Aubec? Having them create a new kingdom, complete with a history and a populace, can provide many rewarding experiences for both the GM and the players. And, once created, this campaign can segue into a "to serve the people" campaign.

THE HUNT

This campaign will work for any followers of Law. In a daring midnight raid, the White Chapel's storehouse of dangerous Chaotic artifacts was looted, and several dangerous items are once again back in the world, working their evil magic on an unaware populace. The players are Tasked with fining one or more of these artifacts, and either returning them to the White Chapel, or finding some way to destroy them.

Start the players off with a Task to find a single artifact. They may not desire to become embroiled in such a long-term commitment, and having recovered a single artifact might be enough for them to move onto something of their own devising. If you are stuck for ideas about what artifact to have them pursue, I've included one.

The Iron Demon is a small statue, no more than 6 inches high. It is composed of rusted, grime-streaked black iron. It depicts a hideous demon, sitting at rest on a throne made of human figures. The statue is the binding object for a powerful demon of Chaos, whose name is lost to history. What is known is that when the possessor feeds blood and commits a sacrifice of a single magic point, he may engage any target within his Chaos Allegiance score in miles in a POW:POW Resistance check. If the possessor wins, he may implant a single suggestion into the mind of the target, which the target will take as one of their own ideas. At a time of the possessor's choosing, the target will act upon the suggestion, even if it is patently suicidal for the target to do this. If the target wins the Resistance Roll, he or she feels light headed, but is otherwise unaware the attempt to influence their minds. The current possessor is a Pikaraydian demagogue, who is using the statue's evil influence to bilk the unwitting of their wealth and influence. He is currently operating in Shazaar, living like a king, surrounded by mind-warped sycophants. If the Iron Demon is used in a session, the user must make a Chaos Allegiance check as per the normal rules.

Getting the Iron Demon out of his hands shouldn't be too difficult; the hardest parts will be finding him and getting past his army of willing assassins and bodyguards. However, the real

adventure beings when the characters are in possession of the Iron Demon. The malignant intelligence in it will target the player with the lowest POW. It will engage in nightly Resistance Table roll with that character, using its default POW of 18 as the active value. If it wins, the character will feel a strong urge to make use of the Iron Demon's hypnotic abilities. Once the target fails this roll, he or she must make a Luck roll once per session to avoid using the demon.

Even while this is going on, there are other forces that want the Iron Demon for themselves. The statue sends out some sort of energy that followers of Chaos can feel, and they are compelled to seek it out. So, in addition to the precarious trek to the White Chapel, with one of their number fighting off the foul thing's influence, their journey will be hampered by every cultist within a 100 mile radius trying to take their charge. Some of these cultists will try the direct route of staging an assault, while other, more subtle groups will work in ways unseen, either by stalling the wheels of bureaucracy, or by hiring thieves to take the thing while they sleep. And, assuming they get the damned thing back to the White Chapel, how will they proceed when it becomes apparent that the people to whom the deliver the artifact begin using it instead of placing it back in the vault.

THE SCOURGE

The Church of Law prides itself on very rarely needing to resort to large-scale military action in order to achieve its aims. Their normal methods entail catching burgeoning cults of Chaos before they become problematic. However, there are cults with leaders savvy enough to avoid attention for a time. These cults often come to light through a series of accidental discoveries, often when someone from the area terrorized by the cult gets away and reports its existence to a Temple of Law.

The adventurers are participating in one such attack. This time, the attack is to be against a fishing village on the shore of the Pale Sea in Vilmir. The Task given to the players is to find and kill several known cult members, including a self-

styled High Priest of Chaos. They're taken by longboat to shore of the village, where they come to land and begin their attack.

However, it becomes apparent that this isn't the village they're supposed to be attack. The names given to them for cult members turn out to be simple villagers, and the "High Priest" is the village headman, who is certainly not a follower of Chaos, much less a magically empowered priest. How far into the scourging of this village that the players discover the error depends on their temperaments. It is entirely possible that they go through with their orders, and leave the village a smoking ruin before being told by superiors that they had, in fact, attacked the wrong village.

Initially, blame will fall on the adventurers. It will be assumed that they, either by fault or design, chose to attack the wrong village. Indeed, the person responsible for their transport by boat will assert that they players told him where to land. This person might be simply covering himself to keep the blame off him, or be manipulated into making this statement by another party. The adventurers should be exonerated eventually, but not without impassioned role-playing on the part of the players.

Following the trail leads the characters through a series of informants, one or more of whom are found dead in their homes, perhaps all bearing marks of having been slain by the same assassin. Perhaps this assassin is hunting the players as well. After a suitably tense amount of time has passed, the adventurers discover the real source of the report that the village was in league with Chaos; an actual Cult of Chaos in Vilmir, operating right under the Church of Law's nose. Players may find the identities of the cult's members on their own, and take the law into their own hands, or report their findings to the Church. Doing so will result in yet another attack on the cult stronghold.

Are the players certain that, this time, they've got the right place, or has an even more powerful Cult of Chaos, who is using the players as tools to deal with rivals, manipulated them into attacking this village?

THE BLOOD BOOK OF SHAZAAR

The adventurers begin hearing reports of a “haunted” section of forest in Ilmiora, far from the Forest of Troos. The reports make mention of bizarrely twisted, mutated human beings and strange, alien plant life. If the players send scouts to check things out, they vanish into the woods and never report back. This alone should convince the adventurers to investigate.

Arriving at the scene, the players are harried through the woods by strange, animal-human hybrids, most of which possess what astute scholars would recognize as demonic abilities. After a series of guerilla attacks, the adventurers manage to trail the mutants back to their base, and discover, hidden away in a valley, an old ruined compound of inhuman construction (not Melnibonéan either; it’s a Dharzi ruin.) A sorcerer of middling talent discovered these ruins a few years ago, after fleeing from the village where he was practicing his dark arts. In the ruins, the sorcerer discovered a book of Dharzi sorcery, the sort that those alien folk used when at war with Melniboné. It details the procedure by which the Dharzi’s science of animal melding can be put into practice.

The sorcerer is busy translating the text into common, in a tome called “The Blood Book of Shazaar,” supposedly as an “update” to the fabled tome of the same name. The mutated creatures in his service are the results of his experimentation to make sure he knows the spells well enough.

He fights to the death, and uses his creations to protect himself and his books. Initially, the fight goes poorly for the adventurers, especially against the sorcerer’s demonic henchmen. Whether or not these mutants are affected as demons by Lawful magic is up to the GM. At some point, though, the adventurers should do away with the sorcerer and his henchmen, leaving only the two books in their possession.

If they try to burn the books, they find that the original text won’t burn, no matter how hot the fire, though the sorcerer’s copy burns eagerly when put the flame. Do they leave the original behind, to be possibly discovered by another eager sorcerer years hence? Or do they take it with them,

maybe seeking to give it to cult of Arkyn for study? In any event, taking the book attracts all sorts of attention, as any cult of Chaos would desire it if they learn of it’s existence and the adventurer’s ownership. Of course, they’re always the possibility that one of the adventurers will decide that just looking at it couldn’t hurt, and maybe learning one or two of the simpler spells (assuming they can translate the runes) might be beneficial.

The original text appears to be made out of thin sheets of brass, onto which strange symbols have been engraved. It is bound in a remarkably durable brown leather, made from an animal no one can recognize. Assuming the players can use the notes from the sorcerer’s translation notes, they’ll be able to learn the Other Language: Dharzi skill and being the laborious process of learning the spells. Failing that, there are no doubt scholars in the Young Kingdoms who can translate Dharzi into Common, and finding them shouldn’t prove too difficult.

The original, if translated, is entitled “The Book of Joining,” and contains the following spells: Bonds Unbreakable (3), Chaos Warp (4), Create Dharzi Construct (varies) **, Curse of Chaos (4), Muddle (1), Pox (1), Spectral Ownership (5)**. The sorcerer’s translation has only Chaos Warp and Curse of Chaos, although readers will note that he was close to translating Spectral Ownership. The new spells are described below in the GM’s magic section.

THE ENEMY WITHIN

Much to their surprise, one or more of the adventurers’ immediate superiors are arrested under suspicion of being secret cultists of Chaos. They are tried and found guilty, and the characters will have only a single opportunity to converse with them before their execution. The mentors tell the players that they have been set up, and that there really is a cult of Chaos infiltrating the Church of Law. They are Tasked by their mentor’s dying breath to seek out the corruption in the Church and excise it, so that their master’s spirit’s might be exonerated.

The problems stem from the character’s association with their dead masters. Even if the

adventurers aren't implicated in their master's corruption, there is a good chance that their reputation has been sullied by the turn of events. This is especially true when the players begin asking uncomfortable questions about those who are in power. Former allies turn their backs on them, old friends become bitter enemies, and suspicion abounds.

The farther up the trail of corruption they go, the more corruption they discover. It seems like every member of the church they meet has some secret dealings with cults of Chaos. And the trail goes higher and higher up the ranks of the Church of Law, even up to the office of the Cardinal of Law. Surely the Cardinal himself isn't corrupt. That would mean the whole organization is secretly a cult of Chaos, working to bring about the Doom of the World.

That can't be the case, can it?

The Barrier

For the Church of Law, the Barrier is the single greatest gift from the White Lords to fledging humanity, and also a great responsibility. It is a mystical force of great power, surrounding the plane of the Young Kingdoms and protecting it from the predations of the Lords of Chaos. The hearts and minds of the people of the Young Kingdoms provide the energy to maintain the Barrier, and the various Cults of Law all have a Task that keeps a facet of the Barrier in good repair. The cults are a sort of metaphysical technicians, shaping the psychic landscape of the world to make it inhospitable for the servants of the Dark.

However, the Church of Chaos is well aware of the Barrier, and has perfected a number of ways to circumvent the protection offered by it. All forms of Chaotic magic harm the Barrier in some way, and the most potent spells at once harm the Barrier and feed themselves. In places with a history of Chaotic magic (Pan Tang, Melniboné, the Unholy Fortress,) the Barrier is essentially non-existent, and the wonders of Chaos are open to the brave. However, in most places where human live, the Barrier is strong. Make no mistake, though. Even in these shelters from Chaos, there are humans who work magicks to undermine the

Barrier, for their own glory and that of their Dark Gods.

