What's In This Box

An Explanation of the Parts

The boxed HAWKMOON roleplaying game contains three rulesbooks, a map, a set of reference sheets, character sheets, three dice, and other enclosures. Each item fulfills or supplements a particular need.

PLAYERS BOOK contains all of the information needed to play the game: introduction to Tragic Millenium Earth, character generation, movement and combat, and skills. Use this book to create characters from Earth. Be a sailor, scientist, merchant, noble, scholar, soldier, hunter —even a mutant. Equip your characters with appropriate skills and selected weapons, and set off to find your fortunes.

In the center of this book you will find four copies of the adventurer sheet ready-to-use. The easiest way to remove them is to carefully tear down the center fold. Tug each sheet away from the staples. Removing these sheets does not affect the page numbering of the Players Book, and reveals a magnificent view of the *Battle of the Kamarg*.

SCIENCE BOOK assembles information on the history of the Tragic Millenium, provides a Chronology of Events drawn from the *Hawkmoon* novels, describes the effects of the Tragic Millenium, lists technological devices of the era, discusses mutations, and explains the results of interdimensional travel.

GAMEMASTER BOOK considers (with statistics) earthly animals and mutant monsters; gives hint to the gamemaster on style and content of his or her presentation; offers two introductory scenarios (The Twisted Village, and The Chatillon Caverns); and assembles statistics for some of the Tragic Millenium Earth notables —Duke Dorian Hawkmoon, Count Brass, Bowgentle, Huillam D'Averc, Oladahn of the Bulgar Mountains, etc.

MAP OF EUROPE can be used to locate adventures, as a reference for travel, and to show the relationships of the various European Kingdoms before the advent of the Granbretanian invasion.

The REFERENCE SHEETS and additional ADVENTURER SHEETS make up the rest of the booklet which you now read.

The Adventurer Sheets are immediately usable to organize the information describing a character. The Minor Character Description form is simply a half-sized copy of the adventurer sheet. Two fit on a page and are more convenient for the gamemaster and those hard-gaming players who run more than one character at a time. Permission is granted to photocopy any of the chracter description sheets as needed for personal use — they may not be reproduced for sale. Master copies of the Character and Minor Character sheets are provided on pages 5 and 6 of the Players Book.

The Reference Sheets summarize important information from the HAWKMOON rulesbooks —a price list, weapons tables, mutation effects tables, combat aids, and a character creation summary.

THREE DICE (1D6, 1D8, 1D20) are sufficient for play, but you probably will want at least two more D6s. If you are unfamiliar with the dice provided in this game, read about them at the end of the first chapter of the Players Book.

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description
weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses ___%			___%
	___%		___%
	___%		___%
	___%		___%
	___%		___%
	___%		___%

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____%
_____%
_____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____%
_____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____%
Craft _____%

LANGUAGES
Speak Read Write
Common __/__/__%
__/__/__%
__/__/__%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

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PRICE LISTS

The basic and most numerous coin in Tragic Millenium Europe is the Silver piece (abbreviated s.), with a value roughly equivalent to $1.00 (1980s U.S.). Gold coins are much rarer.

The following price list is by no means complete, but it can be used to give both the players and the gamemaster a good idea of typical prices. If you wish to price some items not listed below, calculate its value in 1980s U.S. or British money, then convert to Tragic Millenium European values.

Fancy versions of any of these items will cost from two to ten times as much as the price listed here.

LODGING AND DINING

2c	flophouse (guard your valuables)
1s	comfortable (good bed, few fleas)
10s and up	deluxe (servants, private room)
1s	good meal
1-3s	bottle of good wine
1-5c	bottle of cheap wine
	one week's provisions
10s	(21 meals plus drink)

CLOTHING

14s	good winter coat
8s	cheap winter coat
5s and up	leather cape and hood
20s and up	quality woman's dress
6s	boots
1s	shirt
2s	trousers
5s	woman's frock

TRANSPORTATION

50-100s	cart horse
200s	riding horse
500g and up	trained warhorse
5s	saddlebags
10s and up	saddle & tack
20s	2 wheeled cart
50s	wagon
100g	coach
70s	yoke of oxen (2 animals)
25s	rowboat (with oars)
100s	small sailboat
100g	merchant ship (per ton cargo capacity)
100g per fighting crewman	warship
1000g	small ornithopter †
	(† available only to Granbretan officials)

EXPEDITION GEAR

2c	10 meters rope
10s	10 meters chain
1s	1 man tent
10s	3 man tent
20s	6 man tent
50s	20 man tent
2i	candle
1i	torch
1s	oil lamp
1c	1 liter lamp oil
1i	fishhook
5s	pick & shovel
1s	flint & steel
2s	backpack

Movement & Terrain Effects Table

To determine how far an adventurer or group of adventurers travels: 1) first find their mode of travel on the *Speed of Travel* table. 2) read across to find the rough distance the group moved. 3) on the *Terrain Effects* table, find all terrain types through which the group moved. 4) read across to find the modification(s) to the rough distance. All modifiers are cumulative. 5) modify the rough distance to determine the actual distance moved.

SPEED OF TRAVEL

Walking:	30 km a day of easy travel
Marching:	60 km a day of hard travel
Riding Horseback:	90 km a day of hard riding, unhindered by men on foot or slow-moving wagons
Traveling by Ship:	100-200 km a day, depending on wind

TERRAIN EFFECTS

Major River:	takes at least a day to cross, unless a ford, ferry, or bridge is available.
Forest:	2/3 normal speed
Rolling Hills:	2/3 normal speed
Mountain:	1/3 normal speed
Marsh & Swamp:	1/4 normal speed, unless using a boat on waterways.
Desert:	1/2 normal movement
Ice or Snow:	1/4 normal movement

The Value of Coins

These are general values for the coinage used in Europe at the time of **Hawkmoon**. Equivalencies given to ancient 1980s Earth values are approximate only.

1 iron (i) = 1 cent (1980s U.S.)

10 iron = 1 copper (c)	1c = 1 dime (1980s U.S.)
10 copper = 1 silver (s)	1s = $1.00 (1980s U.S.)
10 silver = 1 gold (g)	1g = $10.00 (1980s U.S.)
10 gold = 1 large gold (G)	1G = $100.00 (1980s U.S.)

The Cycle of Years

The years given below correspond to those described on the timeline of the *Hawkmoon* novels provided in the Science Book.

Year	Animal-Cycle Equivalent
5290 A.D.	87th year of the Rat
5291 A.D.	87th year of the Horse
5292 A.D.	87th year of the Eagle
5293 A.D.	87th year of the Shark
5294 A.D.	88th year of the Bull
5295 A.D.	88th year of the Hound
5296 A.D.	88th year of the Goat
5297 A.D.	88th year of the Rat
5298 A.D.	88th year of the Horse
5299 A.D.	88th year of the Eagle
5300 A.D.	88th year of the Shark
5301 A.D.	89th year of the Bull
5302 A.D.	89th year of the Hound
5303 A.D.	89th year of the Goat
5304 A.D.	89th year of the Rat
5305 A.D.	89th year of the Horse
5306 A.D.	89th year of the Eagle
5307 A.D.	89th year of the Shark
5308 A.D.	90th year of the Bull
5309 A.D.	90th year of the Hound
5310 A.D.	90th year of the Goat

Weapon Table

Shown here is all game information for the various weapons available in **Hawkmoon**. Transfer to the adventurer sheet the information for those weapons used by your adventurer.

MELEE WEAPONS	required STR	DEX	Damage	Price
Battle Axe	13	9	1d8+2	200s
Broadsword	9	7	1d8+1	250s
Butt (with head)	-	-	1d4	-
Cudgel or Club	7	7	1d6	-
Dagger	-	3	1d4+2	100s
Great Hammer (2-handed)	11	9	1d10+2	300s
Greatsword (2-handed)	11	13	2d8	750s
Hatchet	7	9	1d6+1	125s
Javelin	-	10	1d6	175s
Kick (with foot)	-	-	1d6	-
Mace	7	7	1d8	75s
Long Spear (2-handed)	11	9	1d10+1	50s
Longsword	13	9	1d10+1	350s
Poleaxe (2-handed)	13	11	3d6	400s
Punch (with fist)	-	-	1d3	-
Quarterstaff (2-handed)	9	9	1d8	50s
Rapier	7	13	1d6+1	200s
Saber or Scimitar	9	9	1d6+2	225s
Scythe (2-handed)	11	9	2d6	200s
Shortsword	7	7	1d6+1	125s
Spear (1-handed)	9	7	1d6+1	20s
War Hammer	11	7	1d6+3	200s

SHIELDS	required STR	DEX	Damage	Price
Buckler	-	12	1d4	50s
Heater	8	9	1d6	100s

MISSILE WEAPONS	required STR	DEX	Damage	Range	Price
Buckler	6	12	1d6	10m	50s
Composite Bow	11	11	1d8+1	150m	400s
Crossbow	13	7	3d6	100m	800s
Dagger	-	6	1d4+2	15m	100s
Flamelance	11	11	5d6	100m	5,000s
Hatchet	9	12	1d8+2	15m	125s
Javelin	7	10	1d8+2	30m	175s
Long Bow	13	11	1d10+2	120m	600s
Rock	-	5	2d4	30m	-
Self Bow	9	9	1d6+1	90m	250s
Sling	9	9	1d8+1	90m	25s
Spear	9	10	2d6	15m	20s

SEQUENCE OF PLAY:

1 — Declaration of Intent.

2 — Resolution of Melee/Missile Fire.

3 — Movement/Magic.

PROCEDURE

Highest DEX always strikes first.

A character may PARRY as many times in a round as he needs to, but each attempt is -20% than his previous PARRY attempt.

A character may DODGE instead of ATTACK or PARRY in a round, never both.

A character drawing a weapon subtracts 5 from his DEX for purposes of determining his strike rank that round.

CRITICAL HITS

Any auccessful ATTACK which is 10% or less of the needed percentage (33% skill = 3% or less for critical).

A critical hit does twice the normal rolled damage and ignores all armor or other forms of protection.

A critical hit may be PARRIED, but the Parrying object will break.

A critical hit may only be DODGED by a critical Dodge.

CRITICAL PARRIES

A critical PARRY has the same chance as a critical hit.

A critical parry will break a weapon used in a normal successful Attack.

A critical Parry of a critical Attack will break both weapons.

Two-Handed Weapons: to use any two-handed weapon, you must have both hands and arms free. In other words, you can't also wield a shield, though you could sling a shield over your back. **Required STR, DEX:** any user of the weapon must have at least the stated STR and DEX to wield it properly. If your adventurer uses a weapon that he lacks the STR for, he is perforce much slower and clumsier. In game terms, he swings last on every combat round. If his STR is more than 3 points less than the minimum requirement, he can only swing once every other round. If his opponent is also using a forbidden weapon, then the highest DEX still swings first. In the case of bows and crossbows, a character with insufficient STR can't use the weapon at all —he simply can't pull back the bowstring.

If your adventurer lacks DEX, rather than STR, then he can't control the weapon properly, and a successful hit does only half the rolled damage to the target.

If your adventurer lacks both STR and DEX, he suffers both handicaps.

Range (for missiles only): the number of meters a missile can be launched successfully. **All weapons** are considered to have 20 hit points for determining whether they have been damaged by fire, acid, being stepped on by a horse, etc.

WOUNDS:

MINOR — any wound doing less than half the original hit points of the target. Every 4 points lost in this manner cost the character 1 point of DEX until healed.

MAJOR — any wound doing half or more of the original hit points of the target. Target instantly loses half his DEX until healed, and may fight on a number of melee rounds equal to his remaining hit points, then he drops. The target also receives a long-term injury shown on the Major Wounds table.

FATALITIES — any time a target receives more hit points damage than it has hit points, it is dead.

Falling Damage

Find the distance fallen on the left-hand column. Read across to find the damage that the fall inflicts.

Distance Fallen	Damage
0 to 1.5 meters	1d4-2 (a result less than zero means that no damage was inflicted)
1.6 to 3 meters	1d6
3.1 to 6 meters	2d6
6.1 to 9 meters	3d6
9.1 to 12 meters	4d6
etc.	etc.

Major Wounds Table

Use this table to determine the effects of a Major Wound upon a character.

d100	Major Wound Effect
01-50	You acquire an impressive scar, but no other ill effects.
51	Lose left eye — lose 2 points CHA and 2 points DEX.
52	Lose right eye — lose 2 points CHA and 2 points DEX.
53	Lose nose. Lose 4 points CHA and 3% from Perception Bonus.
54	Lose left ear, impair hearing. Lose 1 point CHA and 5% from Perception Bonus.
55	Lose right ear, impair hearing. Lose 1 point CHA and 5% from Perception Bonus.
56-57	Broken Jaw, loss of several teeth. Lose 2 points CHA and 1 point CON.
58	Severe injury to vertebra in back. Ability to move rapidly and handle heavy weights severely impaired. Reduce STR and DEX values by half.
59	Severe concussion and head injury. Lose 3 points INT and 3 points CHA. Reduction of all bonuses depending partially on INT value.
60-62	Mild concussion and head injury. Lose 1 point INT and 1 point CHA. Reduction of all bonuses depending pertially on INT value.
63-64	Damage to internal organs. Lose 1d6+2 points CON. Possible delayed fatality. Loss of Hit Points equal to loss of CON points. Reduction of bonuses depending on CON value.
65-68	Broken ribs. Lose 1d4 points CON. Loss of Hit Points equal to loss of CON points.
69-72	Broken left arm never heals properly. Lose 2 points of DEX.
73-76	Broken right arm never heals properly. Lose 2 points of DEX.
77-79	Amputate left hand and part of arm. Lose 4 points DEX.
80-82	Amputate right hand and part of arm. Lose 4 points DEX.
83-86	Broken left leg never heals properly. Lose 2 points DEX.
87-90	Brokem right leg never heald properly. Lose 2 points DEX.
91-92	Hamstring left leg, becomes totally useless. Lose 4 points DEX.
93-94	Hamstring right leg, becomes totally useless. Lose 4 points DEX.
95-97	Amputate part of left leg. Lose 3 points DEX.
98-00	Amputate part of right leg. Lose 3 points DEX.

Fumbles In Combat

Use this table to determine the effect of a Fumble in combat. Refer to the proper table for the combat action performed.

Hand-Held Weapon Fumbles
d100	(i.e., sword, axe, club)
01-50	Drop weapon at feet.
51-85	Weapon slips from hand and flies 1d6 meters away.
86-00	Weapon strikes the nearest hard substance and breaks. If no hard substance (like walls, floors, or armor) is available, the fumbler has wounded himself. Divide damage roll by 2.

d100	Missile Weapon Fumbles (i.e., bow, sling)
01-50	Drop weapon.
51-85	Weapon breaks.
86-00	Hit a friend or shoot self in foot (take half Damage roll as a wound).

d100	Natural Weapon Fumbles (i.e., fist, claw, bite)
01-50	Trip and fall, must fight from the ground unless opponent lets character up. Attacks from ground are conducted at half normal percentage except for Parry.
51-85	Strain some muscle, next 1d6 attacks are conducted at half normal percentage.
86-00	Hurt self, inflict full normal damage to self.

While it is possible for wild beasts to fumble their Attacks, it is extremely unlikely that they would either fall over or hurt themselves. If a beast fumbles an attack, apply the 01-50 and the 86-00 results against either an inanimate object or against another beast if there is more than one animal in combat. This helps the adventurers without taking unrealistic liberties with the creatures attacking them.

Chemical Lore Skill Table

This table equates Chemical Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e., an adventurer with a 55% Chemical Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill % Possible Effects

01-10 Can identify common chemical compounds.

11-20 Can make simple chemicals, such as salt, lye, or dyes.

21-30 Can extract simple purified substances from natural sources, such as alcohol from fermenting grapes or lead from lead ore.

31-40 Can identify complex chemical compounds, such as drugs, hydrocarbons, or poisons.

41-50 Can extract complex purified substances from natural sources, such as nicotine from tobacco or kerosene from crude oil.

51-60 Can create simple but dangerous compounds, such as poison gas, explosives, or acids.

61-70 Can create simple chemical devices, such as gas masks, fire extinguishers, or smoke bombs.

71-80 Can manipulate and deal with radioactive substances.

81-90 Can create complex chemicals, such as hallucinogens, poison antidotes, or paralyzing gas.

91-00 Can create complex devices relying on chemical principles, such as acid cannon, oxygen generators, or helium gasbags.

Electrical Lore Skill Table

This table equates Electrical Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e.,an adventurer with a 55% Electrical Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill % Possible Effects

01-20 Knows that lightning and static electricity are two forms of the same power and that electricity exists.

21-40 Can make simple electric devices such as leyden jars and lightning rods.

41-60 Can understand how to use basic electrical devices, hook up batteries, read dials and switches, etc.

61-80 Can create basic electrical devices, such as electromagnets, generators, telegraphs, etc.

81-00 Can create and understand advanced electrical devices.

Biological Lore Skill Table

This table equates Biological Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e.,an adventurer with a 55% Biological Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill % Possible Effects

01-10 recognizes most common animals and plants and their basic natures.

11-20 recognizes exotic animals and plants; recognizes most common dangerous or poisonous plants and animals.

21-30 basic knowledge of ecology, animal behavior, and evolution.

31-40 Can bioengineer an increase or decrease in STR or SIZ by 1d3; can alter color of skin, fur, feathers, or eyes.

41-50 Can bioengineer an increase or decrease in STR or SIZ by 1d6; minor exterior alterations: +/- 1 armor point, thicker fur or hairless body, longer tail, etc.

51-60 Can evaluate and estimate abilities, behavior, and biology of previously-unknown plant or animal.

61-70 Can bioengineer an increase or decrease in any attribute by 1d6; complex exterior alterations: +/- 3 armor points, gliding flaps, spikes, etc.

71-80 Can bioengineer an increase or decrease in any attribute by 2d6; minor structural alterations: paws to hands, quadruped to biped, litters of young rather than single births, etc.

81-90 Can bioengineer an increase or decrease in any attribute by 4d6; major structural alterations: speech, herbivore to carnivore, immunity to certain type of poison, radiation-resistant, disease-carrier, etc.

91-00 Can bioengineer an increase or decrease in any attribute by 8d6; add unnatural body parts: wings, tail, extra legs, poison glands, etc.; create whole new abilities: breathe water, mental powers, luminescence.

Machine Lore Skill Table

This table equates Machine Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e.,an adventurer with a 55% Machine Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill % Possible Effects

01-20 Understands simple machines, such as pulleys, wagons, gears, etc.

21-40 Can create and build simple machines, such as waterwheels, pedal-turned lathes, and shot towers.

41-60 Can understand the use of moderately complex machines, such as steam engines, air pumps, cotton gins, or multi-speed bicycles.

61-80 Can build moderately complex machines, such as steam engines, etc.

81-00 Can build and understand very complex machines, such as internal combustion engines, ornithopters, etc.

Adventurer Creation Summary

1) roll initial attributes.
2) determine character nationality; modify attributes accordingly.
3) determine ability bonuses.
4) determine background occupation and skills. This may be modified by nationality.

Class Background Table

Roll d100 to determine the social class of your character's parents. This helps determine your character's previous experience.

d100	Class	d100	Class
01-10	Craftsman	51-60	Sailor
11-20	Farmer	61-70	Scholar
21-30	Hunter	71-75	Scientist
31-40	Merchant	76-80	Thief
41-45	Mutant	81-00	Warrior
46-50	Noble		

Orders of Granbretan

The following lists many of the Orders of Granbretan and their primary functions.

Order	Function	Order	Function
Ant	Warrior	Jackal	Warrior
Badger	Engineer	Lion	Warrior
Barracuda	Navy	Lizard	Scholar
Boar	Warrior	Mantis	Imperial Guard
Bull	Warrior	Mole	Engineer
Camel	Trader	Rat	Warrior
Crow	Aviator	Serpent	Scientist
Eel	Merchant Marine	Shark	Navy
Falcon	Mercenary	Skull	Prison Guard
Ferret	Engineer	Spider	Woman Warrior
Fly	Warrior	Tiger	Warrior
Fox	Shopkeeper	Vulture	Mercenary
God	Priests	Weasel	Engineer
Horse	Warrior	Wildcat	Warrior
Hound	Warrior	Wolf	Warrior
Hyena	Warrior		

European Nationality Table

d100	Homeland	d100	Homeland	d100	Homeland
01-03	Carpathia	39-43	Italia	68-72	Scandia
04-06	Catalania	44-45	Kyrus	73-76	Shekia
07-10	Espaniya	46-49	Magyaria	77-79	Sicilia
11-16	France	50-55	Muskovia	80-84	Slavia
17-23	Germania	56	Orkneys	85-87	Switzer
24-32	Granbretan	57-59	Osterland	88-91	Syria
33-35	Greece	60-63	Persia	92-95	Turkia
36-38	Hollandia	64-67	Romania	96-99	Ukrania
				00	Yel

Amarehk Nationality Table

Use the following tables if you are creating a character from Amerehk.

d100	Homeland	d100	Homeland	d100	Homeland
01-03	Baha	31-32	The Kampps	67-74	Pavana
04-12	Caliphia	33-42	Kanda	75-84	Tribes
13-17	Chaton	43-52	Mexca	85-92	Wasiton
18-22	Demn	53-60	Migan	93-00	Xas
23-30	Forda	61-66	Narleen		

Animal Mutations

This is a sampling of the variety of mutations possible through radiation exposure or genetic manipulation.

d100	result	d100	result
01-03	Adaptability	52-55	Keen Sense
04-06	Allergy	56-57	Luminescence
07-11	Attribute Change (decrease)	58-61	Metabolism Change
		62-63	Pain Sensitivity
12-16	Attribute Change (increase)	64	Pheromone
		65-68	Reduced Sense
17-19	Biped	69-70	Regeneration
20-23	Camouflage	71-73	Sensitivity
24-29	Coloration	74-76	Speech (mimicry)
30-33	Congenital Disease	77-81	Structure Change (adverse)
34-35	Disease Carrier		
36	Group Intelligence	82-86	Structure Change (beneficial)
37-39	Hands		
40-43	Hardy	87-90	Venom
44-51	Hybrid	91-00	Gamemaster's Choice

Plant Mutations

This is a sampling of the variety of mutations possible through radiation exposure or genetic manipulation.

d100	result	d100	result
01-05	Group Intelligence	52-63	Poison
06-15	Imitation	64-72	Senses
16-23	Intelligence	73-77	Spores
24-33	Mobility	78-90	Structural Change
34-41	Perfume	91-00	Gamemaster's Choice
42-51	Personality		

Attribute Change

Roll a d10 to determine which attribute is changed through radiation exposure or genetic manipulation.

d100	attribute	d100	attribute
1	STR	7	CHA
2	CON	8	both STR & SIZ
3	SIZ	9	roll twice more, using a d8 instead of a d10.
4	INT		
5	POW	10	roll three times, using a d8 instead of a d10.
6	DEX		

Skills List

Type	Skill	Beginning %	Experience?	Pre-Requisite
Agility	Climb	10%+	Yes	none
	Dodge	10%+	Yes	none
	Jump	Bonus	Yes	none
	Ride	Bonus	Yes	none
	Swim	Bonus	Yes	none
	Tumble	Bonus	Yes	none
Communication	Credit	Bonus	Yes	none
	Orate	Bonus	Yes	none
	Persuade	10%+	Yes	none
	Sing	Bonus	Yes	none
	Swim	Bonus	Yes	none
Knowledge	Ancient Lore	0%	No	Training Only
	Biological Lore	0%	No	Training Only
	Cartography	10%+	Yes	none
	Chemical Lore	0%	No	Training Only
	Craft	Bonus	Yes	none
	Electrical Lore	0%	No	Training Only
	Evaluate Treasure	Bonus	Yes	none
	First Aid	Bonus	Yes	none
	Mechanical Lore	0%	No	Training Only
	Memorize	Bonus	Yes	none
	Music Lore	0%	No	Training Only
	Navigate	Bonus	Yes	none
	Read/Write/Speak Common Tongue	0%	Yes	none
	Read/Write/Speak Other Languages	0%	Yes	none
Manipulation	Juggle	Bonus	Yes	DEX 13+
	Pick Lock	Bonus	Yes	none
	Pilot Ornithopter	0%	Yes	Training Only
	Sleight of Hand	Bonus	Yes	DEX 15+
	Set Trap	Bonus	Yes	none
	Tie Knot	Bonus	Yes	none
Perception	Balance	10%+	Yes	none
	Listen	10%+	Yes	none
	Scent	Bonus	Yes	none
	Search	Bonus	Yes	none
	See	10%+	Yes	none
	Taste	Bonus	Yes	none
	Track	Bonus	Yes	none
Stealth	Ambush	Bonus	Yes	none
	Camouflage	Bonus	Yes	none
	Conceal	Bonus	Yes	none
	Hide	10%+	Yes	none
	Move Quietly	Bonus	Yes	none
	Cut Purse	Bonus	Yes	none

Michael Moorcock's

HAWKMOON™

Michael Moorcock's HAWKMOON

Damage Bonus Table

Use this table to compute your character's Damage Bonus.

Additional Damage by Weapon Type

STR+SIZ	Melee†	Missile‡
02-16	-1d6	-1d4
17-24	no effect	no effect
25-40	+1d6	+1d4
41-50	+2d6	+2d4
51+	+3d6	+3d4

† this is added to the damage done by any melee weapon, including hands and feet, used by the adventurer.

‡ this is added to the damage done by any thrown or missile weapon used by the adventurer. Bigger, stronger characters use stronger bows, plus can throw objects harder.

Attribute Bonuses

		Per point		
Skill	Attribute	Below 9	9-12	Over 12
Attack	STR	-1%	—	+1%
	INT	-1%	—	+1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Parry	STR	-1%	—	+1%
	SIZ	+1%	—	-1%
	POW	-1%	—	+1%
	DEX	-♦1%	—	+1%
Damage — See separate table.				
Agility	STR	-1%	—	+1%
	SIZ	+1%	—	-1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Manipulation	STR	-1%	—	+1%
	INT	-1%	—	+1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Perception	INT	-1%	—	+1%
	POW	-1%	—	+1%
Stealth	SIZ	+1%	—	-1%
	INT	-1%	—	+1%
	DEX	-♦1%	—	+1%
Knowledge	INT	-2%	—	+2%

Scholars and Scientists add +3% per year over 25.
Nobles add +2% per year over 25.
Others add +1% per year over 25.

Communication	INT	-1%	—	+1%
	POW	-1%	—	+1%
	CHA	-1%	—	+1%

Europe

Most **Hawkmoon** adventures will take place in Europe, and it is the suggested location for beginning a **Hawkmoon** campaign.

Carpathia

If your character is Carpathian, he has a heavy body frame. Add 1 to his STR and 1d3 to his CON. Subtract 1d3 from his DEX. Replace any roll of Noble or Sailor on the Class Background table with Craftsman.

Catalania

The people of Corsica were originally of French descent; those of Sardinia, Italian. If your character is from Corsica, his attributes are French (q.v.). If he is from Sardinia, refer to Italia. You may choose the island you wish to have come from, or roll 1d6: 1-3 = Corsica, 4-6 = Sardinia. When determining occupation, replace any roll of Scientist with Sailor.

Espaniya

Roll 1d6 for body type: 1-2 = light, 4-6 = medium. Add 1d4 each to DEX and CHA.

France

Roll 1d6 for body frame; 1-2 = light, 3-6 = medium. Add 1 point each to STR, CON, INT, POW, DEX, and 1d4 to his CHA.

Germania

Roll 1d6 for body type: 1 = light, 2-6 = medium. Add 1d4 to INT and CON.

Granbretan

A Granbretanian's Order is chosen for him when he is still young, and is never changed thereafter. He may sport a nervous twitch of one type or another. He has at least one neurosis or insanity, to be chosen by you and your gamemaster. You know your own Order's language in addition to Granbretanian and Common. Roll 1d6 for body frame: 1 = light, 2-4 = medium, 5-6 = heavy. Add 1d6 to your rolled STR, 1d6 to your INT, 1 to your SIZ, and 1d4 to your POW. Subtract 1d8 from your CHA if it's 10 or more. If your INT is 20 or more, you may choose to be either a Scientist or a Warrior. If your INT is 19 or less, you are automatically a Warrior. Roll 1d100. On a result of 01-20, you are also a Noble. All Granbretanians know the skill of Pilot Ornithopter at 1d100% including their Manipulation bonus.

Greece

Roll 1d6 for body type: 1-2 = light, 3-6 = medium. Add 1 to INT and 1d4 to DEX. Subtract 1d3 from STR and 1d4 from SIZ if these statistics are already 10 or more.

Hollandia

Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Subtract 1d4 from SIZ if it is 10 or more. Add 1d4 to DEX and CHA. Replace any roll of Mutant on Class Background with Farmer.

Italia

Roll 1d6 for body frame: 1 = light, 2-5 = medium, 6 = heavy. Subtract 1 from STR and 1d4 from SIZ if these scores are 10 or more. Add 1d4 to DEX and 2 to CHA.

Kyrus

Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Subtract 1d3 from STR and 1 from SIZ if these attributes are 10 or more. Add 1d3 to DEX and CHA.

Magyaria

Roll 1d6 for body frame: 1-4 = medium, 5-6 = heavy. Add 1d3 to CON and 1 to DEX. Subtract 1d3 from SIZ, if it is 10 or more. Replace any roll of Sailor with Scholar.

Muscovia

Roll 1d6 for body frame: 1-3 = medium, 4-6 = heavy. Add 1d3 to STR and CON.

Orkneys

Roll 1d6 for body frame: 1 = light, 2-6 = medium. Add 1d6 to SIZ and CON. Subtract 1d4 from DEX and CHA, if these scores are 10 or more. Replace any roll of Thief, Noble, or Scientist with Farmer.

Osterland

Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1 to DEX and CHA. Replace any Class Background roll of Sailor with Hunter.

Persia

Roll 1d6 for body frame: 1-4 = light, 5-6 = medium. Add 1d3 to DEX and CHA. Subtract 1d3 from SIZ if it is 10 or more.

Romania

Roll 1d6 for body type: 1 = light, 2-5 = medium, 6 = heavy. Add 1d3 to POW.

Scandia

Body frames are medium. Add 1d4 to STR, SIZ, and CON, subtract 1d4 from DEX, if DEX is 10 or more.

Shekia

Roll 1d6 for body frame: 1-4 = medium, 5-6 = heavy. Add 1d4 to CON. Subtract 1d3 from SIZ and 1 from DEX if these scores are 10 or more. Replace any roll of Sailor with Farmer.

Sicilia

It and its people are basically identical to Italians.

Slavia

Roll 1d6 for body frame: 1-2 = medium, 3-6 = heavy. Add 1 to STR and CON, and subtract 1 from DEX, if DEX is 10 or more.

Switzer

Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Subtract 1 from STR and 1d4 from SIZ if these attributes are 10 or more. Add 1d4 to DEX and 2 to CHA. Replace any roll of Sailor with Farmer.

Syria

Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Add 1d3 to SIZ and CON.

Turkia

Roll 1d6 for body frame: 1 = light, 2-6 = medium. Add 1d4 to SIZ and DEX. Subtract 1d3 from CON if it is 10 or more.

Ukrania

Roll 1d6 for body frame: 1-2 = medium, 3-6 = heavy. Add 1d3 to STR and 1d6 to CON. Subtract 1 from INT and 1d3 from DEX, if these statistics are 10 or more.

Yel

Their body frames are medium. Add 1d6 to STR and CON. Subtract 1d4 from DEX and subtract 1d6 from CHA if these scores are 10 or more. You are automatically a Hunter unless your Class Background indicates that you are a Farmer.

Amarehk

The ratio of normal creatures (and humans) to mutants is about 3:1, with local variations. Travel is slow and difficult here, due to varying topography, dangerous wildlife, brutal climactic conditions, and hostile tribesmen. Most necessary long-distance travel is done by river. Amarehkians, except for the inhabitants of Kanda, Baha, and Mexca, speak only dialects of the world-wide common tongue. Their most-used dating method is to name years and months after happenings important only in the community it occurred in. Thus, the same month has hundreds of different names, varying from "The Moon of the Great Drought," to "The Season Jahk Found the Purple Cow." Learned scientists and scholars use the ancient Gregorian calendar. If you are creating a character from Amarehk, roll on the Amarehk Nationality table.

Baha

Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Add 1d4 to STR and 1d6 to CON. Subtract 1d4 from SIZ and CHA if these scores are 10 or more. Replace any roll of Noble, Scholar or Scientist with Sailor.

Caliphia

Mutants, unless dangerous, live with normal humans within their communities. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1d3 to SIZ and CHA. Replace any roll of Scholar or Scientist with Hunter.

Chaton

The people of Chaton can be of any human type. Roll 1d6 for body frame: 1-2 = light, 4-6 = medium, 6 = heavy. Their attributes are not altered. Replace any roll of Sailor with Merchant.

Demn

Roll 1d6: 1-2 = Farmer, 3-6 = merchants. All other occupations are filled by outsiders. They have medium body frames. Add 1d4 to STR and 1d6 to CON. Subtract 1d3 from POW and 1d4 from CHA if these attributes are 10 or more.

Forda

Roll 1d6 for body type: 1-2 = light, 3-6 = medium. Add 1d3 to SIZ.

The Kampps

Body frames are medium. Add 1d6 to INT. All Kampp- dwellers are automatically both Scholars and Scientists.

Kanda

Body frames are medium. Add 1d3 to STR and 1d4 to CON.

Mexca

Roll 1d6 for body frame: 1-3 = medium, 4-6 = heavy. Add 1d4 to STR and 1d6 to CON. Subtract 1d4 from SIZ and CHA if these attributes are 10 or more.

Migan

Body frame is heavy. Add 1d3 to STR and CON.

Narleen

Roll 1d6 for body frame: 1-2 = light, 3-4 = medium, 5-6 = heavy. No modifications are made to his attributes. Replace any roll of Mutant with Craftsman, and any rolls of Farmer or Hunter with Merchant.

Pavana

Body frames are medium. Add 1d3 to CON. Roll 1d100. If the result is 01-20, roll on the Class Background Table normally. Otherwise, your adventurer is automatically a Craftsman or a Farmer (your choice).

The Tribes

Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1d4 to DEX and CHA. If your adventurer is of the Tribes, he is automatically a Hunter. Roll 1d100. If the result is 01-20, he is also a Noble.

Wasiton

Roll 1d6 for body frame: 1 = light, 2-5 = medium, 6 = heavy. Their attributes are unmodified.

Xas

Body frames are light. Add 1d3 to CON and 1d6 to DEX. Subtract 1d4 from SIZ and 1d6 from CHA, if these attributes are 10 or more. Replace any roll of Noble or Scholar on the Class Background table with Sailor. Replace any roll of Scientist with Hunter.

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION
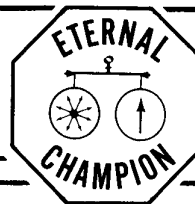
CHARACTER SHEET

NAME _____ SEX _Male_ AGE _18_ PLAYER _____

NATIONALITY _____ CLASS _Noble_

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR ___
CON ___
SIZ ___
INT ___
POW _6_
DEX ___
CHA ___

Description

weight _____   height _180cm_

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses	___ %	___	___ %
	___ %	___	_37_ %
(Crossbow)	___ %	___	___ %
	___ %		___ %
	___ %		___ %

Notes

AGILITY bonus ___ %
Climb [+10%] ___ %
Dodge [+10%] ___ %
Jump ___ %
Ride ___ %
Swim ___ %
Tumble ___ %
_____ ___ %
_____ ___ %
_____ ___ %

PERCEP bonus ___ %
Balance [+10%] ___ %
Listen [+10%] ___ %
Scent ___ %
Search ___ %
See [+10%] ___ %
Taste ___ %
Track ___ %
_____ ___ %
_____ ___ %

KNOW bonus ___ %
Ancient Lore ___ %
Biological Lore ___ %
Cartography ___ %
Chemical Lore ___ %
Electrical Lore ___ %
Eval. Treasure ___ %
First Aid ___ %
Mechanical Lore ___ %
Memorize ___ %
Music Lore ___ %
Navigate ___ %
Craft _____ ___ %
Craft _____ ___ %
_____ ___ %
_____ ___ %

LANGUAGES
Speak/Read-Write
Common ___/___ %
_____ ___/___ %
_____ ___/___ %

COMMUN bonus ___ %
Credit ___ %
Orate ___ %
Persuade [+10%] ___ %
Sing ___ %

MANIP bonus ___ %
Juggle ___ %
Pick Lock ___ %
Pilot Ornithopter ___ %
Sleight of Hand ___ %
Set Trap ___ %
Tie Knot ___ %

STEALTH bonus ___ %
Ambush ___ %
Camouflage ___ %
Conceal ___ %
Hide [+10%] ___ %
Move Quietly ___ %
Cut Purse ___ %

Possessions

Money

property - _____

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION
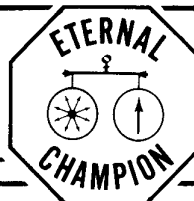
CHARACTER SHEET

NAME _Oodson Ferabril_ SEX _Male_ AGE _27_ PLAYER _A. White_

NATIONALITY _Syria_ CLASS _Sailor(Mate)_

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _13_
CON _10_
SIZ _15_
INT _14_
POW _11_
DEX _9_
CHA _9_

Description

weight _214_ height _188 cm_

ARMOR _Leather 1D6-1_ Major Wound Level _7_

Hit Points _13_

01	02	03	04	05	06	07
08	09	10	11	12	(13)	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses	+3 %	ME - +1D6/1D+1D3	-2 %
Longsword	42 %	1D8+1+1D6	38 %
Longbow	36 %	1D10+2+1D4	___ %
___	___ %	___	___ %
___	___ %	___	___ %

Notes

Afflictions/Mutations

AGILITY bonus _-2_ %
Climb [+10%] _59_ %
Dodge [+10%] ___ %
Jump ___ %
Ride ___ %
Swim _53_ %
Tumble ___ %
Slippery _38_ %
___ ___ %
___ ___ %

**PERCEP** bonus _+2_ %
Balance [+10%] _65_ %
Listen [+10%] ___ %
Scent ___ %
Search _24_ %
See [+10%] ___ %
Taste ___ %
Track ___ %
___ ___ %
___ ___ %
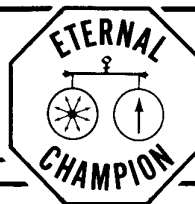
KNOW bonus _+4_ %
Ancient Lore ___ %
Biological Lore ___ %
Cartography ___ %
Chemical Lore ___ %
Electrical Lore ___ %
Eval. Treasure ___ %
First Aid ___ %
Mechanical Lore _39_ %
Memorize ___ %
Music Lore ___ %
Navigate _64_ %
Craft ___ ___ %
Craft ___ ___ %
___ ___ %
___ ___ %

LANGUAGES
Speak/Read-Write
Common ___ / ___ %
___ ___ / ___ %
___ ___ / ___ %

COMMUN bonus _+2_ %
Credit ___ %
Orate ___ %
Persuade [+10%] ___ %
Sing ___ %

MANIP bonus _+3_ %
Juggle ___ %
Pick Lock ___ %
Pilot Ornithopter ___ %
Sleight of Hand _32_ %
Set Trap ___ %
Tie Knot _83_ %

STEALTH bonus _-1_ %
Ambush ___ %
Camouflage ___ %
Conceal ___ %
Hide [+10%] ___ %
Move Quietly ___ %
Cut Purse _12_ %

Possessions

Money
uro 5
_30_
_300_

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures.
Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description

weight _____   height _____

ARMOR _____ Major Wound Level _____

Hit Points							
	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses _____%	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%

Notes

Afflictions/Mutations

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
_____ _____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common _____/_____%
_____ _____/_____%
_____ _____/_____%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description

weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
_____ _____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common ____/____%
_____ ____/____%
_____ ____/____%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
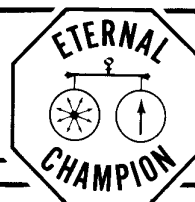Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

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GAMEMASTER BOOK

HAWKMOON

GAMEMASTER BOOK

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HAWKMOON is a member of the ETERNAL CHAMPION line of games available from Chaosium Inc. HAWKMOON is completely compatible with the STORMBRINGER roleplaying game. Any character created for one ETERNAL CHAMPION game system will function without flaw in any other game of the series. The strength of Law of Chaos on a plane may affect a character's magical ability. Refer to the Interdimensional Travel chapter in the HAWKMOON *Science Book* for details.