Below is a description of the Barrier, how it works, and how both Churches use it to achieve their ends. I'll also include a discussion about how magic is changed after Elric summons Arioach, and shatters the Barrier forever. This section is also an optional one; GMs are welcome to jettison the whole thing if it doesn't fit the tone of your campaign. Even so, only using it when it matters is key; otherwise, assume spellcasters can break through the Barrier with the normal Luck roll to succeed in casting.

THE BARRIER OF LAW

For purposes of this discussion, I will be referring to the Sacrifice Results Table on page 163 of the

BARRIER OF LAW CHAOTIC SPELL FAILURE %

<u>Barrier Strength</u>	<u>Overchanneling Damage</u>	<u>Spell Failure</u>
0	-----	0%
1	1d2	10%
2	1d4	20%
3	1d6	30%
4	1d8	40%
5	1d10	50%
6	1d10+1d2	60%
7	1d10+1d4	70%
8	1d10+1d6	80%
9	1d10+1d8	90%
10	2d10	100%

Stormbringer rulebook. The strength of the Barrier in any given location is rated from zero (non-existent or broken) to 10 (total). These numbers correspond to the magic points listed on the Sacrifice Table. The base chance listed for these numbers is the percent chance of any given Chaotic spell failing, and the damage roll listed is use when dealing with overchanneling, which will be discussed below. The spell failure roll is intended to replace the Luck roll needed to cast any spell.

Barrier Strength

In any given area, the strength of the Barrier depends on a number of factors, including the level of Lawful worship and belief in that area. For ease of use during play, GMs may use the following table as a reference.

The Barrier Strength effects and is effected by magic, both Lawful and Chaotic. Successfully casting a Chaotic spell lowers the Barrier Strength by one point. The area thus effected is equal to the caster's Chaos Allegiance point in yards. Casting Lawful spells increases the Barrier's strength by one, up to a maximum of it's baseline.

For example, Sarkin VI'al, a Pan Tangian Champion of Pyaray, is operating incognito in a small fishing village in the Purple Towns. He is a new priest, and only has a Chaos Allegiance score of 13. The village is fairly nice place; they don't devoutly worship Law, but there isn't a lot of thievery and violence, so it has a Barrier Strength of 5. This means that any spell cast by Sarkin has only a 50% chance of success. Assuming he does so, the Barrier would immediately drop to a Strength of 4, for 13x3 (39 feet) around where the spell was cast. This reduction is permanent, unless repaired.

Now, if Fodric, a priest of Donblas, is within his Law Allegiance in yards, casting a Lawful spell will bring the Barrier up to 5 again in that area. He couldn't increase it beyond that without establishing a Church of Law in the village and

bringing the fishermen in line with the aims of Law.

Overchanneling

Overchanneling is a means by which greater control over the Barrier can be forced, by members of both sides. Let's go back to Sarkin. He's been found out, and needs to cast Speed of Vezhan on himself to outrun Fodric. Normally, he'd only have a 50% chance of the spell working, but he needs something more guaranteed than that. For each magic point spent in drawing upon more energy, the Barrier Strength will be reduces by a single point, for the purposes of casting that single spell. Sarkin can spend an extra 5 magic

BARRIER STRENGTH

Barrier Strength

0. Broken
1. Weak
2. Wavering
3. Bruised
4. Stricken
5. Standing
6. Enduring
7. Stable
8. Strong
9. Empowered
10. Perfect

Typical Area

Places of great Chaotic power; Pan Tang
Wild Places, Nadsokor
Forest of Troos
Baseline for wilderness.
Baseline for cities.
Baseline for towns/villages.
Pious places; Karris.
Cities with Temples of Law; Menii,
Shrines dedicated to Law.
Holy Ground, Temples
The Inner Sanctum of a Temple

points to break through the Barrier long enough to draw enough energy to cast the spell automatically. Overchanneling does great harm to the Barrier. Each time it is done, the Barrier Strength is reduced permanently by one, making a total of 2 for each spell cast in this manner. So, after casting the spell, the space within 39 feet of Sarkin would be reduces to a Barrier Strength of 3.

Overchanneling is not without a cost, though. Drawing upon that much energy at once is damaging to the body and the soul. After the caster's POW in combat rounds, he or she will take damage equal to the Sacrifice Table equal to the Barrier Strength. The Barrier was at 5 when Sarkin overchannled to cast Speed of Vezhan, so after his POW (16) in combat rounds, he will take

an automatic 1d10 damage. This damage cannot be dodged, parried or avoided in any way, nor does armour protect from it. Reduce the caster's magic point total by the same amount. The caster will pass out for one hour if reduced to zero magic points in this way. These magic points regenerate as normal. Overchanneling will also earn the user an additional point of Chaos Allegiance each day it is done.

Lawful sorcerers can also overchannel, this time temporarily increasing the Barrier Strength by the number of magic points spent. The percent chance then is the chance of any Lawful Spells being successfully cast. So, Fodric, if he knew any spells, could spend an extra 5 magic points to make sure his spell would go through. Doing this permanently increases the Barrier Strength by one, and the caster still incurs the damage associated with the new Barrier Strength. Channeling that much energy is dangerous, no matter which side you're on. Overchanneling in this way does not earn the user any Allegiance whatsoever.

Cascade Effects

As the Barrier Strength in an area is affected by the amount of Law in the people that inhabit that area, so to are those people affected by damage to the Barrier. Any character who enters an area where the barrier has been reduced by Chaotic magic has a percent chance equal amount of damage to the Barrier of developing an urge to behave in a way that would generate them points of Chaos Allegiance. Make this roll only once per character. Characters thus affected must make a Luck roll when faced with a chance to perform one of the Chaotic actions listed on page 261 of the Stormbringer rulebook. These actions will only be ones that the character would normally be capable of performing; the fishermen in Sarkin's village wouldn't be able to learn magic, but they are more than capable of lying, stealing or murdering one of their neighbors. Actually performing this action will also result in the NPC gaining a point of Chaos Allegiance. For each day such acts are performed, the Barrier Strength in the area around the NPC is reduced by one. Other NPC around the affected one will also have a 10% chance of picking up the Chaotic contagion. The real danger

here is that the contagion will spread from person to person, in the form of a cascade effect.

A cascade effect is a rapid destabilization of the Barrier in an area, usually a village or city, where Chaotic Magic has injured the Barrier. Such extreme influx of Chaotic energy warps the minds of those in the area of effect, causing a citywide form of the behavior listed above; an entire city of people inadvertently working towards Chaotic ends. Cascade effects occur when one or more NPC are affected as above, and they perform one of the listed actions. If they do so, and at least one person around them is also affected, the cascade effect starts. When at least 8 people have committed acts of Chaos, the Barrier for their entire community is reduced by one. Which will increase the chance of even further acts of Chaos.

For every day this effect continues unopposed, the Barrier Strength for the area is reduces by one, to a minimum of zero. When the Barrier is thus broken, truly epic amount of Chaotic magic can be successfully cast with almost perfect chance of success. Summoning demons in this environment is also much easier, halving the magic point costs needed to summon any demon. It is typical for Chaotic sorcerers to touch off cascade effects in order to allow them to summon up demons far beyond their regular abilities. Each cult of Chaos has its own methods of touching off these perilous effects, which will be discussed in the New Spells section below.

Recognizing cascade effects and working to stop their spread is one of the most important Tasks the Church of Law faces. Canny priests can recognize them by the sudden eruption of violence and theft in an otherwise peaceful area. Stopping the spread is not an easy task, for it involves arresting and putting to justice anyone who has broken the law, finding and repairing the damaged section of the Barrier, and killing the cultists of Chaos responsible for the effect.

For example, Fodric notes that the fishermen in the village have begun attacking each other at night, and soon a riot develops in the main square of the village. Everyone in town has been affected by the cascade effect. Fodric will need to jail or otherwise immobilize anyone effected, cast enough Lawful magic to prevent the spread of the

damage, and find Sarkin and bring him to justice. This is a tall order for a single priest, and would even be difficult for a party of priests. However, it is absolutely essential that all three parts be done, lest some seed of Chaos bloom later. Even out of the way places, if left alone, can become secret nests of Sorcerers, cultists and demons in little time. Followers of Law also have access to spells that aid them in this task, which will be discussed in below.

NEW SPELLS

BLASPHEMOUS RITES (10)

Range is the caster's Chaos Allegiance in yards. Chaotic. By means of this ritual, which takes 8 rounds to cast, the caster purposefully damages the Barrier by committing heinous acts of Chaos as appropriate to their cult. Priests of Hionhurn perform massive group sacrifices by beheading, while the followers of Slortar hold orgies of staggering proportions. As above, performing this spell in an otherwise healthy area must be accompanied by overchanneling. NPCs who participate in the ritual are automatically affected by the Chaotic contagion of the effect. The Barrier is reduced by an extra point, bringing the total damage to 3 if the spell is overchanneld. This means anyone in the area (other than cultists, who are affected automatically), has a 30% chance of starting off the cascade effect.

THE RITE OF ASCENSION (10)

Range is sight. Lawful. By means of this spell, a follower of Law may move bodily through the Spheres of Law, conversing with the agents of the White Lords. Psychopomps use this spell to ferry the dead to their final resting place, and others use it to pursue a Championship from one of the White Lords. Once cast, the caster (and a number of people equal to his or her POW) may move through each sphere to the next. The trip between the spheres takes one round, and the caster must rest for at least 10 rounds after each such transfer. This spell is a closely guarded secret amongst the Church of Law, and its use is carefully monitored.