ETERNAL CHAMPION

Contents of the Gamemaster Book

Contents of the Science Book

Gamemaster Notes

THE GAMEMASTER has the responsibility of preparing a scenario and presenting it without bias to the players. The thrill of roleplaying for the players is to see their adventurers through a great peril, standing face to face with death, but surviving. Keep the opposition smart and mean, or there will be little challenge for the players and they will be bored. Avoid making the foes too powerful, however. While the players should lose an occasional character, just to keep them honest, avoid repeated decimation of their adventurers. Refrain from making arbitrary decisions even if the players out-wit, out-guess, or out-fight you in the end. Like anything else, roleplaying and gamemastering are easier when you have done it a few times.

The First Sitting

The first time that you and your friends sit down to play **Hawkmoon,** most of your time will be spent creating characters. Take your time. Talk with one another about how your want your character to be, and how he or she is viewed by the other players.

Then, discuss how and why these particular characters are together. This is something that the gamemaster and the players together must make-up. As far as the game goes, it really doesn't matter why it is that your adventurers are together, but it helps you extend the fantasy to understand just how your adventurer fits into the world.

Test the rules. All of the adventurers are friends, why not a little friendly battle to get used to **Hawkmoon** combat. Challenge another adventurer to one-on-one combat, joust, wrestling, or whatever. Fight to first blood only. No character-death here! Learn how the rules work *before* risking the neck of your valuable character.

Then end the first session. You've accomplished enough. Begin the campaign the next time you play, now that you're confident about the rules and ready to face any challenge (almost).

What Next?

After creating the adventurers, the next step is to get those adventurers into a *scenario*. A scenario is a situation which challenges the players' adventurers and draws them into perilous circumstances. Many game companies sell prepared scenarios which you need only read and then play, with little preparation time. Many gamemasters prefer to create their own

scenarios, spending considerable time crafting evil villains and subtle plots in which to ensnare the adventurers.

A scenario can be very simple, consisting of a physical location and a particular danger facing the players. Here's an example of a typical scenario: *three Kamargian warriors (the players) are riding through the ruins of Old Berlin during a dim, mist-shrouded night (an eerie physical location), and from the shadows step six Granbretanian wolf-brothers (a danger).*The play of the game, at that point, would be the combat that ensues. The "board" used in the game might be a plan of the street that the Kamargians are riding through, showing ruin features.

During a evening's play, you will present one or more situations to the players. First there might be the morning by the docks, where a drunken old sailor collapses in a heap in front of an adventurer and mutters something about ancient treasure, and he has an old ship's log stashed in his smelly old sailor's bag. Then might be a meeting of all the adventurers to discuss what to do. Thus they are drawn into an adventure.

All the while, your most important job is to function as a window into the fantasy world of Tragic Millenium Earth. The players know only what you tell them, and the more description that you can provide, the better. Talk to the players. Draw forth their impressions and, more importantly, their *characters'* impressions about the events occurring in the scenario. Remind them to think as their characters would, and to do only those things that their characters really would.

Campaign Setting

Included in the **Hawkmoon** box is a map of Tragic Millenium Europe. This region of Earth is by far the most extensively covered area in the *Hawkmoon* novels, and is the center of Granbretanian activity. It is an ideal location for most **Hawkmoon** adventures. For beginning gamemasters in particular and for most gamemasters in general, it is often helpful for all of the adventurers to begin with the same home country. This provides a feeling of unity among party members. Extensive geographical and cultural information is provided in the first chapter of the *Players Book.* Of course, the logical homeland for first-time adventurers is the Kamarg, Count Brass' holding.

Certainly, the course of your **Hawkmoon** campaign may indeed draw your adventurers away from Europe, particularly to Amarehk or Asia Communista. Until **Hawkmoon** supplements appear which cover these areas,

you'll have to rely upon the scant information provided about these places in these rules, and whatever information you may gleen from the *Hawkmoon* novels.

One advantage that **Hawkmoon** has over some roleplaying games, is the usefulness to your scenarios of information from the real world. **Hawkmoon's** Earth is set in our far future. The ancient devices which your adventurers find buried in long-lost vaults can be things sitting in your kitchen right now. A careful blending of elements from the real and fantasy worlds enriches the experience of your players.

Creature Description Format

All of the beings described in the **Hawkmoon** rules are presented in a standard fashion. First comes a *description*. This description sometimes includes a quote from one of the seven novels written by Michael Moorcock which detail Tragic Millenium Earth. It always includes indications about the habitat of the creature and notes about the creature's mode(s) of attack.

Abbreviations are given for each of the creature's characteristics, which include STR, CON, SIZ, INT, POW, and DEX. CHA is provided only for select entries; those which are humanoid and from which adventurers might be chosen.

Skills which are used frequently by the creature are listed alongside the characteristics (for minor creatures), or below the weapons information (for major personalities). Skills not listed are known to minimal proficiency only, or are not known at all.

Hit Points or *Average Hit Points* give the number of points of damage the creature must take before being slain. Bigger or healthier creatures will have more hit points.

Underneath the creature's characteristics is a section labelled *weapon, attack, parry, damage*. This section lists the usual weapon(s) used by the creature when it is forced into combat. A number listed immediately after the weapon name (i.e., *Claws (2)*) indicates that more than one of that weapons may be used in a particular round of combat. Thus, a Sea Dragon may use two claws during a round of combat. *Attack* provides the percentage chance to hit in combat for a typical member of that species or race. *Parry* indicates the creature's ability to block incoming blows. If a dash appears in this column, then that particular creature can not parry with that weapon. *Damage* gives the damage done by an average member of the species or race. This usually designates a number of dice of a particular shape that must be rolled and the results totalled. Thus, a Sea Dragon does 3d6 points of damage with a claw attack. Roll three six-sided dice and total the result.

Following the weapons information are listings for *Armor* and possibly *Notes*. Armor is the amount of protection borne by the creature, and each point of armor subtracts one from the damage sustained in any one blow. Frequently, **Hawkmoon** armor is listed as a rolled-for value (i.e., Armor: 1d10+2). For each blow sustained, roll the indicated die, add bonuses, and subtract the sum from the points of damage.

Finally, the *Notes* section presents special weapons effects, combat bonuses, appearance notes, or other important facts.

Creatures,
Beings & Mutants

THE FOLLOWING are but a sampling of the various creatures and beings inhabiting Tragic Millenium Earth. Among the samples appear mechanical creatures, mutant horrors and oddities, and natural animals. Natural animals have been included for two reasons. First, they are one of the more common encounters available to traveling adventurers. Second, these statistics can be used as a base upon which to create new mutant races. We encourage gamemasters to experiment, and to create their own, unique mutant creatures.

Alligator

Alligators and their crocodile cousins are found in southern Amarehk, central Africa, and India. The statistics given below are for about a 3-meter-long specimen. Alligators can only bite targets to their front, and can only tail lash targets to their rear. If an alligator was surrounded, it could attack twice a round. Anyone hit by the Tail Lash must roll DEX x 5 or less on 1d100 or fall down.

TRAGIC MILLENIUM EUROPE
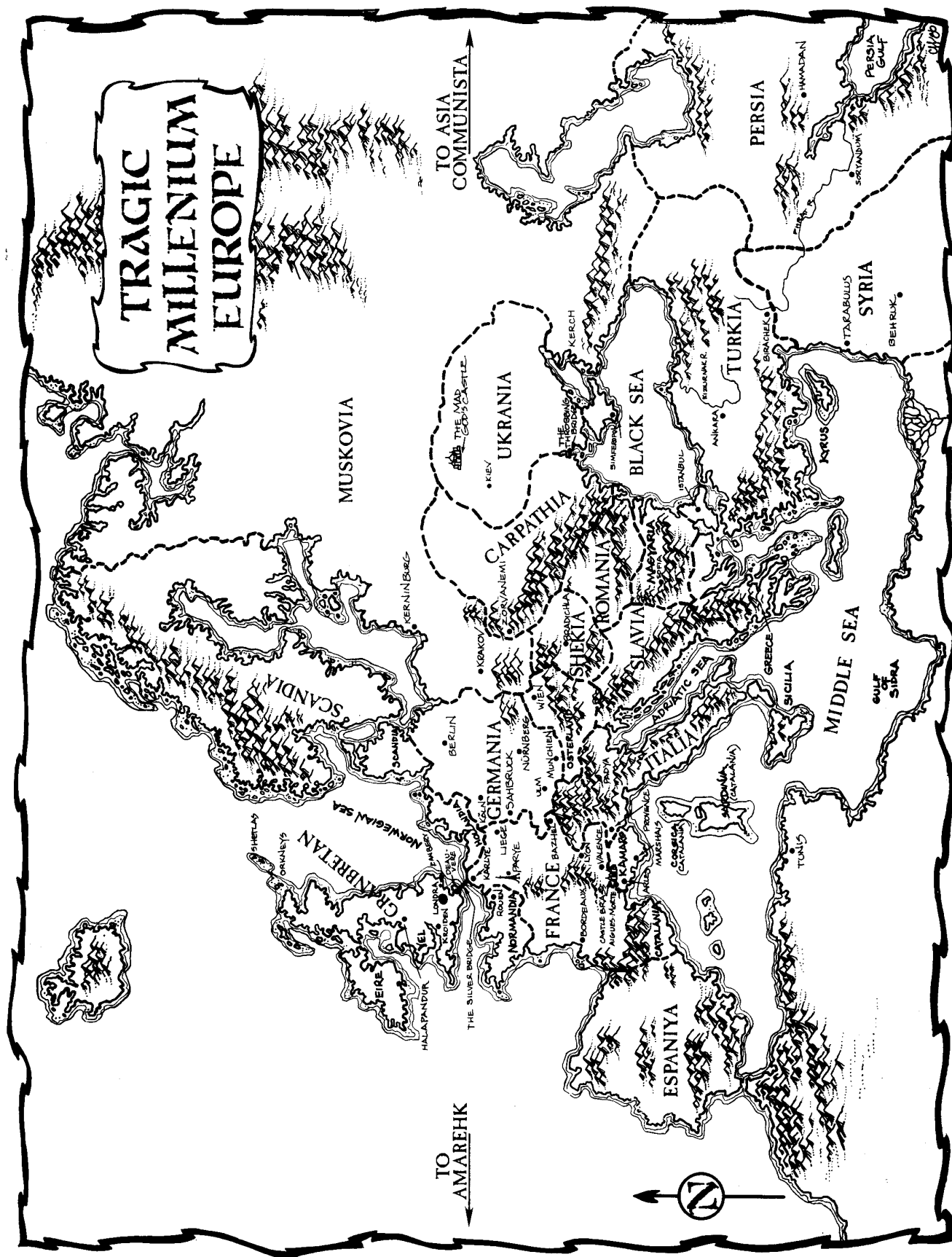
attributes	skills		
STR 4d6+12	Ambush 50%+1d10		
CON 3d6+6	Hide 40%+1D10		
SIZ 4d6+12	Swim 90%+1D10		
INT 1d4			
POW 2d6			
DEX 2d6	Average Hit Points: 30-31		

weapon	attack	parry	damage
Bite	50%	—	1d10+2d6
Tail Lash	30%	—	2d6

ARMOR: 5 point hide.

Baboon

In the Tragic Millenium, Baboons are common in Espaniya, Africa, and the Near East. They travel in troops of 1d100 individuals. Baboons can both Dodge and Attack in the same round.

attributes	skills		
STR 2d6	Climb 70%+1d10		
CON 3d6	Dodge 20%+1D10		
SIZ 1d6	See 40%+1D10		
INT 2d6			
POW 2d6			
DEX 4d6	Average Hit Points: 3d6/2		

weapon	attack	parry	damage
Bite	40%	—	1d8

ARMOR: 1 point fur.

Baragoon

"It was a slithering sound, a slobbering sound; the sound of a baragoon — the marsh gibberer. Few of the monsters were left now. They had been the creations of the former Guardian, who had used them to terrorize the people of the Kamarg before Count Brass came ... The baragoon had once been men themselves, before they had been ... transformed. Now they were ... eight feet high and enormously broad, bile-colored and slithering on their bellies ... they rose only to leap upon and rend their prey with their steel-hard talons. When they did ... have the good fortune to find a man alone they would take slow vengeance, delighting in eating a man's limbs before his eyes."

— THE JEWEL IN THE SKULL

Once there were many baragoon, but they have been slowly destroyed by Count Brass and his men. They attack from hiding, rearing up from the ground and gibbering loudly while flailing their talons. If their victim fails a POW x 5 roll, he is frozen with surprise and horror for the first round of combat.

Baragoon are found in the swamps of the Kamarg. The former Guardian who created these horrors was from Bulgaria, and perhaps he created baragoon when he inhabited that land as well.

attributes	skills		
STR 8d6	Ambush 60%+1d10		
CON 4d6	Swim 75%+1d10		
SIZ 8d6			
INT 2d6			
POW 2d6			
DEX 3d6	Average Hit Points: 30		

weapon (#)	attack	parry	damage
Talon (2)	45%	45%	2d8+2
Bite	40%	—	1d8

ARMOR: 5 point skin.

Bloodseeker

Bloodseekers are burrowing monsters with lean, sinewy bodies, naked leathery hide, and huge bony claws. Their pug-like heads are hideous, resembling those of bats, and their mouths have razor-sharp chisel-like teeth. Bloodseekers are nocturnal, but are not harmed by light. They attack by bursting out of the earth and grabbing at their victim's feet.

Bloodseekers are native to North Africa and the Near East, including Persia, Syrania, and Turkia, where they nest in old cave systems, gullies, and ruins. A typical colony contains 2d100 of the creatures.

attributes	skills		
STR 2d6+3	Hide 80%+1d10		
CON 3d6	Listen 80%+1d10		
SIZ 3d6-2			
INT 1d4			
POW 2d6			
DEX 2d6	Average Hit Points: 10		

weapon	attack	parry	damage
Bite	35%	—	1d6+2
Paws (2)	35%	20%	1d8-1

ARMOR: none.

NOTES: on a successful bite attack that penetrates armor, the bloodseeker grips its victim with its paws and starts to drain the target's blood. Each subsequent round, the creature automatically hits and drains 1d6 points of the victim's STR —armor won't protect vs. this damage since the creature is already attached. The bloodseeker clings tenaciously, and will not let go voluntarily until either it or its prey is dead. However, it can be peeled off by rolling one's STR x 5 or less on 1d100. The bloodseeker simultaneously attempts its own STR roll. If both STR rolls succeed, then the lowest roll wins out in deciding whether the creature is pulled off or not. In any case, when a bloodseeker is thus pulled off, the victim takes 1d4 more damage (not absorbed by armor) from the teeth tearing free.

In addition, bloodseekers carry a mutant form of rabies. Anyone surviving a bloodseeker bite must add up the total damage he took and multiply it by 3. Then roll 1d100. If the result is equal to or less than the damage x 3 roll, the victim gets rabies and dies in 1d4 weeks.

Brown Bear

Bears are found in all temperate regions. The type of bear described here is the European Brown Bear, which is also found in Asia. The same statistics, a little beefed up, can be used for the Amarehkian Grizzly. The smaller Amarehkian Black Bears should only have a SIZ and STR of 3d6+6.

attributes	skills		
STR 3d6+12	Climb 20%+1d10		
CON 2d6+6	Listen 20%+1D10		
SIZ 3d6+12			
INT 1d6			
POW 2d6			
DEX 3d6	Average Hit Points: 23-24		

weapon	attack	parry	damage
Bite	25%	—	1d10+2
Claws (2)	40%	20%	1d6+2

ARMOR: 2 point fur.

Cattle

Wild cattle exist in numbers in Muskovia, Ukrainia, and parts of Amarehk. In the more civilized parts of Europe, all cattle are tame, though not necessarily docile.

attributes	skills
STR 4d6+12	Smell Intruder 20%+1d10
CON 2d6+6	
SIZ 4d6+12	
INT 1d6	
POW 1d6	
DEX 2d6	Average Hit Points: 27

weapon	attack	parry	damage
Charge	35%	—	4d6
Trample	75%	—	4d6 vs. downed foe only

ARMOR: 3 point hide.

Charki

"Pieces of the ceiling began to fall and a grey, stonelike creature crept through the crack ... On the end of the creature was ... a sucker such as an octopus would possess ... The wall gave way altogether, and it revealed a mass of waving arms, a pulsing head, and a face that was a parody of human features, grinning a placatory, idiot's grin ... Several tentacles crept ... towards them. One touched Zhenak-Teng lightly on the shoulder and he moaned ... others were now waving all around him [he] seemed to accept the touch with complete passivity."

—THE SWORD OF THE DAWN

The charki were created long ago by Zhenadar-vron-Kensai, a scientist from the east coast of Amarehk. He came to the land of the Kampps to destroy the people there, steal their sources of power, and use their artifacts to further his experiments. He died, and the charki alone still haunt the plains, gradually hunting down the Kampps. They feed on life force, represented as POW in humans, but they also feed on the power produced by the underground generators of the kampps.

The charki can emit mental rays which affect the minds of humans, causing them to see their friends as foes and fall to fighting amongst themselves. While the humans fight, the charki attack. When the charki emit their ray, each round each human within three hundred meters radius must succeed in a POW x 5 roll on 1d100 or be overwhelmed and start fighting his friends. The charki's POW is added to the 1d100 die roll.

Charki resemble human/angleworm crossbreeds with stone-gray skin and many strange protuberances. Their tentacles and head grow from a fat, segmented worm's body. Charki travel in small groups of 2d6 individuals over the plains of central Amarehk. They are immortal.

attributes	skills
STR 5d6	Sense Life 60%+1d10
CON 8d6	Track 50%+1D10
SIZ 8d6	
INT 2d6	
POW 4d6	
DEX 2d6	Average Hit Points: 44

weapon	attack	parry	damage
Tentacle (1d6)	60%	30%	1d6+POW loss
Mental Impulses	Auto.	—	madness

ARMOR: 6 points of hide.

NOTES: a Charki can attack with 1d6 tentacles each round. If a Charki hits its victim, that victim loses 1d6 POW permanently, whether or not armor is pierced. A Dodged or Parried attack avoids the POW loss. If a victim's POW falls to zero, his flesh turns cold and he dies.

Deer

Deer are found everywhere in the Northern Hemisphere. They only fight if cornered, diseased, or during the rut.

attributes	skills
STR 2d6	Jump 80%+1d10
CON 2d6	Listen 70%+1D10
SIZ 3d6	Scan 70%+1d10
INT 1d6	
POW 1d6	
DEX 4d6	Average Hit Points: 7

weapon	attack	parry	damage
Butt (stags only)	30%	—	1d8
Kick	10%	—	1d6

ARMOR: 1 point hide.

Dog

Packs of mean wild dogs roam everywhere that humanity is not strong enough to suppress them. Dogs are quick and get one Dodge roll and one Attack roll each round.

attributes	skills
STR 2d6	Dodge 40%+1d10
CON 3d6	Track 80%+1D10
SIZ 2d6	
INT 1d6	
POW 2d6	
DEX 2d6+6	Average Hit Points: 8-9

weapon	attack	parry	damage
Bite	40%	—	1d8

ARMOR: none.

Hawk

Both tame and wild hawks are common in the Tragic Millenium. Hawks can Dodge every round in addition to all their attacks. Because of its speed and small size, any attacks directed against the hawk have only half their normal chance of success.

attributes	skills
STR 1d3	Dodge 80%+1d10
CON 2d4	See 100%
SIZ 1d2	Search 100%
INT 1d6	
POW 1d6	
DEX 3d6+6	Average Hit Points: 2d4/2

weapon	attack	parry	damage
Peck	40%	—	1d4
Claws (2)	25%	—	1d3
Strike	80%	—	2d6

ARMOR: none.

NOTES: the hawk's strike is a long falling dive out of the sky. If a strike misses, the hawk usually flies off, to return a few rounds later. If a strike hits but does not disable the target, the hawk continues to attack by pecking and clawing.

Horse

Horses can use only one of their attack modes each round, and cannot use the same attack twice in succession. Combat skills for horses can improve by experience.

attributes	skills
STR 3d6+18	Scent20%+1d10|
CON 2d6+6	Swim 40%+1D10
SIZ 4d6+12	
INT 1d6	
POW 1d6	
DEX 3d6	Average Hit Points: 27

weapon	attack	parry	damage
Bite	05%	—	1d10
Kick	05%	—	1d8+2d6
Rear & Plunge	05%	—	2d8+2d6
Trample	25%	—	4d6 to downed foe

ARMOR: 1 point hide.

Giant Flamingo

The riding flamingos of the Kamarg are spectacular birds with deep scarlet to brilliant pink feathers. They are amiable and

easily trained. They cannot carry a man with a SIZ greater than the bird's STR. The Kamargians use them both as transportation over distances and in battle, firing flamelances down into enemy armies. Wild flamingos frighten easily, but trained ones are as stolid as any good warhorse. However, giant flamingos refuse to fly in the rain.

Giant flamingos are found only in the Kamarg and nearby marshes. Wild ones nest in the marshes.

attributes	skills
STR 4d6	Dodge 20%+1d10 (in flight)
QON 3d6	See 50%+1d10
SIZ 7d6	
INT 1d6	
POW 1d6+6	
DEX 2d6+8	Average Hit Points: 23

weapon	attack	parry	damage
Peck	40%	—	1d8
Wing Buffet (2)	20%	20%	1d4-1

ARMOR: 2 point feathers.

Great Good One

The Great Good Ones are the inhabitants of Dnark in Amarehk. They are colored shadows that can expand or contract, giving them a visible SIZ anywhere from 3 to 24 at will. Between themselves, they use their singing and changing colors for communication.

The song of the Great Good Ones is used both for communication and for their only attack. One of their songs can cause sleep. If a Great Good One tries to cause sleep in an intruder, that intruder must roll 1d100 and add the Great Good One's POW to the result. If the total is higher than his POW x 3, the intruder falls asleep for 2d6 hours.

A Great Good One can carry an object or person with a SIZ less than its own STR, but their pseudo-STR is not useful for other purposes, such as swinging weapons.

The Great Good Ones were once human. At the onset of the Tragic Millenium, a scientist in the city discovered a way to turn the inhabitants into energy beings, immune to the war's destruction. After the Runestaff came to Dnark, the Great Good Ones took it upon themselves to serve and protect the Runestaff and its spirit, Jehamiah Cohnahlias. When one of visible evil intent enters the city, the Great Good Ones sing them to sleep and then carry them from the city. Visitors of seemingly good intent are herded to Jehamiah, who gives them every hospitality.

attributes	skills
STR (3d6)	Listen 80%+1d10
INT 6d6	Move Quietly 100%
POW 6d6	See 80%+1D10
DEX 3d6+6	
CHA 3d6+6	Average Hit Points: n/a

weapon	attack	parry	damage
Song	auto.	—	sleep

Jeebie

Jeebies are small plants resembling dandelions. However, instead of a flower, an eye-like structure sprouts at the top of their main stem. Jeebies never grow alone, and where one jeebie is found, several hundred others are also visible. These plants are completely harmless. They are mobile, and and crawl over the top of the ground. If any creature comes within view, the jeebies freeze in place and watch the creature with their eyestalk-blossom. If the creature turns its back on the jeebies, they move closer to it, depending on their high DEX to freeze in place before they can be seen.

Jeebies have no attack, other than the unbelievably creepy feeling of being watched by many eyes.

attributes	skills
SIZ 1	Dodge 60%+1d10
CON 4d6+6	

weapon	attack	parry	damage
no attacks			

Lion

Lions now live in the Near East as well as Africa.

attributes	skills
STR 3d6+12	Ambush 60%+1d10
CON 3d6	Hide 50%+1D10
SIZ 3d6+6	Scent 50%+1D10
INT 1d6	
POW 2d6	
DEX 4d6	Average Hit Points: 15

weapon	attack	parry	damage
Bite	40%+1d10	—	2d6
Claw (2)	50%+1d10	50%	1d8+2
Ripping	auto.	—	3d6

ARMOR: 2 point fur.

NOTES: if the lion hits with both claws, it hangs on and automatically rips with the hind legs each round, continuing to bite as well.

The Machine Beast

"It crouched on metal feet, towering over them, its multi-colored scales half-blinding them. The length of its back, save for its neck, was a mass of knife-sharp horns. It had a body fashioned ... like an ape's, with short hind legs and long forelegs, ending in hands of taloned metal. Its eyes were multifaceted like a fly's, and its snout was full of razor-sharp metal teeth."

—THE MAD GOD'S AMULET

The machine beast is a creation of the Wraith-folk of Soryandum, designed to protect their artifacts from harm. Only

one machine beast exists. It attacks anything that enters the cavern except the Wraith-folk themselves, who cannot leave the confines of Soryandum.

Critical hits delivered destroy some vital part of the beast, chosen either by the gamemaster or the player. Hawkmoon shattered the creature's eyes in two separate blows, blinding it, and slowing its progress by forcing it to track by sound and smell.

attributes	skills
STR 64	Listen 75%
CON 40	Scent 75%
SIZ 60	Search 75%
INT 14	See 75%
POW n/a	Track 57%
DEX 12	Hit Points: 88

weapon	attack	parry	damage
Talons (2)	50%	50%	2d10
Bite	30%	—	5d10
Tail Lash	30%	10%	1d10
Crush	10%	—	10d10

ARMOR: 30 points of metal. Any weapon hitting the machine beast has a 40% chance of shattering.

NOTE: the machine beast performs its Crush attack by leaping into the air and landing on its victim. During rounds it performs its Crush, it can make no other attack. However, the Crush separately attacks every target within a 5 meter radius or so.

Mesmerose

Mesmeroses are brilliant flowers, made of what appears to be rainbow crystal. Any creature which looks at a mesmerose bush from less than 10 meters distance must roll 1d100 and add the bush's POW to the die roll. If the total exceeds the viewer's POW x 5, he is enthralled, and unable to look away from the rose on his own accord. He stays there till he dies, collapses from hunger and thirst, or is removed from the rose's area of influence by a friend.

Mesmerose bushes are sometimes used by solitary scientists to capture intruders. Any suspicious-looking persons caught by the bush are taken to the master of the house for questioning or disposal.

attributes	skills
SIZ 2d6	no skills
POW 2d6+6	

Minim

"Peculiar man-like creatures, with hairy bodies topped by completely hairless heads, measuring less than a foot high, regarded them from cover."
—THE SWORD OF THE DAWN

Minims are mutant humans. They are shy and weak and normally less dangerous than small monkeys. They lack language and culture and live like animals in the ruins of Yel.

attributes	skills
STR 1d6	Hide 70%+1d10
CON 1d6	Listen 40%+1D10
SIZ 1d3	
INT 2d6	
POW 2d6+6	
DEX 4d6	Average Hit Points: CON/2

weapon	attack	parry	damage
Bite	20%	—	1d3
Spear	10%	—	1d4

Mountain Giant

The mountain giants, like the minims, are a mutant human species. They stand around 2.4 meters (8 feet) tall, and are broad to boot. They are covered in coarse wiry hair that comes in every human hair color, from red to blond to black.

Though they are intelligent, the giants live primitive lives and behave rather like the legendary ogres. Sometimes they even eat inferior members of their own family when nothing better offers itself. They have immense appetites to match their size.

Mountain giants are found only in the Bulgar Mountains. Oladahn, one of Hawkmoon's companions, is a mountain giant, though he suffered from a pituitary defect which kept his SIZ and STR very low (at ordinary human levels). He eventually left his home out of fear of his highly carnivorous Uncle Barkyos.

attributes	skills
STR 7d6	Listen 25%+1d10
CON 4d6	Scent 40%+1D10
SIZ 7d6	See 45%+1D10
INT 3d6	
POW 3d6	
DEX 3d6	
CHA 2d6	Average Hit Points: 23

weapon	attack	parry	damage
Huge Club	40%	40%	4d6
Thrown Rock	25%	—	4d4
Big Bow	20%	—	1d8+1+2d4

ARMOR: 4 point hairy hide, plus sometimes 1d6-1 homemade leather armor for a total of 1d6+3.

Ocean Ghoul

Ocean Ghouls are vile manlike creatures of a sickly blue-white color. They inhabit all the seas around Europe. They live in underwater reefs and rock formations. Usually they travel in small numbers and restrict themselves to attacking small boats and ships in danger, but sometimes several bands team up to assault a large ship.

They have webbed feet and hands and long, tadpole-like tails which they use to propel themselves through the water. Their fanged mouths stretch nearly from ear to ear. They

cannot live more than a few hours out of water, and dislike hot sunlight.

attributes	skills
STR 3d6+6	Ambush 70%+1d10
CON 4d6	Swim 100%
SIZ 2d6+6	
INT 3d6	
POW 3d6	
DEX 2d6+6	Average Hit Points: 14

weapon	attack	parry	damage
Rapier	60%	60%	1d6+1+1d6
Bite	45%	—	2d6

ARMOR: 3 points of rubbery skin.

Octopus

Octopi are strictly ocean-dwellers. They can attack with 1d8 tentacles each round, and once any tentacle has hit, it can bite the target.

attributes	skills
STR 4d6	Hide 80%+1d10
CON 2d6+6	Swim 80%+1D10
SIZ 4d6	
INT 1d6	
POW 2d6	
DEX 3d6+6	Average Hit Points: 15

weapon	attack	parry	damage
Tentacle (1d8)	30%	30%	1d3
Bite	40%	—	1d6

ARMOR: 2 point skin.

Octiguana

Octiguanas have large black lizardlike bodies. Around their necks is a collar of eight octopus-like arms. They are carnivorous and nearly always hungry.

In the blood pool of the Temple of Batach Gerandiun live smaller creatures, bred over the centuries. They are identical to normal octiguanas except that their STR and SIZ is only 2d6+6 each and their attack skills are all 90%.

attributes	skills
STR 4d6+12	Scent 40%+1d10
CON 3d6	Swim 80%+1D10
SIZ 4d6+12	
INT 1d6	
POW 2d6	
DEX 2d6+2	Average Hit Points: 24-25

weapon	attack	parry	damage
Tentacle (1d4)	40%	20%	1d4
Bite	30%	—	3d6
Tongue	60%	—	none

ARMOR: 4 point hide.

NOTE: The tongue attack can be used at distances of up to 10 meters or more. Anyone hit by the tongue is gripped and pulled into the mouth of the creature. The tongue has hit points equal to the monster's CON. If the tongue is damaged, the octiguana lets go, and refrains from using that attack again. The tongue's grip cannot be broken by human strength.

Each round the octiguana can attack with 1d4 of its tentacles. A successful hit by a tentacle also holds the prey tight while the octiguana attempts to bite it. A successful STR x 3 roll permits the victim to break free of one tentacle.

Pteroon

"[They] saw gigantic winged beasts, like great black bats but with long arms and curved claws. They were rending at the retreating warriors, and some were already feasting on the corpses ... Nahak's men were trying to urge these battle beasts on, but it was plain the giant bats had already served their purpose."

—THE JEWEL IN THE SKULL

Pteroons are genetically-altered bats, as large as horses. They are not naturally belligerent, and once they have killed what they feel is enough prey, they eat and ignore the rest of the battle. They stop fighting after each has killed a number of enemy whose total SIZ adds up to the pteroon's own. They stink of old blood and decaying flesh.

Pteroons still use sonar to make their way, much like ordinary bats. However, unlike bats, their high-pitched shrieks are audible to humans, and are extremely loud. When a pteroon screeches within 3 meters of an adventurer's unprotected ears, that person must roll his CON x 5 or be stunned, unable to attack and parry, for the next combat round.

Pteroons are native to Persia, where they were created.

attributes	skills
STR 4d6+6	Listen 70%+1d10
CON 3d6	Scent 50%+1D10
SIZ 4d6+6	
INT 1d6	
POW 3d6	
DEX 2d6	Average Hit Points: 24-25

weapon	attack	parry	damage
Bite	45%	—	1d8+4
Claws (2)	60%	30%	2d6
Wing Buffet (2)	70%	30%	1d4
Shriek	auto.	—	stun

ARMOR: 2 point hide.

Python

Pythons and boas attack from ambush and wrap their coils around their prey. After a python has hit with a Crush attack, on each subsequent round it gets another automatic Crush hit until its victim dies or the snake is slain. Armor helps protect against this damage. A character trapped in the snake's coils only gets to have his weapon arm free if he succeeds on a DEX x 3 roll on 1d100. After each round of crushing, the victim must succeed in rolling his CON x 5 or less on 1d100 or pass out.

Pythons or boas live in jungle areas all over the earth.

attributes	skills	
STR 4d6+12	Ambush 60%+1d10	
CON 3d6	Hide 80%+1D10	
SIZ 3d6+12	Move Quietly 90+1d10	
INT 1d4		
POW 2d6		
DEX 3d6	Average Hit Points: 21	

weapon	attack	parry	damage
Bite	60%	—	1d6
Crush	40%	—	3d6

ARMOR: 1 point scales.

Sea Dragon

"Beasts began to emerge all around them. Gigantic, reptilian monsters with gaping red jaws and triple rows of teeth, the water streaming from their scales and their blazing eyes full of mad, rolling evil. There was a deafening flapping noise and one by one the giant reptiles climbed into the air."
—THE RUNESTAFF

Sea dragons are rare creatures which live in the eastern seas of Amarehk. They serve the Runestaff and obey its needs.

Sea dragons can fly, crawl, and swim, making them creatures of three elements. When the Runestaff has no need of their services, they can act freely, and sometimes attack human habitations.

attributes	skills
STR 12d6	Fly 100%
CON 6d6	See 50%+1D10
SIZ 16d6	Swim 100%
INT 2d6	
POW 4d6	
DEX 2d6	Average Hit Points: 65

weapon	attack	parry	damage
Bite	90%	—	4d6+4
Claws (2)	70%	70%	3d6
Wing Buffet (2)	50%	50%	1d8
Tail Lash	30%	—	2d10

ARMOR: 10 points of scale-covered skin.

Stenchrunner

"They were covered in oily fur, with the beaks of birds and the claws of cats, huge eyes blazing, beaks parting to reveal teeth, emitting a horrible hissing sound ... Hawkmoon coughed and felt nauseous, for the beasts stank horribly ..."
—THE SWORD OF THE DAWN

Stenchrunners are baboon-like creatures with toothy falcon beaks and long talons. They are agile and semi-intelligent, and hunt in packs. Stenchrunners are found in Granbretan and Yel. They live in ruined cities and are nocturnal.

attributes	skills	
STR 3d6+6	Ambush 10%+1d10	Scent 30%+1d10
CON 3d6	Climb 70%+1D10	Search 25%+1d10
SIZ 3d6	Hide 20%+1D10	See 25%+1d10
INT 2d6	Listen 20%+1d10	Track 30%+1d10
POW 2d6	Move Quietly 20%+1d10	
DEX 3d6		
	Average Hit Points: 10-11	

weapon	attack	parry	damage
Bite	40%	—	1d10
Claws (2)	60%	50%	1d6
Stench	auto	—	special

ARMOR: 1 point fur.

NOTES: their special attack is their stench. Anyone fighting them is overcome by nausea and must subtract 10 percentiles from all attacks and parries.

Swampsnapper

Swampsnappers have toothy, alligator-like snouts; squat, heavily-bristled bodies; powerful taloned legs; and a long, thick tail used for balance while leaping. They range in color from tawny to midnight black. They are extremely stupid and evil-tempered. Once they have chosen prey, watch out! Nothing can change their little minds short of death. Swampsnappers are rapid breeders. They lay heaps of eggs in the mud which hatch in a week or two into cute little baby swampsnappers already capable of hunting for themselves.

Swampsnappers generally inhabit marshy, damp forests in southern Europe.

attributes	skills
STR 3d6+6	Ambush 25%+1d10
CON 4d6	Climb 60%+1D10
SIZ 3d6+6	Move Quietly 80%+1d10
INT 1d3	Swim 90%+1d10
POW 1d6	
DEX 2d6+12	Average Hit Points: 18-19

weapon	attack	parry	damage
Bite	40%	—	2d10
Claw (2)	60%	50%	1d8
Tail	15%	—	1d6

ARMOR: 4 points of gristle and hide.

War Jaguar

"A head emerged, larger than an oxen's, fiercer than a tiger's; a snarling cat's head with slanting yellow eyes and long yellow fangs. As it padded out ... they saw that its back was lined with a row of foot-high spines of the same color and appearance as its fangs, running down to the base of its tail, which, unlike that of an ordinary cat, was tipped with barbs."
—THE MAD GOD'S AMULET

War Jaguars were bred long ago in Asia Communista to fight in battles. They are vicious and sometimes attack their masters

if unfed. Originally, they were found only in Asia Communista. Hawkmoon released four in Europe, and they are presumably still alive. Certain items, such as the Red Amulet, give limited control over the creatures. War Jaguars cannot breed, but their lifespans are millenia-long.

attributes		skills
STR	4d6+6	Hide 60%+1d10
CON	6d6+6	Move Quietly 80%+1d10
SIZ	5d6+6	Scent 80%+1d10
INT	1d6+2	Search 40%+1d10
POW	3d6	Track 90%+1d10
DEX	3d6+3	Average Hit Points: 38-39

weapon	attack	parry	damage
Claw (2)	40%	20%	3d6
Bite	50%	—	3d6+6
Tail Lash	30%	—	1d6+6

Wolf

Wolves are agile, and get three separate Dodge rolls each round. For each wound a wolf takes, it loses one Dodge roll. When wolves attack in packs, they usually gang up on only one or two victims, to ensure that most of the wolves' attacks are not parried or dodged.

Wolves live in all temperate climates.

attributes		skills
STR	3d6	Ambush 20%+1d10
CON	3d6	Dodge 40%+1D10
SIZ	2d6+3	Track 80%+1D10
INT	1d6	
POW	2d6	
DEX	2d6+6	Average Hit Points: 10-11

weapon	attack	parry	damage
Bite	25%	—	1d8

ARMOR: 1 point fur.

Wraith-Folk of Soryandum

The Wraith-folk are similar to the Great Good Ones in that they, too, descend from humans that discovered a safe way to withstand the Tragic Millenium. They created a new language that taught them to think differently, learned supreme mental control, and investigated the precepts of space-time law. This enabled them to move most of their substance into another dimension, leaving them nearly invisible and intangible. They cannot leave Soryandum, for that is whence their power emanates.

The Wraith-folk can fly through air and travel over (or under) water. They can use their STR, which is enhanced by mental control, to carry a SIZ equal to or less than their STR.

They can sense mental vibrations and tell friends from foes. When standing in bright sunlight or shadow, they are nearly impossible to see (subtract 30% from the See skill of anyone seeking them).

Before the Wraith-folk moved to the other dimension, they built a storage cavern in the hills outside Soryandum where they placed all their artifacts and set the machine beast (q.v.) as guardian. They might choose to assist friends by explaining objects that the friends might need, and tell them how to enter the cavern. Nothing can really be done against the machine beast except to outwit it, and of this, too, the friends must be warned.

attributes	skills
STR (5d6)	any Lore at INTx4% (gamemaster's choice)
SIZ 3d6	
INT 4d6	
POW 3d6	
DEX 3d6	
APP 3d6+6	Average Hit Points: n/a

Major Personalities of Tragic Millenium Earth

Bowgentle   (age 54)

Bowgentle is Count Brass' best friend and advisor. He is quite wise, and worries much about the advance of Granbretan. He is no warrior, but did ride to war in the Battle of Londra. He usually dresses in floor-length black robes. He has learned an ancient form of magic, a sort of Runic chant, which can be disguised as a poem or song. He can direct his chant against a specified individual, who is affected by it within 2d4 minutes. The chant can cause the victim to fall unconscious, become enraged, frantic with fear, or whatever other impulse Bowgentle wishes. The rune's effects wear off after 1d6 hours.

Bowgentle no doubt knows other secrets of magic and ancient lore.

STR 14	CON 14	SIZ 11	INT 21	POW 19
DEX 17	CHA 17	HP: 14	Major Wound: 7	
Nationality: French		Armor: none (half-plate 1d8-1).		

weapon	attack	damage	parry
Longsword	62%	1d10+1+1d6	60%
Dagger	77%	1d4+2+1d6	65%

COMBAT BONUSES: Attack +23%, Parry +11%.

AGILITY (+11%): Climb 51%, Dodge 59%, Jump 43%, Ride 30%.

COMMUNICATION (+21%): Credit 62%, Orate 70%, Persuade 96%.

KNOWLEDGE (+100%): all at 100%.

MANIPULATION (+23%): Sleight of Hand 76%, Set Trap 86%.

PERCEPTION (+16%): Balance 45%, Listen 45%, See 55%.

STEALTH (+13%): Hide 83%, Move Quietly 77%.

Count Brass   (age 63)

Count Brass is the Lord Guardian of the Kamarg. He served in many of the great courts of Europe in his youth, and fought in most of the major battles of his day. His strength and prowess is legendary throughout Europe. Yisselda, Hawkmoon's wife, is his daughter.

At first, Count Brass approved of Granbretan's conquests, believing they would help unite Europe. But eventually Meliadus' crimes turned him against them. In battle, Count Brass always wears his brazen full plate armor. This armor is much better than normal, and gives him 1d10+6 points of protection.

STR 20	CON 19	SIZ 19	INT 16	POW 14
DEX 13	CHA 17	HP: 26	Major Wound: 13	
Nationality: Scandian		Armor: Brass-washed Full Plate 1d10+6		

weapon	attack	damage	parry
Longsword	100%	1d10+1+1d6	100%
Heater Shield	51%	1d6+1d6	100%
Javelin	100%	1d8+2+1d4	—
Flamelance	80%	5d6	—
Dagger	75%	1d4+2+1d6	64%

COMBAT BONUSES: Attack +15%, Parry +4%.

AGILITY (+4%): Climb 54%, Dodge 74%, Jump 69%, Ride 94%, Swim 29%, Tumble 43%.

COMMUNICATION (+11%): Credit 99%, Orate 43%, Persuade 62%, Sing 25%.

KNOWLEDGE (+59%): Ancient History 88%, Chemical Lore 100%, Electrical Lore 100%, Evaluate Treasure 72%, First Aid 88%, Mechanical Lore 100%, Memorize 96%, Navigate 72%.

MANIPULATION (+15%): Juggle 75%, Pick Lock 20%, Sleight of Hand 25%, Set Trap 25%, Tie Knot 87%.

PERCEPTION (+6%): Balance 56%, Listen 67%, Scent 35%, Search 89%, See 76%, Taste 32%, Track 47%.

STEALTH (-3%): Ambush 42%, Camouflage 75%, Conceal 62%, Hide 37%, Move Quietly 54%.

Huillam D'Averc   (age 34)

D'Averc is a French architect/poet/scholar. When France was occupied, he joined the Granbretanian Order of the Boar for power and prestige — a rare honor among non-Granbretanians. Eventually, he joined Hawkmoon, and turned against his former loyalties. Countess Flana of Granbretan and D'Averc fell in love, and it was largely this love that brought her to try to repair the evils Granbretan had done. D'Averc is a hypochondriac, and always claims illness and frail constitution, though none of his acquaintances have ever seen him in anything but the best of health. He speaks the secret language of the Order of the Boar.

STR 18	CON 19	SIZ 14	INT 17	POW 13
DEX 16	CHA 20	HP: 21	Major Wound: 11	
Nationality: French		Armor: Plate & Helm 1d10+2		

weapon	attack	damage	parry
Rapier	99%	1d6+1+1d6	93%
Longsword	90%	1d10+1+1d6	86%
Dagger	73%	1d4+2+1d6	66%
Flamelance	73%	5d6	—

COMBAT BONUSES: Attack +13%, Parry +6%.

AGILITY (+6%): Climb 46%, Dodge 66%, Jump 29%, Ride 83%, Swim 16%, Tumble 39%.

COMMUNICATION (+14%): Credit 84%, Orate 62%, Persuade 57%.

KNOWLEDGE (+28%): Ancient History 100%, Chemical Lore 66%, Evaluate Treasure 71%, First Aid 80%, Make Maps 99%, Mechanical Lore 55%, Memorize 95%, Navigate 69%.

MANIPULATION (+13%): Juggle 36%, Pick Lock 61%, Sleight of Hand 58%, Set Trap 46%.

PERCEPTION (+6%): Balance 58%, Listen 43%, Scent 28%, Search 73%, See 65%, Taste 47%, Track 52%.

STEALTH (+7%): Ambush 37%, Camouflage 48%, Conceal 29%, Cut Purse 19%, Hide 58%, Move Quietly 52%.

Orland Fank   (age 42)

Orland Fank is a huge ruddy blue-eyed Orkneyman who dresses in traditional tartan. He is a servant of the Runestaff, and generally shows up when he is needed by fellow servants. He refers to the Warrior in Jet and Gold as his "brother," but whether this brotherhood is physical or spiritual is never clear.

STR 15	CON 20	SIZ 19	INT 16	POW 14
DEX 13	CHA 12	HP: 27	Major Wound: 14	
Nationality: Orkney		Armor: Leather 1d4		

weapon	attack	damage	parry
Poleaxe	70%	4d6	59%
Cudgel	60%	2d6	49%

COMBAT BONUSES: Attack +10%, Parry -1%.

AGILITY (-1%): Climb 42%, Dodge 51%, Jump 36%, Ride 63%, Swim 71%, Tumble 14%.

COMMUNICATION (+6%): Orate 62%, Persuade 50%, Sing 45%.

KNOWLEDGE (+25%): Ancient History 54%, Blacksmith Craft 64%, First Aid 67%, Mechanical Lore 57%, Memorize 56%.

MANIPULATION (+10%): Pick Lock 38%, Set Trap 47%, Tie Knot 47%.

PERCEPTION (+6%): Balance 50%, Listen 30%, Search 80%, See 41%, Taste 35%, Track 62%.

STEALTH (-4%): Hide 20%, Move Quietly 41%.

Countess Flana Mikosevaar of Kanbery (age 40)

Flana is King Huon's cousin. When Meliadus rebelled, he made her the Queen-Empress after Huon's death. Before the Battle of Londra, Flana lived in a sort of daze, never thinking. She had many lovers and had most killed when she tired of them. She had, also, twelve husbands, all either divorced or slain. Two of her husbands were Baron Meliadus and Asrovak Mikosevaar. One or two husbands she may have killed herself with some of the poisons or deadly gases she can concoct and use with deadly effect.

When Londra fell, she reorganized the city and outlawed the wearing of masks. Until that time, her mask was a spun-gold heron. Of all the Granbretanians, she alone is sane. Her trance state lasted until conditions were conducive to mental health. She loves Huillam D'Averc.

STR 12	CON 11	SIZ 8	INT 20	POW 18
DEX 8	CHA 17	HP: 10	Major Wound: 5	
Nationality: Granbretanian	Armor: none.			

weapon	attack	damage	parry
Dagger	54%	1d4+2	46%

COMBAT BONUSES: Attack +14%, Parry +6%.

AGILITY (+6%).

COMMUNICATION (+19%): Credit 100%, Orate 89%, Persuade 90%, Sing 40%.

KNOWLEDGE (+46%): Chemical Lore 86%, Music Lore 82%.

MANIPULATION (+14%): Pick Lock 35%, Set Trap 47%.

PERCEPTION (+14%): *all skills at base percentages.*

STEALTH (+8%): Conceal 75%, Move Quietly 49%.

Duke Dorian Hawkmoon von Koln, Eternal Champion (age 27)

Hawkmoon's father was one of the first to rebel against

Granbretan, and he was killed, leaving young Dorian to claim the Dukedom and rebellion. Eventually he became a Champion of the Runestaff and was instrumental in causing Granbretan's downfall. One of Hawkmoon's greatest strengths is his large number of faithful friends, of whom he has more than any other known Eternal Champion. Anyone wishing to fight Hawkmoon must also deal with D'Averc, Count Brass, Oladahn, Bowgentle, Orland Fank, the Warrior in Jet and Gold, and Yisselda, all of whom are redoubtable warriors and all of whom are eager to be at Hawkmoon's side in case of trouble.

STR 16	CON 18	SIZ 15	INT 19	POW 16
DEX 15	CHA 16	HP: 21	Major Wound: 11	
Nationality: Germania		Armor: Plate & Helm 1d10+2		

weapon	attack	damage	parry
Longsword	100%	1d10+1+1d6	98%
Heater Shield	48%	1d6+1d6	94%
Dagger	78%	1d4+2+1d6	68%
Lance	68%	1d10+1+2d6	58%
Flamelance	98%	5d6	—

COMBAT BONUSES: Attack +18%, Parry +8%.

AGILITY (+8%): Climb 28%, Dodge 89%, Jump 38%, Ride 83%, Swim 15%, Tumble 58%.

COMMUNICATION (+15%): Orate 58%, Persuade 68%.

KNOWLEDGE (+18%): Ancient History 23%, Evaluate Treasure 58%, First Aid 42%, Make Map 38%, Mechanical Lore 26%, Memorize 78%, Navigate 48%.

MANIPULATION (+18%): Set Trap 40%, Tie Knot 63%.

PERCEPTION (+11%): Balance 67%, Listen 42%, Scent 26%, Search 75%, See 52%, Taste 31%, Track 37%.

STEALTH (+7%): Ambush 87%, Camouflage 58%, Conceal 46%, Hide 67%, Move Quietly 65%.

King-Emperor Huon (age 2000+)

Huon has ruled Granbretan for 2000 years. He is kept alive by the Throne-globe in which he resides. His body is withered, and only his eyes and tongue are mobile and useful. He is completely evil and insane, though his madness is coldly calculating, rather than ravening as is Meliadus. He is enormously wise and arrogant. He can only die if his throne-globe is broken.

STR 1	CON 1	SIZ 1	INT 25	POW 20
DEX 1	CHA 26	HP: 1	Major Wound: none	
Nationality: Granbretanian		Armor: none		

weapon	attack	damage	parry
no weapons.			

COMBAT BONUSES: cannot fight.

AGILITY: none.

COMMUNICATION (+35%): Credit 100%, Orate 100%, Persuade 100%.

KNOWLEDGE (+100%): Ancient History 100%, Evaluate Treasure 100%, Memorize 100%.

MANIPULATION: none.

PERCEPTION (+17%): Listen 86%, See 90%.

STEALTH: none.

Baron Kalan of Vitall (age 68)

Kalan is a highly intelligent man, a master of the physical sciences, and Hereditary Grand Constable of the Order of the Serpent (Granbretanian scientists). He is not ostentatious, and his robes and mask are plainer than those of his equals. He is, without a doubt, the most brilliant living man on Earth. With Taragorm's knowledge of time, he managed to create an interdimensional craft.

STR 9	CON 11	SIZ 15	INT 30	POW 18
DEX 10	CHA 10	HP: 14	Major Wound: 7	

Nationality: Granbretanian Armor: none

weapon	attack	damage	parry
Shortsword	63%	1d6+1	42%
Dagger	73%	1d4+2	52%

COMBAT BONUSES: Attack +23%, Parry +2%.

AGILITY (+2%): Dodge 26%, Ride 41%.

COMMUNICATION (+24%): Credit 70%, Orate 97%, Persuade 67%.

KNOWLEDGE (+100%): all at 100%.

MANIPULATION (+23%): *all skills at base percentages.*

PERCEPTION (+24%): Listen 54%, Taste 64%.

STEALTH (+15%): *all skills at base percentages.*

Baron Meliadus of Kroiden (age 36)

Meliadus is a man of violent temper and mad passions. His lust for Yisselda caused him to swear his oath upon the Runestaff, whereby the action of the novels was set in motion. Meliadus is paranoid and greedy. He takes what he wants, and his lusts outweigh even his loyalty and fear of Huon.

STR 18	CON 14	SIZ 17	INT 20	POW 18
DEX 17	CHA 13	HP: 19	Major Wound: 10	

Nationality: Granbretanian Armor: Plate & Helm 1d10+2

weapon	attack	damage	parry
Longsword	95%	1d10+1+1d6	94%
Battle Axe	75%	1d8+2+1d6	64%
Dagger	65%	1d4+2+1d6	54%
Flamelance	55%	5d6	—

COMBAT BONUSES: Attack +25%, Parry +14%.

AGILITY (+14%): Climb 44%, Dodge 54%, Ride 88%.

COMMUNICATION (+15%): Orate 65%, Persuade 90%.

KNOWLEDGE (+38%): Evaluate Treasure 74%, First Aid 64%, Make Map 55%.

MANIPULATION (+25%): Tie Knot 50%.

PERCEPTION (+14%): Balance 34%, Listen 69%, Scent 52%, Search 81%, See 56%, Track 28%.

STEALTH (+10%): Ambush 60%, Camouflage 43%, Conceal 57%, Cut Purse 15%, Hide 68%, Move Quietly 33%.

Oladahn of the Bulgar Mountains (age 20)

Oladahn is a Mountain Giant, though his growth has been stunted. He eventually left the mountains to join Hawkmoon and secondarily to escape his cannibalistic Uncle Barkyos. He is a small man whose skin is covered with rusty brown fur. He has a good humor, and is very loyal to Hawkmoon and his friends.

STR 14	CON 17	SIZ 10	INT 16	POW 15
DEX 16	CHA 12	HP: 17	Major Wound: 9	

Nationality: (Magyarian) Armor: Leather 1d4 +2 points of fur.

weapon	attack	damage	parry
Longbow	83%	1d10+2	—
Shortsword	78%	1d6+1	74%
Longsword	72%	1d10+1	69%
Dagger	68%	1d4+2	64%

COMBAT BONUSES: Attack +13%, Parry +9%.

AGILITY (+9%): Climb 53%, Dodge 86%, Jump 42%, Ride 90%, Tumble 53%.

COMMUNICATION (+7%): Orate 65%, Persuade 17%, Sing 35%.

KNOWLEDGE (+8%): Evaluate Treasure 40%, First Aid 57%, Memorize 40%.

MANIPULATION (+13%): Juggle 23%, Sleight of Hand 33%, Tie Knot 46%.

PERCEPTION (+7%): Balance 76%, Listen 94%, Scent 81%, Search 53%, See 46%, Taste 61%, Track 38%.

STEALTH (+8%): Conceal 19%, Hide 64%, Move Quietly 53%.

Warrior in Jet and Gold (age unknown)

The Warrior in Jet and Gold is a mystery figure that appears to Hawkmoon and other servants of the Runestaff in times of sore need. He wears black and gold plate armor, which he never removes, not even the helm. He appears not to eat or drink. When he was slain in the Hall of the Runestaff, Hawkmoon found no body in the armor.

STR 18	CON 17	SIZ 17	INT 15	POW 16
DEX 13	CHA 16	HP: 22	Major Wound: 11	

Nationality: unknown Armor: Plate & Helm 1d10+2

weapon	attack	damage	parry
Longsword	95%	1d10+1+1d6	95%
Poleaxe	90%	4d6	90%
Dagger	90%	1d4+2+1d6	90%

COMBAT BONUSES: Attack +14%, Parry +6%.

AGILITY (+6%): Climb 65%, Dodge 25%, Jump 36%, Ride 98%, Swim 18%, Tumble 34%.

COMMUNICATION (+11%): Orate 66%, Persuade 48%.

KNOWLEDGE (+6%): Chemical Lore 60%, Electrical Lore 39%, Evaluate Treasure 31%, First Aid 48%, Make Map 73%, Mechanical Lore 51%, Memorize 42%, Navigate 40%.

MANIPULATION (+14%): Juggle 34%, Pick Lock 50%, Sleight of Hand 26%, Set Trap 71%, Tie Knot 24%.

PERCEPTION (+7%): Balance 60%, Listen 68%, Scent 58%, Search 63%, Taste 36%, Track 94%.

STEALTH (-1%): Ambush 68%, Camouflage 17%, Conceal 40%, Cut Purse 27%, Hide 26%, Move Quietly 57%.

Yisselda of Brass (age 23)

Yisselda is Hawkmoon's wife and Count Brass's daughter. Meliadus swore his oath of destruction upon the Kamarg because of her refusal of his love. Though she is a proper noblewoman, she has been trained in the arts of war. She dislikes fighting, and only does so in dire need. She has born Hawkmoon two children, Manfred and Yarmilla.

STR 13	CON 16	SIZ 9	INT 16	POW 15
DEX 13	CHA 18	HP: 16	Major Wound: 8	

Nationality: Scandian/French   Armor: none (half-plate 1d8-1)

weapon	attack	damage	parry
Longsword	59%	1d10+1	55%
Battle Axe	49%	1d8+2	45%
Flamelance	39%	5d6	—

COMBAT BONUSES: Attack +9%, Parry +5%.

AGILITY (+5%): Ride 84%, Swim 49%.

COMMUNICATION (+13%): Orate 49%, Persuade 62%, Sing 92%.

KNOWLEDGE (+8%): Ancient History 40%, First Aid 70%, Make Map 36%, Memorize 83%, Music Lore 87%.

MANIPULATION (+9%): Sleight of Hand 46%, Tie Knot 18%.

PERCEPTION (+7%): Search 57%, See 39%, Taste 58%.

STEALTH (+5%): Conceal 20%, Hide 27%.

Scenario #1
The Twisted Village

Getting There

THIS ADVENTURE can start almost anywhere, but it is most convenient if the adventurers are currently in southern Germania or western Shekia. A convenient city to start the adventure in is Nurnberg.

While the adventurers are drinking in a tavern one night, they overhear a conversation between a legless cripple and the tavernkeeper. The cripple claims that to the northeast, in the Bohemian mountains, lies an ancient village whose ruins have laid undisturbed since before the Tragic Millenium. He claims to have met a dying traveler who told him of the spot and supplied him with a map. Wondrous tools are supposed to be in the ruins.
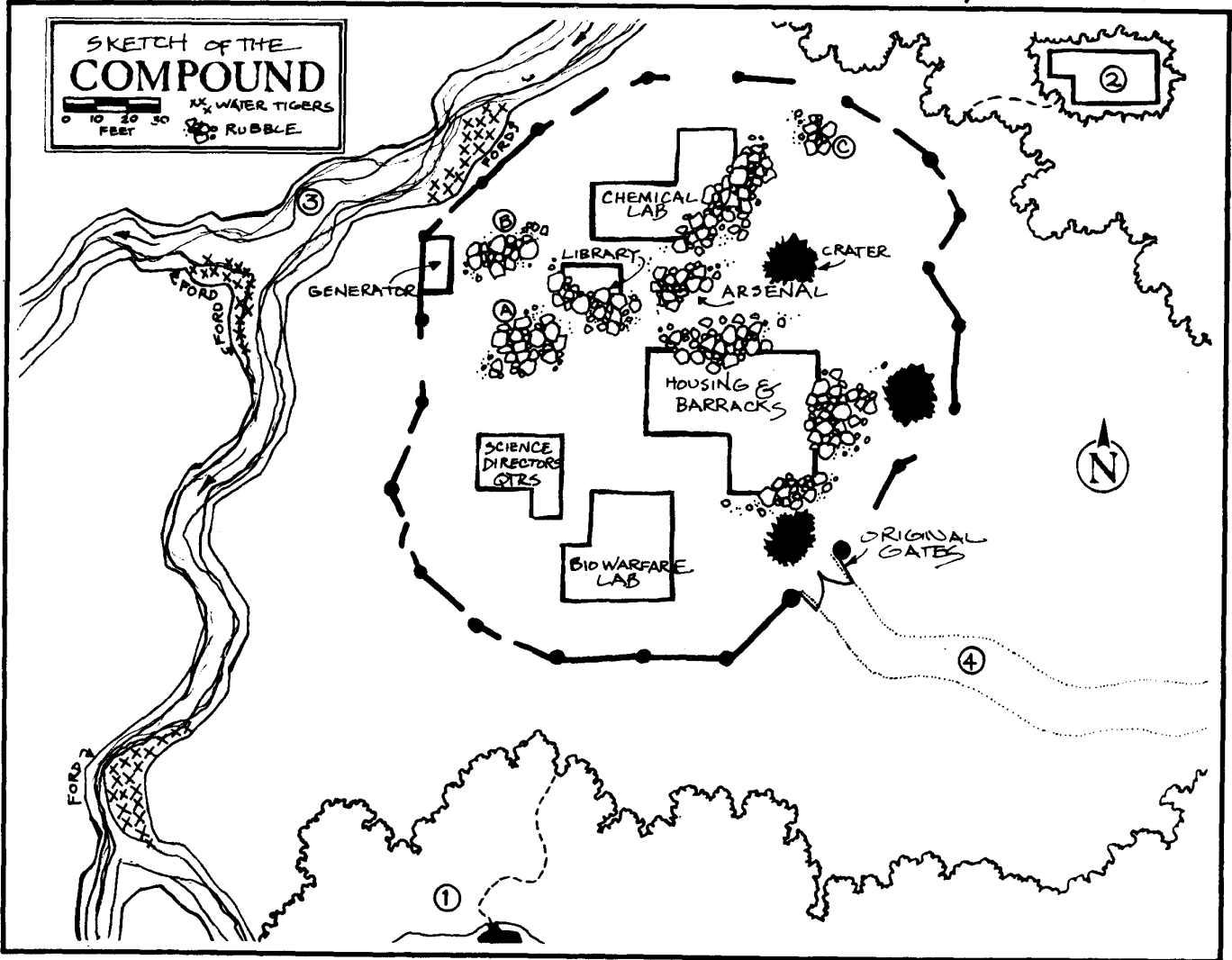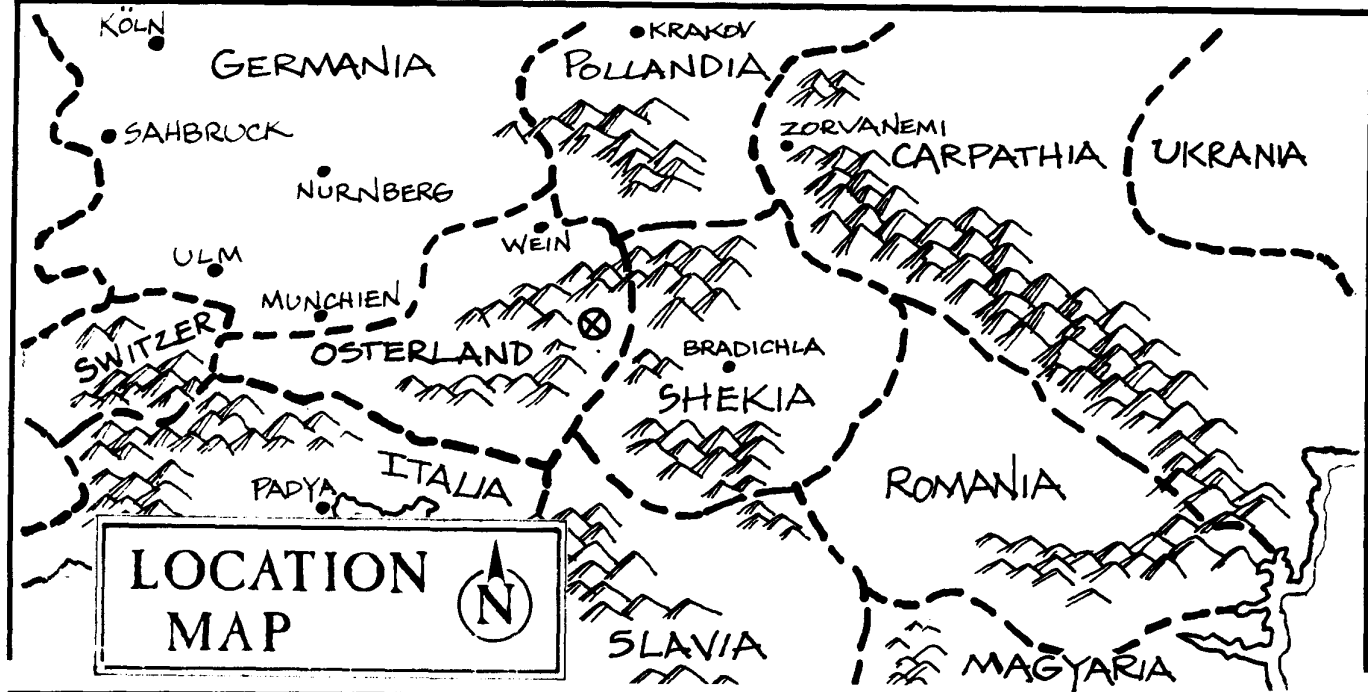
The innkeep laughs it off politely, and gives the cripple a drink on the house. The adventurers, of course, should be intrigued enough to talk with the cripple. He'll offer to sell them the map for 100s, as he cannot travel far enough to reach the town's ruins himself. If he is questioned, he claims to be a former soldier of Nurnberg who lost his legs during a war against Bohemia.

Provided that the adventurers *do* take the cripple up on his offer, or otherwise acquire it, now hand the players their copy of the Village Location map. You will find the player copy of the Village Location map in the center of the *Reference Book*.

The Village Location map clearly shows that the site lies in the Bohemian Mountains. Anyone native to eastern Shekia or southern Germania knows that the Bohemian Mountains are infested by mutant animals.

According to the map, the village lies sixty miles due northeast through hilly woodland. It will take the adventures about five days to find the village, unless one of them succeeds at a Make Maps roll to read the map properly, in which case it only takes three days. If the adventurers didn't buy the map, but simply tried to get a glimpse at it and Memorize it, a successful Memorize and Search roll is needed to find the valley. Once it is found, the adventurers approach from the direction of the circled "X" (see the map).

LOCATION MAP

KÖLN
GERMANIA
POLLANDIA
KRAKOV
SAHBRUCK
ZORVANEMI
CARPATHIA
UKRANIA
NURNBERG
WEIN
ULM
MUNCHIEN
SWITZER
OSTERLAND
BRADICHLA
SHEKIA
ROMANIA
PADYA
ITALIA
SLAVIA
MAGYARIA

N

SKETCH OF THE COMPOUND

WATER TIGERS
0 10 20 30
FEET
RUBBLE

FORD

③

FORD

FORD

GENERATOR

Ⓑ

Ⓒ

CHEMICAL LAB

LIBRARY

CRATER

ARSENAL

Ⓐ

HOUSING & BARRACKS

SCIENCE DIRECTORS QTRS

ORIGINAL GATES

BIO WARFARE LAB

②

④

N

FORD

①

Outside
the Compound

Surrounding the compound are four features which might be of special interest to the adventurers. Refer to the Compound Sketch for the location of these points.

POINT ONE:
a cave in the southern woods

This cave was once a bear's lair, as can be seen with a successful Track roll. If the roll fails, it can still be seen that some large animal once lived here, but anyone can tell the spoor is old. A faint animal trail leads through the woods towards the village.

POINT TWO: the abandoned shack

This building has been abandoned for a few decades, and is beginning to fall apart from neglect. It consists of a single room with a bed, cookstove, table, and two chairs. Nothing else is here of value, but it might make a good campsite for the adventurers. Both the bed and cookstove are being nested in by squirrels, who enter through the broken windows.

POINT THREE: the stream

The stream is sluggish. The arrows point in the direction of the current. The stream can be forded easily at the three indicated spots. However, at each of these spots is a mass of water dragons.

Water dragons are carnivorous plants. They somewhat resemble water lilies, but have black flowers and the edges of their floating leaf pads are extremely sharp and coated with an anticoagulant chemical. Water dragons can whip their leaf pads around with lightning speed, but cannot reach more than a half-meter or so from where they are rooted in the river shallows. A successful Biological Lore is needed to recognize these plants and know the danger.

Anyone walking through a mass of water dragons is attacked 1d8 times a round by the plants. Each ford takes two rounds to wade through. An adventurer can try to run, taking only one round to get through the ford, but he must also succeed at a DEX x 3 roll or he trips and falls, taking 1d3 more rounds to get up and scramble out of the river, during which time the water dragons flail madly.

Each water dragon attack has a 30% chance of striking home. Any successful attack does 1d3 damage. If the damage penetrates the target's armor, the anticoagulant causes him to suffer an additional hit point loss each turn until a successful First Aid stops the bleeding.

The adventurers can attack the water dragons if they want. The plants only have a single hit point each and no

armor. Any successful attack severs the stalk and sends the plant floating down stream. If the adventurers try to destroy the plants by spreading burning oil or something similar on the water, the plants pull their pads and flowers beneath the surface until the stream's current floats the annoyance away. Each ford has 20-30 separate water dragons. Perhaps some kind of sharp-toothed rake could be improvised to dredge a path through the plants. But the quickest solution is to run through as fast as possible, trusting in your armor to protect you.

If the adventurers are discouraged from using the fords because of the water dragons, they might try to swim a deeper part of the stream. Even here, the shallows are infested with the bothersome plants, but a successful Jump roll will carry the leaper right over the plants into the deeper part of the stream. A successful Swim roll gets the user safely across, and a second Jump roll gets him over the far shore's accumulation of carnivorous plants.

POINT FOUR: the black road

Chunks of broken asphalt stretch in a path from the compound off into the distance. Grass and weeds grow all around the black semi-rocks, but the road's general outline and substance can be discerned. Ancient Lore users know that these black roads once were everywhere, used by ancients for travel and communication.

Inside
the Compound

The craters shown on the Compound Sketch remain from explosions caused by frightened Shekians long ago.

RUBBLE: the blobs on the map represent the ruins of collapsed buildings. Each heap takes 2d6 hours to properly sift through, or only 1d6 hours if a See roll succeeds.

PILE A: this heap of rocks contains two rotten tires on ancient bent rims ' and a tool-kit containing several stainless-steel wrenches and screwdrivers. A successful Ancient Lore identifies the rubble as the remains of a garage.

PILE B: nothing but chunks of concrete.

PILE C: this was an ancient concrete double dog house. The broken bones of two large dogs can be picked from the rubble.

Original Fence and Gates

Most of the original barbed-wire fence has been destroyed. Only fragments exist, and it is certainly no barrier to entry.

Chemical Laboratory

Part of the south wall of this building was collapsed by an incendiary bomb that went off during the Shekian attack, creating the crater shown closest on the Compound Sketch. The adventurers can enter through the rubble or via one of the

two doors. As they clamber into the building, each adventurer can try a Scent roll. If it is successful, they smell a faint odor of wet dogs plus something metallic, rather like blood, coming from the building's interior.

A) GUARD POST: the exterior door hangs askew on a single hinge. Inside the small room is a metal desk and the skeleton of a chair, still wrapped in a few shreds of vinyl. Inside the desk is a rusted-solid .38 revolver and a red button. Both the revolver and the button are useless. An Electrical Lore tells the user that the button was once wired to the interior door (it controlled the electric door opener). The interior door takes several minutes of dedicated labor to bash through.

B) SCIENCE DIRECTOR'S OFFICE: this room is still airtight, and once the door is crashed through, the stale air (which contains absolutely no oxygen) rushes out, causing everyone to choke for a second (if any adventure has a CON of 9 or less, he must try a CON x 10 roll to keep from taking 1d3 damage and passing out). Inside is a long plush couch and oak table, a round desk and matching chair, and a bookcase. The books are works on chemistry and politics, all written in Ancient German. Anyone reading the books can increase his Ancient Lore and Chemical Lore each by 3d6% unless he is already at 80% or higher. The books could conceivably be worth a lot to ancient scholars who had learned Ancient German — perhaps as much as 1000s. Or more. All the books together weigh about 20 kg.

C) LABORATORY: bookshelves line the wall, but all the books have been eaten to shreds by wood roaches and termites. Storage shelves along the rest of the wall contain dusty broken bottles. All the chemicals have long since evaporated or dried into crusty lumps. A table near the door holds more bottles, a few corroded remnants of machines, and a notebook. The machines are useless, but the notebook, in Ancient German, raises the reader's Chemical Lore skill by 1% if read, and also informs the reader that the compound was a biological warfare lab.

But before the adventurers can explore all this, they are distracted by the four sabrecats crouching among a heap of bones on the floor. Sabrecats are native to the Bohemian Mountains. Sabrecats normally eat carrion, though they sometimes steal one of the handwolves' (who live in the arsenal) kills. They are descended from wildcats and have grown somewhat. Their forepaws have been transformed into knife-sharp scythes of bone, and they rear onto their hind legs to fight. If the adventurers can get away from the cats into the open, they can easily outrun the sabrecats, whose ground movement is impeded by their enormous fighting claws, though they can still climb just fine.

Sabrecat One

STR 11	CON 10	SIZ 3	INT 5	POW 2	DEX 21
Armor: 2	HP: 5				

weapon	attack	damage	parry
Claws (2)	56%	1d8+2-1d6	59%
Bite	47%	1d6-1d6	—

Sabrecat Two

STR 16	CON 13	SIZ 12	INT 4	POW 7	DEX 18
Armor: 2	HP: 12				

weapon	attack	damage	parry
Claws (2)	53%	1d8+2+1d6	59%
Bite	31%	2d6	—

Sabrecat Three

STR 14	CON 14	SIZ 8	INT 7	POW 9	DEX 20
Armor: 2	HP: 13				

weapon	attack	damage	parry
Claws (2)	56%	1d8+2	48%
Bite	53%	1d6	—

Sabrecat Four

STR 14	CON 14	SIZ 11	INT 6	POW 7	DEX 15
Armor: 2	HP: 14				

weapon	attack	damage	parry
Claws (2)	57%	1d8+2+1d6	49%
Bite	46%	1d6	—

D) GUARD POST: exactly like Guard Post A, save that this one has not been ruined by the elements, and is still airtight. In the desk's drawer is a .38 revolver and a small carton containing 150 rounds of ammo. A successful Mechanical Lore roll is needed to polish and oil the gun into working condition, and each cartridge has a 50% chance of being a dud (check for this as each shot is fired). However, those rounds that do go off do 1d8+2 points of damage each, and all armor protection is halved (round fractions up). Hence, if the .38 were fired at a plate-armored man who rolled 7 for his armor protection, only 4 would be subtracted from the bullet's damage roll. Characters using the pistol start off at their Attack bonus (or 5%, if higher), and can increase normally by experience. Of course, they only have 150 rounds to practice with, of which perhaps 75 are useless duds. A red button atop the desk does nothing (it connects to a ruined electronic door lock leading into the laboratory).

Library

This building is only partially standing. All the valuable books once contained herein are ruined. In the eastern corner lies the decomposing corpse of a Granbretanian Bull. His armor and weapons are rusted half-through, and are useless, but his pouch contains 23s and a gold ring holding a sapphire, worth 30s.

The Arsenal

Like most of the other structures, part of the building is collapsed. A tunnel-like cleared path leads through the rubble

to the small clearing within it. The "clearing" opens up into the arsenal proper.

Most of the arsenal's weapons are ruined from weather or the destruction wreaked by the old attack. Two small boxes are still airtight and their contents are preserved perfectly. Within one box is a pair of hand grenades (Ancient Lore, Mechanical Repair, or Chemical Lore to realize the principle of operation), which do 3d6 damage to all victims within a 5 meter radius when detonated, and 25 rounds of .38 ammunition (none are duds, this time). The other box holds four flame-lance tips.

Three mutant handwolves have made a nest in the arsenal's clearing. Handwolves are always hungry, and even if they weren't, they'd attack anyone invading their nest.

Handwolves, like sabrecats, are found in the Bohemian Mountains. They actually descend from domestic dogs, not wolves. Their forepaws are handlike, and the creatures have an instinct to use weapons in combat. In the wild they must be content with sticks and stones, but near civilized areas, they often get ahold of knives, clubs, or deadlier weapons. Handwolves normally travel on their hind legs, though they often drop to all fours for short periods of time. Like ordinary wolves, they can dodge three times a round in addition to other actions.

Handwolf One

STR 11   CON 16   SIZ 13   INT 4   POW 7   DEX 13
Armor: 1   HP: 17   Dodge: 50%

weapon	attack	damage	parry
Cudgel	47%	1d6	55%
Bite	49%	1d8	—

Handwolf Two

STR 14   CON 20   SIZ 14   INT 6   POW 9   DEX 15
Armor: 1   HP: 22   Dodge: 38%

weapon	attack	damage	parry
Dagger	24%	1d4+2+1d6	34%
Bite	39%	1d8	—

Handwolf Three

STR 18   CON 20   SIZ 14   INT 5   POW 7   DEX 18
Armor: 1   HP: 22   Dodge: 49%

weapon	attack	damage	parry
Longsword	27%	1d10+1+1d6	23%
Bite	40%	1d8	—

Generator

What seems to be a weird metal building is actually the electric generator for the compound. Disassembly is required to move this thing, not to mention a team of horses. It takes a successful Mechanical Repair roll and an Electric Repair skill of 50% or more to figure out how to take it apart and put it back together again (both skills need not be possessed by the

same person). It runs off coal or wood. It generates enough energy to power a small castle and village, once linked up.

Housing and Barracks

By far the largest building in the compound, this was used to house the scientists and military working here. Sections of the walls have been destroyed, letting in weather and animal life.

A) FOYER: an entryway. The double doors leading off are locked. Mushrooms grow in the ruined carpet.

B) MEN'S BARRACKS: a room containing seven beds and footlockers, and five wall lockers (two divided in half). The lockers are all shut, but unlocked. All the cloth in the rooms that has not been shut up in lockers has long since rotted to nothingness. The lockers are full of rotted remains of clothing, though a few pieces are intact. Inside all the lockers together, the following is found more-or-less in good condition: ruined lab coats, 2 white lab coats with ID tags, three uniforms (West German military) with ID and medals, one usable flamelance tip, one usable flashlight (needs batteries, though), and a motley assortment of personal photographs and letters, details of which are left up to the gamemaster. In the foot lockers are seven synthetic thermal blankets that can keep a person warm in temperatures as low as -30 degrees C. Some currency is also here, but it is paper, and useless to present-day Europeans.

C) MEN'S LATRINE: all the latrine is destroyed or buried except for two blackened porcelain sinks. A viper is prowling through the rubble.
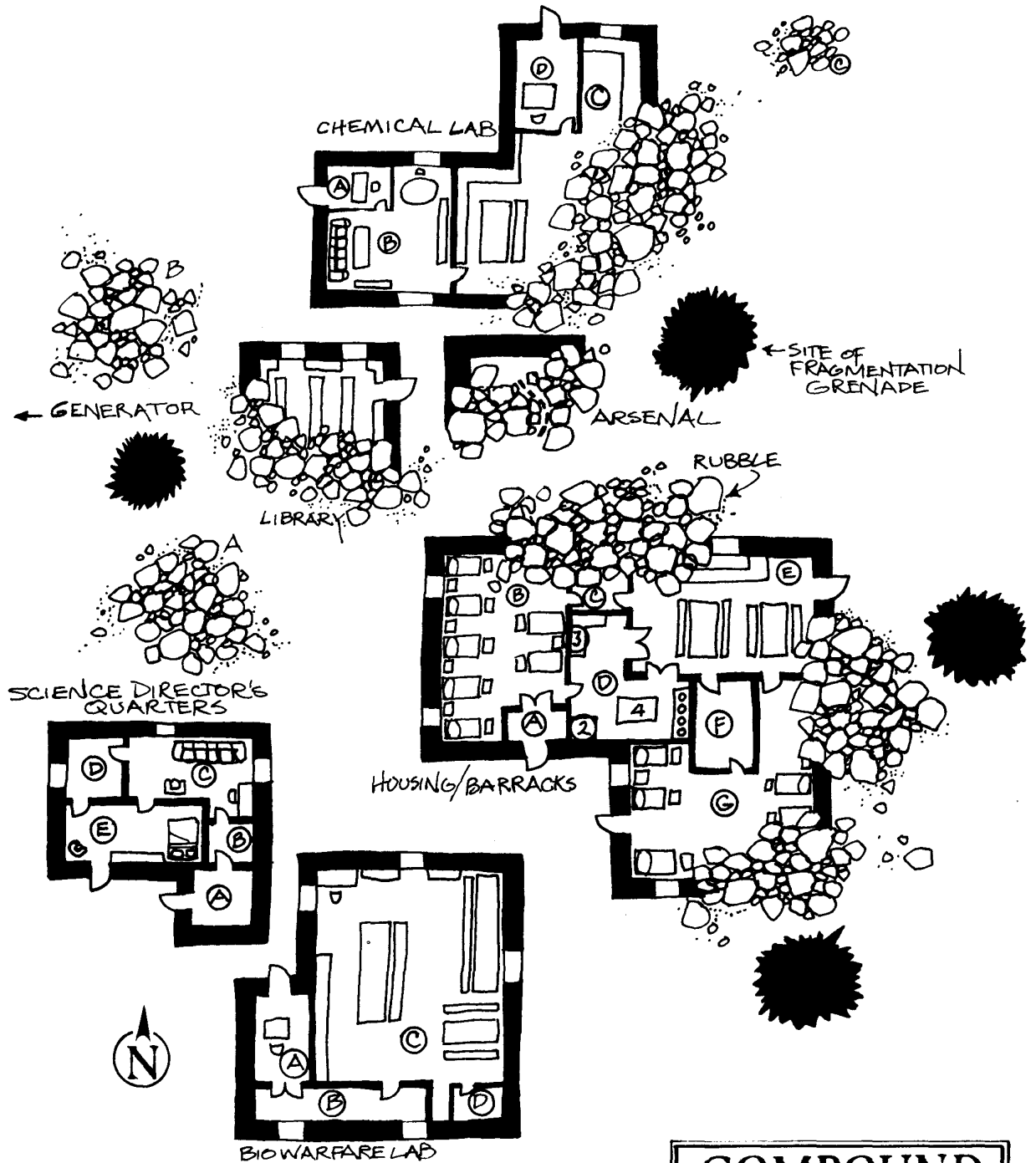
Anyone searching through the ruins that succeeds in a See roll spots a still-usable toothbrush under one of the sinks. If he fails a POW x 5 roll, though, he is bitten by the viper, whose poison does 1d3 damage. After five minutes, the victim must attempt a CON x 5 roll. If it fails, he takes another d3 damage and must take another CON roll in five more minutes. This continues until he has either succeeded in his roll or has died.