CAUTERIZE THE HEMORRHAGE (10)

Range is caster's Law Allegiance score in yards. Lawful. By means of this spell, the caster can stop the decrease of the Barrier in the case of a cascade effect. It has no effect if a cascade has not been started. The spell itself takes 9 rounds to cast, during which time the caster may do nothing by chant and visualize the searing blur energy of the barrier repairing damaged sections. Note that, in damaged areas, overchanneling is practically the only way to make this spell work. Once cast, the Barrier will hold at its current level, unless further acts of Chaos are committed within the area of effect. This is why rounding up the infected is important to do before casting this spell.

CREATE DHARZI CONSTRUCT (VARIES)

Range is Touch. Chaotic. By means of this ancient spell, the sorcerer creates a loyal monster by combining different aspects of two or more animals into a single creature.

Since the Barrier did not exist when these spells were first developed, it must be reduced to zero to perform this spell. The sorcerer must then procure whole bodies all of the animals to be used in the spell. These animals needn't be killed, although dead flesh works as well as live. Humans can be used in this regard, although demons, elementals, and other purely supernatural creatures cannot be used in this spell. The collected animals must be brought to a specially prepared ritual chamber (requires a week's work and 1000 LB in equipment) and bound so as to remain immobile.

The sorcerer beings to intone the chant of this spell, which involves magically feeling the energy of the animals, and visualizing that energy merging into a single form at the center of the chamber. This process is painful for conscious participants, so the spell is best performed away from settlements.

Now, for each characteristic the final creature is to have, the sorcerer chooses which of the assembled creatures will contribute their characteristic to the final. Each value of ten, or a fraction thereof, costs the sorcerer a single magic point. For example, using the strength of a mastodon (STR 61) would cost the sorcerer 7 magic points to add. This is

done for each characteristic the construct is to have. Note that, unless the construct is to be a hideous monster, some value of APP should be used. Also, INT and POW must come from living beings, or the resulting construct will have only 1 point in each characteristic. If the INT and POW come from a sorcerer, they retain and can use any spells they knew beforehand.

The caster may then spend more magic points to imbue the construct with 10% of any skill that any of the creatures possessed before the combining. Each magic point spend gives a skill bonus of 10%.

The new creature thus defined, the sorcerer must spend the accumulated magic points, and pass a Luck Roll. If this test is a success, the resulting construct will be created, and be unwaveringly loyal to its creator, unless instructed to follow another. The creature will look like a mixture of its component creatures, with recognizable features from all animals involved in its creation.

While not normally prone to violence, these beasts are creatures of Chaos, and, assuming sufficient INT and POW, can learn and cast magic, and think independently. Thankfully, this spell is rare enough that an intelligent, mastodon sized warrior of Chaos should be a rare danger to the world. Observant scholars have noted that it is likely that the Clakars were made with this spell or one like it, though constructs made in this manner are naturally sterile, unless made fertile by unknown sorceries.

Note also that performing this spell is an affront to the Cosmic Balance. In addition to the point of Chaos Allegiance from casting the spell, the caster will immediately lose 5 points from their Balance score, and will forever be considered an enemy of the Balance, unless dramatic and sincere attempt to atone are made. Creatures made with this spell cannot be used in another casting of this spell. They can be affected by the spells Chaos Warp and Curse of Chaos.

For example, Sarkin learns this spell and wants to create a suitably chaotic mount, one that is less temperamental than a demon and easier to control. What he has at hand are humans, a horse, and a few housecats. These he collects in the ritual chamber, and kills the horse and the

cat. He leaves the human, a willing participant, bound but unconscious.

For STR, he picks the horse's score of 29, since it is the strongest of the animals he has. This costs 3 MP. He again picks the horse for CON (13-2 MP) and SIZ (26-3 MP.) He uses the human's INT (13-2 MP) , POW (14-2 MP) and APP (15-2 MP). He gives it the cat's DEX (19-2 points), and the horse's MOV (12-2 MP.) Since the horse has a lot of hard muscle, he transfers this as well (1 point of armor-1 MP.)

For skills, he gives it the cat's move quietly of 90% (9 mp), the cat's claw attack of 40%, (4 MP) and the humans' ability to speak Common at 30%,(3 MP) enough to give warnings, but not a jabberbox. All of these abilities will cost the sorcerer 36 magic points, so Sarkin must have an ample supply of magical energy someplace.

Assuming he passes the Luck roll needed, Sarkin will have a riding beast with a horse's frame, large claws, a human face with cat's eyes, and the ability to speak a little Common. If the roll fails, all accumulated magic points are lost, though the animals are left alive and unharmed. It walks as a quadruped, but is able to stand on its hind legs like a man and slash with huge, hook shaped claws. It is unwaveringly loyal to Sarkin, and follows his commands without question. The beast's final stats look like this.

HUBERTOUS' AMALGAM OF CHAOS

STR 29 CON 13 SIZ 26 INT 13 POW 14 DEX 19
APP 15

HIT POINTS: 20 ARMOUR: 1 point Thick Skin.

DAMAGE BONUS: +2D6

Weapon	Skill	Damage
Claws x2	40%	1d3+2d6.

SKILLS: Move Quietly 90%, Speak Common 40

SPELLS: *Spectral Ownership (5).* Range is touch. Chaotic. By means of this spell, a sorcerer may touch a creature affected by Chaos Warp, Curse of Chaos, or Create Dharzi Construct. Once cast, the caster may look through the eyes and control the movement of the creature for the spells' duration. This spell is similar to the Buzzard's Eyes and Rat Vision spells in the rulebook, but can only be cast on creatures the sorcerer has personally mutated.

CONTACTS/ALLIES: Given her position in Purple Towner society, Cleareyes has contacts in just about every facet of life. Any statistics needed can be found in the Young Kingdom's Digest, on pages 221-228 of the Stormbringer rulebook.

RITE OF ORDAINED CONSTRUCTION: This lengthy and expensive ritual is the means by which a priest (or, more often, a group of priests) uses their knowledge of science and divine inspiration from Arkyn to give the semblance of life and animation to a mechanical (often clockwork and steam-powered,) automaton. These devices were once common in the Young Kingdoms, but the increasing influence of Chaos in the plane has made it so the process is longer, more expensive and more difficult to perform than it once was. So, while these clockwork constructs aren't very common (and likely never will be,) such science is within the grasp of an experienced and wealthy priesthood, such as that of Arkyn.

CREATING DHARZI CONSTRUCTIONS

The process for the construction of such a machine is exacting and ritualized, and the priesthood assumes it that deviation from the proper procedure can produce undesired effects, from a non-functioning machine, to one that is flawed, or even worse, uncontrollable. The steps and costs along the way are listed below.

- *Step 1: Idea.* This is the concept behind the machine, why it should exist, and the potential uses the machine would have once construction is complete. This step is usually formalized as a lengthy manuscript (requiring a successful Common Tongue roll) written and submitted at least a month before the initial phases of step 2. Should the leaders of the temple agree to the allocation of resources needed for the construction (perhaps represented as a Luck roll on the part of the designer,) the designer is allowed to move on to step 2. Priests who are performing all of the construction themselves, and without using any Temple resources, are exempt from this step, although most still do it out of habit, and to crystallize their ideas before starting construction.
- *Step 2: Design.* At this stage, the designer must decide how best to make the machine perform. The machine will need to have characteristics and skills appropriate to its function, and for each characteristic the machine is to have (STR, DEX, etc,) the designer must spend week of experimentation and make an Engineering skill check. If this roll is a success, the designer will then sacrifice magic points equal to the die roll for

the desired attribute as listed on the Sacrifice Results table on page 163 of the Stormbringer rulebook. This same procedure is then done for the skills the construction needs, using the percentage result on the Sacrifice Results table. Once all characteristics and skills have been rolled for, the blueprints and design schematics become charged with the spent magic points. At this point, the designer thanks Arkyn for the insight needed to come this far.

The schematics will retain their magic quality for nine years before the magic dissipates, so the actual construction needn't happen right away. Thus, it is possible to find a charged blueprint and to construct a functioning machine without spending any magic points yourself. This has, at times, led to a rash of thefts, which is why most designers work in secure temples or in secret locations.

Should the initial Engineering checks fail or fumble, the designer must make an Idea check to notice the mistake, and try again until they get a successful result. Should they not catch the mistake and proceed with the construction, the attributes or skills rolled for are halved (if the roll was a simple failure) or at the minimum result (if a fumble.) Also, such flawed devices are anti-Lawful in nature, since they point out the imperfections of the designer. As such, the devices are prone to fits of rage, breakdowns, or other behavior that isn't exactly what the designer intended.

- *Step 3: Construction.* Once the designs are ready, the designer must be able to fund the construction. This costs an amount equal to all of the devices characteristics (their ideal vale, not their real stats if any of the designing Engineering rolls have failed,) times 10 in large bronze coins, plus 100 bronze for the person performing the construction (if this isn't the designer himself.) Thus, even the smallest, simplest machine of this nature is dreadfully expensive, and out of reach of most of the beginning priest-adventurers.

Also, at any point during the machine's construction, it may be armored with any type of armor available to the designer (excepting armors made in Pan Tang or Melnibone.) The

armor must be specially tailored, and will cost two times its normal cost. Machines armored with sea leather won't float. This suit of armour can be used to Embody a Virtue of Defense.

The person performing the construction must have access to a shop designed for this purpose, and must make an Engineering roll to understand the blueprints prepared for the devise. (This understanding roll is not required if the constructor is also the designer.) A second Engineering roll is needed after another week's work for the construction. Assuming all of these rolls succeed, the devise is correctly assembled and prepared for the final part of the ritual. Should one of these rolls fail, take another week and try again.

- *Step 4: Awakening.* At this point, there is a lengthy ritual and chant, during which the designer anoints the machine with sacred oils, cleans every inch of it, calls upon Arkyn to awaken the machine as a testament to the eternal power of Law, and sacrifices a single point of POW to bring the thing to life. After the POW sacrifice, the GM should make a Luck roll for the designer. If it succeeds, the machine starts, and, if it has more than 5 points of INT, can communicate with its maker's Own Language. If this roll fails, roll on the Machine Creation Fumble Table, below. If this roll is a critical success, use the "Miracle Machine" entry to describe the resulting construct.

About Constructs

The machines cannot learn from experience, will not heal injury, and their Lawful nature discomforts all demons and followers of Chaos within line of sight of it. They usually have an arrow of Law prominently displayed somewhere on their surface, and cannot be the binding object for a demon. (Although, a flawed machine going crazy might be the result

of a demonic possession.) They use the human damage bonus table, and are immune to the lasting effects of major wounds. A machine with a weapon skill can use any appropriate weapon in its grasp, even demon weapons.

SPECIAL PROPERTIES

For the costs listed below, the machine can also be augmented with one or more of the following procedures. Each requires an additional Engineering roll during the design phase, and another extra during the construction phase.

- *Virtuous* - For an extra 400 bronze cost, and another week during the construction (during

MIRACLE MACHINE RESULT

<u>D100 Roll</u>	<u>Result</u>
1	The machine starts, and then dies. A waste of effort.
2-10	The machine lives, but makes terrible, painful groans whenever it must move.
11-20	The machine's guiding intellect awakens, but it cannot move. Make an Engineering roll to fix the problem.
21-30	The machine awakens, but cannot follow complex commands. Anything more than a single step confuses it. Roll Engineering; a success fixes the problem, a failure makes it worse.
31-40	One randomly determines body part doesn't animate. Make an Engineering roll to repair.
41-50	Machine starts, but is imperfect. Every 5 combat rounds, roll a d6. 1-3, a random limb lashes out at nearby objects/people, perhaps hurting them. 4-6, machine cannot move this round. Frozen in place.
51-60	A small fire starts inside the machine. Put it out, or the whole process is ruined.
61-70	The machine explodes in a thunderous blast. It is utterly destroyed, and all in the immediate area (about 50 yards) take 3d6 damage.
71-80	The machine animates, but hates its existence. Will attempt to destroy itself when given an opportunity.
81-90	Machine hates its creator. Will attack immediately, and will do so until destroyed.
91-99	As 81-90 above, but will hide it's hatred until you are alone together, then it will attack. Every time it is destroyed, it will come back to life in 1d8 days, with 1d8 fewer hit points. When reduces to 0 hit points finally, it is destroyed for good.
00	Miracle Machine. By some strange quirk of Fate, the machine has double it's characteristics, is benevolent, intelligent, devoutly worships Arkyn, and can learn skills and accumulate allegiance points just like a human priest.

which nine priests of Law must chant and pray over the construction without interruption,) all attacks by the machine are considered holy, and will always do maximum possible damage against demons, Champions, and priests of Chaos. This effect will go away if the machine ever uses a demon weapon in combat, and cannot be restored should this occur.

- *Aura of Righteousness* - for an extra cost of 1000 bronze, and 2 weeks of extra preparation and prayer, the machine instills all followers of Law within sight of it with a tremendous sense of righteous indignation. They will gain a bonus of +10% to hit with any weapon, and are immune to any magical affects that influence mood. All followers of Chaos wishing to fight within line of sight of the machine must pass a Luck roll at the start of every round. If they fail, they are demoralized, and cannot attack this turn (but may Parry or Dodge as usual.)
- *Portage* - for an extra cost of 100 bronzes, the machine can tirelessly carry up to its STR in SIZ. While all machines can carry heavy loads over short distances, a Portage machine can do so indefinitely.
- *Expeditious Travel* - Pick a single movement mode (running, swimming, flying or tunneling.) For an extra 500 bronzes, an Engineering check during construction, and 5 magic points, the machine can move it it's chosen mode at amazing speeds (about 3 times what a "normal" device of it's type might be capable of.) This mode of movement is more or less in a straight line, and is used mainly to reduce travel time. At such speeds, human occupants (if using Portage also,) cannot really interact with their environment. For example, an Expeditious Portage Horse would be able to carry its passengers at a MOV of 60 for an indefinite period, but the occupant could only hang on for dear life during the passage.

Other special properties can be used at the GM's discretion. GM's should be flexible on this point, and allow the players a bit of leeway. Just remember to add a monetary cost, and a few extra Engineering tests. Arkyn's hand is in the creation of

the devices, and if he thinks his followers will use the device for un-Lawful deeds, feel free to have the construction fail, or the device have it's own personality that might disagree with the players. These things are mighty artifacts of Law, and should be used with this in mind.

OPTIONAL RULES

Included in this section are rules changes that I propose to help your game run smoothly. Take them or leave them, as you will.

USING POW

For non-magic users, the POW characteristic is pretty much useless, working only to resist hostile magics and demonic influence. At the GM's option, players may declare that they are spending a point of POW to add more effort to their actions. Players who spend POW in this manner can make their next percentile roll an automatic regular success without rolling. For those using special focus skills, this includes the rolls needed to activate and use special effects. Note that this will also make you easier to manipulate via magic. Spend those points wisely.

Points of POW spent in this manner will slowly regenerate, allowing the character a good sized pool of points to use when in an emergency. If the character rests between adventures, assume all POW has been regrown at the start of the next session.

NAMELESS MINIONS

Mentioned earlier in this book is a suggestion that combat be not bogged down if it is between the adventures and a nameless rabble of minions. Adventurers should only rarely be in any real danger from adversaries of less than stellar quality.

To stimulate this, consider running unimportant villains as minions.

Minions are NPCs who only mean to slow the characters down. Town guards, cultists, a sorcerer's henchmen, all of these characters do not have enough narrative importance to warrant full stats. They exist to allow the characters to show off.

Assume a minion has a basic 10 in any characteristic, does 1d6 damage with a 30% chance to hit. They always go last in any combat round. They do not parry or dodge, and will be hit hard enough to drop out of a fight with a single successful hit from any weapon. If they are significantly armoured, assume two hits are needed. Slightly more serious threats may need three hits, and do 1d8 damage with a 50% chance to hit. Critical results with weapons count as two hits, impales count as three.

Sorcerers who have successfully reduced a Barrier to zero might use minions to fuel the Call the Legion spell (see the Sidebar).

Minions are really only appropriate when dealing with minor characters. NPCs important enough to have names should have full stats, and combat should run as per the normal rules. The minions are designed to help combats run faster, and have the power difference between them and their Chaotic masters be that much more pronounced.

ORATORY

Lawful character with skill in Oratory might find this critical effect handy.

RABBLE ROUSER

Your commanding tone and strong presence make people do as you say. Make an Oratory roll, and spend a magic point for each person you're targeting. If you succeed, you gain a number of minions equal to the magic point expenditure for a single scene. These minions follow your orders as best as they can, but will only perform actions in keeping with the Church of Law's Doctrine.

Example: Fodric is pursuing a Champion of Chaos through the Menii Fair, and is in danger of losing his quarry. He announces that he's using this effect, and calls out to the assembled merchants and market goers that the person he's pursuing is in league with Chaos, and that he needs their assistance in catching the Champion. True, minions are no match for a Champion of Chaos, but they may slow him down long enough for Fodric to reach him.

FODRIC MARINUS, ASPIRING CHAMPION OF DONBLAS

Fodric is Vilmirian, and while he keeps his head and face shaved, his people's distinctive accent marks his heritage. When not dressed for war, he wears the Vestments of Service, and is never seen wearing less than full clothing.

CHAOS 0 BALANCE 2 LAW 3

STR 17 CON 17 SIZ 13 INT 12 POW 12 DEX 13 APP 16

HIT POINTS: 15 ARMOUR: Half Plate and Mail
1d8+1

DAMAGE BONUS: +1D6

Weapon	Skill	Damage
Greatsword	60%	2d8+db
Dagger	40%	1d4+2+db

SKILLS: Bargain 45%, Dodge 60%, Insight 40%, Listen 50%, Natural World 35%, Search 35% Oratory 55%.

CRITICAL EFFECTS: Greatsword - Evil Sleeps. Insight - Flawless Falsehood Detection. Oratory - Start a Riot, Rabble Rouser.

CALL THE LEGION (10)

Range is self. Chaotic. This spell may only be cast in an area where the Barrier of Law is broken. When cast, the sorcerer calls upon a legion of nameless demons, which count as a number of minions equal to the sorcerer's Chaos Allegiance score. For an additional 5 magic points, these demons may be endowed with one of the following effects:

D8 Roll

Result

- | | |
|---|---|
| 1 | Strong - Capable of performing feats of strength, and do 2d8 damage in hand to hand. |
| 2 | Dripping with Goo - Count as being armoured (2 hits to take down) and can attack at short range with spittle, slime or pus. |
| 3 | Huge - Half the number of demons arrive, but each must be hit three times (or once from a Lawful or Virtuous Weapon) before being banished. |
| 4 | Ensnaring Tentacles - Characters fighting these beasts must subtract the minion's percent to hit from their own weapon skills due to interference. |
| 5 | Armoured Hellknight - The demons count as being armoured, and do 1d8 damage. |
| 6 | Magical Fires - The minions may make their attacks at long range with balls of searing black flame. |
| 7 | Trophy seekers - Minions do damage to magic points instead of hit points. Characters knocked out by this attack might be mutilated, losing a nose, ear or tongue. Lose 1d8 APP. |
| 8 | Dangerous - The minions are exemplars of their demonic heritage. There are only 8 of them, but they are must be hit three times, do 2d8 damage with a 50% chance to hit. |

NOTES: Fodric's hatred of Chaos cultists stems from his childhood, when his sister was taken from her home and split open on an impromptu altar dedicated to Arioch. He will pursue the foes of humanity to the very ends of the earth, if there is a need. He is a worthy friend to those who aid Law, and an implacable foe of those who serve the Dukes of Discord.

APPENDIX

SECRETS OF LAW

IN RECENT ADDITIONS TO the Elric Saga, Michael Moorcock has added a number of new members to the known ranks of the White Lords. This chapter summarizes what is known about them and their cults, and also collates information about the handful of Lawful gods created by former contributors to the Stormbringer game, as many of the supplements that they originally appeared in are long out of print.

THE WHITE LORDS

The White Lords of the Higher Worlds, enemies of Chaos, were marvellously beautiful, with bodies of such symmetry that they could not be earthly. Only Law could create such perfection and, Elric thought, such perfection defeated progress.