The viper has 1 hit point, no armor, and a 50% Dodge. If it isn't killed after two rounds of combat, it manages to slither down a hole and out of the scenario.

D) KITCHEN: holds a four-burner gas stove and oven, a huge microwave oven, counterspace with a double sink and dishwasher, and a large butcher's block. All the cookware in here is in good condition, since it is made of stainless-steel and plastic. But all the food and organic goods are rotted away. A few cookbooks in Ancient German remain as well as an assortment of pots, pans, dishes, glasses, mugs, and silverware. If all the cookware is hauled off by the adventurers, it can be sold for about 100s and weighs about 30 kg.

E) DINING HALL: here is only a metal counter where food was once laid out, complete with plastic trays, dishes, and silverware. Two metal and plastic tables and four matching benches dominate the room. Two skeletons wrapped in white rags lie behind the counter.

F) LADIES' LATRINE: though dusty, this latrine is intact and in near-perfect shape. The four large mirrors are broken,

CHEMICAL LAB

GENERATOR

←SITE OF
FRAGMENTATION
GRENADE

RUBBLE

ARSENAL

LIBRARY

SCIENCE DIRECTOR'S
QUARTERS

HOUSING/BARRACKS

BIO WARFARE LAB

N

COMPOUND
BUILDINGS
(PLANS)
0 5 10   20 FEET

and one of the four porcelain sinks is cracked. There are four toilet stalls and two shower stalls. All the fixtures are salvagable and removable by anyone with tools and a Mechanical Repair skill of 20% or more.

G) LADIES' BARRACKS: this originally held six beds and footlockers and five wall lockers. Much of the floor is covered in rubble, and the beds are now only twisted frames. The wall and foot lockers mostly hold only rags. However, in one footlocker is a little bag containing 9 Krugerrands (worth 11s each). Herein also live five deformed human mutants. Exiled from normal society, they make their living by robbing and killing, and will not hesitate to try to rob and kill the adventurers.

If these mutants are defeated, their treasure box can be looted. It contains 723s which they use to trade with unprejudiced peddlers. If one of them is captured and questioned, he can tell the adventurers about the handwolf nest in the arsenal and the sabrecats in the old laboratory. The mutants had not explored the town extensively themselves, partly out of fear.

Orlo (mutant one)

STR 12   CON 12   SIZ 10   INT 15   POW 8   DEX 2
CHA 4   **Armor: 2d6-2**   HP: 12

weapon	attack	damage	parry
Poleaxe	43%	(3d6)/2	43%

SKILLS: Electrical Lore 30%, Hide 60%, See 25%, Pick Lock 15%.

NOTE: Orlo's skin is tough and leathery, and covered with great calloused lumps, giving him 1d6-1 points of armor, but greatly reducing his DEX. He wears leather armor in addition to his tough skin. He does not have enough DEX to use his poleaxe, so the damage he does is halved.

Uvas (mutant two)

STR 18   CON 21   SIZ 28   INT 12   POW 11   DEX 13
CHA 4   **Armor: none**   HP: 37

weapon	attack	damage	parry
Long Spear	50%	1d10+1+3d6	46%
Self Bow	43%	1d8+1+3d4	—

SKILLS: Blacksmith Craft 30%, Jump 36%, Track 70%.

NOTE: Uvas is a giant, over 2.5 meters tall (nearly 9 feet). He has not stopped growing since he was 13 years old. Someday, he will grow too big, and his legs will snap under the strain.

Egrinn (mutant three)

STR 13   CON 10   SIZ 16   INT 15   POW 17   DEX 13
CHA 2   **Armor: 1d6**   HP: 14

weapon	attack	damage	parry
Cudgel	52%	1d6+1d6	48%
Self Bow	67%	1d8+1+1d4	—

SKILLS: Ambush 72%, Cut Purse 72%, Dodge 55%.

NOTE: Egrinn's skin is slate-blue, with large raised purple blemishes. She has no other mutations. Her mutations did not manifest themselves until after puberty, and she remembers her former life well. If adventurers

could somehow offer her a reasonable chance to rejoin human society, she'd leap at it. She wears chain armor.

Zharge (mutant one)

STR 14   CON 16   SIZ 15   INT 8   POW 14   DEX 12
CHA 5   **Armor: 1d8-1**   HP: 19

weapon	attack	damage	parry
Great Hammer	59%	1d10+2+1d6	73%

SKILLS: Scent 78%, Hide 92%.

NOTE: Zharge has extremely delicate bones. Any damage that penetrates his half-plate armor is doubled.

Igoa (mutant five)

STR 12   CON 18   SIZ 14   INT 12   POW 4   DEX 6
CHA 1   **Armor: 1d6-1**   HP: 20

weapon	attack	damage	parry
Cudgel	67%	2d6	63%
Thrown Rock	52%	3d4	—

SKILLS: Ambush 47%, Listen 29%.

NOTE: Igoa has a third eye in the left-middle of her forehead, and her left arm ends in a whip of gristle and skin. She wears crudely sewn-together leather armor.

Science Director's Quarters

This building is securely locked. Its furnishings are in fairly good condition. As with most of the buildings on this biological-warfare facility, it is completely airtight.

A) PORCH: this is completely bare. It was once surrounded by wire screens, but these have vanished over the years.

B) FOYER: nothing is here but a coat rack and an umbrella stand made of an elephant's foot. In the stand is an operational black umbrella made of nylon fabric. On the coat rack hang a white lab coat with ID and a synthetic fox-fur stole.

C) LIVING ROOM: the simple furnishings include a matching couch and chair, two lamps, and an oak desk and chair. Sprawled at the desk is a mummy in a lab coat with ID matching that on the coat hanging in the hall. A journal, open before it, tells (in Ancient German) of his success in creating a form of super-pneumonia and his guilt over it. He took a cyanide capsule when he discovered that the compound was under attack. The lamps in this room are in working order if given proper outlets and power.

D) BATHROOM: all the fixtures in this room are in excellent shape, and can be removed by anyone with a Mechanical Lore of 20% or better (no die roll is required). They could conceivably be sold in any place which has running water for 150s or more.

E) BEDROOM: this room holds a bed, a wardrobe/dresser, and a large vinyl armchair. On the bed is another mummy, a woman, lying in a pool of dried black crust (she cut her wrists). The wardrobe is full of fine synthetic silk clothing and leather shoes. The leather is dried to the brittleness of glass,

but the clothing is still wearable, though quite outlandish-looking to an person from the Tragic Millenium. The mummy has two rings on her left hand: one is a plain gold band worth 30s, and the other a large diamond worth 60s. A jewelry box in the wardrobe contains a pair of gold and topaz cufflinks (20s each) and an emerald and gold pendant on a gold chain (100s).

Bio-Warfare Lab

Like the Science Director's quarters, this building is locked securely and well-preserved inside.

A) GUARDPOST: a metal desk and chair is in this room. The desk is empty. The door leading into the lab itself is steel and is welded shut. It has a STR of 60, but could be burned through with a flamelance (taking several minutes). The lab was sealed when one of the super-disease capsules was dropped accidentally. That disease is long since dead, but other vials are still virulent.

B) CORRIDOR: empty save for two doors. On the floor lie two partly-rotted, now-mummified corpses in positions of agony. They appear to have died while clawing at the outer door.

C) LABORATORY: here are four more agonized mummies, three work benches, a desk, two tables, a bookshelf, and a steel cabinet. On the smallest work table are a series of cages holding the mummified corpses of rats, mice, and guinea pigs.

The larger tables hold delicate scientific instruments worth up to 10,000s total to a sorcerer experienced in Biological Lore. These instruments (there are 20 of them) are very delicate, and any severe jar has a 80% chance of ruining one. The bookshelf holds books on anatomy and disease, capable of raising a reader's Biological Lore by 1d10% if his Biological Lore is 90% or less. All the books are in Ancient German. On the floor is a small, broken vial.

D) STORAGE: the door to this room stands open. Within are a number of black plastic cases lined with velvet. All the cases are empty save one, within which is a one-quarter-ounce vial containing a grayish, oil fluid. If this vial is broken, everyone within the room will die of super-pneumonia in 2d10 hours. If any of the outside doors or windows are opened, the disease will escape and eventually wipe out all human life within fifty kilometers (before the rulers of Bavaria and Shekia quarantine the entire region, preventing all entry upon pain of death).

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Scenario #2

The Chatillon Caverns

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THIS SCENARIO, besides giving adventurers a few bloody battles, is designed to be difficult traveling. The adventurers may have to return several times over a period of weeks before completely exploring the system.

Background

Chatillon-sur-Seine is a small mountain community located 200 km southeast of Parye in the French Pyrenees. Recently, villagers and their beasts have begun to disappear. Several shaken villagers claim to have seen the walking corpses of some of the missing in the streets after dark. One party of men set out to solve the ghoulish mystery and never returned. The mayor of Chatillon is desperate.

Gamemaster's Information

A band of Granbretanian sorcerer-scientists have dug themselves a hold in a limestone cave system near Chatillon. They are capturing peasants and combining secrets of ancient voodoo and modern science to transform their prisoners into mindless living zombies. They are using their first creations to capture more, and plan eventually to create a vast army. King-Emperor Huon has been following their proceedings with interest, though no financial or military support. Huon has promised the sorcerer-scientist leader Sald Windor that if the zombie army proves a success, Sald will be permitted to create a new Order of Granbretan: the Order of the Corpse, sergeants of the walking dead, whose masks shall emulate rotting flesh
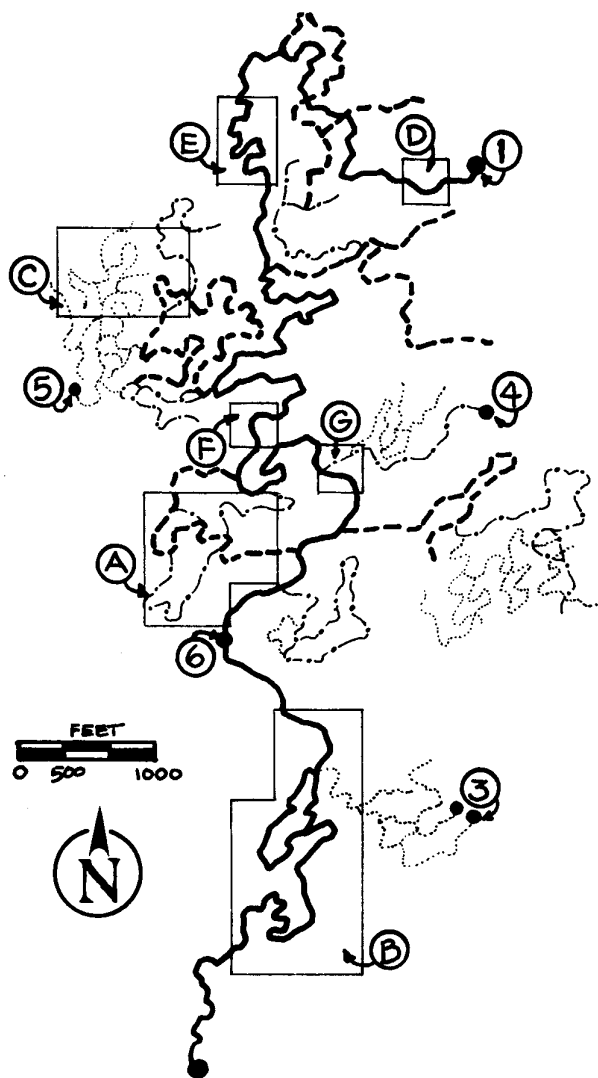
CAVERN COMPLEX

DIAGRAM & MAP KEY

MAIN PASSAGES

SECONDARY PASSAGES

TERTIARY PASSAGES

UNUSED PASSAGES

FEET

0   500   1000

N

in gold and silver. With this inspiration, Sald has been pushing the project with utmost enthusiasm. The Grand Masters of the Orders of the Hound and the Bull have sent a few of their soldiers to guard Sald, on the off-chance that Sald actually achieves success, in which case the Grand Masters wish to be on his good side.

Also hidden in these caverns is an ancient cryogenic storage facility. The Granbretanians do not know of its existence, and the adventurers should prevent them from doing so. If, for some reason, the adventurers do not wipe out the Granbretanians, Sald and his men eventually will come across the cryogenics lab, and immediately return to Londra with the lab's contents. Huon will be pleased, though he will not promote Sald (unless he arrives with an army of at least a hundred thousand zombie troops), and exploits the cryogenics discovery. If this occurs, several great minds from before the Tragic Millenium perish, and their knowledge perishes with them.

Chatillon-sur-Seine

Until three weeks ago, Chatillon had a population of about 1500. The buildings are in good repair, though most are empty. The weather is good, but no one is on the streets.

Chatillon boasts several inns, but the largest and finest is the Golden Dagger. It is full of worried citizens wearing holy relics of all sorts. Upon entering, the party draws many curious glances and several dark looks. If the adventurers do not immediately announce who they are, the villagers go back to muttered conversation. Eventually the barmaid approaches and politely asks them their business.

The adventurers now have a golden opportunity for role-playing. The peasants are all terrified and have fifty different theories about what is haunting their village. Fully a quarter of Chatillon's population has vanished to date. Once the villagers discover that the adventurers have come to save them, there is a brief flurry of joviality. After the peasants have settled down, the adventurers can begin to question them. At this point, the tavern keeper offers them room and board free of charge for the duration of their stay in Chatillon.

As the adventurers question the peasants, they discover the following facts:

1) the disappearances have accelerated. Now, entire families and all their beasts, even their pet dogs and cats, are taken at once.

2) the "undead" have been sighted several times from a distance. One villager was grabbed but managed to escape. He claims his assailant was ashy-gray in color and his skin was cool and waxy. The "undead" drooled and his eyes were unfocused. He walked with a jerky, dragging gait.

3) not long ago, a mutant with a shiny deformed head, like that of a beast, was seen striding through the woods near the village. He has not been seen since. (Intelligent adventurers may realize that this "beast-headed man" might well be a Granbretanian warrior.)

4) the "undead" effect seems to emanate from the direction of a large sinkhole that the village uses for trash refuse. At least, the families near the sinkhole disappeared first, and the search party sent out three weeks ago had planned to explore the sinkhole.

Any scholar or scientist that succeeds in an INT x 4 roll recalls that the Pyrenees is riddled with limestone caverns, and that the "sinkhole" may well be an entrance to such a cavern.

One of the villagers offers to guide the adventurers to the sinkhole at daybreak, but he won't go inside. The adventurers need to outfit themselves. They'll need rope, picks, and shovels, and some sort of light sorce — candles, lamps, or torches. The village can supply all of this for free. Let the players think of these on their own — take note of anything they forget. They may also wish some form of marking equipment to leave a trail.

Once they reach the sinkhole (they are at Area 6 from the map) the guide leaves. He promises to return twice a day, morning and evening, for the next three days.

Travel Within the Caverns

The map of the main passages does not show all of the side tunnels. A torch burns for two hours, a candle for four. An oil lamp burns for three hours before needing refilling.

MAIN PASSAGES: vary from 3 to 10 meters wide and high, and often open into large caverns. It takes twenty minutes to travel down 150 meters of a main passage. Two men can fight abreast in a main passage; more when in a cavern or attacking from side passages.

SECONDARY PASSAGES: from 1 to 3 meters wide and tall. It takes forty minutes to travel 150 meters of a secondary passage. Only one man can fight at a time except when in a cavern or when attacking from side passages.

TERTIARY PASSAGE: anywhere from 1/2 meter to 1 1/2 meters in diameter. It takes an hour to travel down 150 meters of a tertiary passage. Only one man can fight at a time except when in a cavern or when attacking from side passages.

These speeds are for moderately cautious, exploratory advance. When passing through previously-explored caverns, the adventurers can double their speed.

The caverns are dark and damp. The only sound is dripping water. It is cool enough that the adventurers will need warm winter clothing. Near the entrances are all sorts of life, from insects to bats to frogs. In the deeper recesses are creatures whose ancestors for many generations have never seen daylight.

For every 150 meters traversed through a tunnel, roll 1d100 on the appropriate encounter table. Keep track of the locations of cave formations such as caverns, pits, trenches, etc., so the adventurers will encounter them again on their way back.

Encounters

Throughout this structure, the adventurers meet troglodytes: cave-dwelling creatures. If the adventurers are near the entrance, these troglodytes might be normal animals who leave the cave at night to forage. Deeper into the tunnels, the troglodytes are likely to be pale blind animals, except for the mutant bats. Both normal animals and blind cave-dwellers will

Passage Encounters

Main Passage

d100	result
01-75	nothing
76-79	animal life
80	artifact
81-86	cavern
87	crawlspace
88	keyhole
89-90	pit
91-92	pool
93	remains
94-95	sharp decline
96-97	sharp incline
98	tight spot
99-00	trench

Secondary Passage

d100	result
01-50	nothing
51-55	animal life
56	artifact
57-59	blocked passage
60-63	cavern
64-68	crawlspace
69-70	keyhole
71-73	pit
74-76	pool
77-80	remains
81-85	sharp decline
86-90	sharp incline
91-95	tight spot
96-00	trench

Tertiary Passage

d100	result	d100	result
01-30	nothing	65-68	pit
31-40	animal life	69-72	pool
41-43	artifact	73-75	remains
44-46	blocked passage	76-82	sharp decline
47-51	cavern	83-89	sharp incline
52-61	crawlspace	90-96	tight spot
62-64	keyhole	97-00	trench

flee or cower at the adventurers' approach. However, roll 1d100. On a roll of 96-00 the adventurers have met mutant animals (choose one from the following):

Mutant Bats: though their SIZ of 1d6 might disconcert the adventurers, the bats won't attack. They are interested only in sleeping or exiting the cave in search of food. Roll 2d100 for the number of mutant bats encountered.
Armor/Hit Points: 1/2d6; DEX 4d6
Bite 25%, 1d10 damage

Mutant Fish: these are rather piranha-like. They'll attack anything that enters their pool. 2d6 encountered.
Armor/Hit Points: 2/2d6; DEX 4d6
Bite 45%, 1d8 damage

Mutant Insects: grown huge (SIZ 1d6), these are carnivorous cave crickets that lost the power to leap. 1d6 encountered.
Armor/Hit Points: 1d6/1d6; DEX 3d6
Bite 45%, 2d6 damage

Mutant Rats: the counterparts of surface-dwelling rats. Cave life is not kind to them, and they attack anything voraciously. 2d6 encountered.
Armor/Hit Points: 1/1d4; DEX 2d6
Bite 60%, 1d6+3*

* 5% chance per point of damage taken that the victim contracts rabies and dies in 2d6 weeks.

Mutant Salamanders: similar to the fish (see above), but capable of leaving their pool lairs to pursue prey. 1d8 encountered.
Armor/Hit Points: 0/3d6; DEX 2d6
Bite 45%, 1d6 damage

Mutant Spiders: they are shy, and prefer to run from intruders, but attack if they believe themselves to be cornered.

Armor/Hit Points: 0/1d6; DEX 4d6

Bite 60%, 1d6+2*

* poison injected. The victim must roll his CON x 5 or less or take an additional 2d6 points of damage if his skin is punctured.

Artifacts: Artifacts found in caves are of two types. The first is trash from older times, such as plastic food containers and aluminum cans. The second is old spelunking equipment, such as flashlights, nylon rope, and helmets. Whether the items are in usable condition is up to the gamemaster. Some might be covered by a thin layer of rock, which formed over the centuries.

Blocked Passage: A cave-in has occurred, and part of the passage is buried. Roll 1d4 for the length (in meters) of the block. It takes a team of four adventurers 6 hours per meter to clear a blocked passage.

Caverns: A widening of the passage or a short side passage reveals a cavern. To determine its dimensions, roll 1d3 and 1d6 and multiply the results for the cavern's width in meters. Roll 1d20 for the cavern's height in meters. And multiply 1d6 by 1d20 for the cavern's length in meters.

Roll 1d6 for the number of special features encountered in the cavern, then 1d20 on the Cavern Feature table for each feature. If the same feature is rolled more than once, it is especially prominent, numerous, or notable.

Cavern Features

1d20	feature	1d20	feature
1	animal life (see previous page)	11	pool (as described below)
2-3	column	12	rimstone dam
4	crystal formations	13-14	shelfstone
5	draperies	15-16	soda straws
6-7	flowstone	17-18	stalactites
8-9	helictites	19-20	stalagmites
10	pit (as described below)		

Columns: over many centuries, stalactices and stalagmites meet to form pillar-like columns.

Crystal Formations: quartz and calcite can develop into unusual shapes and adorn floors, walls, and ceilings of caverns with such decoration as gypsum flowers, giant quartz crystals, frostwork, boxwork, "butterflies," "fried eggs," and "cave pearls."

Draperies: deposites of calcite that originally dripped from an inclined ceiling and now resemble fabric draperies. Some draperies are banded different colors from iron and other minerals.

Flowstone: forms on walls and columns, and resembles water frozen in motion.

Helictites: small limestone formations that grow in tightly coiled shapes from wall, floor and ceiling. Helictites are very fragile. They form when water is forced up through their central tubes to deposit bits of rock crystal at the tips.

Rimstone Dam: terrace-like formations made when a pool heavy in calcite overflowed continually for a period of time. Rimstone dams sometimes dry up and are covered with flowstone, finally resembling tiered cakes.

Shelfstone: flat, shelflike deposits found where the water levels of old pools once existed. When the water level drops, the shelfstone is exposed.

Soda Straws: straight hollow tubes that hang from cavern ceilings. If the tube is blocked, they eventually thicken into stalactites.

Stalactites: icicle-shaped stone formations that hang from cave ceilings.

Stalagmites: water dripping onto the cavern floor forms stalagmites, which resemble upside-down, thickened stalactites.

Crawlspace: The passage's floor and ceiling near one another. The height drops to a meter or less for 1d20 meters of the passages length. Adventurers may have to remove packs and armor and drag them along behind.

Keyhole: Often combined with trenches, a keyhole passage is narrow and squared-off at the bottom, and wider and rounded at the top.

Pit: A hole opens in the floor ahead, usually a rift as wide as the passage and 1d10 meters across. Pits may have caverns at their bottoms. Pits are 1d100 meters deep.

Pool: The passage floor forms a pool, of the same dimensions as the pit mentioned above, though usually shallower (1d20 meters or so). Pools are easily swum, but metal armor-wearers might find themselves in trouble.

Remains: The corpse of a surface animal or human is found, generally either skeletal or mummified. A body might be the mummy of an ancient, and money or artifacts might be found on the corpse. The person or animal could have died from exposure, starvation, rockfall, or animal attack.

Sharp Decline: The passage drops steeply at up to a 90 degree angle. Climb rolls and rope are needed to descend the cliff face, which is usually around 1d10 meters high.

Sharp Incline: As per a decline, except the passage slopes up instead of down.

Tight Spot: Often combined with crawlspaces, tight spots are areas in which the passage narrows to a meter or less. Tight spots continue for 1d20 meters.

Trench: The passage is divided lengthwise by a rift, which can take up the whole passage or narrow to less than a foot across. Trenches have a depth of up to 1d100 meters.

Entrances

The Chatillon Caverns have six entrances spread about. If the adventurers are merely stumbling about, choose one of these entrances at random for them to happen across.

ENTRANCE 1: this entrance is accessible from one of the high banks of the Seine. It is quite small and looks like a fox den from the outside. Adventurers from inside the caverns can detect it by light and fresh air.

ENTRANCE 2: nearly inaccessible from the outside, as it is only a thin crevice about halfway up a 120-meter rock cliff. The crevice is narrow, but the rock is fragile, and the opening could be enlarged by anyone armed with hammer and chisel.

ENTRANCE 3: twin entrances 15 meters from one another. They are so overgrown with shrubs as to be nearly indetectible. Any See or Search rolls attempted from the outside have their skill chances reduced by 30 percentiles. From the inside, light and fresh air reveal the passage, but it would take a team of four people 3d10 hours to clear a way. From the outside, the same team could clear it in 1d10 hours.

ENTRANCE 4: identical to Area One in every important way.

ENTRANCE 5: an entrance hidden by a large rock. The entrance itself is visible from within only as a round metal plate in the ceiling of a dead-end corridor. The rock is movable only from the outside, and has a SIZ of 50. Perhaps horses or oxen could be harnessed to drag it away.

ENTRANCE 6: a large sinkhole that smells faintly of decomposition, from the trash thrown into it over the years by the townspeople. Near the bottom is an oval crevice roughly five feet across at its narrowest point. The crevice drops 40 meters before reaching the passage floor. Adventurers can be lowered in a rope sling at no risk, or they can shinny down a rope, making two Climb rolls. Any adventurer succeeding in a See roll as he clambers down sees perfectly circular, quite deep holes in the rock near the top of the crevice, as if for the insertion of pegs. At the bottom of the chasm is a neatly-folded metal ladder, 40 meters long and with two pegs at one end. The ladder is of very fine construction, and can hold up to 100 SIZ points at once. By itself, it has a SIZ of 19.

Area A

The following describes that area marked "A" on the Cavern Overview.

Section One

The intersection of three tunnels. Five fur-clad Granbretanians stand here, dressed in masks and armor of the Order of the Hound. Each carries 1d20s cash. As are all Granbretanians other than Serpents in the caverns, these are guards to divert and capture or kill any interlopers. If the fighting goes against the Hounds, two will flee to warn the scientists of their coming.

Sergeant Ayrihk (hound, age 32)

STR 13	CON 12	SIZ 12	INT 14	POW 12	DEX 11
CHA 3	Armor: 1d10+2		HP: 12		

weapon	attack	damage	parry
Battle Axe	84%	1d8+2+1d6	70%
Light Mace	62%	1d8+1d6	58%

SKILLS: Ambush 56%, Conceal 31%, Dodge 45%.

Fhahloldus (hound, age 17)

STR 18	CON 12	SIZ 12	INT 18	POW 10	DEX 13
CHA 11	Armor: 1d10+2		HP: 12		

weapon	attack	damage	parry
Battle Axe	43%	1d8+2+1d6	48%
Buckler	41%	1d4+1d6	36%
Thrown Buckler	35%	1d6+1d4	—
Dagger	36%	1d4+2+1d6	30%
Thrown Dagger	21%	2d4+2	—

SKILLS: Ambush 40%, Dodge 36%, Taste 67%.

Arghatal (hound, age 24)

STR 15	CON 13	SIZ 9	INT 12	POW 15	DEX 10
CHA 9	Armor: 1d10+2		HP: 13		

weapon	attack	damage	parry
RH Longsword	92%	1d10+1	87%
LH Longsword	43%	1d10+1	40%

SKILLS: Ambush 51%, Dodge 42%, Evaluate Treasure 22%.

Orvik (hound, age 29)

STR 13	CON 11	SIZ 8	INT 9	POW 12	DEX 11
CHA 14	Armor: 1d10+2		HP: 10		

weapon	attack	damage	parry
Javelin	42%	1d6	40%
Thrown Javelin	84%	1d8+2	—
Heater	23%	1d6	44%

SKILLS: Ambush 51%, Dodge 56%, Listen 83%.
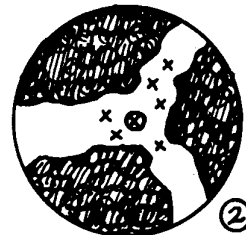
Loyrallman (hound, age 34)

STR 15	CON 19	SIZ 14	INT 10	POW 10	DEX 11
CHA 11	Armor: 1d10+2		HP: 21		

weapon	attack	damage	parry
Spear	63%	2d6+1	56%
Thrown Spear	71%	2d6+1d4	—
Heater	25%	2d6	70%

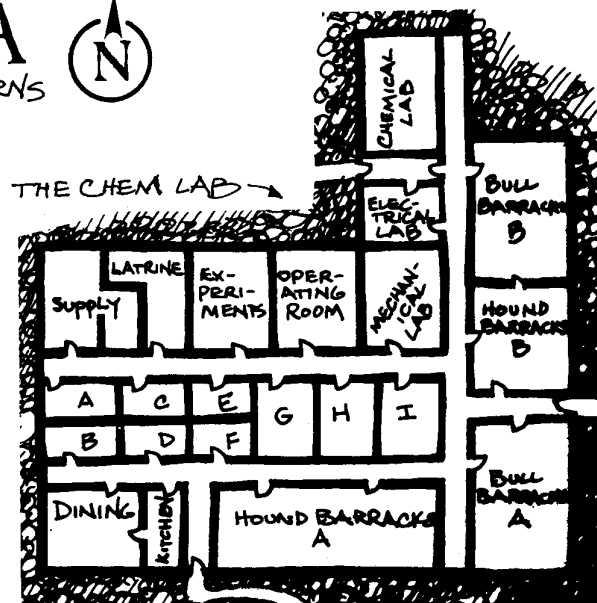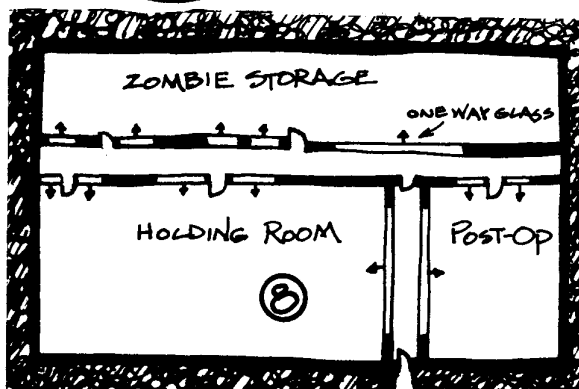SKILLS: Ambush 62%, Dodge 70%, Tumble 39%

Section Two

Six more guards, this time Warriors of the Bull, whose assignment is to prevent anyone from entering the NE tunnel, which leads to part of the secret complex. These Bull warriors are ordered to hide from intruders, and won't attack unless the adventurers try to enter the forbidden tunnel. As soon as the adventurers pass, however, they'll send word to the scientists

SECRET CONCEALED TUNNEL

CHEM LAB

SECRET CONCEALED TUNNEL

FEET
0   50   100   200

①
②
③
④
⑤

FIRE
GUARD

DOOR IN CEILING

7A
7B
⑦

AREA A
THE CHATILLON CAVERNS

N

ZOMBIE STORAGE
ONE WAY GLASS
HOLDING ROOM
POST-OP
⑧

THE CHEM LAB →

CHEMICAL LAB
ELECTRICAL LAB
BULL BARRACKS B
HOUND BARRACKS B

SUPPLY   LATRINE   EX-PERI-MENTS   OPER-ATING ROOM   MECHANICAL LAB

A   C   E   G   H   I
B   D   F

DINING   KITCHEN   HOUND BARRACKS A
BULL BARRACKS A
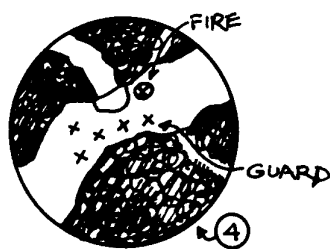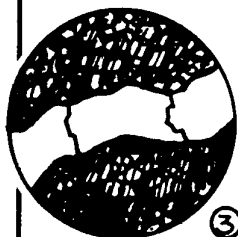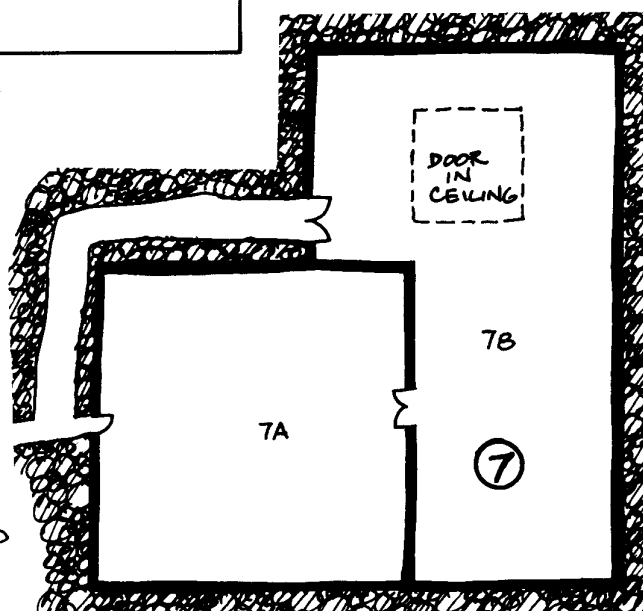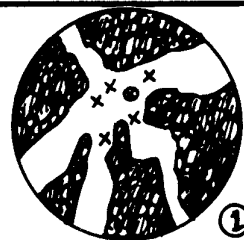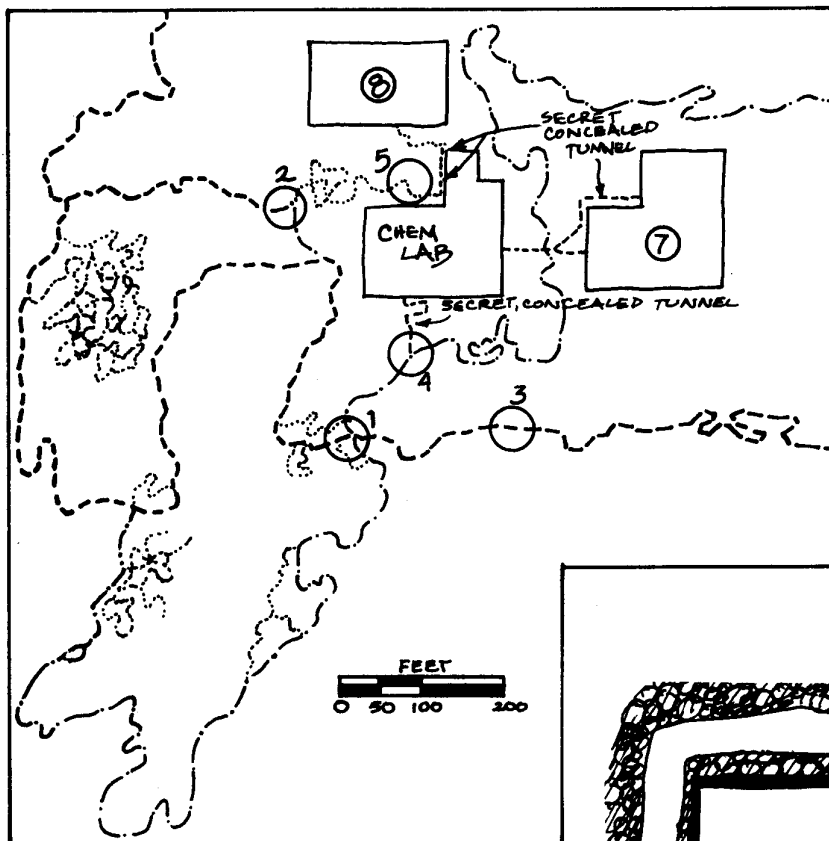
of the intruders' presence. Again, each guard carries 1d20s.

Sergeant Lahrbert (bull, age 27)

STR 18	CON 15	SIZ 14	INT 12	POW 10	DEX 8
CHA 15	Armor: 1d10+2		HP: 17		

weapon	attack	damage	parry
Longsword	62%	1d10+1+1d6	60%
Heater	63%	2d6	71%

SKILLS: Ambush 52%, Dodge 84%, Memorize 29%.

Walak (bull, age 46)

STR 16	CON 12	SIZ 15	INT 18	POW 15	DEX 11
CHA 12	Armor: 1d10+2		HP: 15		

weapon	attack	damage	parry
War Hammer	82%	2d6+3	72%
Mace	42%	1d8+1d6	40%

Skills: Ambush 39%, Dodge 92%, Track 36%.

Nihkondi (bull, age 33)

STR 17	CON 14	SIZ 14	INT 14	POW 12	DEX 10
CHA 9	Armor: 1d10+2		HP: 16		

weapon	attack	damage	parry
War Hammer	89%	2d6+3	47%
Heater	61%	2d6	72%

SKILLS: Ambush 63%, Dodge 83%, First Aid 85%.

Harkneth (bull, age 19)

STR 17	CON 16	SIZ 14	INT 7	POW 6	DEX 9
CHA 7	Armor: 1d10+2		HP: 18		

weapon	attack	damage	parry
Battle Axe	54%	1d8+2+1d6	42%

SKILLS: Ambush 30%, Dodge 17%, See 60%.

Leendilath (bull, age 27)

STR 14	CON 16	SIZ 12	INT 12	POW 17	DEX 10
CHA 7	Armor: 1d10+2		HP: 16		

weapon	attack	damage	parry
Battle Axe	74%	1d8+2+1d6	69%
Thrown Javelin	31%	1d8+2+1d4	—
Javelin	20%	2d6	19%

SKILLS: Ambush 41%, Dodge 29%, Move Quietly 59%.

Hwienote (bull, age 33)

STR 14	CON 15	SIZ 15	INT 8	POW 16	DEX 10
CHA 10	Armor: 1d10+2		HP: 18		

weapon	attack	damage	parry
Greatsword	86%	2d8+1d6	73%

SKILLS: Ambush 73%, Dodge 59%, Scent 11%.

Section Three

The passageway here is blocked by a large pit 10 meters across and almost 300 meters deep. The only feasible way for the adventurers to cross is by Climbing along the walls or by using the metal ladder from Area 6. If anyone fails their Climb roll, they get an immediate attempt at a DEX x 3 roll to try to catch themselves on something. If this fails, the character falls into the pit. No one can survive such a fall.

Section Four

Five warriors of the Order of the Hound wait here. Part of the wall is actually a cleverly-made false panel concealing an artificial tunnel. Adventurers must succeed in See to spot the false panel, and Search to discover the latch to open it. Under no circumstances will one of the Hounds pass through the panel if they are aware of the presence of the adventurers — their job is to keep the panel secret, and the best way to do that is to kill everyone that comes near it. Each guard carries 1d20s.

Sergeant Klarn (hound, age 31)

STR 21	CON 14	SIZ 12	INT 15	POW 9	DEX 12
CHA 7	Armor: 1d10+2		HP: 14		

weapon	attack	damage	parry
Rapier	63%	2d6+1	41%
Heater	40%	2d6	59%

SKILLS: Ambush 57%, Dodge 58%.

Boebintus (hound, age 43)

STR 13	CON 15	SIZ 10	INT 15	POW 13	DEX 13
CHA 6	Armor: 1d10+2		HP: 15		

weapon	attack	damage	parry
Mace	80%	1d8	71%
Dagger	53%	1d4+2	47%
Thrown Dagger	41%	1d4+2	—

SKILLS: Ambush 29%, Dodge 36%.

Marsheve (hound, age 21)

STR 13	CON 10	SIZ 13	INT 15	POW 15	DEX 13
CHA 5	Armor: 1d10+2		HP: 11		

weapon	attack	damage	parry
Battle Axe	62%	1d8+2+1d6	59%

SKILLS: Ambush 50%, Dodge 32%.

Toglother (hound, age 33)

STR 17	CON 15	SIZ 10	INT 15	POW 14	DEX 10
CHA 9	Armor: 1d10+2		HP: 15		

weapon	attack	damage	parry
Spear	66%	2d6+1	60%
Thrown Spear	73%	2d6+1d4	—
Heater	19%	2d6	67%

SKILLS: Ambush 91%, Dodge 55%.

Lindyule (hound, age 39)

STR 15	CON 14	SIZ 8	INT 14	POW 7	DEX 9
CHA 8	Armor: 1d10+2		HP: 13		

weapon	attack	damage	parry
Battle Axe	71%	1d8+2	65%

SKILLS: Ambush 38%, Dodge 61%.

Section Five

This has a false panel, similar to the panel in Section Four. This panel is guarded by four Hounds, who have identical orders as the Hounds in Section Four. Each Hound carries 1d20s.

Sergeant Raff (hound, age 27)

STR 16	CON 10	SIZ 10	INT 16	POW 12	DEX 10
CHA 12	Armor: 1d10+2		HP: 10		

weapon	attack	damage	parry
Longsword	82%	1d10+1+1d6	76%
Dagger	71%	1d4+2+1d6	69%

SKILLS: Ambush 22%, Dodge 96%.

Jhageweat (hound, age 34)

STR 15	CON 13	SIZ 13	INT 10	POW 14	DEX 7
CHA 4	Armor: 1d10+2		HP: 14		

weapon	attack	damage	parry
War Hammer	53%	2d6+3	42%
Club	57%	2d6	50%
Crossbow	46%	3d6+1d4	—

SKILLS: Ambush 41%, Dodge 80%.

Wallnybrok (hound, age 36)

STR 18	CON 10	SIZ 14	INT 16	POW 15	DEX 8
CHA 2	Armor: 1d10+2		HP: 12		

weapon	attack	damage	parry
Javelin	82%	2d6	76%
Thrown Javelin	45%	1d8+2+1d4	—

SKILLS: Ambush 51%, Dodge 21%.