- Stormbringer, III, 2

While Moorcock names many of the Dukes of Entropy, including Marthim, Verdelet and Haborym of the Fires Which Destroy, he seems strangely reticent to list the names of the Princes of Constasy.

Only three of the White Lords are mentioned by name in the original Elric tales: Mirath and T'aargano, invoked by a desperate priest in the story 'The Flamebringers', and Donblas the Justice Maker, whom Elric encounters in the novel Stormbringer. Latter additions to the saga have seen several new members added to Law's pantheon, while two additional Lords of Law, Arkyn and Ilah, appear in the Chronicles of Corum, completing the tally of those White Lords whom Moorcock names personally.

Their meager ranks have been added to by a succession of contributors to the Stormbringer role-playing game over the years. Goldar, created by Ken St. Andre, appeared in the first edition of the game published in 1981, together with Pozz-Mann-Llyr. A handful of other Lawful deities have appeared in game supplements since then, invented by an array of authors who are each credited below. The 'Unchanging Nine' described in the latest edition of the Stormbringer rulebook, and whose cults are detailed in this monograph, were named and developed by Richard Watts in

an earlier iteration of the game known as Elric! and published by Chaosium in 1993.

The following section lists all known White Lords who exist outside the Unchanging Nine. Most are obscure even in the lands in which they are worshipped, and few maintain any tangible influence in the Young Kingdoms today. Two of them, Countess Miggea and Countess Inald, are completely unknown in the Young Kingdoms, although on their own planes they wield great power and are served by large and loyal orders. It should be noted that while some of the details presented below are extrapolated from the original sources, much is invented wholesale.

Callandus the Merciful

"His eyes are all-seeing and His wings shield the helpless. His wisdom guides us towards a state of perfect grace. His mercy brings a swift death to the evildoer and succour to the needy."

- Extract from an invocation to Callandus

This minor Lord of Law was created by Stewart Wieck, and is briefly described in the 1987 Chaosium publication White Wolf: Demons, Temples and Ships.

Callandus is a martial god whose greatest gifts to humanity are the Code of Chivalry and the concept of knightly ideals. Statues of Callandus depict Him as a muscular warrior holding a sword in one hand and a dagger in the other and with an eagle perched upon His shoulder. His symbol is an eagle in flight, poised to swoop upon its prey.

The cult of Callandus was most powerful in the Southern Continent during the days of the Lormyrian Empire but diminished as the Church of Law grew in stature, eclipsed by the cults of Tovik and Donblas. Callandus is little worshipped today outside a handful of old, aristocratic families in Lormyr and Filkhar, and at a few scattered shrines in Jharkor and Shazaar. The later nation is home to the sect's headquarters; a mossy temple occupied by a handful of aging priests that stands deep in the Forest of Aarlain, near the storm-lashed coast of southern Shazaar.

Callandus' worshippers value honesty, generosity and mercy, and they respect and aid the

weak and the helpless. Among the sect's teachings is the belief that etiquette; civility and chivalry are the hallmarks of a truly Lawful society.

Priests of Callandus wear long woolen robes dyed a soft blue, and even his lay worshippers usually sport at least one item of light blue clothing about their person. All His followers wear the cult's symbol, the swooping eagle, in the form of a brooch or blazon, or when that is not possible an eagle feather. The high priest of Callandus wears a cloak of eagle feathers over his robes as a mark of his rank.

The god's most active servants are the Order of the Vanguard, a band of knights-errant based in Aarlain in Shazaar. Tradition demands that only 100 Vanguard knights may serve Callandus at any time. Only when existing knights die can a new member join the Order. New knights are usually chosen from among the Vanguard's squires, but on rare occasions an especially worthy outsider might be approached and invited to join the Order. (Such an individual might be an extremely virtuous adventurer, who must have an allegiance to Law of at least 50 points, and a Chaos allegiance of less than 20, as well as two weapon skills of 85% and higher in order to have caught a knight's eye.)

All knightly candidates, whether or not they are new to the sect of Callandus, must complete a special task appointed to them before they can be knighted. Such a task should test their faith and their compassion as much as it does their strength of arms. Upon being knighted as a member of the Order an adventurer gains an 2D6 points of Law allegiance as well as an automatic check to that trait.

THE NINE KNIGHTLY VIRTUES OF THE VANGUARD

Members of the Vanguard swear to uphold the Code of Callandus, which places particular value upon the following traits:

- **Courage** - Bravery in the face of Chaos is upheld as a major virtue. Cowardice has no place in the Vanguard, and a true knight will go into voluntary exile, or commit suicide, if their courage ever fails.
- **Courtesy** - The Vanguard steel themselves against thoughtless speech, less they offend

with a careless word; value courtly manners and good graces; and speak as gently to a churl as to a king.

- **Faith** - Devotion to the White Lords is of prime importance to the Vanguard. A knight should spend at least an hour a day in prayer, and seek to spread Order through both word and deed. Faith is a shield against the fear and despair spread by the Dukes of Entropy that is rooted in even the bravest heart. (As a sign of their faith, a candidate wishing to join the Vanguard must have an allegiance to Law of at least 50 points, and a Chaos allegiance of less than 20.)
- **Generosity** - Being free with alms; being a welcoming host; being as quick to forgive a foe as to embrace a friend: these are among the skills of a Vanguard knight.
- **Honesty** - A true knight never lies, no matter what the circumstances, although the faithful are permitted to stay silent rather than perjure themselves under extreme circumstances. A knight never breaks his word.
- **Humility** - A knight swears to value the contributions of others above their own, not to boast of their own accomplishments, and to be modest in all things.
- **Justice** - To uphold the laws of gods and men; to help the helpless; to shield the defenseless and to offer mercy: this too a knight must swear.
- **Loyalty** - Honoring and obeying a superior or a liege-lord without question; commitment to a cause even in the face of certain death; never compromising an ideal or a cause.
- **Prowess** - Skill at arms is greatly valued by the Vanguard. Anyone wishing to become a knight of the order must possess a minimum of two weapon skills at 85% or greater.

Ilah the Bountiful

"Because the Duke has gone mad. Not a month since he banished all the priests of Urleh from his city but allowed the priests of that milk-and-water godling Ilah to remain. Thus he put himself on the side of Law..."

- Verenak to Corum, *The Queen of the*

Swords, I, 3

A vassal of Arkyn, and the native deity of Lym-an-Esh in Prince Corum Jhaelen Irsei's home plane, Ilah is often in competition with His Chaos opposite, Urleh (a minor vassal of Arioch).

Ilah is traditionally depicted as a wise old seer with kindly eyes and robed as a priest of Law. His statues often show Him holding an ear of wheat in one hand, a water bucket in the other. He aids His followers with their day-to-day problems, providing them with the science they require to meet their needs. He is especially credited with the development of agricultural tools, from the plough to advanced irrigation techniques, and for this reason is sometimes referred to as the Father of Farming.

Beyond the world of the Five Planes, Ilah's worship is virtually unknown.

Inald the Haughty

Lord Arioch, Duke of Chaos, and Lady Inald, haughty Countess of Law, leading their troops, faced each other across the boundary of the Middle March, fighting once again for control of the Balance.

- The White Wolf's Son, III, 23

Little is known about Countess Inald, a deity of Law only briefly mentioned by Moorcock in *The White Wolf's Son*.

Like all the gods of Law She is an imposing and icy beauty when appearing in human guise. Her eyes are a cold blue, Her skin pale, and Her hair, lashes and eyebrows are a pure, blinding white. Statues of Her on the planes she dominates are traditionally carved of clear ice.

Inald's own plane, which few of Her worshippers have seen save in dreams, is a cold and unforgiving world of almost pure Law, locked in ice, silent and still, where no wind blows to disturb the snow which blankets the frozen ground and frozen seas. Its small blue sun moves so slowly across the sky that a single day lasts a week by Young Kingdom's standards.

Most of this world's original inhabitants are dead save for a handful of fanatical hermit-priests;

and Inald's Champions, missionaries for the Countess, who seek to convert other planes to Her worship.

Members of Inald's sect traditionally strive to be as aloof and remote as the goddess they worship. Ritual and formality dominate their daily existence. Her priests in particular are bound by an elaborate series of traditions dictating every aspect of their lives, from dress and diet to their interactions with other mortals. Such priests shun the touch of the uninitiated: being touched by an outsider renders a priestess ritually unclean, forcing her to spend a full month purifying herself by praying, fasting and bathing in ice-water before being worthy of serving the goddess again.

Consequently Inald's ascetic clerics live most of their lives in masochistic solitude. They abandon their isolation only once a year, at the winter solstice, gathering together to identify the next world they intend to add to Inald's slowly spreading domain.

Like the aggressive Countess of Law they worship, Her followers actively seek to expand Inald's rule throughout neighboring spheres, and as they associate natural change with Chaos, consequently they aim to guide all worlds towards the same state as their own: frozen and forever still. Their fanaticism, were they to infiltrate the Young Kingdoms, would be as deadly to all life on Earth as all the unleashed power of Chaos.

Priests and agents of Lady Inald of Law usually know the following spells, which they learn during their initiation:

CHILLING TOUCH (4)

Range is touch. Chaotic. Once cast, this spell enables the caster to cause four points frostbite damage to a target with the touch of a hand and a successful MP:MP roll on the Resistance Table. Armour offers no protection from this attack. If this attack is used during combat the caster must make a successful Brawl roll to touch the target; success indicates normal Brawl and damage bonus are inflicted, plus the additional four points damage. Hit points lost through such attacks heal normally. The spell's duration is only half the caster's POW rather than their full POW, but until it expires every new touch inflicts additional damage.

BREATH OF INALD (15 + 1 POW)

Area of effect is 1000 yards radius about a specified point, which must be visible when the spell is cast. Chaotic. Caster must spend 9 hours praying and chanting, at the end of which they attempt a POW x 4 roll. Failing, the magic points and POW are still lost. A roll of 00 always fails, and except upon planes where Inald is dominant, attracts the angry attention of the Elemental Ruler Lassa and Her children, Graoll and Misha, the Wind Giants.