Ogejason (hound, age 25)

STR 19	CON 13	SIZ 14	INT 11	POW 10	DEX 14
CHA 9	Armor: 1d10+2		HP: 15		

weapon	attack	damage	parry
Longsword	56%	1d10+1+1d6	59%
Crossbow	70%	3d6+1d4	61%

SKILLS: Ambush 37%, Dodge 83%

Section Six

A large complex the Granbretanians have carved from the stone. If the adventurers were clever enough to steal the armor of the Beastmask guards, they can walk freely around the complex, unless they are approached by a beastmask of the same Order and spoken to in that Order's tongue. If the adventurers are not wearing the Beast armor, they are noticed within 1d10 rounds, and the alarm is spread. Any fighting in the complex draws whatever inhabitants there are from all surrounding rooms. One or more of these inhabitants will run for help.

If the fighting goes against the adventurers, those adventurers who stay or are left behind as a rear guard are subdued, not killed, and turned into zombies. If the adventurers seem likely to start any large battles, allow them INT x 5 rolls to notice that this is a military complex. If that doesn't give them the hint, let them find out the hard way.

The place is lit by eye-hurting blue arc lights — another product of Granbretanian science.

CHEMICAL LAB: in here are two Serpent-masked Granbretanians, working over an apparatus made of glass and metal. Each Serpent carries 1d100s and is armed.

This is the room where the chemical concoction which is fed to the zombies is produced. A batch of 50 doses has just been completed. A sheet of paper listing the recipe is nailed to one wall. It takes two successful Chemical Lore rolls, one successful Electrical Lore roll (part of the process requires electrolysis of the chemicals), access to a chemical lab, and three days to properly manufacture 50 doses. The makers must have a Chemical Lore of over 50% and an Electrical Lore over 20%. Anyone who drinks a dose falls into a state of dazedness and high suggestibility. The drugs induce brain damage, and the state of zombiehood is permanent.

The scientists are trying to find a way to produce the drug's effect in gaseous form, to enable a cloud of gas to used to engulf whole armies and towns at once, zombifying all the inhabitants at once. A notebook to one side lists their progress to date (none). In the room are many glass beakers and glass and metal tubes.

Luren Narcus (serpent, age 46)

STR 14	CON 13	SIZ 14	INT 19	POW 18	DEX 11
CHA 10	Armor: none		HP: 15		

weapon	attack	damage	parry
Shortsword	52%	2d6+1	46%
Acid Tubes	49%	1d20	—

SKILLS: Chemistry Lore 74%, Electrical Lore 25%.

NOTE: Luren carries three hollow glass tubes filled with fuming acid, and throws these at opponents. If the acid hits armor, the victim's armor protection is permanently halved. If it is parried by a shield, the victim takes no damage, but the shield is destroyed.

Evahl Klorn (serpent, age 27)

STR 15	CON 15	SIZ 16	INT 19	POW 13	DEX 7
CHA 9	Armor: none		HP: 19		

weapon	attack	damage	parry
Dagger	42%	1d4+2+1d6	40%
Acid Tubes	61%	1d20	—

SKILLS: Chemistry Lore 53%, Electrical Lore 28%.

NOTE: see under Luren for acid tubes.

ELECTRICAL LAB: no one is here right now. Strewn about the four work tables are bits of wire and small metal rectangles. Three completed transmitter/receivers lie amongst

the pieces — both Search and Electrical Lore rolls are needed to find them. Anyone listening at one can overhear orders to the zombies.

MECHANICAL LAB: a Serpent is here, trying to decipher an Ancient English book on cryogenics. The book's appendix discloses information on and the general location of the cryogenics lab in this complex. The Granbretanian has gone through most of the book, and has taken marginal notes in Europe's Common language. Thanks to these notes, a single Read Ancient English roll on the part of an adventurer permits him to realize that the cryogenics lab is located in the Chatillon cave system, but not where.

Weal Hiton (serpent, age 50)

STR 20	CON 12	SIZ 16	INT 18	POW 20	DEX 12
CHA 12	Armor: none		HP: 16		

weapon	attack	damage	parry
Pistol Crossbow	65%	2d6+1d4	—
Dagger	41%	1d4+2+1d6	65%

SKILLS: Chemical Lore 33%, Dodge 75%, Mechanical Lore 56%

NOTE: the pistol crossbow is Weal's own invention. It fires a small metal dart and takes one full combat round to reload.

OPERATING ROOM: this room is empty of human habitation. The walls, floor, and ceiling are lined with white tile. A drain covered with a heavy grate takes up most of the floor space. A steel table large enough to hold two adults dominates the floor. The tabletop is equipped with leather straps, is pitted and gouged, and covered with dried pools of old blood. Along the northern wall is a steel cabinet. Inside are a number of surgical instruments.

EXPERIMENTS: resembles the operating room. It has the same white tile, drain, and steel table. However, two long wooden benches are against the north wall, rather than a cabinet. The corpse of a youth, his brain removed, lies on the steel table. On one bench is his brain, in a pan surrounded by electrical apparatuses.

The other bench holds boxes and wires all combined into a huge mass. The boxes are actually a transmitter used to convey orders to the zombies. An Electrical Lore roll reveals that it is a transmitter, but not what it does. A small leather notebook beside the machine holds 46 entries similar to the following: "May 18, Horse 87; Army captured five today. All brought in alive. They await implantation in holding cell A."

If the adventurers are in this room at 11 pm on any evening, a randomly-chosen Serpent enters to transmit to the zombies. If transmission is broken or not performed, the zombies cease all activity and wait mindlessly for new orders.

LATRINE: simply a glorified outhouse. Empty.

SUPPLY ROOMS: electrical and mechanical parts line the walls in boxes. Components only are kept here — no complete mechanisms.

In the smaller room is the arsenal. It contains 3 battle axes, 5 war hammers, 8 bucklers, 9 longswords, and 2 heaters. All are of baroque Granbretanian design. No flamelances are kept in the compound — the dampness is bad for them.

SCIENTISTS' QUARTERS (lettered A-I): with variations in color and potential loot, all the scientists' quarters are similar. The single rooms, A through F, contain a bed, wardrobe, chest, dresser, desk, and chair. The double rooms (G-I), contain two beds, but one of each other article of furniture.

A -- LUREN NARCUS' QUARTERS: Narcus spends most of his time in the Chemistry lab. The room is decorated in blood-red, even the floor, the ceiling, and the wood of the furniture. In the wardrobe and dresser are bits of red and brown clothing. The chest contains a spare Serpent mask and a jeweled shortsword worth 1000s (worn only on special occasions). In the top desk drawer is a small, wax-sealed vial containing two thumb-widths of a murky blue fluid. This liquid is an unstable healing concoction of Luren's. If it is drunk, it causes 1d6 damage. However, if it is poured into an open wound, roll 1d6 on the following table:

> d6   effect
> 1 - heal 3d6 damage.
> 2-4 - heal 1d6 damage.
> 5 - cause 1d6 damage.
> 6 - kills patient, if he fails a CON x 3 roll.

B -- Sald Windor's quarters: Sald is the head of the Electrical Lab, as well as the leader of all the Granbretanians in the complex. He is a depraved genius, with a taste for dangerous drugs. Currently, he is lying on the bed in an opium stupor. He knows everything there is to know about the complex and its scheme to form a zombie army for Granbretan. He will remain unconscious for 3d10 hours after the adventurers first find him, and cannot be awakened by any means.

Earl Sald Windor (serpent, age 53 leader of the expedition)

STR 12	CON 13	SIZ 14	INT 25	POW 19	DEX 10
CHA 15	Armor: none		HP: 15		

weapon	attack	damage	parry
Rapier	83%	2d6+1	80%
Dagger	70%	1d4+2+1d6	65%

SKILLS: Chemical Lore 63%, Dodge 65%, Electrical Lore 98%, Mechanical Lore 85%, Memorize 94%, Surgery 45%.

He has a ring of keys that open all doors in the complex, plus a gold circlet worth 50s, two silver and ruby rings worth 80s each, a black and gold opal earring worth 40s, and a gold-inlaid ivory pipe worth 120s.

His wardrobe and dresser contain only clothes. In the chest is a pouch containing 50s. In the desk are papers written

in Common —notes on the activities of all his colleagues. Windor is clearly paranoid and trusts absolutely no one. In an unsealed bone tube is a letter addressed to King-Emperor Huon. It reads:

To His Most Omnipotent Ruler

My Liege:

I have within my power and keeping an army the likes of which you have never seen. If you do not turn the Throne over to me within one week, I shall sack Londra, though I may be persuaded to keep your Most Royal Person as a jester.

Your Loyal Servant,
Earl Sald Windor

Clearly Sald contemplates treachery. The letter bears the marks of much handling — apparently it is often gloated over.

If the adventurers take an unconscious Sald along with them in hopes that he will come to, he feigns unconsciousness until he finds a means to escape or somehow harm the adventurers. He is very crafty and a most dangerous opponent. If no opportunity for escape presents itself within 4 hours of his awakening, he attempts to befriend the party and offers to show them anything they want.

Also in Windor's quarters, well-hidden in the Wardrobe, is a book in Ancient English about voodoo rituals. None of the spells work, but some of the potions are legitimate. A scientific elaboration on the zombie-controlling potion from this book is now being used by Windor to perform his deeds. Details of other potions are up to the gamemaster.

C -- EVO CALDRIN'S QUARTERS: the walls in this room are painted silver and covered with strange black symbols. On the dresser are four perfectly-preserved books in Ancient English about Kabbalism. From the looks of the notes in the margins, Caldrin considers himself quite a magician. The books are worth 70s each to a collector.

D -- MARS PALLIK'S QUARTERS: this room is dominated by the moth-eaten mummy of a 13-meter long two-headed reticulated python. The carcass winds about, over, and under the furniture. Sprawled in his chair, contemplating one of the serpent's two heads, is Mars Pallik.

Chief Surgeon Mars Pallik (serpent, age 28)

STR 12	CON 6	SIZ 11	INT 19	POW 18	DEX 10
CHA 8	Armor: none		HP: 6		

weapon	attack	damage	parry
Broadsword	46%	1d8+1	41%

SKILLS: Biological Lore 83%, Chemical Lore 55%.

Pallik is a genial sort, and if he is not immediately attacked, he invites the invaders to "tea." The tea, of course, poisons any takers with 3d6+2 points of damage from belladonna. Those succeeding in a CON x 3 roll take only 1d10-1 damage. Pallik himself is immune to belladonna poison, from long exposure and experimentation (note his low CON). If he is accused of poisoning the adventurers, he tries to shrug it off, explaining that "the tea must have gone bad."

He is chief surgeon, and second-in-command of the complex.

E -- AVOLDO HURN'S QUARTERS: everything in this room is white or silver, spotlessly clean and polished. Avoldo Hurn stands quietly in the middle of the room. He wears spotless white and raises a fuss only when he feels his clothes or possessions are being mussed or dirtied. He is a fanatic about dirt and at least 8 hours of each day is wasted for him by his standing quietly and watching his room stay clean. The sight of his own blood causes him to faint immediately. He is a lower-echelon chemist, and knows little of interest.

Avoldo Hurn (serpent, age 35)

STR 10	CON 17	SIZ 14	INT 22	POW 10	DEX 8
CHA 8	Armor: none		HP: 19		

weapon	attack	damage	parry
no weapons	—	—	—

SKILLS: Chemical Lore 83%.

F -- RAHNA FIL'S QUARTERS: Fil is the surgical assistant. She is fiercely anti-male and only tolerates them to provide a living and to better herself. She believes she is meant to rule Granbretan. The only person in the complex she speaks to voluntarily is Lika Nalis. But even Nalis is inferior because of her marriage to Horn. Rahna can be deceivingly coy, but her contempt for men is likely to give her away —she'll assume any male captors to be near-mindless goons and treat them accordingly.

She belongs to the very minor Order of the Viper, which is reserved for female scientists and technicians.

Rahna Fil (viper, age 27)

STR 16	CON 11	SIZ 17	INT 17	POW 16	DEX 7
CHA 8	Armor: none		HP: 16		

weapon	attack	damage	parry
Whip	53%	3d6	25%

SKILLS: Biological Lore 51%, Chemical Lore 55%, Electrical Lore 23%, Mechanical Lore 41%, Memorize 71%.

NOTE: her whip has thousands of micro-wire tips protruding from its length, and causes a most tender wound.

G -- ANTON LARUBEN'S AND EVAHL KLORN'S QUARTERS: these scientists share a room. Holes and dents adorn the walls and door (they often have violent fights). Food and dirty clothes are strewn everywhere.

Anton Laruben is stricken with love for Rahna Fil, and several undelivered, syrupy poems lie here and there amidst the wrack.

H -- WEAL HITON'S QUARTERS: the occupant is not in evidence. The room is spartan and nearly as clean as Avoldo Hurn's. This is a double-bed room, but has only one resident.

I -- HORN AND LIKA NALIS'S QUARTERS: Horn and Lika are a married couple that found the same calling in life. They have an unreasoning passion for anything that seems to be an ancient electrical artifact. Their room is covered with bits and pieces of many ancient items, including two microcomputers, a number of televisions and stereos, and a multitude of kitchen appliances. None are in working order. All are in various states of disassembly.

DINING FACILITIES: this room is unremarkable. It contains three long tables and seating enough for thirty. Three scientists are here sipping soup through metal straws inserted through their masks. Each carries 1d100s.

Evo Caldrin (serpent, age 46)

STR 13	CON 12	SIZ 10	INT 17	POW 16	DEX 13
CHA 13	Armor: none		HP: 12		

weapon	attack	damage	parry
Dagger	51%	1d4+2	46%

SKILLS: Electrical Lore 28%, Mechanical Lore 55%.

NOTE: Evo Caldrin is loud and imposing. His studies of magic have convinced him that he is a demigod. If attacked, his first move is to try and shoot flame from his fingertips. When this fails, he'll stand stock-still, stunned for 1d3 rounds, then pull out his dagger and fight normally.

Horn Nalis (serpent, age 38)

STR 14	CON 12	SIZ 9	INT 19	POW 14	DEX 14
CHA 15	Armor: none		HP: 12		

weapon	attack	damage	parry
Electric Prod	51%	1d4 + shock	48%

SKILLS: Electrical Lore 89%, Mechanical Lore 51%.

NOTES: see below.

Lika Nalis (viper, age 34)

STR 16	CON 15	SIZ 11	INT 18	POW 10	DEX 12
CHA 7	Armor: 1d6		HP: 15		

weapon	attack	damage	parry
Electric Prod	48%	1d4+1d6+shock	41%

SKILLS: Electrical Lore 85%, Mechanical Lore 40%.

NOTES: anyone hit by an electric prod is automatically stunned, incapable of attacking, dodging, or parrying, for the rest of that round and all the next round. This effect penetrates through metal armor. Anyone parrying the prod with a metal weapon also suffers the shock effect. The best way to deal with the Nalises is to use missile weapons.

Horn and Lika are fairly sane, for Granbretanians. Their only overt signs of madness are their obsession for ancient electrical artifacts and their consuming jealousy for one another. Any man that touches Lika drives Horn to frenzy, though he'll conceal this, awaiting a proper time to seek appropriate vengeance (not usually fatal). Any woman touching Horn suffers Lika's immediate fury — she doesn't have Horn's patience. They are not fanatically loyal to Granbretan and if the complex is overthrown, a skillful debater could convince them to give over their work for Granbretan and go elsewhere.

KITCHEN: a simple affair, with a stove/oven (heated with a device similar to a flame-lance's power pack), a sink with running hot and cold water, counter space, cupboards, and a disposal dump. The cupboards are full of dried food products and several haunches of venison hang in one corner. Most of the Granbretanians cook for themselves when hungry. No special time is set aside for meals, and there is no assigned cook.

HOUND BARRACKS A: twenty beds and chests are here, plus five tables with four chairs each. On the tables are cards and gambling chips. Ten Hounds are here, off-duty. Seven are sleeping and three playing cards. The sleeping Hounds, of course, are not in armor, though some of them have their masks on. If the adventurers are dressed as Hounds, they'll be ignored and accepted as such. However, any conversation directed at disguised adventurers will be in the Hound secret tongue. Adventurers that do not answer are immediately suspected.

Adventurers that come disguised as Bulls are ordered to leave. If the adventurers are disguised as Serpents or Vipers, the Hounds look expectantly at them, waiting for orders. If the adventurers are not disguised at all, the Hounds attack, trying to subdue or kill the intruders.

Noise from battles in this room will be attributed to arguments or practice between Hounds and not investigated. Nothing interesting is here save the Hounds' personal treasure, their armor and weapons, and clothing. Each carries 1d20s, and each of the twenty chests holds another 20s+1d20s.

Hound One (awake)

STR 18	CON 13	SIZ 13	INT 13	POW 14	DEX 10
CHA 5	Armor: 1d10+2		HP: 14		

weapon	attack	damage	parry
Spear	66%	2d6+1	62%
Thrown Spear	52%	2d6+1d4	53%
Mace	40%	1d8+1d6	41%

SKILLS: Ambush 52%, Dodge 53%.

Hound Two (awake)

STR 19	CON 15	SIZ 14	INT 12	POW 16	DEX 10
CHA 15	Armor: 1d10+2		HP: 17		

weapon	attack	damage	parry
War Hammer	64%	2d6+3	65%
Javelin	16%	2d6	19%
Thrown Javelin	57%	1d8+2+1d4	—

SKILLS: Ambush 58%, Dodge 59%.

Hound Three (awake)

STR 16   CON 14   SIZ 13   INT 10   POW 14   DEX 11
CHA 3   **Armor: 1d10+2**   HP: 15

weapon	attack	damage	parry
Longsword	75%	1d10+1+1d6	50%

SKILLS: Ambush 52%, Dodge 53%.

Hound Four (asleep)

STR 14   CON 15   SIZ 14   INT 9   POW 13   DEX 9
CHA 8   **Armor: none**   HP: 17

weapon	attack	damage	parry
Mace	54%	1d8+1d6	44%
Heater	45%	2d6	56%

SKILLS: Ambush 57%, Dodge 58%.

Hound Five (asleep)

STR 16   CON 14   SIZ 16   INT 6   POW 15   DEX 12
CHA 10   **Armor: none**   HP: 18

weapon	attack	damage	parry
Rapier	69%	2d6+1	60%
Dagger	51%	1d4+2+1d6	62%

SKILLS: Ambush 53%, Dodge 54%.

Hound Six (asleep)

STR 14   CON 16   SIZ 7   INT 15   POW 12   DEX 12
CHA 8   **Armor: none**   HP: 14

weapon	attack	damage	parry
Mace	75%	1d8	56%
Buckler	57%	1d4	78%
Thrown Buckler	42%	1d6	—

SKILLS: Ambush 59%, Dodge 50%.

Hound Seven (asleep)

STR 10   CON 9   SIZ 6   INT 8   POW 7   DEX 9
CHA 8   **Armor: none**   HP: 6

weapon	attack	damage	parry
Hatchet	65%	1d6+1-1d6	60%

SKILLS: Ambush 40%, Dodge 30%.

Hound Eight (asleep)

STR 15   CON 17   SIZ 11   INT 11   POW 16   DEX 12
CHA 8   **Armor: none**   HP: 17

weapon	attack	damage	parry
Battle Axe	87%	1d8+2+1d6	64%

SKILLS: Ambush 63%, Dodge 71%.

Hound Nine (asleep)

STR 15   CON 15   SIZ 14   INT 13   POW 16   DEX 10
CHA 7   **Armor: none**   HP: 17

weapon	attack	damage	parry
Battle Axe	64%	1d8+2+1d6	64%

SKILLS: Ambush 34%, Dodge 48%.

Hound Ten (asleep)

STR 17   CON 16   SIZ 16   INT 14   POW 14   DEX 10
CHA 5   **Armor: none**   HP: 20

weapon	attack	damage	parry
Battle Axe	75%	1d8+2+1d6	73%
Crossbow	47%	3d6+1d4	22%

SKILLS: Ambush 80%, Dodge 29%.

BULL BARRACKS A: a close duplicate of the Hound barracks. The only difference is the number of Bulls and the helms worn. All eight Bulls are in the middle of a heavy card session. They are only wearing part of their armor, not all of it.

If the adventurers are dressed as Bulls, the other Bulls greet them effusively in the Bull secret tongue. Adventurers that do not reply in Bull are immediately under suspicion.

Adventurers disguised as Hounds are ordered out. If the adventurers are disguised as Serpents or Vipers, the Bulls put away their cards and begin to pull on the rest of their armor, waiting politely for orders. If the adventurers are not disguised at all, the Bulls attack, trying to kill them.

Any clash of battle in this room is investigated immediately by the Hounds from 6-U, since such noise is unusual — Bulls do not fight among themselves in the manner of other orders. Nothing interesting is here save the Bulls' personal treasure, their armor and weapons, and clothing. Each carries 1d20s, and each of the twenty chests holds another 20s+1d20s.

Bull One

STR 13   CON 15   SIZ 16   INT 7   POW 17   DEX 8
CHA 12   **Armor: 1d8-1**   HP: 19

weapon	attack	damage	parry
War Hammer	65%	2d6+3	56%

SKILLS: Ambush 47%, Dodge 62%.

Bull Two

STR 15   CON 20   SIZ 13   INT 9   POW 18   DEX 13
CHA 3   **Armor: 1d8-1**   HP: 21

weapon	attack	damage	parry
Longsword	54%	1d10+1+1d6	43%
Heater	35%	2d6	55%

SKILLS: Ambush 52%, Dodge 38%.

Bull Three

STR 13   CON 17   SIZ 10   INT 11   POW 8   DEX 11
CHA 8   **Armor: 1d8-1**   HP: 17

weapon	attack	damage	parry
Battle Axe	65%	1d8+2	54%

SKILLS: Ambush 44%, Dodge 65%.

Bull Four

STR 17	CON 18	SIZ 12	INT 7	POW 16	DEX 13
CHA 13	Armor: 1d8-1		HP: 18		

weapon	attack	damage	parry
Longsword	75%	1d10+1+1d6	50%

SKILLS: Ambush 67%, Dodge 21%.

Bull Five

STR 12	CON 17	SIZ 12	INT 17	POW 17	DEX 10
CHA 14	Armor: 1d8-1		HP: 17		

weapon	attack	damage	parry
Broadsword	55%	1d8+1	45%
Buckler	34%	1d4	54%

SKILLS: Ambush 61%, Dodge 50%.

Bull Six

STR 15	CON 15	SIZ 18	INT 9	POW 17	DEX 8
CHA 12	Armor: 1d8-1		HP: 21		

weapon	attack	damage	parry
War Hammer	43%	2d6+3	43%
Crossbow	32%	3d6+1d4	15%

SKILLS: Ambush 44%, Dodge 33%.

Bull Seven

STR 15	CON 15	SIZ 13	INT 14	POW 12	DEX 7
CHA 11	Armor: 1d8-1		HP: 16		

weapon	attack	damage	parry
War Hammer	75%	2d6+3	79%
Crossbow	22%	3d6+1d4	27%

SKILLS: Ambush 35%, Dodge 71%.

Bull Eight

STR 13	CON 18	SIZ 12	INT 13	POW 11	DEX 8
CHA 3	Armor: 1d8-1		HP: 18		

weapon	attack	damage	parry
Spear	49%	2d6+1	36%
Heater	25%	1d4+1d6	51%

SKILLS: Ambush 52%, Dodge 41%.

HOUND BARRACKS B: six Hounds are here in a 20-occupancy room similar to the other barracks, though a little more cramped. Five of the Hounds are sleeping. The other is reading a pornographic book. The sleeping Hounds are unarmored.

If the adventurers are dressed as Hounds, they're ignored by the guard, intent on his book. If they start poking around where they shouldn't, he'll ask them what they're doing (in Hound). Failure to answer in the Hound tongue makes him suspicious, and he'll immediately wake up his comrades.

Adventurers that come disguised as Bulls are asked to leave. If the adventurers are disguised as Serpents or Vipers, the Hound starts waking up his comrades, expecting orders momentarily. If the adventurers are not disguised at all, the Hound tries to wake up his friends, then attack, trying to subdue or kill the intruders.

Noise from battles in this room is attributed to arguments and ignored. Nothing interesting is here save the Hounds' personal treasure, their armor and weapons, and clothing. Each carries 1d20s, and each of the twenty chests holds another 20s+1d20s.

Hound One (awake)

STR 18	CON 13	SIZ 13	INT 13	POW 14	DEX 10
CHA 5	Armor: 1d10+2		HP: 14		

weapon	attack	damage	parry
Spear	66%	2d6+1	62%
Thrown Spear	52%	2d6+1d4	53%
Mace	40%	1d8+1d6	41%

SKILLS: Ambush 52%, Dodge 53%.

Hound Two (asleep)

STR 19	CON 15	SIZ 14	INT 12	POW 16	DEX 10
CHA 15	Armor: none		HP: 17		

weapon	attack	damage	parry
War Hammer	64%	2d6+3	65%
Javelin	16%	2d6	19%
Thrown Javelin	57%	1d8+2+1d4	—

SKILLS: Ambush 58%, Dodge 59%.

Hound Three (asleep)

STR 16	CON 14	SIZ 13	INT 10	POW 14	DEX 11
CHA 3	Armor: none		HP: 15		

weapon	attack	damage	parry
Longsword	56%	1d10+1+1d6	59%

SKILLS: Ambush 52%, Dodge 53%.

Hound Four (asleep)

STR 14	CON 15	SIZ 14	INT 9	POW 13	DEX 9
CHA 8	Armor: none		HP: 17		

weapon	attack	damage	parry
Mace	54%	1d8+1d6	44%
Heater	45%	2d6	56%

SKILLS: Ambush 57%, Dodge 58%.

Hound Five (asleep)

STR 16	CON 14	SIZ 16	INT 6	POW 15	DEX 12
CHA 10	Armor: none		HP: 18		

weapon	attack	damage	parry
Rapier	69%	2d6+1	60%
Dagger	51%	1d4+2+1d6	62%

SKILLS: Ambush 53%, Dodge 54%.

Hound Six (asleep)

STR 14	CON 16	SIZ 7	INT 15	POW 12	DEX 12
CHA 8	Armor: none		HP: 14		

weapon	attack	damage	parry
Mace	75%	1d8	56%
Buckler	57%	1d4	78%
Thrown Buckler	42%	1d6	—

SKILLS: Ambush 59%, Dodge 50%.

BULL BARRACKS B: just another barracks. Of the five Bulls in this twenty-occupancy room, three are asleep, and two are discussing Rahna Fil.

If the adventurers are dressed as Bulls, the two Bulls, intent on their conversation, ignore them. If the adventurers act strangely or suspiciously, the Bulls address them in the Bull secret tongue. Adventurers that do not reply in Bull are attacked.

Adventurers disguised as Hounds are ordered out. If the adventurers are disguised as Serpents or Vipers, the Bulls wake up their friends and ask for orders. If the adventurers are not disguised at all, the Bulls attack, trying to kill them.

Any clash of battle in this room is ignored. Two of the Bulls in this barracks (numbers 3 and 5 below) often fight. Nothing else is here but the Bulls' personal treasure, armor and weapons, and clothing. Each carries 1d20s, and each of the twenty chests holds another 20s+1d20s.

Bull One (awake)

STR 13	CON 15	SIZ 16	INT 7	POW 17	DEX 8
CHA 12	Armor: 1d8-1		HP: 19		

weapon	attack	damage	parry
War Hammer	65%	2d6+3	56%

SKILLS: Ambush 47%, Dodge 62%.

Bull Two (awake)

STR 15	CON 20	SIZ 13	INT 9	POW 18	DEX 13
CHA 3	Armor: 1d8-1		HP: 21		

weapon	attack	damage	parry
Longsword	54%	1d10+1+1d6	43%
Heater	35%	2d6	55%

SKILLS: Ambush 52%, Dodge 38%.

Bull Three (asleep)

STR 13	CON 17	SIZ 10	INT 11	POW 8	DEX 11
CHA 8	Armor: 1d8-1		HP: 17		

weapon	attack	damage	parry
Battle Axe	65%	1d8+2	54%

SKILLS: Ambush 44%, Dodge 65%.

Bull Four (asleep)

STR 17	CON 18	SIZ 12	INT 7	POW 16	DEX 13
CHA 13	Armor: 1d8-1		HP: 18		

weapon	attack	damage	parry
Longsword	75%	1d10+1+1d6	50%

SKILLS: Ambush 67%, Dodge 21%.

Bull Five (asleep)

STR 15	CON 15	SIZ 18	INT 9	POW 17	DEX 8
CHA 12	Armor: 1d8-1		HP: 21		

weapon	attack	damage	parry
War Hammer	43%	2d6+3	43%
Crossbow	32%	3d6+1d4	15%

SKILLS: Ambush 44%, Dodge 33%.

Section Seven

This is two large storerooms and, like sections 6 and 8, this was a cavern which has been carved into rooms. The doors of this "structure" are huge steel rollaways with STRs of 60 each. They are locked. The locks can be picked, however.

The Granbretanians feel the storeroom is secure, and have posted no guards inside.

STORAGE A: besides sending the zombies to capture more people, the Granbretanians have had them scour the countryside for food. All types of dried food imaginable line the shelves on the walls and the many tables on the floor. Here also are four gigantic glass- walled batteries, each standing well over ten feet tall and six feet wide. They provide power for the complex, and wires extend from them all over the walls. If the adventurers cleverly attempt to sever the wires, anyone doing so with a metal weapon is instantly electrocuted, but the wire is cut. If the batteries are smashed, destructive acid pours out of them and hits the culprit that broke the battery, giving him 1d20 points of damage, ruining his armor and weapons, and giving him an automatic roll on the Major Wounds effects table, no matter how much damage was done. Anyone standing near the battery's destroyer can attempt a Dodge roll to get out of the way of the flood.

If the batteries are wrecked and the wires cut, the power goes out all over the complex. Oil lamps are broken out, and a platoon of Hounds races to the storage area to see what has gone wrong.

STORAGE B: in here are stored the component parts of six ornithopters and twelve wagons. The ceiling is 30 meters high. A large door (15 meters by 15 meters) is set into the ceiling, and a folding staircase leads to it. It opens to a tunnel which leads nearly to the surface, but ends six feet short. When the Granbretanians are ready to march on France, the tunnel will be completed and the ornithopters assembled. The ornithopters will lift the wagon parts out of the caverns to the surface, and the zombie army will climb the stairs to begin the conquest. The door in the ceiling can only be opened by Sald Windor and Mars Pallik, who alone know the secret code to undo its complicated mechanical lock.

AREA B

N

THE CHATILLON CAVERNS

SIDE VIEW

50' DROP

④

200' DROP

C3
SIDE VIEW

①

②

②

③

⑤

④

④

①

B

C1

C2

C3

A

KAYAK
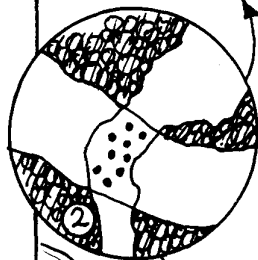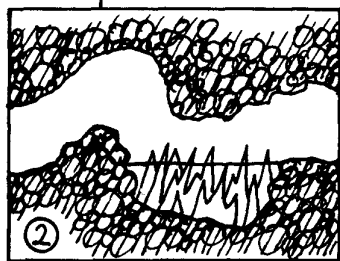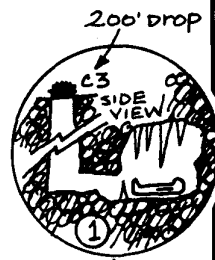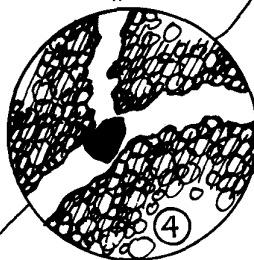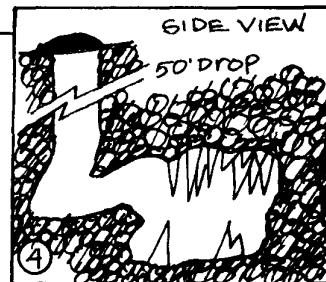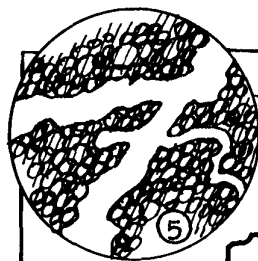
UNDER-
GROUND
RIVER

①

SIDE VIEW: SUMP

③

WATER

③
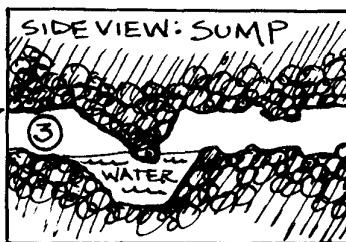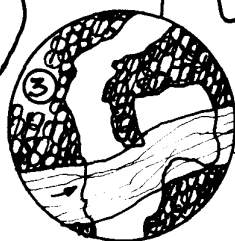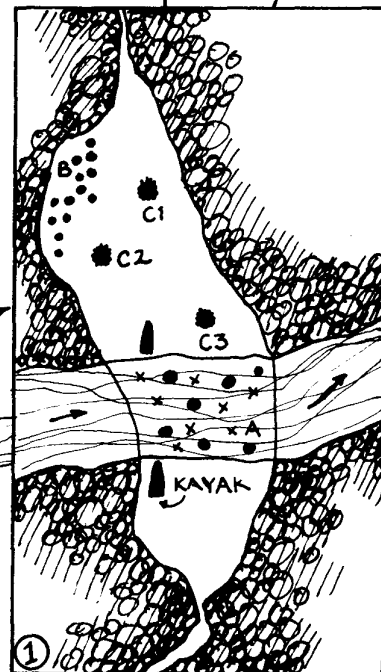
Section Eight

This is the zombie prison. Like section 7, no guards are posted here. The outer door is heavy steel (STR 100) and triple locked. All three locks must be picked before entry is possible. All interior doors in the area are identical to this outer door.

HOLDING ROOM: when villagers and others are first captured, they are held here until processing can be completed. Two doors open on the room from the north. The east wall is covered with a gigantic one-way mirror (facing inwards).

In the room are twelve missing villagers: eight men, two women, and two teenage boys. They are frightened, drugged, and worthless as fighters. If the adventurers free them, they'll meekly follow all orders given, and try to escape the Granbretanians. Each has a Dodge of 1d8 x 5% and 3d6 hit points. They'll only fight if the adventurers force them to do so, and their combat skills are 1d6 x 5% attack with cudgel, fist, or kick.

POST-OP: this room is smaller, but has a similar mirrored wall. In here are kept the pre-zombies —persons who have received their radio implant, but have not yet had the drugs and ultimate surgery that turns them into full zombies. Five women are here, all confused, weak, and lightly drugged. None of them can fight, and they only have 2d6 hit points left each. They'll do what the adventurers tell them, though.

ZOMBIE STORAGE: in this room, tightly packed together and listly mumbling, drooling, or simply staring, are over 600 zombies. If released, they do nothing. They must be ordered from the radio room. Many zombies are injured from falls, knocks, or bumps; some are seriously injured. And many of the wounds are infected. Clearly, zombiehood is a dangerous state. If the zombies are somehow brought back to the surface, they recover from the drugs and partially recover from the brain operations over a period of two weeks. All need medical attention. Forty of them die of wounds or infection in the first week, twenty more in the second. Eight die of remorse. None recover fully (INT and POW after recovering from zombiehood is reduced to one-half original). Those that die are treated to the vampire ritual by the superstitious villagers — stake through the heart, head cut off, and body burned. This is justified by the villagers' statement that "They knew what it is to be one of the walking dead. We don't want them to remember now that they're really dead." Also, all those who had radio implants in their skulls suffer from periodic migraine headaches the rest of their lives.

Area B

The following describes a main cavern passageway marked "B" on the Cavern Overview.

Section One

A large cavern adorned with stalactites, stalagmites, and dripstone-adorned columns in garish reds, blues, and yellows.

COLUMN RIVER: two ancient plastic kayak-like boats lie here, one on either side of the river where it passes through the cavern. The river itself is very treacherous here, not because of its (sluggish) current, but because of carnivorous fish and columns and stalagmites that protrude through the water surface. The kayaks are covered with a thin limestone crust which can easily be broken off by one's hands.

Anyone wishing to use the craft to cross the river can try. Each boat carries two people. Wooden paddles sit in the bottom of each craft. A Navigate roll is needed for a safe crossing. If the roll fails, the boat snags on a submerged stalagmite and sinks.

If the boat sinks, or the adventurers decide to swim the river, each adventurer must attempt a SIZ x 5 roll on 1d100. If he succeeds, his motion has attracted 1d3 of the blind killer cave fish. Anyone failing the SIZ roll is completely ignored by the fish, unless he attacks them (which is likely, as they'll be trying to eat his companion). Swim rolls must succeed on each round of combat against the fish or the adventurer can do nothing but thrash around and sink. If the adventurers simply want to swim away from the fish, three successful Swim rolls will do the trick (the fish keep attacking each round). The fish are about six feet long each, and resemble long, lean, razor-toothed, white, eyeless pike.

If more fish are needed, simply reuse these.

Cave Fish One

Armor: 2   HP: 10   Dodge 50%

weapon	attack	damage	parry
Bite	45%	1d10	50%

Cave Fish Two

Armor: 2   HP: 12   Dodge 46%

weapon	attack	damage	parry
Bite	40%	1d10	53%

Cave Fish Three

Armor: 2   HP: 10   Dodge 43%

weapon	attack	damage	parry
Bite	64%	1d10	43%

Cave Fish Four

Armor: 2   HP: 14   Dodge 66%

weapon	attack	damage	parry
Bite	55%	1d10	65%

Cave Fish Five

Armor: 2   HP: 8   Dodge 44%

weapon	attack	damage	parry
Bite	60%	1d10	51%

Cave Fish Six

Armor: 2   HP: 11   Dodge 37%

weapon	attack	damage	parry
Bite	78%	1d10	60%

COLUMN WATERFALL: the wall here is covered with sea-green flowstone, resembling a frozen waterfall. Columns rise everywhere. Carved into a rock next to the waterfall is the legend:

> *MARCEL LOUBENS — 3 JUILLET, 1949*

PITS 1 and 2: are simply "bottomless pits," each over 800 feet deep, and ending in sharp crevices.

PIT 3: drops 200 feet into a two-foot crawlspace. The crawlspace opens into a small chamber filled with crystal-white stalactites and soda straws. A withered mummy rests here, dressed in caver's garb: a heavy coverall, steel hat with a (non-working) carbide lamp attached, heavy boots, and gloves. The clothes tear at the slightest touch. On the caver's corpse, however, is a 150 meter length of nylon rope, a reflective blanket (provides warmth in temperatures below -20 centigrade), a chest harness, and two hand ascenders. When attached to a secured rope and rope stirrups in turn attached to the ascenders, one can climb a rope simply by "walking" up it. A chest harness is usually attached to the climb rope as well to prevent falls. Use of the hand ascenders permits anyone to Climb with no need of a Climb roll. A Mechanical Lore reveals the use of these devices.

Section Two

The river here cuts through a depression in the passage floor, forming a slow-currented pond. The floor of the pond is lined with stalagmites, some projecting out of the water, some not. The tops of the submerged stalagmites are rounded off. The exposed stalagmites are sharp enough to cause injury.

The water is 3 meters deep in the deepest part, but it is nearly impossible to swim the pond, due to the obstacles (subtract 40% from Swim skill). The best way to cross the pond is by walking on submerged stalagmites. A Balance roll is required for success at this. Failure indicates that the character has fallen, and takes 1d10 damage from exposed stalagmites. He must try another Balance roll to complete his journey.

Section Three

A sump is an area where a section of passageway is completely submerged. This particular sump is quite small — it is only 6 meters across at one point, and 9 at the other. To get through it, the adventurers must hold their breath and Swim underwater. Both a Swim and a CON x 5 roll are needed for success. Anyone failing a CON roll takes 1d8 drowning damage. Anyone failing a Swim roll, must try again.

You, the gamemaster, should take each adventurer through separately, since the passage branches underwater. Each adventurer can choose which branch to take. Adventurers who are very careless might find themselves traveling with the river, in which case they drown in airless passages.

The "incorrect" path leads only to a small cavern full of brilliant yellow and white gypsum flowers. It is a safe place to rest or camp.

Section Four

This pit is fairly easy to cross, since a ledge runs round the lip on the north and southeast faces. Anyone succeeding in either a Balance roll or a DEX x 5 has made it safely. A failed roll indicates that the poor fellow has fallen into the 15 meter pit, and takes 5d6 falling damage. If he survives, the party is faced with the problem of rescuing him. At the bottom of the pit is a small, spectacular cavern, perhaps the most beautiful in the complex. It is completely filled with scintillating cave formations of every description.

Section Five

A small section of tunnel here is filled with a black stone pillar, obviously man-made. On the pillar is a bronze plaque, engraved first in Ancient French, then in Ancient English. It reads:

> **This cavern system is dedicated
> to the memory of the man
> who originally discovered and explored it**
>
> **MARCEL LOUBENS**
>
> *who died in the exploration of Pierre St. Martin*
>
> **1952**
>
> | George Lepineux | Andre Mairey | Max Cosyns |
> |---|---|---|
> | Haroun Tazieff | | Norbert Casteret |

Area C

Area C's cavern system is very difficult to traverse. It is made up of sharp dips and climbs. Adventurers must attempt one Climb roll per 30 meters of tunnel. Each person that fails, takes 1d6 damage. If the adventurers are using ropes or the ladder, the Climb rolls need only be made every 150 meters.

The opportunity of getting lost here is likewise very high. If a character is mapping, he must succeed at his Make Maps roll every 150 meters. If the roll fails, he has marked the map wrong. Give the mapper misleading information. If you,

FEET
0   50   150'

ENTIRE TUNNEL AREA "C" MADE
OF DROPS & CLIMBS LIKE
THIS:

UP

0 10 20'

AREA C
THE CHATILLON CAVERNS

N

COLD ROOM

DIRECTOR

CRYO CONTROL

PREP ROOM

PERSONAL EFFECTS STORAGE
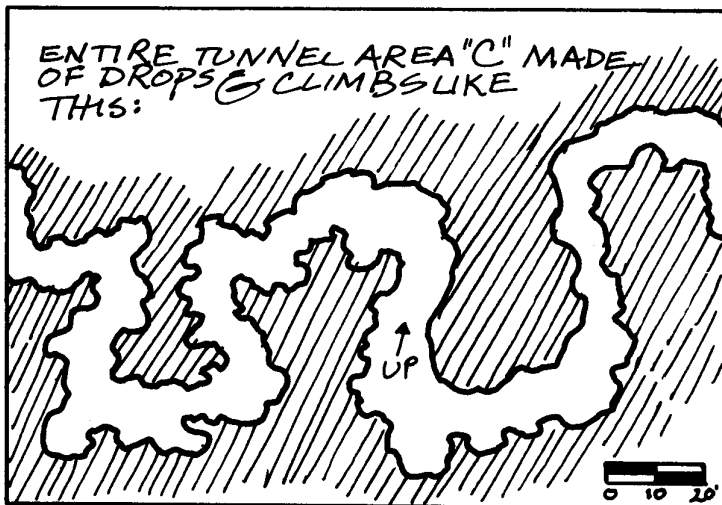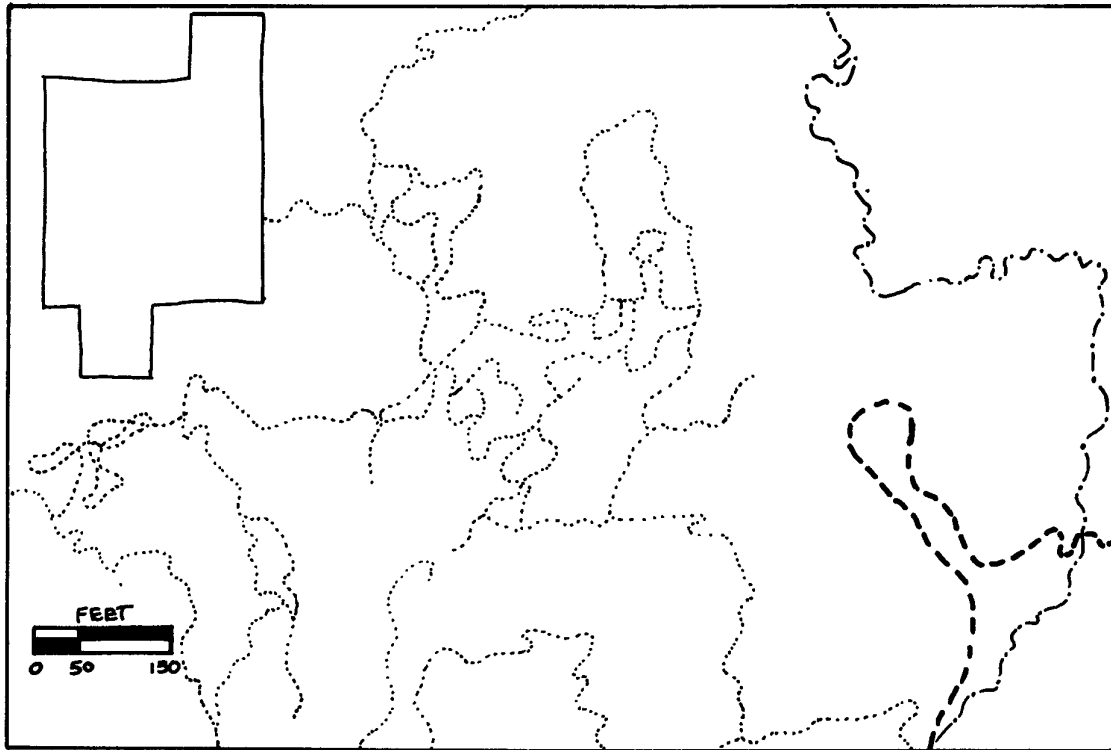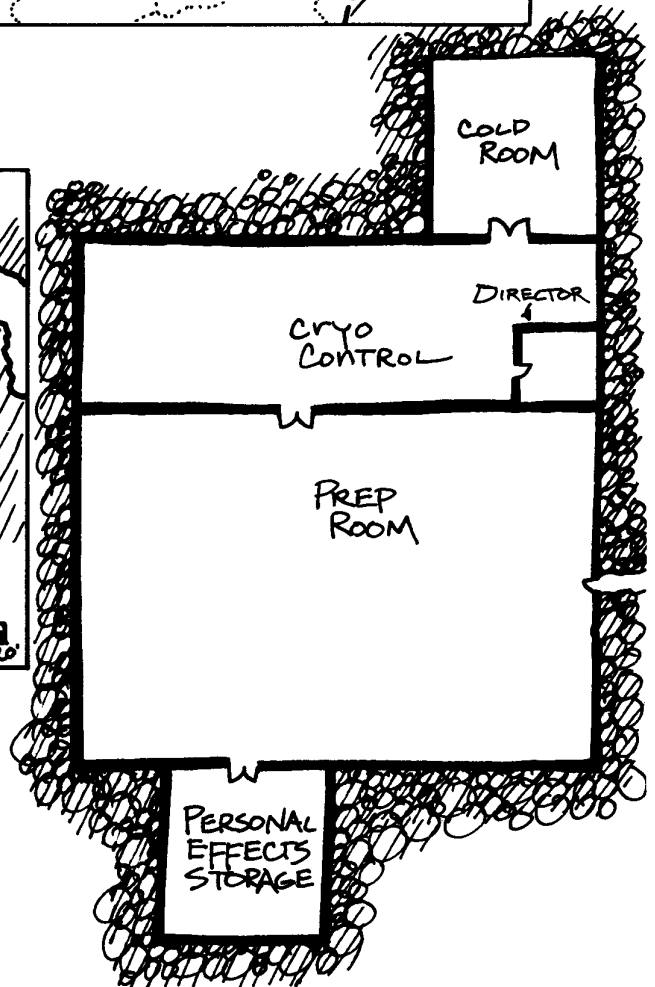
the gamemaster, are mapping for the party, make a big error for them.

If the adventurers are relying only on their sense of direction, then they get lost automatically. Take away whatever maps they have.

Cryogenic Storage Facility

This complex of the ancients was dug from aboveground and sealed over. Carbon steel was imbedded in the limestone to create walls, ceiling, and floor. The one entry door is of lead-cored steel, STR 200, and is held with a complex lock system (-40% from Pick Lock skill). A wheel on the door holds its bolt closed in the manner of a bank vault door. The wheel cannot be turned until after the locks are opened. A plaque set into the door reads (in Ancient English, French, and German):

```
STOP!
TRESPASSERS ARE SUBJECT
TO MARTIAL LAW!
PROPERTY OF NATO
```

Prep Room

This titanic room is of highly polished steel. Couches and chairs of plush, well-preserved materials line the walls, but the floor is bare of furniture. Four motionless metal hulks lie on the floor. As adventurers enter the room, they see two bright yellow lights approximately 2.5 meters off the floor. The lights slowly move forward.

At one time, five security robots patrolled the area. The power cells of four gave out. The fifth is still active, though much weaker and slower than it once was. Before attacking, the robot pauses, obviously waiting for something. Any character that displays ID of a military officer of Colonel or higher from any NATO country causes the robot to retreat and leave the party alone. Otherwise, it attacks the intruders.

The robot is a 2.5 meter high metal triangle that moves on treads. It fights with four flexible metal arms tipped with pincers. Its highly-reflective surface renders it immune to flamelance attacks. It once had operational lasers and machineguns, but both are now out of operation.

Security Robot

Armor: 10 HP: 50

weapon	attack	damage	parry
Claw (x4)	40%	2d8	40%

NOTE: anyone hit by a claw must resist with their STR vs. the robot's STR of 25 or be lifted off the ground and tossed for 3d6 more damage.

The generators for the complex still work, and can be turned on by flipping up the ten switches on the wall next to the door. A Spot Hidden notices the switches, and an Electrical Lore or Ancient History permits the user to realize their purpose. All the lights come on with the switches, and the sounds of machinery starting up is heard faintly through the other doors.

With the lights on, a Spot Hidden reveals (at the X), a black panel with a red button set into it. This button shuts down the security robot.

Cryogenics Control

When the adventurers enter this area, they are greeted with the noise and sight of mysterious machinery. Three large glass affairs take up most of the floor space. Numerous dials and switches cover parts of the glass. Through the glass runs coils of wire and liquid-filled tubes. In each machine is a tall, cylindrical space closed off from the room by doors resembling those on telephone booths. The dials and switches are marked only by color.

Along the western wall is a low shelf. Resting on this shelf is a small boxlike object, about 30 cm long and 10 cm high and wide. It is colored a cobalt blue and has a red bulb at one end, with a switch and dial at the other. This is a healing ray device that is still in working order. Only a scientist with a Biological Lore of 96 or more and an Electrical Lore of 96 or more could possibly duplicate the machine, or even recharge it, and critical successes in both skills are necessary to do so. The machine has 100 charges, and the following settings:

Healing Ray Device

Dial Setting	Charges Used	Result
1	1	1 hit point returned.
2	4	1d8 hit points returned.
3	12	All hit points returned.
4	25	Major Wound effect healed (eye regrows, etc.)
5	25	Disease cured.
6	all	*Freshly dead corpse returned to life.

the machine's percentile chances of success at this are equal to its remaining charges, rolled on 1d100.

A digital readout by the switch reveals the number of charges remaining. Let the adventurers find out how much each setting cures the hard way.

The three large machines are impossible to figure out without the booklet found in the Director's Office. No amount of tinkering will reveal their purpose. (Well, perhaps a few years of study in one of Granbretan's labs would reveal their secrets.)

Cold Room

Four long steel tables here each hold twenty coffin-sized steel and glass cylinders. All but two of the caskets are darkened. The dark caskets each have a red light glowing at one end. The two lit caskets are illuminated by a flashing yellow light. Another light at the end alternates between red and green, in time with the flickers. Anyone succeeding at an Electrical Lore roll can deduce that these last two caskets are nearly drained of power. The caskets are well-armored, but persistent adventurers with heavy tools can break in, given time. Each darkened casket holds a single foil-wrapped mummy (even cryogenics do not last indefinitely, and these people honestly expired over the last 20 centuries). The two lit caskets each hold a foil-wrapped humanoid figure surrounded by white mist shot with small blue lightning bolts. If the adventurers break into these caskets, the mist escapes, spreading frost all over the party's armor and weapons. Inside the foil is a frozen-solid human body. Breaking open the caskets, of course, is fatal to the human inside.

AWAKENING THE CRYONAUTS: the Cold Room contains a pair of still-viable cryonauts inside their protective capsules. If these caskets are taken to the crystal machines found in the Cryogenics Control room, and placed into the openings, they prove to fit exactly. The crystal machines can then be activated to revive the cryonauts within the caskets. If the characters fail to exactly follow the instructions in the manual (found in the Director's Office), the cryonauts die and are not revived. However, following the instructions revives them safely. If the party simply tries to figure out how to revive them on their own, without benefit of the manual, a success in Electrical Lore, Biological Lore, and Chemical Lore are all needed. And unless at least one of the successes is critical, the process fails.

Once the sequence is done correctly, the crystal machines begin to hum discordantly, and flicker with blinding blue-white light. As the party watches, the internal mist vanishes, and the foil is peeled off by long metal arms. Two humans can be seen; one is an older man, the other a young woman. Both are naked and their dead-white skin only gradually assumes normal flesh tones. After an hour or so, the machine shuts itself off, and the casket doors open.

The awakened cryonauts are very weak and need at least 1d10 days of rest and food before they can travel. They speak only ancient languages, and are confused, even frightened, by their rescuers.

Personal Effects Storage

This room is set up much like the Cold Room, though long boxes rest on the tables instead of caskets. Each box is keyed to open for a particular retinal print, and is composed of inch-

Bernard Alexander Throckmorton
a historian from Great Britain

Throckmorton is at first confused and frightened. He expected to see a crew of white-clad NATO technicians defrosting him. If anyone can communicate with him and explain when he is, he'll grow very excited and begin ceaseless questions about history, government, and such like. He is a friendly fellow, and is glad to help his benefactors in any way possible, especially by telling them long-winded historical tales. Any scientist who listens to him explain a device has a 10% bonus added to any "invention" rolls for that device. Throckmorton was chosen for the cold sleep experiment (originally intended to last only 100 years) partly for his knowledge, and also for his eidetic (photographic) memory. He can learn the Common language within two months if allowed to observe, and a month if taught properly.

Throckmorton is a sprightly English gentleman from the early part of the 21st century. He keeps a military bearing from his youthful time in His Majesty's service, and is as polite as can be. His strongest epithet is "By Jove!" His hair is black, though graying a bit at the temples, with a moustache to match. He was 53 years old when frozen, and maintains that appearance.

STR 11	CON 14	SIZ 12	INT 16	POW 14	DEX 11
CHA 17	Armor: none		HP: 14		

weapon	attack	damage	parry
no effective attacks			

SKILLS: Ancient History 100%, Anthropology 87%, Archaeology 74%, Chemical Lore 85%, Dodge 33%, Electrical Lore 46%, Evaluate Treasure 36%, First Aid 50%, Make Map 40%, Mechanical Lore 53%, Memorize 100%, Move Quietly 34%, Orate 86%, Persuade 45%, Ride 56%, Search 51%, See 63%, Sleight of Hand 48%, Swim 82%.

LANGUAGES (all speak, read, and write): Aramaic 41%, Ancient English 100%, Ancient French 94%, Greek 86%, Hebrew 38%, Latin 91%.

Candace Lynn Williams
a musician/psychic from California

Candace is an accomplished musician in her early 30s. She was a renowned flautist in the New York Philharmonic orchestra. She is a psychic, and hence was chosen for cryogenic sleep. She can feel strong emotions from living creatures near her, and can sometimes manipulate them. This effect is constant, but only works within about 3 meters. The twisted emotions of Granbretanian Beast-masks cause her actual physical pain and nausea, and once she encounters them, she'll ever after try to avoid them. She cannot actually change a target's emotions, but can strengthen or weaken them, such that a foe's hatred could become so strong as to overpower his reason, or so weak as to cause him to forget about it.

Candace is full of American slang, but has access to a huge vocabulary, though she seldom uses it. After the initial shock, she is not particularly surprised by the party's appearance. She has long auburn hair, green eyes, and a pale, freckled complexion. She is tall and thin with musician's hands.

STR 11	CON 13	SIZ 8	INT 18	POW 23	DEX 16
CHA 18	Armor: none		HP: 12		

weapon	attack	damage	parry
Fist	43%	1d3	—
Manipulate Emotion	23%*	strengthen or weaken target's current emotion	

* this skill level is always equal to Candace's POW.

SKILLS: Ancient History 62%, Climb 46%, Dodge 56%, Electrical Lore 82%, Juggle 38%, Listen 67%, Mechanical Lore 42%, Memorize 92%, Move Quietly 26%, Music Lore 100%, Orate 73%, Persuade 93%, Ride 36%, Sing 100%, Swim 86%.

LANGUAGES: Ancient English 100%, Ancient Spanish 82%.
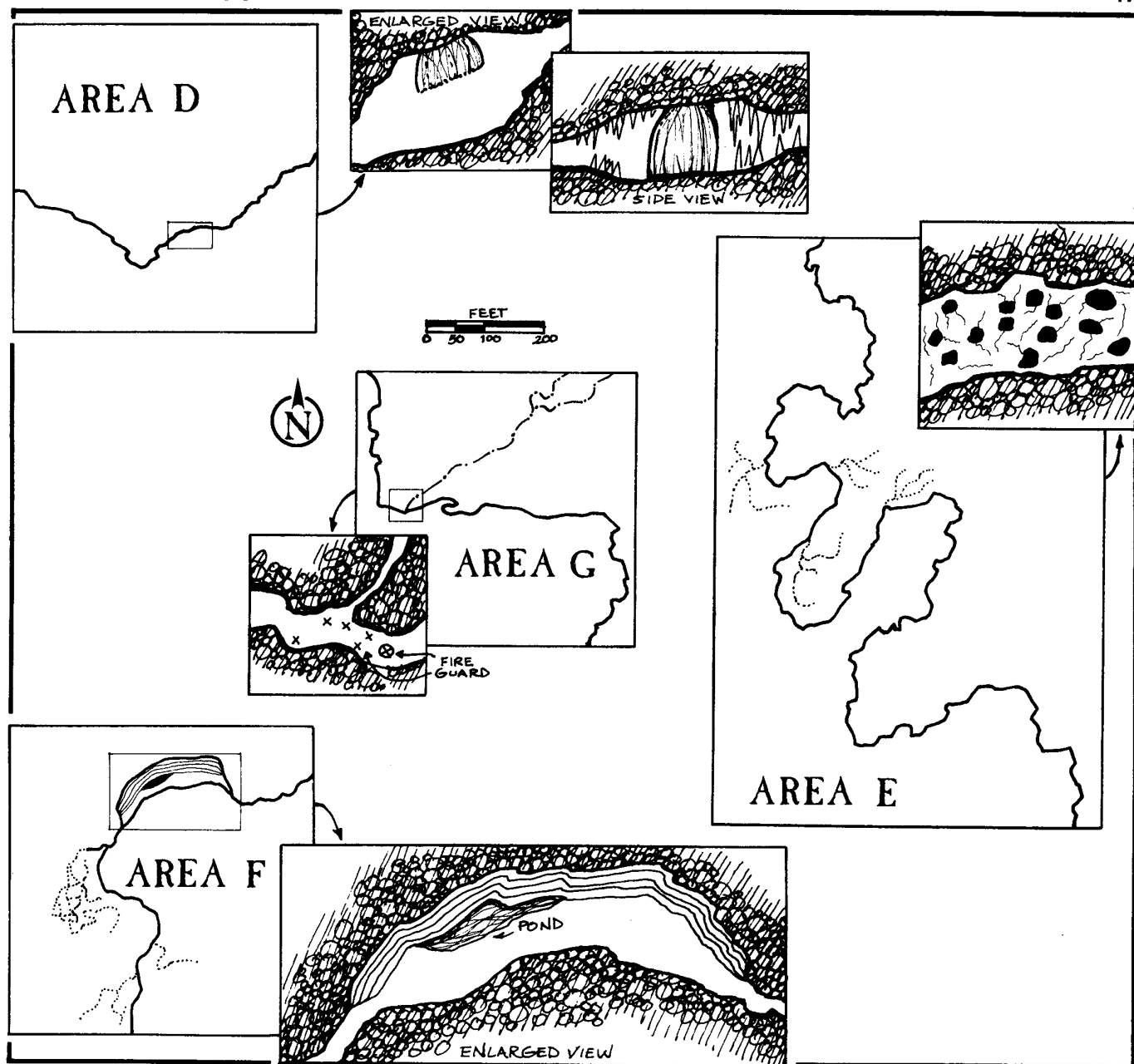
thick armor plate. Each box contains the effects of one cryonaut.

The contents of Throckmorton's box hold four suits of clothing, two monocles, a pair of boots, an ebony-and-silver walking stick, three history books covering history through the year 2015, and one book each on chemistry, medicine, computers, and electronics. He also stored three bottles of fine red wine, now priceless. Lastly, a fifty-pound gold bar was included.

Candace's box holds seven outfits made up primarily of leather and lace, plus one long black formal gown. It also holds a make-up kit, some junk jewelry, sheet music and lyrics for over a thousand different symphonies and popular tunes, and another fifty-pound gold bar.

Director's Office

A small office, which basically consists of a desk with a glass case atop it. The case is lit by a dull green light, and a single button rests on it. If the button is pressed, the light fades and the case opens.

Inside are seven small booklets imprinted on tough plastic. They are written in the languages of (ancient) English, French, Latin, German, Italian, and Esperanto. They are very short, and can be understood with a single Read roll. Their contents explain: A) who is in each casket and where their belongings are. B) how to use the crystal machines. C) how to determine whether a casket will open or not (only those with green lights open).

Area D

A beautiful cavern holding a diversity of rich cavern formations as well as a great waterfall of the turquoise flowstone. The cavern is the lair of a pair of giant albino blind toads.

Toad One

STR 17   CON 22   SIZ 22   INT 3   POW 13   DEX 6 .
Armor: 3   HP: 32

weapon	attack	damage	parry
Bite	20%	2d6	—
Tongue	45%	entanglement	—

NOTE: if the tongue hits, the victim is entangled and may only break three by rolling STR vs. STR. He is automatically bitten on the next and succeeding rounds. The tongue can be attacked separately. It has no armor, and 10 hit points to sever.

Toad Two

STR 18   CON 16   SIZ 15   INT 3   POW 17   DEX 13
Armor: 3   HP: 19

weapon	attack	damage	parry
Bite	20%	2d6	—
Tongue	40%	entanglement	—

NOTE: if the tongue hits, the victim is entangled and may only break three by rolling STR vs. STR. He is automatically bitten on the next and succeeding rounds. The tongue can be attacked separately. It has no armor, and 10 hit points to sever.

Area E

The walls of the tertiary passageways are riddled with holes. These holes are the lairs of rats. The rats attack whenever anyone invades their section of passageway. 2d10 rats live in each branch of a tertiary passage. Once a character leaves the area, the rats cease attacking. These rats are not gigantic, but are extremely vicious, and have teeth capable of biting through rock walls.

RAT ONE	1 HP	Bite 50%	1d4+3 damage
RAT TWO	1 HP	Bite 50%	1d4+3 damage
RAT THREE	1 HP	Bite 50%	1d4+3 damage
RAT FOUR	1 HP	Bite 50%	1d4+3 damage
RAT FIVE	1 HP	Bite 50%	1d4+3 damage
RAT SIX	1 HP	Bite 50%	1d4+3 damage
RAT SEVEN	1 HP	Bite 50%	1d4+3 damage
RAT EIGHT	1 HP	Bite 50%	1d4+3 damage
RAT NINE	1 HP	Bite 50%	1d4+3 damage
RAT TEN	1 HP	Bite 50%	1d4+3 damage

Repeat as necessary.

Area F

A large cavern, barren except for a series of tiers that climb the north wall, and a small, freshwater pond. If anything is stalking or chasing the party, it catches them here. Additionally, a giant mutant scorpion is here.

Giant Scorpion

STR 33   CON 27   SIZ 25   INT 1   POW 6   DEX 5
Armor: 8   HP: 40

weapon	attack	damage	parry
Claw (2)	40%	3d6	40%
Sting	25%	1d10	—

NOTE: anyone wounded by the scorpion's sting must roll his CON x 1 or die immediately. In any case, he takes an extra 1d6 damage if it penetrates armor.

Area G

The last of the Granbretanian outposts. Five Bulls are here, with orders to kill.

Bull One (age 28)

STR 16   CON 14   SIZ 12   INT 16   POW 16   DEX 12
CHA 11   Armor: 1d10+2   HP: 16

weapon	attack	damage	parry
Long Spear	60%	1d10+1+1d6	60%

SKILLS: Ambush 50%, Dodge 50%.

Bull Two (age 35)

STR 19   CON 13   SIZ 13   INT 16   POW 13   DEX 14
CHA 8   Armor: 1d10+2   HP: 14

weapon	attack	damage	parry
Battle Axe	54%	1d8+2+1d6	45%

SKILLS: Ambush 56%, Dodge 35%.

Bull Three (age 36)

STR 13   CON 13   SIZ 14   INT 10   POW 15   DEX 8
CHA 9   Armor: 1d10+2   HP: 15

weapon	attack	damage	parry
War Hammer	50%	2d6+3	55%

SKILLS: Ambush 64%, Dodge 56%.

Bull Four (age 38)

STR 16   CON 14   SIZ 16   INT 7   POW 17   DEX 11
CHA 7   Armor: 1d10+2   HP: 18

weapon	attack	damage	parry
Spear	73%	2d6+1	57%
Thrown Spear	58%	2d6+1d4	—

SKILLS: Ambush 76%, Dodge 65%.

Bull Five (age 34)

STR 17   CON 14   SIZ 14   INT 15   POW 8   DEX 9
CHA 8   Armor: 1d10+2   HP: 16

weapon	attack	damage	parry
Hammer	45%	2d6+3	45%
Heater	25%	2d6	35%

SKILLS: Ambush 78%, Dodge 65%.

Complete Contents for All Books

CHAOSIUM INC.

PLAYERS BOOK

A Chaosium Publication

DEDICATION

I would like to dedicate this to Greg Stafford, who was so very kind and understanding about extending my deadline when my **Hawkmoon** books, notes, and part of my manuscript were stolen. Thanks, Greg. If there were more people in publishing like you, I would have broken in long ago.

But I want this to be dedicated especially to my friend Steve Bailey, who gave into the monster leukemia before his seventeenth birthday. He was always a staunch supporter, and I would like to leave a tribute to him in the only way I know. I know he would have been proud.

KL Campbell-Robson

HAWKMOON PLAYTESTERS: Harry A. Robson V, Scott Carleton, Joe and Sean Coughlan, Mike Lee, Adam MacDonald, Dave Byers, Alisha Reeves, Kevin Koneval, William Mills, Scott Clark.

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ETERNAL CHAMPION

Contents of the Players Book

Printed in the United States of America

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description

weight _____   height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses _____ %	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
_____ _____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common _____/_____%
_____ _____/_____%
_____ _____/_____%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description
weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %

Notes

AGILITY bonus _____ %
Climb [+10%] _____ %
Dodge [+10%] _____ %
Jump _____ %
Ride _____ %
Swim _____ %
Tumble _____ %
_____ _____ %
_____ _____ %
_____ _____ %

PERCEP bonus _____ %
Balance [+10%] _____ %
Listen [+10%] _____ %
Scent _____ %
Search _____ %
See [+10%] _____ %
Taste _____ %
Track _____ %
_____ _____ %
_____ _____ %

KNOW bonus _____ %
Ancient Lore _____ %
Biological Lore _____ %
Cartography _____ %
Chemical Lore _____ %
Electrical Lore _____ %
Eval. Treasure _____ %
First Aid _____ %
Mechanical Lore _____ %
Memorize _____ %
Music Lore _____ %
Navigate _____ %
Craft _____ _____ %
Craft _____ _____ %
_____ _____ %
_____ _____ %

LANGUAGES
Speak/Read/Write
Common ___/___ %
_____ ___/___ %
_____ ___/___ %

COMMUN bonus _____ %
Credit _____ %
Orate _____ %
Persuade [+10%] _____ %
Sing _____ %

MANIP bonus _____ %
Juggle _____ %
Pick Lock _____ %
Pilot Ornithopter _____ %
Sleight of Hand _____ %
Set Trap _____ %
Tie Knot _____ %

STEALTH bonus _____ %
Ambush _____ %
Camouflage _____ %
Conceal _____ %
Hide [+10%] _____ %
Move Quietly _____ %
Cut Purse _____ %

Possessions

Money

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Welcome to Tragic Millenium Earth

HAWKMOON IS A FANTASY roleplaying game based upon the works of British author Michael Moorcock. Michael Moorcock's position in fantasy annals was secured in the early 1960's when he created the hero Elric who, with his supernatural sorcery skill and his demon-sword *Stormbringer*, captured the imagination of sword-and-sorcery readers at home and in the United States. Elric is the antithesis of the cliched hero —a brooder and malcontent rather than the dashing pioneer; a sickly albino forever needing exotic drugs to survive rather than a muscle-bound superman; an ally of the forces of chaos rather than a champion of law.

Throughout his *Elric* novels and several others, Moorcock developed several consistent concepts: the eternal struggle between the forces of Law and the forces of Chaos; the existence of many parallel planes of existence between which knowledgeable adventurers may journey; and mankind's recurring need for a super-hero, called the Eternal Champion, who awakens to set right the delicate balance between Law and Chaos. Elric is but one incarnation of the Eternal Champion.

During the late 60's and early 70's Michael Moorcock created an extension of the Eternal Champion in the form of Dorian Hawkmoon von Koln. Rising to power during Earth's 54th century — thousands of years after the terrible chemical and nuclear destruction of the Tragic Millenium — Duke Hawkmoon battles the chaotic insanity of the Granbretan Empire. Much of the world has regressed to a quasi-feudal time, though sophisticated remnants of the technological prowess of the ancient civilization still remain.

This game is based on the four-volume *History of the RuneStaff* and the three-volume *Chronicles of Castle Brass*.

The History of the RuneStaff	*The Chronicles of Castle Brass*
The Jewel in the Skull	Count Brass
The Mad God's Amulet	The Champion of Garathorm
The Sword of the Dawn	The Quest for Tanelorn
The Runestaff	

Purpose of the Game

Each player of a **Hawkmoon** game takes the part of a bold adventurer on Tragic Millenium Earth, traveling the land and exploring its mysteries. A game moderator, known as the Gamemaster, is necessary for this game. His role is to (within the rules of the game) set up situations and obstacles for the players to confront. But remember this one overriding consideration: this game is played for entertainment. No matter what else happens, the reason to play is to enjoy yourself.

Your adventurer need not be anything like yourself. It is often more rewarding to create a character who is totally different: dashing swordsmen, sly thieves, stuffy scholars, or any other alter-ego you please, living dangerously in a world of adventure.

A **Hawkmoon** game is an interaction between players who operate (run) the heroes of the story, and a gamemaster who runs the world in which the adventures occur. Most of the play is verbal exchange. The players tell the gamemaster what they wish or intend to do and the gamemaster then tells them if they can or may not do it, and, if not, what happens instead.

The actual game rules define the mechanics of the fantasy world and are important only when there is some question of success or failure, for the rules are the agreed-upon "reality" which makes the game world accessible. The rules tell you how to discover the outcome of game action.

In **Hawkmoon**, the gamemaster has the immense responsibility of preparing a scenario and playing it without bias. It is his duty to make the opposition smart and mean, or there will be little challenge for the players, and they will be bored. But the gamemaster must refrain from arbitrary decisions even if the players outwit, outguess, or outfight him in the end.

You, the player, also have a duty to run your adventurers within the known limits of the characters. Remaining unbiased is as difficult for the players as for the gamemaster. Just because a player is a chemistry major does not mean that his Bavarian peasant adventurer knows how to make a Molotov Cocktail.

Operating within the limits of your character exercises your imagination, and it is just this situation which makes this a roleplaying game. You act out the role endowed to your adventurer as though only he existed. Doing this well is the most difficult and most satisfying part of the game.

Like anything else, roleplaying is easier when you have done it a few times. Always have some idea of your adventurer's personality and character before you start, but also allow the events of his or her life to help shape the adventurer, and allow him to grow. Allow yourself different roles for different characters.

Developing an adventurer also depends on the basic abilities which the character has, and these are discussed below. But you must clothe the numbers with imagination, and that is the real play in the game.

Cooperation and Competition

Gaming is social. If you want to use your imagination alone, you can read a book. But be warned: when a number of people get together cooperatively, they can form a communal fantasy far more interesting and imaginative than could any one person, and the joint effort results in an extremely satisfying experience for all involved.

Players must work together. An expedition into a mutant-infested ruined city will not survive if the adventurers are not willing to aid each other, tend each other's injuries, and guard each other. This is not to say that you cannot play a back-stabbing Granbretanian noble, only to suggest that if everyone plays that way, there is no incentive to play together. There must be honor even among thieves, so far as gaming goes: if all of your adventurers are cut-throats, who will want to play with you?

There must also be cooperation between players and gamemaster. Though the gamemaster does mastermind the world and does set up and run the details, it's also true that the game remains a game for him as well, and that he likes to have fun playing, too. The adventurers should pit themselves against the game world, not the gamemaster. The gamemaster should not be afraid to ask others for their opinions on game matters, and the players should not be afraid of debating rules questions or play opportunities with the gamemaster. Gamemaster rulings should be final, though, and players must be willing to take losses if the gamemaster is adamant in his thinking.

Simple communication can build an enjoyable and understandable world to play in. The rewards of cooperation are great; hostility and resentment are fatal to play. Remember, the object of all this is to have fun.

Winners and Losers

In **Hawkmoon**, there are no winners and losers in the normal competitive sense. Play is cooperative, wherein the participants work together to achieve a common goal. The opponent is some hostile situation controlled by an impartial gamemaster, not another player.

Winning in such a situation depends on whether or not the adventurers succeed in their goal. Losing is what happens if they fail (they may just try again later). The death of a single adventurer means little in the overall scheme of things.

Characters who survive will gain in power from experience in their skills, the acquisition of artifacts, and knowledge of the world around them. Characters continue to progress until their demise or retirement. **Hawkmoon's** world is a dangerous one, so don't let the death of a favorite character put you off. Just create another brave adventurer and dive right back into play!
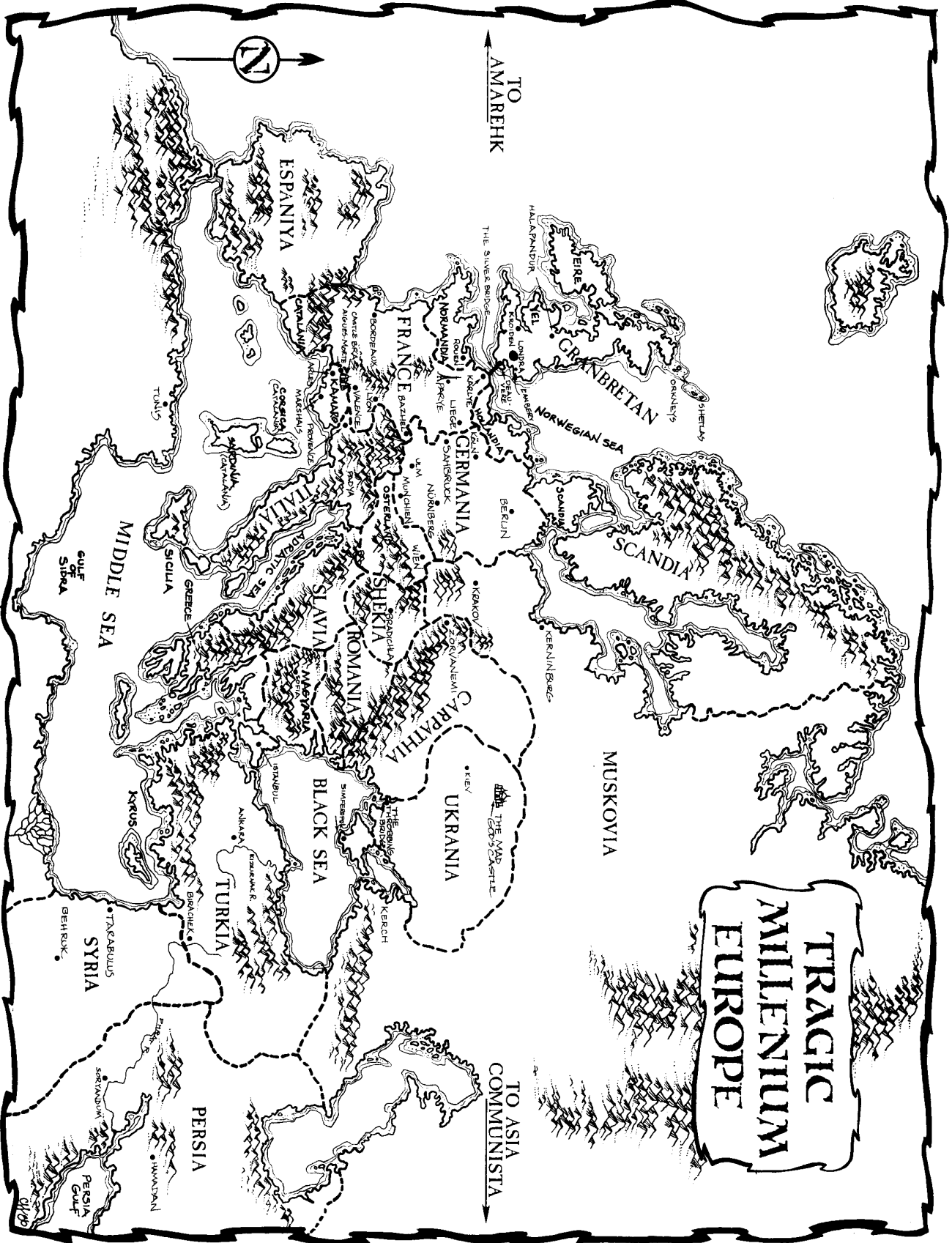
Playing Aids

There are a number of items which are necessary for playing **Hawkmoon**, and a number which are convenient or fun to use. Those items which you must have to play include Dice and a Character Sheet. Those items which are useful and fun but not absolutely necessary include miniature figures, miscellanious props, and large pieces of paper or acetate upon which to draw.

Dice

A number of different polyhedral dice are used in roleplaying games. **Hawkmoon** uses seven different "types," but four of these can be derived from the others. For convenience, players usually use their own sets of dice, but you can also share. Abbreviations are used to designate these dice. The letter "d" stands for the word "dice." This letter is followed by a number denoting the number of sides on the die being used. Thus, a d20 is a 20-sided die and a d6 is a good old-fashioned cubical die.

Designations may be preceded by a number. This number tells the player the amount of that kind of dice to roll. For instance, 2d6 means that two 6-sided dice should be rolled and their results added together. If you don't have enough of that kind of die, roll the one you have a number of times equal to the value of the first number, and total the result.

Sometimes additions must be made to dice rolls. You might see the notation "1d6+1." The number following the plus sign should be added to the result of the 1d6 roll. "1d6+1" means that the final result is

N →

TRAGIC
MILLENIUM
EUROPE

ESPANIYA

FRANCE

GERMANIA

ITALIA

SCANDIA

CRANBRETAN

MUSKOVIA

UKRANIA

CARPATHIA

ROMANIA

SLAVIA

ISHEKIA

TURKIA

SYRIA

PERSIA

BLACK SEA

MIDDLE SEA

NORWEGIAN SEA

GULF OF SIDRA

GREECE

SICILIA

EIRE

ORKNEYS

SHETLYS

TO ASIA
COMMUNISTA

BERLIN

WIEN

MUNCHEN

NURNBERG

ULM

PADVA

OSTERLAND

LYON

VALENCE

PROVENCE

MARSHAL'S

BORDENUX

CATALANA

CORSICA

SARDONIA (CATALANA)

TUNIS

PERSIA GULF

HAMADAN

SORIANDUM

BEHRUK

TARABULUS

ANKARA

ISTANBUL

SIMFEROPOL

KERCH

KIEV

KRAKOV

ZORVANEMI

MAGYARIA

SOFIA

LONDRA

OSTERLAND

KERNINBORG

NORMANDIA

ROUBS

LIEGE

KOLN

MOLNIA

KARLTE

between 2 and 7, though the exact result depends on the actual roll of the d6.

Finally, there are occasional results requiring that different dice be rolled at one time. If a monster's claw does 1d6+2d4 damage, the actual damage is found by rolling the three requested dice and summing their results.

The Character Sheet

The Character Sheet (also called an Adventurer Sheet) is a form which conveniently holds all the important information you'll need about any particular adventurer. The Character Generation chapter tells you how to fill out the form and what the entries mean.

Included in this game is a packet of **Hawkmoon** adventurer sheets ready-to-use. They are found with the Read This First sheet and the pullouts booklet. Also, a master adventurer sheet is included on pages 5-6 of this book. You are granted permission to use this master to create additional adventurer sheets for your personal use

Reading the Dice

Most of us are familiar with the good old cubical d6. We read it by throwing it so that it rolls, and then taking the number which is face up on the die as the result. This is the method used for reading a d8 as well, the top number is the number rolled.