If the spell is successful, a sudden blizzard descends on the region, but only if snow occurs naturally in the area; elsewhere, such as in a desert, this spell causes a significant drop in the temperature and summons freezing winds. The effect lasts for 1D6 hours, during which time swirling snow reduces visibility to a few feet and makes tracking impossible, while the high winds snatch away sounds, rendering conversation from more than two feet away inaudible. The temperature in the area of effect drops below freezing: creatures caught in the blizzard, unless very warmly dressed, must roll CON x 4 each hour they are exposed: failure results in the loss of one hit point that hour and every hour thereafter until the blizzard dissipates.

Mardek, the Full Urn

"Oh Mardek, who makes the desert bloom, teach us the wisdom to conserve and respect Your gifts lest Your Urn run dry. Send us Your gentle rain; quench our thirst; carry us after death on Your sweet waters to the White Lords' realm, where our souls will be washed clean of earthly imperfections so that we may be sent back into the world renewed."

- From the devotional prayer, 'The Waters of the Urn'

Mardek, known as the Full Urn by His worshippers, is a minor Lord of Law created by Larry Di Tillio and briefly referred to in the 1985 Chaosium publication, *Demon Magic: The Second Stormbringer Companion*.

His province is water, particularly fresh water. He brings rain, and keeps wells full and

rivers clean. Theologians at the University of Cadsandria have suggested that Mardek is a minor aspect of Tovik of Law; others argue that He is actually an aspect of the Elemental Ruler Straasha only worshipped under a name more palatable to the Church of Law.

Mardek's symbol is an urn brimming or overflowing with fresh water. He is usually depicted with flowing blue hair and a long blue beard, inevitably in the act of pouring out water from His urn. His sect is strongest in northern Ilmiora, among those towns at the edge of the Sighing Desert; in other Young Kingdoms it is virtually unknown.

Priests and agents of Mardek are generally taught the spells Bounty of Straasha (renamed Bounty of Mardek by the sect) and Summon Elemental during their initiation: see the Stormbringer rules for details.

Upon reaching the rank of Administrator, priests can chose to learn three additional spells: Call Rain, Guide Water, and Straasha's Hold (although the latter spell is taught as Mardek's Hold). The first of these is a new spell; the other two appear in the Chaosium publication *The Bronze Grimoire*, and are reprinted below for the gamemaster's convenience.

CALL RAIN (4 + 1 POW)

Range is sight. Chaotic. With this spell the caster can summon rain to help ensure good crops. After spending six hours praying to Mardek the caster attempts a roll of POW x 4 (POW x 3 in times of drought or in a desert; POW x 2 if the area has been cursed by some powerful supernatural agency). Failure means the points are still lost. A roll of 00 is always a failure, and attracts the attention of the Elemental Rulers Lassa or Straasha, who may be angered that the caster is interfering in their domain. In such a case the Elemental Ruler might without the rain in the region forever, or make it rain for days, causing a flood.

With a successful casting, clouds begin to amass. It begins to rain within 20 hours minus the caster's POW, and the rain falls for a number of hours equal to half the caster's POW, or whenever they will it to cease. Two hours of solid rain will obscure tracks; three hours will smooth them away

altogether, while more than four hours of rain renders terrain boggy and difficult to traverse, which will significantly impede armies and pursuers, as more than one priest of Mardek has learned to their advantage.

GUIDE WATER (4)

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

MARDEK'S HOLD (4)

Range is touch. Chaotic. This spell works only when the target is in or on a body of fresh water (cast by a worshipper of Straasha, it is also effective in the ocean). As he or she desires, the target is buoyed on the waves or carried down beneath the waves by a great current, but without harm or discomfort. The target breathes normally, and can stay submerged for the duration of the spell. The spell ended, the target returns to the appropriate location at which he or she began, unless the caster has already left the body of water before the spell's duration.

If the target is unwilling, the caster must make a successful MP:MP match on the Resistance Table before this spell takes effect; on a roll of 00, the Elemental Ruler Straasha resents this magical interference by Law in his realm and vows vengeance on the caster. The spell endures for 1D8 minutes.

Miggea the Mad

"At his side rides Lady Miggea. The Duchess of Law has all the powers of her great constituency at her command. She could destroy whole planets if she wished. The hand of Law is deadly when it serves unthinking destruction rather than justice

and creativity."

- Lord Bragg to Count Ulric von Bek, *The Dreamthief's Daughter*, II,9

Lady Miggea of Law, also known as the Duchess of Dolwic, is one of the most ancient and powerful of Law's aristocrats. In Her dotage She has become mad, and, with the power to destroy worlds at Her disposal, is one of the most dangerous foes Elric ever encounters.

In *The Dreamthief's Daughter* Lady Miggea rides beside Prince Gaynor the Damned, aiding his attempt to destroy Tanelorn. Elric's interference thwarts Her in this aim. In the course of Miggea's siege of the city, She magically transports it to a lifeless world: a barren landscape of ash flats studded with wind-carved limestone crags. (Quite possibly this is Dolwic, the Duchess' home, reduced to a state of lifeless purity by the insane goddess.) As evidenced by this act, Miggea's power is virtually limitless, although like all the Lords of the Higher Worlds, She is largely constrained to operate through mortal agents rather than directly interfere in Earth's affairs.

Miggea is a martial goddess, worshipped by conquerors, warriors, and those seeking success in feats of arms. A vast mounted army serves Her unquestioningly, Law's finest knights, drawn from across the Multiverse. They ride white horses, wear shining armour, and have faceless, enigmatic helms. Miggea is also a goddess of hunters, trappers and bounty hunters, especially those rare and dangerous bounty hunters who track their prey across the Million Spheres; and a goddess of vengeance. In the later aspect She is invoked by those who have been wronged and who seek just retribution.

When manifesting upon a plane, Lady Miggea usually appears as a woman with pale, radiant features, blonde hair and burning black eyes, and clad in silver armour. Closer examination reveals that Her teeth are pointed and Her rosy lips are composed of flickering flames. Like all the White Lords, Her beauty in such a guise is so perfect as to be inhuman.

The Duchess of Law has also been known to take the form of a horse-sized she-wolf, with bone-white fur and deep-set crimson eyes. In this form

she sometimes goes caparisoned as a mount for one of Her finest Champions, Her harness richly decorated with silks and jewels.

Miggea's followers usually display Her symbol, a white or silver wolf, upon their banners or shields. The most devoted of Her worshippers file their teeth to points in order to more closely resemble their goddess. A blue surplice richly embroidered with silver thread, and worn over white robes, forms the standard vestments of Her priesthood, whose leaders carry miters of ebony, topped by a snarling wolf head cast in solid silver as a sign of their station.

SOUL TRACK (5 + 5 MP PER ADDITIONAL PLANE)

Range is self. Lawful. This spell is only taught among the cult of Miggea. It enables the caster to follow the psychic residue left by an individual's soul in the same way a tracker can follow an animal by its spoor. In this way Miggea's implacable agents track their enemies from plane to plane across the Multiverse.

The caster must have previously met the individual to be tracked, or be holding an intimate item owned by them (including an item of clothing, a treasured item or a lock of hair) in order to be able to successfully trace their movements with this spell. The caster must also know the spell Witch Sight, but does not have to cast it, in order to employ this spell correctly.

Once the spell has been cast, Miggea's agent is able to see faint, flickering trails of light hanging in the air where the target has passed, provided that they can also make a successful Track roll (magic points are lost regardless of whether or not the Track roll is successful). Such psychic traces are visible for 24 hours after the target has passed through the area, plus one additional hour for each point of the target's POW.

On a successful POW x 3 roll the caster can see through the veils between the spheres and track movement by the target even if they have transported themselves to a neighboring world or worlds. This costs an extra 5 MP per additional plane searched. The caster can see into a number of additional worlds equal to one quarter of their POW (rounded down), i.e. a sorcerer with POW

16-19 can track a target through four additional planes beyond their own; a sorcerer of POW 20-23 can track them through five additional planes; a sorcerer of POW 24 through five extra planes, and so on. Impressions of other planes are vague at best until the caster reaches the sphere in question; the best they can gauge is that the target has passed through it, or halted there, and little else.

Vorain the Builder

"He surveyed the Universe and is the architect of its creation. He is our Lord most modest, and His works are secret, the hidden foundations of our mortal world."

- Extract from an Ilmioran prayer to Vorain

Another Lord of Law briefly described by Larry Di Tillio in his short campaign 'The Velvet Circle', in Demon Magic, the 2nd Stormbringer Companion.

Vorain is an obscure deity of architecture and construction, who some theologians believe is a masculine aspect of Theril or Vallyn. He is little worshipped outside of Ilmiora, and even there His cult is small, being predominantly restricted among the secretive Masons' Guild (whose members ensure the sect's survival by sometimes converting and inducting their peers from other nations into their order).

Vorain is unique among the Lords of Law in that the god Himself is never depicted in His cult's iconography. Instead of a statue, his shrines display the strong, clean lines of their architecture as a focus for worship and inspiration. His symbol is a golden trowel.

His cult believes the White Lord to be the architect of the world: more than one of their prayers refers to him as Vorain World-Builder. Another cult legend credits Vorain with teaching humanity the skills with which to raise the first Temple of Law, from which all other architecture was derived.

Save for a few ancient roadside shrines in the hinterlands of Filkhar and Jharkor that predate the modern Church of Law, and which have somehow survived into the current era even as Vorain's worship has diminished, the Builder has only one known temple in the Young Kingdoms.

The small town of Fakash in western Ilmiora, at the foothills of the Weeping Waste, is the center of the cult's activities. The temple, a solidly built, inconspicuous building, boasts the largest collection of architectural treatises and tomes in the world, and a slow but steady trickle of cult members visit Fakash every year to consult this library.