20-SIDED DICE usually have two sets of single digit numbers 0-9 on their 20 sides, so they can be used to generate a 1-10 result by rolling the die once; this is commonly done, and when a d20 is used in this way, it is called a "d10." Special 10-sided dice are also produced by some companies — look for them in your local hobby or game store.

There is a commonly-used method to make a d20 yield 20 different numbers (and still be usable as a d10 and d100). Take a marking pen and mark one each of the numbers from 0-9 to distinguish them from the other set of ten numbers. Then decide whether the marked or unmarked numbers represent the single digits. The others are the "teen" numbers. As a d20, the low zero acts as 10, and the high zero acts as 20. For use as a d10, simply ignore the markings.

An alternate method does not mark the die. Roll the d20 and any other die at the same time. The other die result determines whether the d20 is a single digit or a double digit number: low equals 1-10, and high equals 11-20.

D100 rolls are easier to accomplish than d20 rolls. When a d10 (or d20 used as a d10) die is rolled twice, a number between 01-100 is generated — a "percentile roll." The first roll is the "tens" roll, and the second roll is the "ones." If you roll a 5 the first time and an 8 the second time, you've rolled 58. "00" always equals 100.

With two d10s of different colors, you roll both at the same time to read the d100 number. Decide which color is the "tens" and which is the "ones." Then always read the dice the same way.

Occasionally the rules refer to **D3**s and **D4**s. These are conventions used to designate rolling either a d6 or d8 and halving the result. Thus, to roll a 'd4' requires rolling a d8 and reading a result of 1- 2 as 1; 3-4 as 2; 5-6 as 3; and 7-8 as 4. Halve the result of a d6 to obtain numbers in a d3 range. Special d4s are also manufactured by certain companies.

Figures are normally 1" high lead miniatures, purchasable at most game and hobby stores, or ordered by mail. Many people make good use of economical available toy figures. Preferences and pocketbooks influence what is used. No one is likely to have every kind of animal or person which a game demands. Substitution is common. Cardboard counters can easily act as figures.

It is often useful for the gamemaster to draw out the area of activity on an ordinary sheet of paper and to note the scale there. When the action shifts to individual scale, you simply turn to the miniature figures.

A few props provide drama. Large ruins can be constructed with children's blocks. Scrounging may unearth railroad accessories, cake decorations, weird things from hardware bins, dollhouse parts, and so on. Styrofoam packaging can be carved to different shapes. Some HO-scale trees, toy fences, or large rocks can give an otherwise lifeless situation intriguing possibilities for deployment and use of special skills.

Other Aids

Paper and pencil are desirable. Some gamemasters may wish their players to have graph paper to aid in mapping ruins or old buildings.

only — you may not sell them. Additionally, a sample completed adventurer sheet is provided on page 36.

Figures, Focus, and Props

Though it can be played as a strictly verbal game, you should really investigate the use of miniature figures when playing **Hawkmoon**.

The use of miniatures provides a focus for player concentration. Focus is always useful, for all the players can then weave their imaginations into the same framework. For instance, setting up a marching order for a party of investigators to travel through the Carpathians shows which characters are in a position to speak to each; this may be significant later if an adventurer must choose one person out of many to aid.

Aiding rules interpretations is an excellent reason for using figures. When the figures are on the table, it is possible to see that your friends are blocking the field of fire your flamelance might have, or it will show which characters are first assailed by berserk Granbretanians striking from the flank, or how long it will take for one adventurer to aid another. With figures, measurement provides answers to questions like "My guy was supposed to be here," or "Where is the elephant?"

The World of Hawkmoon

The Hawkmoon novels take place in the far future of our own Earth. Shortly after our own time, a terrible nuclear, chemical, and biological war destroyed much of the planet. When people forgot how to use scientific engines of war, they continued to fight more primitive battles on smaller scales, until at last no one could remember the original cause for the war. This war, and the years that followed it, were known as the Tragic Millenium.

The continents lost contact with one another, and became places of legend and myth, or were forgotten completely. America became Amarehk, land of mystery. China became Asia Communista, remote and legendary. The Africans refused all outside communications.

Hawkmoon's story takes place centuries after the end of the worst part of the Tragic Millenium. Much of humanity's earlier scientific achievements have been lost. New sciences have been developed to replace them. The general technology is late-medieval or Renaissance, though some highly advanced artifacts, such as flamelances, are produced.

Magic is rumored to exist, as even in our own time. Powerful scientists, such as those of Granbretan, are called "sorcerer-scientists" from the secrecy and power associated with their technology.

Europe is torn by war. Each nation is divided into independent cantons, free cities, duchies, palatinates, and earldoms. A single village or tract might be conquered ten times in ten years by various armies. Most people try to live life as they can, and farmers can be seen going about their daily routines while battles rage furiously nearby. During the course of the Hawkmoon novels, Granbretan conquers most of disorganized Europe. However, the ensuing "Pax Granbretannica" is neither peaceful nor pleasant for the conquered.

A common tongue is in widespread use, a bastardization of ancient English. Most nations retain their own language as well. Educated folk in Amarehk and Europe speak the common tongue at 40% and their native language at 80%. Literate classes also read and write at these levels.

The Million Spheres

The universe consists of a vast number of spheres, each containing one plane of existence or a different dimension of space and time. Imagine the spheres as molecules in a liquid. The spheres revolve around, bump into, and pass through one another. Some spheres stay in close proximity to each other, even touching or overlapping continually. Others travel set courses and rarely encounter other spheres. When two or more spheres intersect, travel is possible between the touching planes. Sometimes the spheres overlap for eons (as did the Fifteen Planes in the *Corum* novels), often they collide off one another over a course of minutes, leaving hapless would-be wayfarers caught on an alien plane in an alien sphere, unable to return home.

Once in an eternity comes the Conjunction of the Million Spheres, in which all spheres coincide in the space-time continuum. Such is a time of great wars, paradox, and magic, as the gods struggle to determine in whose image the multiverse will be made.

Additionally, there is an extra-dimensional space that exists on all planes. On some planes this space is obviously present, on others it is so well hidden that it is known only in myth, or not at all. This is Tanelorn — where all is in equilibrium, and where the gods may neither tread nor send their minions. Tanelorn is sanctuary for the weary and, with proper knowledge, one may visit any other Tanelorn in the multiverse. Sometimes Tanelorn is grand, palace-like, rich in art and precious objects; sometimes she is little more than a huddle of mud huts; sometimes she is deserted; sometimes hugely overcrowded. Each aspect of Tanelorn receives and protects her immigrants in equal manner.

The Eternal Champion

Each of the planes of the Million Spheres has its own incarnation of the Eternal Champion — that supernatural hero who, wittingly or not, is the guardian of the Cosmic Balance. Every incarnation of the Eternal Champion is torn by doubt, fear, and often guilt. He or she may search for a higher being that controls the whimsical gods of Law and Chaos. Often, he remembers other incarnations. More often, he has no memory of his other pasts or glimpses them only through disquieting dreams. The Champion only becomes aware of his true identity when irrefutable evidence is offered him.

The Champion is seldom completely alone. Another eternally reincarnated being nearly always aids or accompanies him. The Companion is often a dandy, full of good cheer and superstition. He himself is a great warrior, and sometimes knows a little magic. Sometimes the Companion can remember past or future lives, but usually he is as ignorant as the Champion himself. The Companion's doom is simpler, not so deeply convoluted as the Champion's. His purpose is to assist and advise, and though he often dies because of the Champion's actions, he is a true friend.

The Champion generally has his reincarnated Love as well, though sometimes two such are encountered. When the Champion has two Loves (such as Corum's Rhalina and Medhbh, or Elric's Cymoril and Zarozinia), the second is found only after the first is lost. The Love is doomed to love the Champion and, like the Companion, is often slain because of him.

Too, the Champion has his Adversary, who fights against him. Prince Gaynor the Damned and Baron Meliadus are examples of these.

At any given time on one plane, there can be one Champion, one Love, and up to four Companions. The Adversaries are usually manifest in numbers of no more than three.

The Sword & the Jewel,
the Runestaff, and The Cosmic Balance

At the beginning of the current cycle of the multiverse, god-like alien entities forged three items of power to help control Chaos, which was more powerful than Law. The Sword and the Jewel were first. Then was forged the Runestaff.

Made for and of Chaos to fight it (as fire fights fire), the Sword and Jewel are different aspects of the same thing. Either the Sword or the Jewel may exist on a plane, never both. Though made to fight Chaos, the Sword/Jewel acts in the unpredictable and treacherous manner of all Chaos.

The Runestaff is an implement of Law. It acts in a more subtle manner than the Sword/Jewel. The Sword/Jewel and the Runestaff are each inhabited by complementary halves of a single being, one a Lawful half and the other Chaotic. In Tanelorn at the conclusion of the seventh *Hawkmoon* book, the Sword-Being gained possession of both the Jewel and the Sword simultaneously, which gave it enough power to engulf the Runestaff and become a whole being, though Chaotic.

The Cosmic Balance was made to uphold the rules laid down to govern the gods of Law and Chaos. It has the power to check a god's actions if absolutely necessary, though the Balance usually uses the Champion for this purpose. The Champion may seem to work for Law or Chaos at a given time, but the Balance is his true standard and liege. At the Conjunction of the Million Spheres, Hawkmoon and Erekose (two aspects of the Champion) manage to destroy the Sword, Jewel, and Runestaff, as well as the Cosmic Balance, and thereby release men to their own devices for the next eternity.

Chronology

The folk of Tragic Millenium Europe name their years after animals, much as did the ancient Chinese. There are seven animals per cycle, and each animal appears one hundred times before the next cycle begins, giving a cycle of seven centuries. This cycle's animals are (in order): Bull, Hound, Goat, Rat, Horse, Eagle, and Shark. So the first year in this cycle was the First Year of the Bull. The second was the First Year of the Hound, and so forth. The eighth year was the Second Year of the Bull. The last year will be the Hundredth Year of the Shark.

The previous cycle was: Cat, Snake, Owl, Eel, Boar, Weasel, and Sparrow. The cycle before that was: Lion, Wolf, Hawk, Frog, Hare, Lizard, and Spider. Before that, a different system of year-naming was in effect. The next cycle's animals are to be: Stag, Ram, Cricket, Cock, Bear, Centipede, and Stork.

An extensive chronology of the *History of the RuneStaff* and *The Chronicles of Count Brass* is provided in the **Hawkmoon** *Science Book*. The years covered in that timeline, and their European figuring, are described above. Extrapolate the European equivalents for other years from this table.

Money

Most peasants and the less-civilized nations use barter to obtain goods and services which they cannot make themselves. The larger duchies and principalities mint their own coins, and these are used indiscriminately by smaller counties. Money is evaluated by its weight and purity, rather than by its face value. Because of this, for ease in trade, most coin-producing countries mint their currency in similar weight-ratios and denominations. This is shown in the Value of Coins table.

There are no exchange problems — most merchants accept coins from any country. The commonly-used silver coin is called a "franc" in French-speaking regions, a "mark" in central Europe, a "lira" in the boot of Italy, etc. Do not be misled by the familiar names: these coins are not the same as the ancient (1980s) equivalents (among other differences, they're all worth the same amount). To express regional flair, your characters may wish to name their coins after local custom, changing the name as they move from land to land. Patriotic adventurers might always name coins in their own native tongue, regardless of the coin's origin.

THE CYCLE OF YEARS

The years given below correspond to those described on the timeline of the *Hawkmoon* novels provided in the Science Book.

Year	Animal-Cycle Equivalent
5290 A.D.	87th year of the Rat
5291 A.D.	87th year of the Horse
5292 A.D.	87th year of the Eagle
5293 A.D.	87th year of the Shark
5294 A.D.	88th year of the Bull
5295 A.D.	88th year of the Hound
5296 A.D.	88th year of the Goat
5297 A.D.	88th year of the Rat
5298 A.D.	88th year of the Horse
5299 A.D.	88th year of the Eagle
5300 A.D.	88th year of the Shark
5301 A.D.	89th year of the Bull
5302 A.D.	89th year of the Hound
5303 A.D.	89th year of the Goat
5304 A.D.	89th year of the Rat
5305 A.D.	89th year of the Horse
5306 A.D.	89th year of the Eagle
5307 A.D.	89th year of the Shark
5308 A.D.	90th year of the Bull
5309 A.D.	90th year of the Hound
5310 A.D.	90th year of the Goat

A few places in Europe, and all non-European nations, produce coins in different sizes and denominations. Such must be individually rated.

Jewels

Jewels are a convenient, compact way to carry large amounts of cash, and hard-to-destroy gemstones survived the Tragic Millenium in fairly large numbers.

Gem Value —for a semi-precious stone or flawed gem, determine its value by rolling 1d10 for its size (in carats), and 1d20 for its worth in silvers per carat. For more valuable stones roll 1d20 or even 1d100 for the size in carats and 1d100 for its worth per carat. Larger stones than these are not generally available, and should be tailored by the gamemaster specifically for the situation at hand. Few gemstones in Tragic Millenium Europe are worth over 100 silvers per carat.

THE VALUE OF COINS

These are general values for the coinage used in Europe at the time of **Hawkmoon**. Equivalencies given to ancient 1980s Earth values are approximate only.

1 iron (i) = 1 cent (1980s U.S.)	
10 iron = 1 copper (c)	1c = 1 dime (1980s U.S.)
10 copper = 1 silver (s)	1s = $1.00 (1980s U.S.)
10 silver = 1 gold (g)	1g = $10.00 (1980s U.S.)
10 gold = 1 large gold (G)	1G = $100.00 (1980s U.S.)

PRICE LISTS

The basic and most numerous coin in Tragic Millenium Europe is the Silver piece (abbreviated *s.*), with a value roughly equivalent to $1.00 (1980s U.S.). Gold coins are much rarer.

The following price list is by no means complete, but it can be used to give both the players and the gamemaster a good idea of typical prices. If you wish to price some items not listed below, calculate its value in 1980s U.S. or British money, then convert to Tragic Millenium European values.

Fancy versions of any of these items will cost from two to ten times as much as the price listed here.

CLOTHING

14s	good winter coat
8s	cheap winter coat
5s and up	leather cape and hood
20s and up	quality woman's dress
6s	boots
1s	shirt
2s	trousers
5s	woman's frock

LODGING AND DINING

2c	flophouse (guard your valuables)
1s	comfortable (good bed, few fleas)
10s and up	deluxe (servants, private room)
1s	good meal
1-3s	bottle of good wine
1-5c	bottle of cheap wine
	one week's provisions
10s	(21 meals plus drink)

TRANSPORTATION

50-100s	cart horse
200s	riding horse
500g and up	trained warhorse
5s	saddlebags
10s and up	saddle & tack
20s	2 wheeled cart
50s	wagon
100g	coach
70s	yoke of oxen (2 animals)
25s	rowboat (with oars)
100s	small sailboat
100g	merchant ship (per ton cargo capacity)
100g per fighting crewman	warship
1000g	small ornithopter †
	(† *available only to Granbretan armed forces and officials*)

EXPEDITION GEAR

2c	10 meters rope
10s	10 meters chain
1s	1 man tent
10s	3 man tent
20s	6 man tent
50s	20 man tent
2i	candle
1i	torch
1s	oil lamp
1c	1 liter lamp oil
1i	fishhook
5s	pick & shovel
1s	flint & steel
2s	backpack

Character Generation

IN ORDER TO PLAY **Hawkmoon**, you'll need one or more adventurers to act as your alter-egos in the world of the Tragic Millenium. Two basic types of characters exist: player-characters (usually called adventurers), whom you will use to experience adventures, and non-player-characters, who are used by the gamemaster against you. Both types have the same kinds of abilities, but generally less effort is expended on fleshing-out the non-player-characters. Most non-player-characters are no more than opponents to match against your adventurers in a swordfight, but some may be more real, depending on the time and inclination of your gamemaster. One measure of the quality of a gamemaster is the realism of their non-player-characters.

In **RuneQuest** and most other fantasy roleplaying games, a wide variety of non-human races exist, such as elves, dwarfs, trolls, etc. **Hawkmoon** is based on the Hawkmoon stories, where few intelligent non-human types exist. Of these, the Mountain Giants could possibly be suitable for play as an adventurer, and these are very closely related to humans indeed.

Use the summarized procedure when creating a character. Each step is carefully explained in the following chapter.

Adventurer Creation Summary

1) roll initial attributes.
2) determine character nationality; modify attributes accordingly.
3) determine ability bonuses.
4) determine background occupation and skills. This may be modified by nationality.

Attributes

Each character has several basic attributes. The numbers rolled to represent these will go a long way towards determining his relative worth in the game world.

The seven basic attributes are Strength (STR), Constitution (CON), Size (SIZ), Intelligence (INT), Power (POW), Dexterity (DEX), and Charisma (CHA). For human beings, the values of these attributes are found by rolling 3d6 once for each. Adventurers of certain national backgrounds may modify these results slightly. Record the results on the Character Sheet. Do it in pencil, since these numbers may change.

Such things as parentage, names, sex, hair style, and left- or right-handedness are determined by the player, not a dice roll. Feel free to add details to personalize your character. Mannerisms, speech styles, and clothing style help new adventurers to live more vividly. Extravagant details may affect your character. For instance, if you decide that your beginning character has one wooden leg, the gamemaster may well state that his DEX and movement speed will, of necessity, suffer.

Strength: the muscle power of the character. It controls what and how easily he can pick up something, and also affects what weapons he can easily use and how much damage he delivers in combat.

Constitution: a relative measure of health. It is a handy measure of your adventurer's resistance to disease and his endurance, as well as affecting how much damage he can take before dying.

Size: this combines height and mass into one figure. There are advantages both to being large and to being small, with corresponding disadvantages.
Body Frame: a character's body frame (light/medium/heavy) is primarily determined by his nationality. The heights and weights given in the Human Size table provide average ranges of weight for a given height. If you are happy with a weight in your nationality's typical range, simply pick a number you like within that range. However, if you wish a more varied character, read on.

If your adventurer has a light body frame, roll 1d10. On a roll of 8-9, he is slightly heavier than usual. Add 1d10 pounds to his weight, and increase his CON by 1 point. On a roll of 10, he is both heavier and slower than average. Add 1d20 pounds to his weight and increase his CON by 2 points, but decrease his DEX by 1 point.

If your adventurer has a medium body frame, roll 1d10. On a roll of 1-4, he is inside his weight range — make no changes to his attributes. On a roll of 5-7, he weighs 1d20 pounds less than normal. Subtract 1 from his CON and add 1 to his DEX. On a roll of 8-10, add 1d20 pounds to his weight. Add 1 to his CON and subtract 1 from his DEX.

If your adventurer has a heavy body frame, roll 1d10. On a roll of 1-5, he is inside his weight range — make no changes. On a roll of 6-8 he is 1d20 pounds lighter. Add 1 to DEX. On a roll of 9-10, he is 2d20 pounds heavier than usual. Add 1 to CON and subtract 2 from DEX.

Characters with SIZs of 3 or less cannot modify their attributes via the above method.
Animals: an animal's SIZ does not give an exact correlation of the creature's weight to its height, but only a rough measure. If it is important, phone your local library to determine the weight of a typical animal. For fantasy creatures, use the nearest real-creature equivalent. For example, octiguanas would resemble crocodiles in weight.

Intelligence: your adventurer is this smart and no smarter. This is the ability to solve abstractions, plan ahead, and learn from experience. Scientists need lots of INT.

Power: this measures your adventurer's soul and will. If your characters ever learn magic, they will find that their POW is used to fuel their spells.

Dexterity: includes agility, adroitness, and many skills. As with Strength, low Dexterity may prevent your adventurer from using certain weapons.

Charisma: leadership, charm, and personality. It also includes physical beauty and sex appeal. It helps your adventurers deal with other people.

Age: you can pick the age you'd like to be. The default age is 25 or so. If you choose to be older than this, your Knowledge-based skills benefit. On the other hand, if you get too old, your physical attributes start to deteriorate, in a manner determined solely by the gamemaster. For instance, if you want to run a septuagenerian, the gamemaster is within his rights to halve your STR, CON, and DEX. If your adventurer is much younger than 25, the gamemaster should reduce the number or level of the skills you receive in previous experience — after all, you're still wet behind the ears.

Nationalities

Once you have rolled up your adventurer's attributes, it is time to proceed to his background. Look up his nationality in the following section, and adjust his attributes accordingly. Nationality may also affect your adventurer's background occupation.

Europe has many nationalities. Your gamemaster may simply decree that your character must come from a particular country, or he may let you choose. Or you may roll on the following European Nationality table.

European Nationality Table

These are the nationalities from which **Hawkmoon** adventurers are drawn. For campaign purposes, your gamemaster may decree all adventurers' starting homelands.

d100	Homeland	d100	Homeland	d100	Homeland
01-03	Carpathia	39-43	Italia	68-72	Scandia
04-06	Catalania	44-45	Kyrus	73-76	Shekia
07-10	Espaniya	46-49	Magyaria	77-79	Sicilia
11-16	France	50-55	Muskovia	80-84	Slavia
17-23	Germania	56	Orkneys	85-87	Switzer
24-32	Granbretan	57-59	Osterland	88-91	Syria
33-35	Greece	60-63	Persia	92-95	Turkia
36-38	Hollandia	64-67	Romania	96-99	Ukrania
				00	Yel

Carpathia

Carpathia is a land all of forested mountains. It includes present-day Transylvania, and parts of Hungary and

Human Size Table

2.2kg equals 1lb.

SIZ	Height in inches (cm)	Light	Weight in lbs. (kg) Medium	Heavy
1	0-12 (0-30)	0-10 (0-5)	0-15 (0-7)	0-20 (0-10)
2	13-24 (31-60)	11-20 (5-10)	15-30 (8-15)	21-40 (10-20)
3	25-36 (61-90)	21-30 (10-15)	30-45 (15-22)	40-60 (20-30)
4	37-42 (91-105)	31-40 (16-20)	46-60 (23-30)	61-80 (31-40)
5	43-48 (105-120)	41-50 (21-25)	61-75 (31-37)	81-100 (51-50)
6	49-54 (121-135)	51-60 (26-30)	76-90 (38-45)	101-120 (51-60)
7	55-60 (136-150)	61-70 (31-35)	91-105 (46-52)	121-140 (61-70)
8	61-62 (151-155)	71-80 (36-40)	106-120 (53-60)	141-160 (71-80)
9	63-64 (156-160)	81-90 (41-45)	121-135 (61-67)	161-180 (81-90)
10	65-66 (161-165)	91-100 (46-50)	136-150 (68-75)	181-200 (91-100)
11	67-68 (166-170)	101-110 (51-55)	151-165 (76-82)	201-220 (101-110)
12	69-70 (171-175)	111-120 (56-60)	166-180 (83-90)	221-240 (111-120)
13	71-72 (176-180)	121-130 (61-65)	181-195 (91-97)	241-260 (121-130)
14	73-74 (181-185)	131-140 (66-70)	196-210 (98-105)	261-280 (131-140)
15	75-76 (186-190)	141-150 (71-75)	211-225 (106-112)	281-300 (141-150)
16	77-78 (191-195)	151-160 (76-80)	226-240 (113-120)	301-320 (151-160)
17	79-80 (196-200)	161-170 (81-85)	241-255 (121-127)	321-340 (161-170)
18	81-82 (201-205)	171-180 (86-90)	256-270 (128-135)	341-360 (171-180)
19	83-84 (206-210)	181-190 (91-95)	271-285 (136-142)	361-380 (181-190)
20	85-86 (211-215)	191-200 (96-100)	286-300 (143-150)	381-400 (191-200)
21	87-88 (216-220)	201-210 (101-105)	301-315 (151-157)	401-420 (201-210)
22	89-90 (221-225)	211-220 (106-110)	316-330 (158-165)	421-440 (211-220)
23	91-92 (226-230)	221-230 (111-115)	331-345 (166-172)	441-460 (221-230)
24	93-94 (231-235)	231-240 (116-120)	346-360 (173-180)	461-480 (231-240)
25	95-96 (236-240)	241-250 (121-125)	361-375 (181-187)	481-500 (241-250)

Czechoslovakia, — roughly the area covered by the Carpathian mountains. The land has short summers and long winters, and farming is only productive in the infrequent valleys. The Carpathian forests are beech and oak in the foothills and valleys, and pine on higher levels.

The mountains are rich in oil, iron, copper, gold, and silver. However, the soil is insufficient to support many people. No rulers or major cities exist here — most of the scanty population dwells in small villages, watched over by a local headman, often styled a "sheriff."

In ancient times, Carpathia was strategically located. Thus, powerful ancient weapons and artifacts — sometimes entire installations — can sometimes be found. Superstition, too, runs among the people. The old tales of werewolves, witches, and vampires are still told and believed.

Carpathia has few mutants. The people, plants, and animals are nearly like those of our own time. The Carpathian people are Slavs. They are short, stocky, and usually dark-haired. They are close-knit, and have little to do with outsiders except in trade. As the country is mineral-rich and land-poor, many people are miners and craftsmen, trading their land's rich ore and artifacts for food and survival items from elsewhere.

If your character is Carpathian, he has a heavy body frame. Add 1 to his STR and 1d3 to his CON. Subtract 1d3 from his DEX. Replace any roll of Noble or Sailor on the Class Background table with Craftsman.

Catalania

Catalania consists of two ancient islands; Corsica and Sardinia. The islands are mountainous, with many brushy forests. The islands are ruled by brother dukes, who quarrel betwixt themselves, but become fiercely loyal to one another when outside enemies threaten. Radiation drenched the area in the Tragic Millenium, and mutants and deformity are still widespread. The people are open-minded, however, and if a mutant is not too hideous or dangerous, it is left to its own devices.

Many Catalanians are sailors. They will trade anything to gain for themselves and their islands, and usually have no qualms about cheating a foolish foreigner to do so.

The people of Corsica were originally of French descent; those of Sardinia, Italian. If your character is from Corsica, his attributes are French (q.v.). If he is from Sardinia, refer to Italia. You may choose the island you wish to have come from, or roll 1d6: 1-3 = Corsica, 4-6 = Sardinia. When determining occupation, replace any roll of Scientist with Sailor.

Espaniya

Espaniya (formerly Spain and Portugal) is covered with low mountains. Agriculture is the mainstay of life; enough crops are grown to support the population, and raisins, wine, and citrus fruits are exported to the rest of Europe. Mining is also

important. Iron, coal, and copper are all found here. Fishing is third in importance, and fish are traded inland for fruit and vegetables.

It is renowned for its fine metal-work and jewelry, especially in armor and weapons. The Espaniyans are one of the few unified countries in Europe, and are ruled by a king from the main city of Madrid. His court sets many fashions for the rest of Europe to follow. The lowlands of Espaniya are infested with mutant humans and animals, but the mountain cities are fairly clean.

Espaniyans are generally tall and dark. War is an art to them, as is romance. Roll 1d6 for body type: 1-2 = light, 4-6 = medium. Add 1d4 each to DEX and CHA.

France

France has highly varied topography, ranging from mountains to marshlands (such as the Kamarg). Forests cover most of the northlands; the plains are covered with short growth. The marshes, support thick growths of stunted trees as well as reeds and other swamp foliage. Farming and fishing support the population, and iron and coal are both mined.

France is divided into many small nations, ruled by Lord Guardians, dukes, earls, and other nobles. The main city of France, Parye, is built of rock crystal and mirrors. It can be seen for miles by night or day. It is said that children there are born blind, and must learn to see in that city of wonders.

Most of France has high levels of deformity and mutation due to the strikes of the Tragic Millenium. The Kamarg, a marshy part of south France (near the Riviera) missed the destruction almost completely. The clouds of fallout that spoiled much of the land were purged every winter by the mistral, an annual wind from the north.

The French nobility are sophisticated and often arrogant. The peasants are simple, but intelligent, and prefer to keep out of the affairs of war. They are very proud.

If your character is French, he is fair-skinned, though his hair and eyes may be any color. Roll 1d6 for body frame; 1-2 = light, 3-6 = medium. Add 1 point each to STR, CON, INT, POW, DEX, and 1d4 to his CHA.

Germania

The northern half of Germania is flat plains, nearly all cultivated. As one travels south, the land rises into low hills and mountains, often heavily wooded. Southern Germany holds the Black Forest, supposedly home to every evil creature imaginable. The temperature is often cool, even in summertime, and snow is heavy in winter.

As with France, various levels of nobility separately govern each area in the country. Most of the major cities were destroyed in the Tragic Millenium, and most were not rebuilt. Most people live in small, commune-like agricultural townships.

Germania was nearly destroyed during the Tragic Millenium. The mutation level in Germania is second only to Granbretan in all Europe. However, recognizable mutants are chased down in a witch-hunt atmosphere. Most Germanians

believe that all mutants are dangerous, and that it is their duty to dispose of them.

Germania is a peaceful country. Farming and fishing supports most people, and trade brings in items from elsewhere. The country's biggest exports are lumber and carved wood. Germanian woodcarvers are unparalleled.

Germanians are tall and robust with fair skin and light hair and eyes. Roll 1d6 for body type: 1 = light, 2-6 = medium. Add 1d4 to INT and CON.

Granbretan

Granbretan was the hardest-hit country in the world during the Tragic Millenium. Parts of its once-lovely countryside retain its old charm and simple beauty, but most is a slightly radioactive wilderness of wasteland and desert. Abandoned homes and piles of rubble that were once cities are all that remain of the original habitations.

All the people of Granbretan, except a few mad or desperate individuals, reside in Londra, the only remaining city. Londra is colossal, perhaps a dozen times her previous extent. It is often hidden in a sickly black-green fog which emanates from no known source. Much of the city is abandoned, inhabited by mutant vermin and the very poor. Some buildings are thousands of years old, though most of these have fallen and been scavenged for materials to shore up other structures. The streets of Londra are nearly as dangerous as the wastelands, and no one walks alone. Though it all runs the river Tayme, dyed red from the chemicals of the sorcerer-scientists and the blood of executed prisoners. Most of the nobility, and the King-Emperor himself, reside in the Palace and nearby mansions. The palace is made of every type of material imaginable, with surfaces and colors contrasting so horribly it hurts the minds of sane men to look upon it.

Granbretan survives on tribute. Even the meanest Granbretanian owns one or more European slaves. Their conquered peoples are worked till they drop to produce riches and food for the Granbretanians. Granbretan has set out on a plan of world domination. At the time of the Hawkmoon novels, Granbretan had conquered nearly all Europe.

Granbretanians are a race insane. All wear wonderfully-formed metal masks depicting beasts and outlandish clothing. They are psychologically dependent on these masks and the worst do not even remove them in sleep. Each type of mask has its own Order, its own traditional function, its own Grand Constable, and its own secret tongue (with sounds imitating that of the appropriate animal) that none but Order members may know. There are many military Orders, since the Granbretanians are warlike. The lowest class of Granbretanians are known as the Unmasked, who are stripped of mask and rank. These wretches wander the dangerous slums of Londra, plotting for the day they can perform a deed to reinstate them. A Granbretanian's Order is chosen for him when he is still young, and is never changed thereafter. Members of different Orders may differ physically, mentally, or even psychologically from one another. For instance, members of the Order of the Mantis are tall, lean, and cool in temperament. Members of the Order of the Boar are coarse and brutal.

Orders of Granbretan

The following lists many of the Orders of Granbretan and their primary functions.

Order	Function	Order	Function
Ant	Warrior	Jackal	Warrior
Badger	Engineer	Lion	Warrior
Barracuda	Navy	Lizard	Scholar
Boar	Warrior	Mantis	Imperial Guard
Bull	Warrior	Mole	Engineer
Camel	Trader	Rat	Warrior
Crow	Aviator	Serpent	Scientist
Eel	Merchant Marine	Shark	Navy
Falcon	Mercenary	Skull	Prison Guard
Ferret	Engineer	Spider	Woman Warrior
Fly	Warrior	Tiger	Warrior
Fox	Shopkeeper	Vulture	Mercenary
God	Priests	Weasel	Engineer
Horse	Warrior	Wildcat	Warrior
Hound	Warrior	Wolf	Warrior
Hyena	Warrior		

Some members of the nobility wear their own unique masks, and belong to no Order. Even within an order, masks vary to an extent. Higher officers have more elaborate, bejeweled masks, though the masks of even ordinary Order members are made with great skill.

Known Grand Constables include Baron Saka Gerden (Bull), Brenal Farnu (Rat), Baron Meliadus of Kroiden (Wolf), Adaz Promp (Hound), Jerek Nankenseen (Fly), King-Emperor Huon (Mantis), Baron Kalan of Vitall (Serpent), Taragorm (Ferret — Taragorm himself wears a clock mask), Shenegar Trott (Falcon — Trott's mask is a caricature of his own face), and Asrovak Mikosevaar (Vulture).

The gamemaster should feel free to create his own Orders and Grand Constables at will.

Native Granbretanians do not belong to the Orders of the Falcon and the Vulture. Those are reserved for converts to their way of life, though it is also possible for a highly talented non-Granbretanian to join one of the other orders, as did Huillam D'Averc. The mercenary Orders are full of tough fighters, but no outsiders have the discipline of native Granbretanians.

Common Granbretanian mental problems include sadism, obsession, and even schizophrenia and paranoia. Their "examples" of conquered towns sicken even those hardened by the worst war has to offer. This people is cruel and perverse, altogether unsavory. Some Granbretanians have left their native land, and even joined with the rest of Europe to fight their own people, but they retain their quirks and madnesses, and tend to make other Europeans nervous. Granbretanian adventurers are likely to be of this persuasion.

Despite their madness, Granbretanians are undeniably brilliant. Their sorcerer-scientists have recreated devices from

before the Tragic Millenium, and produced many new technologies besides. However, their methods of research would repulse the most sadistic Nazi "doctor."

If your character is Granbretanian, he has pale, even pallid skin, and usually dark hair and eyes. He may sport a nervous twitch of one type or another. He has at least one neurosis or insanity, to be chosen by you and your gamemaster. You know your own Order's language in addition to Granbretanian and Common. Roll 1d6 for body frame: 1 = light, 2-4 = medium, 5-6 = heavy. Add 1d6 to your rolled STR, 1d6 to your INT, 1 to your SIZ, and 1d4 to your POW. Subtract 1d8 from your CHA if it's 10 or more.

If your INT is 20 or more, you may choose to be either a Scientist or a Warrior. If your INT is 19 or less, you are automatically a Warrior. Roll 1d100. On a result of 01-20, you are also a Noble. All Granbretanians know the skill of Pilot Ornithopter at 1d100% including their Manipulation bonus.

Greece

Greece is a mountainous country, with river valleys and rolling plains. Much of Greece is made up of islands. Generally each separate island and valley has its own petty ruler, styled a "king."

Greeks are short and dark-skinned. Often they have blond hair and blue eyes. They are famous for occasional drunken celebrations that last for days. Roll 1d6 for body type: 1-2 = light, 3-6 = medium. Add 1 to INT and 1d4 to DEX. Subtract 1d3 from STR and 1d4 from SIZ if these statistics are already 10 or more.

Hollandia

This land encompasses ancient Denmark and parts of northern France and Germany. It is a low country with multitudinous small rivers and inland seas. The temperature and rainfall are equitable. Few trees or large animals exist, and most wildlife are birds. Mutants in Hollandia are uncommon.

The people are ruled by a hereditary queen from Copenhagen. They obey her wishes and are proud to serve her.

Physically, they are fair and slight of build. Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Subtract 1d4 from SIZ if it is 10 or more. Add 1d4 to DEX and CHA. Replace any roll of Mutant on Class Background with Farmer.

Italia

Italia has fertile land along the coast and the Po river valley in the north, but most of it is mountainous. It is cool in winter and hot in summer. The highlands are densely wooded. Farming is the main way of life and each family has a small farm of its own. Italia is divided into many countries, each centered around a large city which rules all the nearby land.

Mutation levels are moderate. What mutants exist are treated with pity, rather than revulsion. Italians in **Hawkmoon's** Europe are fair- skinned, light-eyed, and dark-

haired. They have fiery emotions and are very temperamental.

If your character is Italian, roll 1d6 for body frame: 1 = light, 2-5 = medium, 6 = heavy. Subtract 1 from STR and 1d4 from SIZ if these scores are 10 or more. Add 1d4 to DEX and 2 to CHA.

Kyrus

Kyrus is the ancient island state known as Cyprus. The weather is dry and sunny with mild winters. The land is composed of rocky mountains, dotted with ruins of ancient castles. Huge eagles live in the few forests and on the mountain peaks. It has few natural resources, and fishing, herding, and agriculture are the economic mainstays.

In **Hawkmoon's** Europe, Kyriots are known as accomplished liars. They are not malicious, however — it is a type of game with them — "How much money can I get out of this one?"

Most Kyriots are swarthy, though blonds are known. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Subtract 1d3 from STR and 1 from SIZ if these attributes are 10 or more. Add 1d3 to DEX and CHA.

Magyaria

A hilly country with a few mountains. Temperatures range from freezing to hot, depending on location and season. Forests cover most of the land. Magyaria was hit hard in the Tragic Millenium, and mutation levels are high. About a tenth of the children born show mild deformity.

Most of Magyaria is rather autonomous, though a weak king rules from Zofia. Many cities have been rebuilt, and many people are urban dwellers.

Their skin is fair, but hair and eyes range throughout the human spectrum. Roll 1d6 for body frame: 1-4 = medium, 5-6 = heavy. Add 1d3 to CON and 1 to DEX. Subtract 1d3 from SIZ, if it is 10 or more. Replace any roll of Sailor with Scholar.

Muskovia

Muskovia's boundaries enclose most of ancient Poland, Lithuania, and Latvia. The country consists mostly of hilly, rocky flatlands, with small highlands of lakes and sandy soil. The summers are mild, and the winters extremely cold. Many large animals inhabit the heavily forested highlands. Muskovia was hit only moderately by radiation in the Tragic Millenium, so mutants and natural creatures are evenly distributed.

Muskovia is a growing power. It is ruled by one major king who rules with the help of a council of greater and lesser nobles. Were it not for Granbretan's intervention, Muskovia may have become an abiding power.

Most Muskovians are farmers, though many hunters live here as well. Its craftsmen are among Europe's finest.

Like other Slavs, they are generally short and stocky. Their hair and eyes can be of any color. Roll 1d6 for body frame: 1-3 = medium, 4-6 = heavy. Add 1d3 to STR and CON.

Orkneys

The Orkney Islands lie in the northern waters of the Granbretanian Isles. The islands are rocky and cold, but the people pull a bare existence from the soil and manage to survive from generation to generation. Orkney characters are tall and strong. Their skin is usually ruddy, and their hair ranges from blond to black. Eyes are predominantly brown. Roll 1d6 for body frame: 1 = light, 2-6 = medium. Add 1d6 to SIZ and CON. Subtract 1d4 from DEX and CHA, if these scores are 10 or more. Replace any roll of Thief, Noble, or Scientist with Farmer.

Osterland

Osterland corresponds to ancient Austria. Their lands and culture resembles that of Germania. Osterland is nearly all mountains, fading to hills in the east. Travel is not difficult, however, because of the many valleys and passes scattered throughout.

Osterland's one remaining major city is Vien, famous for its food and entertainment. A lord halfheartedly rules over the country from Vien, but the myriad small country villages pretty much follow their own ways. Mutations are common. Farming and forestry are the dominant ways of life.

Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1 to DEX and CHA. Replace any Class Background roll of Sailor with Hunter.

Persia

Persia encompasses present-day Iran and part of Iraq. Most of Persia is a large plateau strewn with mountains, from which emanate rivers, carving fertile valleys on their way to the deserts. The deserts are ancient sea-beds, which is to say, salt flats, and are very barren. In the mountains and unfarmed valleys are howling wildernesses, inhabited by many different types of animals. Little land is arable. Most Persians are nomads, following their flocks and herds around to protect them.

Central Persia is ruled from Hamadan by a queen. At the time of the Hawkmoon novels, Queen Frawbra was quelling an uprising of her brother's. Persia is a war-like country, and rulership changes hands often.

Persians are swarthy, with dark hair and eyes. They are slim and usually short. Roll 1d6 for body frame: 1-4 = light, 5-6 = medium. Add 1d3 to DEX and CHA. Subtract 1d3 from SIZ if it is 10 or more.

Romania

Romania is another mountainous Slavic country, made up about equally of forested mountains and cultivated grasslands. Dangerous natural predators inhabit the wilderness, but mutations are few. Cities are few. Small farming communes contain the majority of the population, who are highly religious. The people are self-sufficient. When country-wide decisions are needed, each area sends its own Elector to a national assembly governed by an ailing queen in Bukarest.

Romanians are average in height and build with hair and eyes mostly variations of brown. Roll 1d6 for body type: 1 = light, 2-5 = medium, 6 = heavy. Add 1d3 to POW.