Members of this sect claim that Fakash lies at the exact center of the world, at the site from which Vorain surveyed the Earth as He commenced the ordering of the continents and oceans. This belief conflicts with the popular view that the Temple of Goldar in Menii, on the Isle of the Purple Towns, is the center of the world, a fact that does not concern the Vorainites at all. They know the truth of the matter, or at least they think they do, and this consoles them even as their god fades into obscurity.

DEMI-GODS OF LAW

Just as the Catholic Church in our world has saints who act as intermediaries between humanity and God, so too does the Church of Law have its saints and demi-gods, exemplary mortals who by their faith or fate have reached apotheosis, and received special gifts from the White Lords. This section describes a number of such individuals, and offers some suggestions as to how the Gamemaster can incorporate them into his or her campaign.

Aubec of Malador

"He smiled faintly, his imagination fired at last. 'Aye! If I can defeat such dangers here – then I can do the same out there! It will be the greatest adventure in history! My name will become a legend – Malador, Master of Chaos!'"

- Aubec to Myshella, *The Weird of the White Wolf*, Prologue

The human hero Aubec of Malador, from the Lormyrian province of Klant, led a successful rebellion against the Bright Empire some 400 years ago. Although his deeds are renowned throughout the Young Kingdoms, it is only in the backwaters of Lormyr (and among some of the wandering

tribes of barbaric Dorel) where Aubec is worshipped as a demi-god.

Much is known about Earl Aubec's early history, his appointment to the court of Queen Eloarde as her Champion, and his remarkable grasp of military tactics that helped his armies' defeat those of Melniboné. Of his life after humanity's liberation, in the early days of Lormyr's conquest of the Southern Continent, much less is known, while the facts concerning his death are a mystery.

Conflicting legends surround Aubec's final days. Enemies of Lormyr say that, deprived of the battles that were his lifeblood, he went mad, and died unknown and raving in some remote Lormyrian village. In Lormyr itself it is suggested by some historians that Queen Eloarde had Aubec murdered shortly after she was crowned Empress of the South, in order to eliminate the only person who commanded greater loyalty among the people than herself.

Some sects of the Church of Chaos hold that in his later years Aubec embarked on a quest to defeat the very Dukes of Entropy, and paid a terrible price for his hubris. The fact that Aubec's great battle-blade has been in Melnibonéan hands for centuries (as described in *Elric of Melniboné I*, 5) would appear to support this version of the legend.

In the standard text on early Lormyrian history, Eadgyth of Klant's *An Illuminated History of Lormyr* (written in 73 Y.K., some 50 years after Aubec's presumed death) all of these possibilities are discussed alongside a fourth, fantastic option, although the volume's author gives little credence to this latter theory.

Reputedly, having conquered all the South save the mysterious Castle Kaneloon in the remote Lormyrian hinterlands, Aubec ventured unaccompanied on a quest to storm the castle and subjugate its mysterious inhabitant, the sorceress known only as 'the Dark Lady', at the command of his queen. Victorious in this quest, he carried the fight against Chaos beyond the World's Edge, and was never seen alive in Lormyr again.

It is this latter version of Aubec's myth that forms the central tenet of his cult.

Those Lormyrians who worship Aubec as a demi-god believe that he yet lives, and that he will return from beyond the World's Edge in Lormyr's hour of need to once again lead its people to victory. It should be noted that his cult has few Lormyrian adherents who are not poorly educated and superstitious peasants, and that the few shrines devoted to Aubec's worship (found only in the hinterlands) are humble affairs.

In Dorel, where Aubec is known as Malador Chaos-Master, an entire elaborate cosmology has developed around his cult. His likeness stands in certain rude shrines, a grim giant whose carved eyes gaze blindly across the barren moorland that local legends say he himself wrested out of Chaos. At those times of the year when the flickering lights of the Chaoplasm seem to set the night sky alight, sacrifices are made to appease Malador so that he will not allow the land to revert to its original entropic state. Usually such sacrifices are horses or goats, their blood spilled at the feet of the graven idols, but sometimes, human sacrifices are required, and inevitably the bound victims are thrown alive and screaming over the edge of the world.

Despite their primitive ways the barbarians of Dorel are closer to the truth than they know. Aubec did indeed journey to Kaneloon, where he met Myshella of Law. Afterwards he braved the Chaoplasm, and formed Dorel, the land and its people, by the force of his mind alone. What happened to him afterwards none know. As time flows differently in other spheres, it may yet be that Earl Aubec will one day return to Lormyr, having aged only days or weeks in whatever sphere he presently journeys through, while hundred of years have elapsed in the Young Kingdoms.

EARL AUBEC AGE 44. CONQUEROR OF THE SOUTH. CHAMPION OF LAW

By human standards, Aubec is almost a giant. He stands almost seven feet tall, and is powerfully built. He has thick, knotted hands and a heavy, almost-bald head. Aubec wears battered black armour and his helmet sports black plumes. He is not a handsome man, and his features are battle-scarred, but he is charismatic, and a born leader. He wields a two-handed broadsword of prodigious size, its crosspiece wide and its heavy hilt encrusted with semi-precious stones.

As a child Aubec displayed considerable prowess in weaponry, and an almost unnatural knowledge of tactics, battles and the arts of war. Without him to lead them, the

armies of humanity could never have defeated the Bright Empire and gained their freedom; nor could the new Lormyrian Empire have conquered the Southern Continent in the years following Melniboné's withdrawal.

Aubec is a warrior, not a statesman, although as his queen's Champion, ritual demands that he be her faithful consort, and he has perforce picked up something of the skills of a courtier and diplomat despite having little time for such affectations. When younger he was hotheaded, but by the time of the events described in *The Weird of the White Wolf* Aubec has matured significantly. Courage, loyalty and imagination are combined in his character in equal measure. As evidenced by the fact that he is the first mortal to penetrate the sanity-destroying defenses of Castle Kaneloon in 200 years, he is strong in both mind and body.

CHAOS 37 BALANCE 48 LAW 162

STR 19 CON 18 SIZ 19 INT 16 POW 15 DEX 14 APP 10

HIT POINTS: 19 ARMOUR: Young Kingdoms Plate
1D10+2 (helm on)

DAMAGE BONUS: +1D6

Weapon	Skill	Damage
Greatsword	354%	2d8+db
Lormyrian Axe	103%	3d6+db

SKILLS: Climb 75%, Dodge 88%, Hide 81%, Insight 178%, Listen 75%, Military History 101%, Military Tactics 230%, Move Quietly 80%, Navigate 76%, Oratory 89%, Ride 95%, Search 74%, Track 65%.

SPELLS: None

NOTES: Allied with Law, Aubec can, by calling upon the White Lords, add his Law allegiance points as extra skill points to a single skill or attack role up to three times a week. As a Champion of Law, Aubec created Dorel and its inhabitants wholesale out of the stuff of Chaos. His skill with the Great Sword, his Insight, and his knowledge of Military Tactics doubled when he reached apotheosis. Lastly, Aubec has a POW x 3 (45%) chance of communicating with Donblas of Law whenever his need is great.

Myshella, the Empress of the Dawn

...for Myshella was one of the chief instruments of Law upon the Earth, [and] had been responsible for driving Chaos from the world.

- The Vanishing Tower, I,7

Also called the Dark Lady of Kaneloon, Myshella is Law's ultimate agent upon the Earth. She is also, it is suspected, the oldest human being in the world. Myshella herself believes that she may be immortal. The villainous Theleb K'aarna eventually proves this assumption false.

In 405 YK Myshella is cast into a sorcerous slumber by the Pan Tangian wizard, only to be woken by Elric, who employs a Nanorion stone to break the spell. Later that same year Theleb

K'aarna leads the Reptile Men of Pio against Tanelorn, and during the defense of the Eternal City, Myshella is slain. Her death enables Chaos to increase its power upon Earth, and indirectly hastens the world's Doom.

Her appearance is that of a young woman with old and knowing green-blue eyes in a smooth face. Her hair is black and lustrous and curls over her shoulders; her pale skin resembles rose-tinted ivory. There is hardness to her beauty and her expression is habitually cryptic, even secretive. She strikes many who meet her for the first time as somehow familiar. Despite her age and power, she still enjoys creature comforts such as fine clothes and comfortable surroundings.

Of late Myshella has lived in the palace called Ashaneloon, a single building of slender towers, turrets and domes and battlements that stands upon a small, rocky island in the Boiling Sea. While Kaneloon is legendary, Ashaneloon's existence is almost entirely unknown. Possibly other castles exist in the wild places of the world, similarly named, which the Empress of the Dawn also calls home.

Previously her main residence was the ancient Castle Kaneloon, which when Elric discovers it, stands in the snowy steppes of southern Lormyr. Kaneloon once stood at the edge of the world, overlooking the Chaoplasm that surges beyond, although by Elric's time World's Edge lays many leagues to the south, beyond Dorel.

With the aid of Law Myshella is able to move Castle Kaneloon from place to place, usually closer to the World's Edge. The castle's halls are guarded by defenses drawn from within its invaders' own minds, as well as by the metal golem encountered by Earl Aubec, which is described in the main Stormbringer rules.

A great metal bird, made of silver, brass and gold, serves as Myshella's mount. It has cold emerald eyes, a jewel-encrusted beak, and wears a saddle carved of onyx. In flight, its wings clash like a hundred cymbals. Other creatures, some of Lawful construction, others Chaotic, also serve her.

MYSHELLA, AGELESS AGENT OF LAW

"I love only heroes – and only heroes who work to ensure the power of Law upon this plane of our earth."

- Myshella to Elric, in *The Vanishing Tower*, III,2

CHAOS 77, BALANCE 36, LAW 549

STR 14 CON 30 SIZ 11 INT 28 POW25 DEX19 APP 22

HIT POINTS: 21 ARMOUR: None

DAMAGE BONUS: +1D4

Weapon	Skill	Damage
Dagger	266%	1d4+db
Thrown Dagger	290%	1d6+db

SKILLS: Art (Conversation) 165%, Bargain 187%, Climb 130%, Dodge 170%, Evaluate 136%, Fast Talk 96%, Million Spheres 127%, Natural World 157%, Oratory 95%, Other Language (High Speech) 103%, Other Language (Low Melnibonéan) 120%, Other Language (Mabden) 50%, Other Language (Opish) 25%, Other Language ('pande) 30%, Own Language (Common) 101%, Physik 155%, Potions 257%, Ride 148%, Scribe 140%, Search 129%, Swim 190%, Throw 276%, Track 135%, Unknown Kingdoms 98%, Young Kingdoms 195%.

SKILLS: As the Gamemaster sees fit, she knows or can learn any spell in this and other Stormbringer books. She also owns numerous grimoires and sorcerous artifacts, such as the Noose of Flesh.

NOTES: Myshella can, by calling upon the White Lords, add her Law allegiance points as extra skill points to a single skill or attack role up to three times a week. Although a Champion of Law, Myshella has not created new lands out of Chaos; instead she facilitates this process by wooing new Champions to Kaneloon. Her skills in Bargaining, Potions and her Young Kingdoms knowledge doubled when she reached apotheosis. Lastly, Myshella has a POW x 3 (75%) chance of communicating with Arkyn of Law whenever her need is great.

MYSHELLA'S ENCHANTED METAL BIRD: It is made of precious metals and gems, a gift of Donblas. The bird can carry passengers up to SIZ 30. It also speaks and hears, and can deliver or retrieve messages where bidden. It can fly at 100 miles per hour.

MYSHELLA'S ENCHANTED STATUETTE: An alabaster image of Lord Donblas, about eight inches high, and a gift of the White Lords. When Myshella asks it a question it has a 101% chance of answering correctly, but it will not reply if it is asked about something that is Chaotic.

CASTLE KANELOON

Its walls were high and of thick granite, with towers; a dense field of towers grouped so as to shadow one another.

Aubec of Malador marvelled and wondered how human builders could ever have constructed it, save for sorcery...its highest towers hidden in the clouds, its immense walls rooted on the rock...

- *The Weird of the White Wolf, Prologue*

In Aubec's day Castle Kaneloon stands on a narrow plateau atop a tall, lichen-spotted cliff, above a wooded river valley. Beyond the castle the plateau drops sharply away; another cliff, at whose base laps the swirling stuff of Chaos. The chaoplasm is a churning sea whose colors change constantly, full of monstrous half-shapes that collapse just as they seem ready to take on form and creep out onto the land.

By Elric's time the castle stands many leagues from the literal edge of the world, in the midst of the Lormyrian steppes. Given that neither Elric nor Moonglum are aware of the existence of any such castle in the area, it is conceivable that Myshella shifted Kaneloon from its traditional site at World's Edge specifically so that the albino might stumble upon it.

The castle's walls are high, its gates well defended, and its towers many. Inside are found basalt walls, windows glazed with ruby and emerald-colored glass, flagstones of lapis lazuli, and endless, empty hallways and rooms bereft of furniture or decoration. In previous centuries the great hall, at least, is well furnished, with tables heaped with scrolls written in tongues unknown in the Young Kingdoms, and ornamental shields hanging upon the walls.

Myshella's perfume-scented boudoir can be found in a lushly appointed room at the top of the castle's tallest tower. The room's features include richly embroidered carpets and tapestries, crystal windows, a bed draped in ermine sporting a canopy of white silk, and a number of ancient shields and arms hanging on the walls. Myshella's library, when not found in the great hall, can be discovered here. It features books and scrolls drawn from countless spheres of the Multiverse, including the legendary *The Chronicle of the Black Sword*.

When Aubec enters Kaneloon, he finds a maze within its walls that is haunted by gibbering phantoms drawn from his own mind; phantoms that threaten to drive him mad. Should Myshella wish to test adventurers in this way, anyone entering the castle will find themselves lost in a labyrinth, attacked by ghosts from their pasts and

monsters drawn from their childhood nightmares. Only by succeeding at a POW x 2 roll can an adventurer break out of this labyrinth into Kaneloon's great hall.

Every round that an adventurer is under attack by such phantoms they must roll POW x 5 or less. Failure indicates that the phantoms have drained 1 POW permanently from the adventurer, which weakens them while simultaneously strengthening the ghosts. Thereafter the adventurer must roll POW x 5 with a lower POW to resist the horrors assaulting their mind, until they break free from the maze, or are permanently drained of POW and die. The loss of 50% of total POW indicates that the adventurer has been driven mad, and the Gamemaster should instruct the player to roleplay the appropriate consequences.

The Legend of the Dark Lady

In Dorel the tribesmen worship a goddess of Law they call Micella, a deity of lust and battle said to visit mortal champions in their dreams and inflame them with desire for bloodshed and wanton revelry. The best warriors She calls to serve Her, a great honor that is also the cause of much sorrow, for such men then set out on a pilgrimage to discover the goddess' home and are never seen again by their families and friends.

Pozz-Mann-Llyr, the Navigator

This godling appears to be a creation of Ken St. Andre, the author of the original edition of *Stormbringer*, which was first published in 1981.

A Lawful deity of seafaring and the maritime arts, Pozz-Mann-Llyr is virtually unknown outside of Tarkesh, and even there his worship is predominantly restricted to the country's wild north. He is represented as a gigantic, green-skinned, bearded man attended by dolphins, whales and other sea creatures. He is credited with teaching the arts of sailing and navigation to humanity, and is said to be the implacable foe of Pyaray of Chaos. His most loyal worshippers are invariably pirates, sailors and fishermen.

Vilmirian theologians argue vociferously over Pozz-Mann-Llyr's place in the Court of Law, with most agreeing that Pozz-Mann-Llyr should properly be ranked as a demi-god rather than as one of the White Lords. A rival school of thought postulates that he is an aspect of Mardek whose affinity lies with salt rather than with fresh water, while yet others suggest that he is a minor aspect of Tovik the Relentless, the Lord of Nature. Regardless of their opinion, all such theologians agree that Pozz-Mann-Llyr is a minor god whose influence has been waning for several hundred years.

On Melniboné, the annals of the Bright Empire list one Pozz-Mann-Llyr as a mortal inhabitant of the province of Fwem-Omeyo, a pirate who sacked and looted several coastal outposts of the Bright Empire some 500 years ago. This historical detail has been forgotten in the Young Kingdoms, but adds weight to the theory that Pozz-Mann-Llyr is a demi-god rather than a true Lord of Law; a Champion of Reason whose memory has lingered long after his death, and whose stature has grown greater with the passing years.

Symesh River-Builder

Thousands of years ago, according to legend, Symesh was a mortal man who saved what is now Lormyr and its people from a terrible flood, by carving out the course of the Zaphra-Trepek river with his plow, allowing the destructive waters to safely drain away. For saving so many lives he was rewarded by the White Lords with immortality. Symesh is also reputedly the progenitor of Lormyr's royal house, which has ruled unchallenged since the days of Queen Eloarde.

Those few Melnibonéan scholars who have taken the time to study the cult of Symesh believe that its origins lie in a racial memory of the war between Grome and Straasha 20,000 years ago, when humanity's earliest ancestors lived along the original shores of the Oldest Ocean. The original Symesh, so they say, was probably a tribal elder whose animal cunning saved the members of his barely evolved clan from drowning by leading them to high ground when the Oldest Ocean flowed out over the land.

Today the cult of Symesh has almost died out, although lip service to his memory is still paid during the coronation ceremony of each new Lormyrian king or queen. The only active temple dedicated to Symesh's worship stands in the regional city of Alorasaz, south of the capital losaz. Its priests are doddering and senile, and no new initiates have been inducted into the cult in over a decade, although amulets featuring the god's bearded visage are still routinely worn by the city's fishermen, and are said to protect their wearers from drowning.

T'aargano the Great

The whining note went out of the old man's voice then and he stared with fever-bright eyes at Elric. His voice rose to a frenzied and high-pitched shriek which was curiously repellent.

"You dogs can howl over me," he spat, "but Mirath and T'aargano will be avenged for the ruin of their priest and their temple – you have brought flame here and you shall die by flame."

- The Bane of the Black Sword, III,3

The demi-god T'aargano is little worshipped outside of eastern Ilmiora and some parts of Vilmir, save by a small and secretive order of knights and their fanatical priests. While the White Knights of T'aargano constantly seek to recruit new members of the appropriate moral standing to their ranks, few pledges survive the difficult challenges set for potential adherents to prove their worth.

T'aargano and his twin sister T'veil were born in the village of Gorjhan, in eastern Ilmiora, circa 180 YK. The pair were inseparable when young, but grew apart as they grew older. T'aargano became a devotee of Law, his sister a servant of Chaos. In 202 YK, when a Chaos army flooded south over World's Edge and threatened to destroy the newly emerged nations of the Northern Continent, the twins found themselves on opposite sides of a dreadful combat.

Such was his skill at arms that T'aargano quickly became a feared and hated enemy of Chaos. On the eve of the battle that would see Chaos' army forever broken, assassins crept into camp and murdered T'aargano in his sleep. Overcome by grief T'veil built her brother a

magnificent tomb, the location of which has since been lost. Her dedication and love for her brother, even though he was her sworn enemy, is said to have moved Mirath of Law to tears, and consequently she bestowed immortality upon the dead hero, making him a demi-god of Order.

After T'aargano's death a small and secretive cult sprang up around his memory. This martial order, known as the White Knights of T'aargano have amassed considerable wealth over the years by currying the favor of certain influential nobles and recruiting their heirs to their cause. Consequently they own properties in many cities across the Young Kingdoms; a series of safe houses which they travel between as they enact their priests' apocalyptic plans.

The White Knights bear blank shields and wear simple garb of white linen and cotton. Their armour and weapons are always of the highest quality. They are implacable foes of Chaos. One of the chief customs of their cult is a belief that the world can only be saved by destroying it, after which a new world of perfect Order can be summoned into existence. To this end, T'aargano's order strives to bring about the ultimate battle between Law and Chaos, which they believe Law will surely win. Their most fanatical adherents are known to use any means necessary to advance this ultimate goal.