Scandia

Scandia includes what was once Norway, Sweden, and Finland. The land is richly watered and forested, and the western parts are full of rocky crags. There are no real rulers. Each small group of farms has a lord who watches over it and fights invaders. The economy is bolstered by piracy.

Scandians are tall, hale, and fair. Body frames are medium. Add 1d4 to STR, SIZ, and CON, subtract 1d4 from DEX, if DEX is 10 or more.

Shekia

Shekia includes ancient Bohemia and Slovakia. Farming and herding are the main sources of food. Iron is mined, but little is exported. Many cities were destroyed in the Tragic Millenium, and mutation levels are high. Bohemia is ruled by an aging king in Praha. Slovakia and Ruthenia are ruled by a dozen or more small tribal "lords."

Shekians are Slavs. They come in all human colors. Roll 1d6 for body frame: 1-4 = medium, 5-6 = heavy. Add 1d4 to CON. Subtract 1d3 from SIZ and 1 from DEX if these scores are 10 or more. Replace any roll of Sailor with Farmer.

Sicilia

Sicilia is Sicily — once part of Italy. It is now a separate nation, ruled by a prince at Palermo. It and its people are basically identical to Italians.

Slavia

Slavia corresponds almost exactly to ancient Yugoslavia and Albania. It is quite mountainous, with one large central plane. It is a monarchy, like Muskovia, and the people follow their ruler's orders to the letter. The forested mountains are dotted with small, self-sufficient villages. The wildlife is mostly natural, with little mutation. The mountains are rich in iron, copper, silver, and coal. Much valuable jewelry originates here.

Slavians, naturally enough, are typically Slavic. Hair, skin, and eyes range from light to dark. Roll 1d6 for body frame: 1-2 = medium, 3-6 = heavy. Add 1 to STR and CON, and subtract 1 from DEX, if DEX is 10 or more.

Switzer

Switzer is nearly all mountainous with a central farm plain. The weather is cool and rainy. Most inhabitants are farmers or herdsmen. They still make fine clocks here. Switzer was not seriously hit by hard radiation, though conventional war swept

over it. Native mutants are very rare, but immigrants from elsewhere fairly common. The Switzers are divided into separate cantons, each ruled by its own elected lord-for-life.

They are fair-skinned, light-eyed, and dark-haired. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Subtract 1 from STR and 1d4 from SIZ if these attributes are 10 or more. Add 1d4 to DEX and 2 to CHA. Replace any roll of Sailor with Farmer.

Syria

Syria makes up present-day Syria, Jordan, Israel, and Lebanon. The land is mostly desert and mountain, though along the Mediterranean coast agriculture thrives. The population is low, and the mutation rate high.

The deserts are wasteland. Only dry scrub and small animals live there. The land is hot, dry, and barren. Each separate tribe of people are ruled by a hereditary chieftain.

The Syrians are of Arab stock. Now, they are tall and thin with very dark skin, hair, and eyes. Western Syrians are mostly farmers, with a few sailors. The Eastern Syrians live on herds of goat, sheep, and such. They are quite warlike, and many are slavers.

Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Add 1d3 to SIZ and CON.

Turkia

Turkia is a land of rugged mountains. River valleys and rolling plains along the Mediterranean allow enough crops to keep the population alive, but only just. Turkia often has devastating earthquakes. The land is rich in iron and copper and often trades these commodities for needed items.

Turkia is broken up into many minor holdings, each ruled by petty lords. The herdsmen roam randomly with their animals across it all, and have their own chieftains. Turkia has much minor internal warfare and raids.

The land was washed with radiation in the Tragic Millenium, and mutation levels are fairly high. The people usually kill human mutants, for there is little enough to feed normal, healthy folk.

Turks are swarthy and tall, with black hair and eyes. Roll 1d6 for body frame: 1 = light, 2-6 = medium. Add 1d4 to SIZ and DEX. Subtract 1d3 from CON if it is 10 or more.

Ukrania

Ukrania is a flat plains, characterized by low rolling hills, a variety of tough mutant grasses, and low shrubs. Ukrania has a low population — it was engulfed during the Tragic Millenium and most of the original population died or fled. People are now filtering back in, however, drawn by the prospect of huge amounts of land waiting to be farmed.

The old cities are all but abandoned. A minor prince has laid claim to the whole area and has set up a capital at Kiev. In reality, his reach extends his grasp, and nobody further than 30- 50 kilometers from Kiev obeys his orders. The Mad God's

Castle is in Ukrania, and rumors of other lunatics and powerful mutants are rampant. Some of the worst mutations in Europe occurred here, and normal folk kill mutants when they can — more often, it is the other way round.

Ukranians are Slavs. In **Hawkmoon's** Europe, they are sullen and withdrawn, terrified of mutants and suspicious of strangers. If your character is Ukranian, his skin, hair, and eyes, are medium to dark. Roll 1d6 for body frame: 1-2 = medium, 3-6 = heavy. Add 1d3 to STR and 1d6 to CON. Subtract 1 from INT and 1d3 from DEX, if these statistics are 10 or more.

Yel

Yel is a harsh, deserted wilderness with large stretches of wasteland. Its old cities contain pockets of radiation and are very dangerous because of the mutants residing therein. Most of the small human population live in tiny hidden villages.

Natives of Yel are short, and often disfigured by mutation and their hard lives. Most adults are hunters, for the blasted soil is difficult to cultivate. Many Yelans are xenophobic, and kill outsiders.

They are dark-skinned and dark-haired. Their body frames are medium. Add 1d6 to STR and CON. Subtract 1d4 from DEX and subtract 1d6 from CHA if these scores are 10 or more. If you are from Yel, you are automatically a Hunter unless your Class Background indicates that you are a Farmer.

Amarehk

Amarehk is a huge continent, not all of which is explored here. It took a lot of radiation in the Tragic Millenium, and the ratio of normal creatures (and humans) to mutants is about 3:1, with local variations.

Travel is slow and difficult here, due to varying topography, dangerous wildlife, brutal climactic conditions, and hostile tribesmen. Most necessary long-distance travel is done by river.

Amarehk is a treasure house of ancient artifacts. If one dares brave the ancient, radiation-poisoned cities, he can lay claim to great riches.

Amarehkians, except for the inhabitants of Kanda, Baha, and Mexca, speak only dialects of the world-wide common tongue. Their most-used dating method is to name years and months after happenings important only in the community it occurred in. Thus, the same month has hundreds of different names, varying from "The Moon of the Great Drought," to "The Season Jahk Found the Purple Cow." Learned scientists and scholars use the ancient Gregorian calendar.

If you are creating a character from Amarehk, roll on the Amarehk Nationality table.

Baha

Baha is all desert and dry hills. The people do much fishing, and trade with other lands for wood to built boats. Baha has no rulers.

Bahans are short and dark. Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Add 1d4 to STR and 1d6 to CON. Subtract 1d4 from SIZ and CHA if these scores are 10 or more. Replace any roll of Noble, Scholar or Scientist with Sailor.

Caliphia

Caliphia is mostly wilderness. Much of it is a gigantic island, covered with radioactive ruins dating to before the Tragic Millenium. Mutants are numerous. Most of the normal humans are hunters, and some are even cannibals. A savage king rules the city of Svegs in the midst of a great desert.

Caliphians are generally tall and slim, with dark skin and light hair and eyes. Mutants, unless dangerous, live with normal humans within their communities. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1d3 to SIZ and CHA. Replace any roll of Scholar or Scientist with Hunter.

Chaton

One of the three main cities of the Free Territories, Chaton is another trade center, this time located on the Tensi River. Hill people from the Appalachians bring skins and crops from their mountain holdings to trade with the farmers from the Free Territories.

Amarehk Nationality Table

Use the following tables if you are creating a character from Amerehk.

d100	Homeland	d100	Homeland	d100	Homeland
01-03	Baha	31-32	The Kampps	67-74	Pavana
04-12	Caliphia	33-42	Kanda	75-84	Tribes
13-17	Chaton	43-52	Mexca	85-92	Wasiton
18-22	Demn	53-60	Migan	93-00	Xas
23-30	Forda	61-66	Narleen		

The people of Chaton can be of any human type. Roll 1d6 for body frame: 1-2 = light, 4-6 = medium, 6 = heavy. Their attributes are not altered. Replace any roll of Sailor with Merchant.

Demn

Demn is a huge trading center. Farmers and merchants for many miles come to sell their goods and crops here, from whence it is shipped downriver to Narleen and through

ROUGH MAP OF
AMAREHK
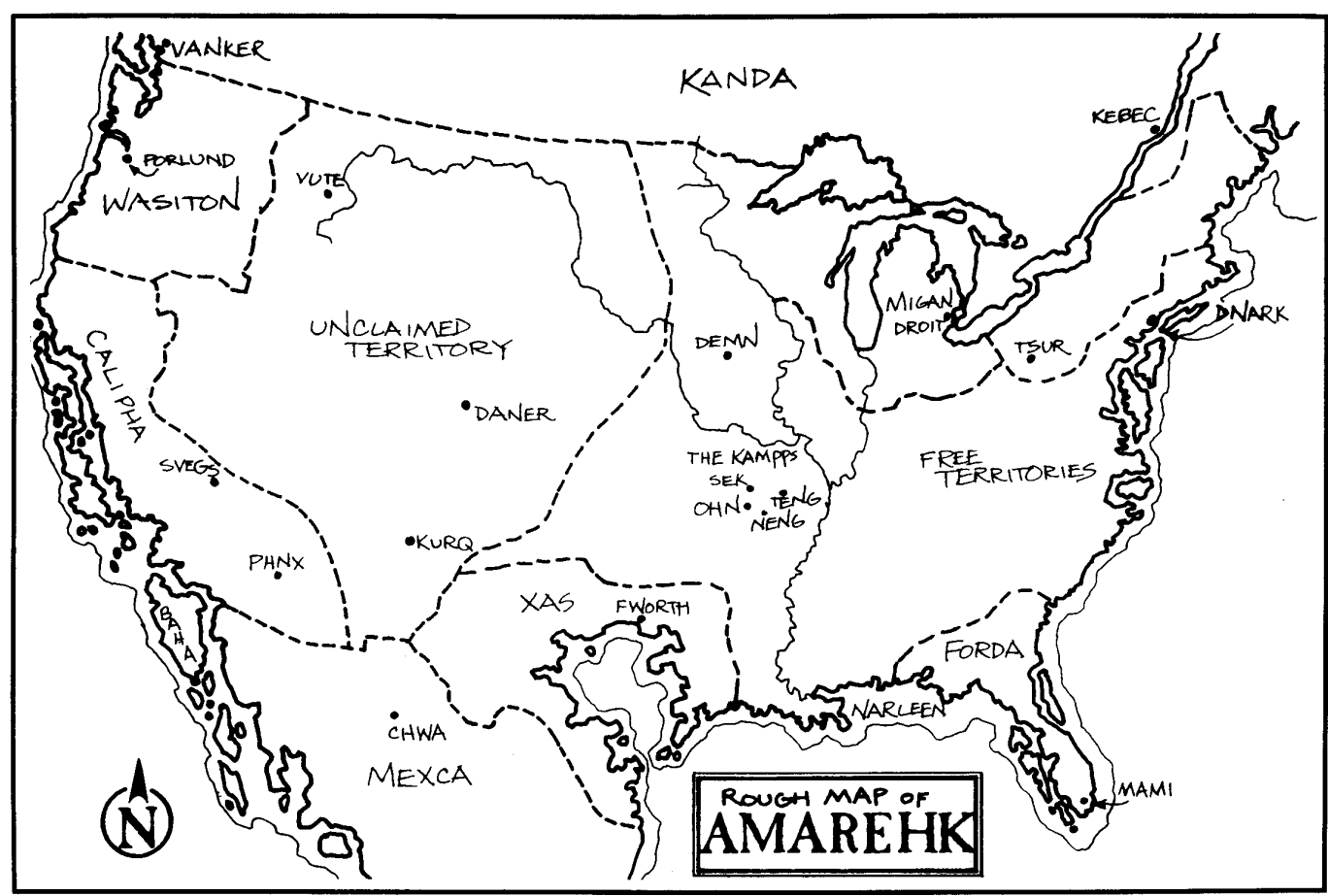
Amerehk. Almost any type of Amerehkian can be met here, from Kandan to Tribesman. Rarely, the Charki are encountered this far north, and cause mass panic, as Demn's people flee madly to avoid the unkillable horrors. After the Charki gorge, they leave, and business begins anew.

The people of Demn are mostly farmers and merchants. Roll 1d6: 1-2 = Farmer, 3-6 = merchants. All other occupations are filled by outsiders. They have medium body frames. Add 1d4 to STR and 1d6 to CON. Subtract 1d3 from POW and 1d4 from CHA if these attributes are 10 or more.

Forda

Forda is hot year-round. Flat-grassy lowlands make up the northern reaches of the country, and the south is swampland. The most dangerous creatures in Forda are alligators, many of which are mutated. Most Fordians live in coastal fishing villages. The entire land is loosely governed by a council made up of members of the larger towns. This council meets at Mami.

Fordans are very swarthy. Roll 1d6 for body type: 1-2 = light, 3-6 = medium. Add 1d3 to SIZ.

The Kampps

The Kampps were once a series of a hundred underground settlements, each holding an entire clan. When the Charki came, they began to sniff out the Kampps and destroy them. Now few Kampps are left. All inhabitants are related in some way, and share their Kampp name as a sur-name. The people know little of war, but are brilliant scholars and have access to many scientific wonders. The people live from underground hydroponic farms. Body frames are medium. Add 1d6 to INT. All Kampp dwellers are automatically both Scholars and Scientists.

Kanda

Kanda is a huge land to the north. No one is sure how far it reaches northward, but it is rumored that it meets with Asia Communista on the other side of the world. Eskimos certainly inhabit the distant reaches. The land is one vast pine forest, with extensive mountains, lakes, and rivers.

Few humans live here. The two cities, Vanker and Kebek, and the land around them are the only settled lands. The rest of the country is roamed only by an abundance of wildlife and a few of the Tribes.

Kandians are robust and light-skinned. Hair and eyes are dark. Body frames are medium. Add 1d3 to STR and 1d4 to CON.

Mexca

Mexca's northern parts are mostly mountain and desert. The southern reaches are covered in dense rain forest, full of dangerous animal life. The climate is hot and dry, with minimal rainfall. Mexca's hereditary Capitan resides in Chwaa. He is an absolute ruler wherever he travels, but can only exert intermittent rule over much of his vast country.

The people are tough and hardy, with dark skin, hair, and eyes. Roll 1d6 for body frame: 1-3 = medium, 4-6 = heavy. Add 1d4 to STR and 1d6 to CON. Subtract 1d4 from SIZ and CHA if these attributes are 10 or more.

Migan

Migan is slightly hilly and covered with birch and oak forests. It is humid in summer and very snowy in winter. It is fairly civilized, with one large city, and several smaller towns. The Mayor of Droit makes a yearly tour of all the major townships and practically rules the land, though in theory he is only "first among equals." All subsidiary towns pay Droit a tenth of their yearly profit.

Miganites are robust. Their complexion, hair, and eyes are light. Their body frames are heavy. Add 1d3 to STR and CON.

Narleen

Narleen is the most important port in Amarehk. Inside Narleen, walled off from the rest of the city, is Starvel, city of pirates. The nobility of Narleen and Starvel's pirate lords war constantly. If your character is from Narleen, he is average in every way. Roll 1d6 for body frame: 1-2 = light, 3-4 = medium, 5-6 = heavy. No modifications are made to his attributes. Replace any roll of Mutant with Craftsman, and any rolls of Farmer or Hunter with Merchant.

Pavana

Pavana is hilly and forested. The people have built factories and mass-produce farming tools, wagons, and simple muskets. Almost a third of the land's population lives in the ruler's city of Tsur and works in the factories there. The rest live on huge slave-worked plantations that provide food for all the population. The political system bears more than a passing resemblance to Fascism, and the people are oppressed, though compared to the lot of Granbretan's slaves, their lives are paradisiacal.

Pavanites are average in height, build, and color. Body frames are medium. Add 1d3 to CON. Roll 1d100. If the result is 01-20, roll on the Class Background Table normally. Otherwise, your adventurer is automatically a Craftsman or a Farmer (your choice).
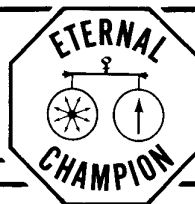
The Tribes

These people roam freely in small groups of 20-200 people over much of Amarehk. Each tribe has two homes: summer and winter. The Tribes are descended from Amerind stock. They barely felt the effects of the Tragic Millenium in their ancient reservation prisons, and took up the old ways once the wars were over.

The people of the Tribes are tall, dark-skinned, and black-haired and -eyed. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1d4 to DEX and CHA. If your adventurer is of the Tribes, he is automatically a Hunter. Roll 1d100. If the result is 01-20, he is also a Noble.

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures.
Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____	
CON _____	
SIZ _____	
INT _____	
POW _____	
DEX _____	
CHA _____	

Description

weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28

Weapon		Attack	Damage	Parry
	Bonuses _____%	_____%	_____	_____%
_____		_____%	_____	_____%
_____		_____%	_____	_____%
_____		_____%	_____	_____%
_____		_____%	_____	_____%

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
_____ _____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common _____/_____%
_____ _____/_____%
_____ _____/_____%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
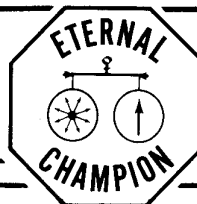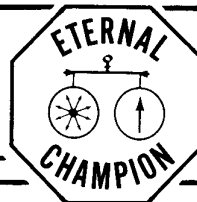Camouflage _____%
Conceal _____%
Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

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STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description

weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses _____%	_____	_____%
_____ _____%	_____	_____%
_____ _____%	_____	_____%
_____ _____%	_____	_____%
_____ _____%	_____	_____%

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
_____ _____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
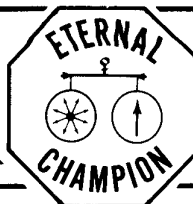_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common ___/___%
_____ ___/___%
_____ ___/___%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

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Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

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STR _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____

Description

weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
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Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common ___/___%
_____ ___/___%
_____ ___/___%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

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Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description

weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses _____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %

Notes

AGILITY bonus _____ %
Climb [+10%] _____ %
Dodge [+10%] _____ %
Jump _____ %
Ride _____ %
Swim _____ %
Tumble _____ %
_____ _____ %
_____ _____ %
_____ _____ %

PERCEP bonus _____ %
Balance [+10%] _____ %
Listen [+10%] _____ %
Scent _____ %
Search _____ %
See [+10%] _____ %
Taste _____ %
Track _____ %
_____ _____ %
_____ _____ %

KNOW bonus _____ %
Ancient Lore _____ %
Biological Lore _____ %
Cartography _____ %
Chemical Lore _____ %
Electrical Lore _____ %
Eval. Treasure _____ %
First Aid _____ %
Mechanical Lore _____ %
Memorize _____ %
Music Lore _____ %
Navigate _____ %
Craft _____ _____ %
Craft _____ _____ %
_____ _____ %
_____ _____ %

LANGUAGES
Speak/Read-Write
Common ___/___%
_____ ___/___%
_____ ___/___%

COMMUN bonus _____ %
Credit _____ %
Orate _____ %
Persuade [+10%] _____ %
Sing _____ %

MANIP bonus _____ %
Juggle _____ %
Pick Lock _____ %
Pilot Ornithopter _____ %
Sleight of Hand _____ %
Set Trap _____ %
Tie Knot _____ %

STEALTH bonus _____ %
Ambush _____ %
Camouflage _____ %
Conceal _____ %
Hide [+10%] _____ %
Move Quietly _____ %
Cut Purse _____ %

Possessions

Money

Wasiton

Wasiton is hilly with large stretches of fertile land. The northwest portion is covered with temperate rain forest. The people subsist on farming, fishing, and trapping. A hereditary governor rules from Porlun.

The inhabitants are fair-skinned, with hair and eyes of all shades. Roll 1d6 for body frame: 1 = light, 2-5 = medium, 6 = heavy. Their attributes are unmodified.

Xas

Xas is hot and humid. It is mostly plains. Most of the populace live in tribal groups of wandering hunters or in fishing towns along the less dangerous shores of the inland Sea of Xas. The sea teams with life, the most dangerous of which are titan sharks growing up to 200 feet long.

The people are short and slim, swarthy, with light hair but dark eyes. They decorate themselves with colorful scars and tattoos. They have an awe of technology bordering on superstitious dread. Anyone displaying advanced science is either killed, or coerced to join the tribe. Body frames are light. Add 1d3 to CON and 1d6 to DEX. Subtract 1d4 from SIZ and 1d6 from CHA, if these attributes are 10 or more. Replace any roll of Noble or Scholar on the Class Background table with Sailor. Replace any roll of Scientist with Hunter.

Ability Bonuses & Attributes

Your adventurer's natural abilities (his attributes) affect his skills. If he is clumsy, stupid, and weak, his skills are lessened. If he is adroit, smart, and strong, his skills are correspondingly higher. An attribute that falls within the range of 9-12 is considered to be average — it does not benefit or reduce one's skills. Higher or lower attributes may give you a bonus or reduction, depending on the skill.

It is perfectly plausible to gain points with some attributes and lose them in others. You may even end up with a negative number as your ability "bonus." Your final bonus should be expressed as a percentile, such as +7%, or -3%. Whatever this bonus turns out to be, it is added to all the skills within that category. If one or more of the attributes applying to a particular skill category change, the bonus must be refigured on the basis of the new attributes.

Skill bonuses for non-humans, such as beasts, mutants, etc., are figured the same way. Since many such creatures have relatively high attributes, they may seem frighteningly high when compared to an ordinary person. But remember, an ordinary person wouldn't stand much chance against, say, a bear in hand-to-hand combat.

A magically-assisted skill bonus might carry a skill rating above 100%. In such cases, use of the skill always succeeds. If your attack is higher than 100%, your attacks always hit unless they are parried. Remember that a roll of 00 is always a failure, no matter how high your skill rises.

Attack Bonus

Your adventurer's untrained ability to land a blow in combat, based on his STR, INT, POW, and DEX. For each point over 12 in these four attributes, you get a 1 percentile increase in Attack ability with any weapon. For each point below 9 in any of these, you must subtract 1 percentile from your Attack ability.

Parry Bonus

Your untrained ability to block a blow in combat, by interposing something (usually your own weapon or shield). Strength, luck, and speed all help you block that block, but large size is a detriment (you're a bigger target). For each point over 12 in STR, POW, and DEX, add 1 percentile to your parry ability. For each point below 9 in those three attributes, subtract 1 percentile. For each point above 12 in your SIZ, subtract a percentile from your parry, and for each point under 9, add a percentile.

Agility Bonus

The ability to perform acrobatic endeavors and actions requiring strength and coordination. Once more, great size is a detriment. For each point over 12 in STR, POW, and DEX, add 1 percentile; for each point under 9, subtract 1. For each point of SIZ under 9, add 1 percentile, and for each point over 12, subtract 1.

Communication Bonus

Communication skills are used to transmit your thoughts and desires to others. Well-used communication skills usually leave' a good impression. For each point over 12 in CHA, INT, and POW, add 1 percentile to your bonus. For each point below 9, subtract 1.

Knowledge Bonus

These skills depend on your ability to memorize and comprehend a body of knowledge. It depends only on your adventurer's INT and his age. You get to add 2 percentiles for each point over 12 in your INT rating. In addition, you get +1 percentile for each year you are older than 25. Nobles add +2 percentiles for each year they are older than 25, and Scholars and Scientists add 3 percentiles for each year older than 25. This is because Nobles, Scholars, and Scientists have a greater chance to actually study things.

Manipulation Bonus

Skills requiring fine hand control. For each point over 12 in STR, INT, POW, and DEX, you get to add 1 percentile. For each below 9 in those four skills, you must subtract 1.

Perception Bonus

With these skills, you can extract specific information from

your senses, avoid foes, and find prey. For each point over 12 in your INT and POW, add 1 percentile to your bonus. For each point under 9, subtract 1.

Stealth Bonus

These skills let you avoid being noticed. For each point over 12 in INT and DEX, add 1 percentile to your bonus; for each point under 9, subtract 1. Great SIZ, of course, is a handicap. For each point of SIZ over 12, subtract 1 percentile from your bonus, and for each point under 9, add 1.

Hit Points

This is not an ability bonus, but derived from your attributes. Your basic hit points are equal to your CON. For each point of SIZ over 12, add 1 to your hit points. For each point of SIZ under 9, subtract a point. However, the SIZ modifier cannot reduce hit points beneath half one's CON. This formula is used in creating all types of living beings.

Your hit points measure how tough you are. When you're wounded, mark off the damage points taken directly on the Hit Point section. Damage can be repaired only through rest and time. If your adventurer's hit points ever drop to 0 or less, he dies. There is no resurrection or reincarnation in the world of **Hawkmoon**, so be careful. Once you die, that's it.

Example: Orso the Muskovian has a CON of 18 and a SIZ of 17. He gets 18 hit points for his CON and an extra (17-12=) 5 for his SIZ. His total hit points are 23.

Damage Bonus

This, too, is not an ability bonus, but is derived from your attributes. The bigger and stronger you are, the more damage you do when a blow connects. Add your STR and SIZ together, then consult the following table.

Damage Bonus Table

Use this table to compute your character's Damage Bonus.

Additional Damage by Weapon Type		
STR+SIZ	Melee†	Missile‡
02-16	-1d6	-1d4
17-24	no effect	no effect
25-40	+1d6	+1d4
41-50	+2d6	+2d4
51+	+3d6	+3d4

† this is added to the damage done by any melee weapon, including hands and feet, used by the adventurer.

‡ this is added to the damage done by any thrown or missile weapon used by the adventurer. Bigger, stronger characters use stronger bows, plus can throw objects harder.

Class Background

Roll for your adventurer's occupation on the Class Background table. His nationality may modify the use of this table.

It is possible for a character to have two (or more!) professions. For instance, all citizens of the Kampps are simultaneously Scholars and Scientists. In such cases, the adventurer receives all skills from both professions. If a particular skill is taught in both backgrounds, take the higher of the two. Taking our previous example, the Scholar profession provides Memorize 50+ and Scientist provides Memorize 40+. Hence, Scholar-Scientists receive Memorize 50+.

Class Background Table

Roll d100 to determine the social class of your character's parents. This helps determine your character's previous experience.

d100	Class	d100	Class
01-10	Craftsman	51-60	Sailor
11-20	Farmer	61-70	Scholar
21-30	Hunter	71-75	Scientist
31-40	Merchant	76-80	Thief
41-45	Mutant	81-00	Warrior
46-50	Noble		

Craftsmen

Craftsmen make items or offer services for barter and sale. It includes all sorts of trades, such as bakers, miners, fletchers, herbalists, smiths, and tailors. Your exact craft should be chosen in consultation with your gamemaster. If you obtain a level of 90% or more in your Craft, you become a master, and may instruct other characters in that craft, though no one pupil can learn more than 10% from you. Your initial skill rating is 70% plus your Manipulation bonus. In addition, you may add 3 to your DEX. Your Craft is the only skill you get, except for the 1d6+2 "extra" skills provided to everyone (see below).

You start out with your INT x 1d100s and a set of appropriate tools for your trade.

Farmer

Farmers till the soil and raise animals. Actually, the Tragic Millenium Earth has far more farmers than the Class Background table seems to indicate, but most of them have to

stay at home and farm — only a lucky few get to become adventurers. If your adventurer is fresh off the farm, you have these skills:

- Blacksmith Craft — 20% + Knowledge bonus
- Track — 20% + Perception bonus
- Plant Lore — 20% + Knowledge bonus
- Cudgel Attack — 30% + Attack bonus
- Cudgel Parry — 30% + Parry bonus
- Hatchet Attack — 15% + Attack bonus
- Hatchet Attack — 15% + Parry bonus
- Two-Handed Spear Attack — 20% (counting bonuses)
- Two-Handed Spear Parry — 20% (counting bonuses)

Your character begins play with his INT x 1d20s, a cudgel, and a hatchet. He does not get a spear, though he has skill in it.

Hunter

Hunters kill wild animals for meat, horn, and hide. They frequent the many wilderness areas of Tragic Millenium Earth. If you are a hunter, your beginning skills are:

- † Attack in melee weapon of choice — 25% + Attack bonus
- † Parry in melee weapon of choice — 25% + Parry bonus
- Missile Weapon Attack — 30% + Attack bonus
- Set Trap — 50% + Manipulation bonus
- Ambush — 50% + Stealth bonus
- Track — 50% + Perception bonus
- Blacksmith Craft — 20% + Knowledge bonus

† must be any one-handed weapon or any spear.

You begin play with 1d100s and your chosen melee and missile weapons.

Merchant

Merchants buy and sell. Your character might have been either a shopkeeper or a bold wandering trader (your choice). Since merchants are literate, they can automatically Read/Write any language at their Speak level. Your merchant's starting skills are:

- † Attack in melee weapon of choice — 40% + Attack bonus
- † Parry in melee weapon of choice — 40% + Parry bonus
- ‡ Read/Write Common — 70% + Knowledge bonus
- ‡ Credit — 40% + Communication bonus
- Persuasion — 50% + Communication bonus
- Evaluate Treasure — 80% + Knowledge bonus

† Shopkeepers have only 20% + bonus in weapons.
‡ Traders have only 40% + bonus in Read/Write Common.

You start out with your weapon of choice, and any armor you can get using your Credit skill. You also have your (INTx5) x 1d100s.

Mutant

If you rolled this, you are an outcast, surviving on the fringes of society, picking up what skills you can to improve your lot. Reduce your APP by 1d6. Mutants get 2d6+2 extra skills instead of 1d6+2 (see below, under *Other Skills*, for

explanation). Your attributes may be further altered because of your mutations. Read the chapter on mutation in the **Hawkmoon** *Science Book*. Follow the procedure for *animals*, but you must discuss your mutant character, and his/her mutant powers, with your gamemaster.

Noble

Nobles are the wealthy class of society. You are likely to be a younger son, barred from inheriting your parents' vast lands, and so forced to adventure to seek your fortune. If your INT is 13 or more, roll again on the Class Background table to pick up the skills of a second class. If Noble is rolled again, you are closely related to royalty — roll 1d6+1 to see how many people are between you and the throne. Unless another noble with a higher CHA is in your group, you should be the initial leader of any group of adventurers. Nobles are literate. You can automatically Read/Write any language with a skill equal to your Speak. As in life, nobles are about the best class to be. They are the only adventurers beginning with substantial money. If you are a noble, spend some time with the gamemaster working out the details of your estate, reason for adventuring, etc. Your skills are:

- Credit — 40% + Communication bonus
- Attack in weapon of first choice — 40% + Attack bonus
- † Parry in weapon of first choice — 40% + Parry bonus
- Attack in weapon of second choice — 20% + Attack bonus
- † Parry in weapon of second choice — 20% + Parry bonus

† if chosen weapon is a missile weapon, you do not get a corresponding Parry.

You have property worth 10,000 x 1d100s, your weapons of choice, and any armor you want. You also have 100 x 1d100s cash.

Sailor

Though some trade does happen by ship, most sailors in Tragic Millenium Earth are fishermen. Amarehk has many riverboats, and plenty of sailors there have never taken ship over salt water. Roll 1d10. If the result is 9, your character is Mate — add 5% to all Sailor skills. If the result is 10, he is Captain — add 10% to all Sailor skills. Beginning skills are:

- Swim — 50% + Agility bonus
- Tie Knot — 70% + Manipulation bonus
- Climb — 40% + Agility bonus (Climb Rigging at 75% + bonus)
- Balance — 50% + Perception bonus
- Attack in melee weapon of choice — 40% + Attack bonus
- Parry in melee weapon of choice — 40% + Parry bonus
- (Captains & Mates only) Navigation — 80% + Knowledge bonus

You begin play with your chosen weapon and your INT x 1d20s. Mates start with (INTx5) x 1d20s. Captains start with (INTx10) x 1d20s.

Scholar

Scholars are the history-keepers of the world. They compile knowledge of the world, both ancient and modern, and are often philosophers as well. Some share their lore with any who

seek it; others hoard it like a miser hoards gold. Scholars are literate, so any spoken language is written at the same level. For each year spent as a scholar over age 25, you may add 1 to your INT — however, you must roll higher than your current INT on 3d10 (a range of 3-30) to gain the increase. Some years, all a scholar's research proves futile. Scholars are literate, and automatically Read any language at their Speak level. Beginning skills are:

- Speak any two ancient languages — 40% + Knowledge bonus
- Persuade — 20% + Communication bonus
- Credit — 20% + Communication bonus
- Memorize — 50% + Knowledge bonus
- Any one knowledge skill — 50% + Knowledge bonus
- Any other three knowledge skills — 40% + Knowledge bonus
- Attack in weapon of choice — 20% + Attack bonus
- † Parry in weapon of choice — 20% + Parry bonus

† if chosen weapon is a missile weapon, you do not get a corresponding Parry.

A Scholar begins play with your weapon of choice, 1d6 minor artifacts and books (discuss the nature of these with your gamemaster), and 1d100 x 10s.

Scientist

Scientists range from selfless researchers to efficient technicians to evil savants like the sorcerer-scientists of Granbretan. Scientists, like scholars, automatically Read any language at their Speak level. For each year spent as a scientist over age 25, you add +1 to your INT — however, you must roll higher than your current INT on 3d10 (a range of 3-30) to gain this increase. Some years a scientist performs routine duties and learns nothing. Scientists get:

- Read/Write.Common — 80% + Knowledge bonus
- Read/Write Native Tongue — 80% + Knowledge bonus
- Read/Write Ancient Tongue — 40% + Knowledge bonus
- Any one Lore — 60% + Knowledge bonus
- Any second Lore — 40% + Knowledge bonus
- All other Lores — 25% + Knowledge bonus
- Memorize — 40% + Knowledge bonus
- Craft — 40% + Manipulation bonus
- Attack in weapon of choice — 20% + Attack bonus
- † Parry in weapon of choice — 20% + Parry bonus

† if chosen weapon is missile weapon, you do not get a corresponding Parry.

You begin play with your chosen weapon, your (INTx10) x 1d100s, and 1d6 scientific gadgets or pieces of equipment appropriate to your field of interest (discuss this with your gamemaster).

Thief

Parasites of civilization. Thieves living in primitive areas are generally better classified as "robbers." Thieves start out with:

- Attack in one-handed weapon of choice — 35% + Attack bonus
- Parry in one-handed weapon of choice — 35% + Parry bonus
- Dagger Attack — 45% + Attack bonus
- Dagger Parry — 45% + Parry bonus
- Read/Write Common Tongue — 25% + Knowledge bonus
- Climb — 1d100% + Agility bonus
- Conceal — 1d100% + Stealth bonus
- Jump — 1d100% + Agility bonus

- Pick Lock — 1d100% + Manipulation bonus
- Listen — 70% + Perception bonus
- See — 1d100% + Perception bonus
- Search — 1d100% + Perception bonus
- Move Quietly — 50% + Stealth bonus
- Cut Purse — 1d100% + Stealth bonus
- Evaluate Treasure — 50% + Knowledge bonus

You start play with a dagger, your chosen weapon, and 5 x 1d20s.

Warrior

Tragic Millenium Earth is a brutal place. Some cultures are extremely warlike, and glorify soldiers exceedingly. The most ferocious culture in the world, of course, is Granbretan. Other nations keep soldiers purely for self-defense. Your adventurer may have any of a number of reasons for learning armed combat. Whatever your motive, you get:

- Attack in weapon of first choice — 50% + Attack bonus
- † Parry in weapon of first choice — 50% + Parry bonus
- Attack in weapon of second choice — 40% + Attack bonus
- † Parry in weapon of second choice — 40% + Parry bonus
- Attack in weapon of third choice — 30% + Attack bonus
- † Parry in weapon of third choice — 30% + Parry bonus
- ‡ Ride — 25% + Agility bonus

† if chosen weapon is missile weapon, you do not get a corresponding Parry.
‡ roll 1d6: on a roll of 1-3 you spent time in the cavalry or dragoons
— take a Ride skill of 65% + Agility bonus instead.

You get all three chosen weapons plus whatever armor you like. You also get your INT x 1d100s.

Other Skills

Your adventurer's previous profession determines most of his initial skills. In addition to these, he receives 1d6+2 extra skills which he may choose himself. To determine his skill level in each such skill, roll 1d100 and divide the result by 2 (round fractions up); then add your ability bonus, if any.

Each weapon skill is really two skills — Attack and Parry, so for each weapon's Attack and Parry learned, count it as two skills out of your total 1d6+2. However, only roll the 1d100 for the skill level once for each weapon. Naturally, you might choose not to learn Parry for a missile weapon or Attack for a shield. If you belong to a literate class (merchants, nobles, scholars, scientists), you can both learn to Speak and Read/Write a language with a single skill roll. Other classes must learn these two skills as two skill rolls.

Jump, Climb, Dodge, Balance, Persuade, Listen, and Hide are known to all humans at 10%. If these are picked as extra skills, add the 10% to the roll of 1d100 divided by 2. Otherwise, the skills are at 10% + appropriate bonus.

All other skills (except Language skills) have an initial level equal to your adventurer's ability bonus. If you succeed in using one of these basal-point skills, you can try for an experience gain, and continue improving it with further skill rolls in later adventures.

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION
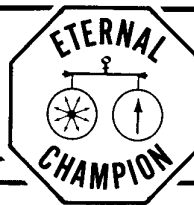
CHARACTER SHEET

NAME **CRISE SPINSER** SEX **M** AGE **25** PLAYER **Jim**

NATIONALITY **HOLLANDIA** CLASS **Hunter**

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR	13
CON	15
SIZ	9
INT	15
POW	13
DEX	7
CHA	7

Description

weight **130 Lbs.** height **5'3"**

AVERAGE BUILD
Ruddy CAST, handsome
Aquiline NOSE
Red-head
Almost Too Clever
Smart Mouth

ARMOR **none** Major Wound Level **8**

Hit Points **15**

01	02	03	04	05	06	07
08	09	10	11	12	13	14
(15)	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses	+3 %	0	0 %
BATTLE AXE	28 %	1D8+2/2	25 %
Thrown Rock	33 %	2D4	— %
	%		%
	%		%

Notes **BATTLE AXE damage is halved due to Crise's poor DEX.**

Afflictions/Mutations

AGILITY bonus **0** %
Climb [+10%] **27** %
Dodge [+10%] **10** %
Jump ____%
Ride ____%
Swim ____%
Tumble ____%
____ ____%
____ ____%
____ ____%

PERCEP bonus **+4** %
Balance [+10%] **14** %
Listen [+10%] **53** %
Scent ____%
Search ____%
See [+10%] **39** %
Taste ____%
Track **54** %
____ ____%
____ ____%

KNOW bonus **+6** %
Ancient Lore ____%
Biological Lore ____%
Cartography ____%
Chemical Lore ____%
Electrical Lore ____%
Eval. Treasure ____%
First Aid ____%
Mechanical Lore ____%
Memorize ____%
Music Lore ____%
Navigate ____%
Craft **Smith** **26** %
Craft ____ ____%
____ ____%
____ ____%

LANGUAGES
Speak/Read-Write
Common ____/____%
____ ____/____%
____ ____/____%

COMMUN bonus **+2** %
Credit ____%
Orate ____%
Persuade [+10%] **12** %
Sing ____%

MANIP bonus **+3** %
Juggle ____%
Pick Lock ____%
Pilot Ornithopter ____%
Sleight of Hand ____%
Set Trap **53** %
Tie Knot ____%

STEALTH bonus **1** %
Ambush **51** %
Camouflage ____%
Conceal ____%
Hide [+10%] **41** %
Move Quietly ____%
Cut Purse ____%

Possessions

BATTLE AXE
Bag of Rocks
Clothes
Heavy Cloak
Lucky Rock

Money

17s

Crise Spinser

Throughout these rules will be described the life and times of a certain Crise Spinser, adventurer extraordinaire. He will illustrate certain portions of the **Hawkmoon** rules. Let's roll him up right now and see what he is like. First, we'll need his basic attributes.

- STR: 13 — not bad. He's not the strongest kid on the block, though.

- CON: 15 — pretty good. Crise is sturdy, and probably has a lot of hit points.

- SIZ: 11 — average. That's okay, though, because if he was too big, his Agility and Stealth bonuses would suffer.

- INT: 15 — Crise is very intelligent and quick on the uptake. So far, the dice have been kind.

- POW: 13 — still going strong.

- DEX: 5 — *sigh* well, his other attributes are so good, they should make up for his abysmal DEX.

- CHA: 6 — Oh no! Maybe Crise has some grievous personality defect. Some discussion with the gamemaster establishes that Crise's personality is fine; it's just that he's as ugly as a monkey.

- AGE: 25

Next we find out Crise's nationality. The gamemaster's campaign is determined to take place in Europe, so 1d100 is rolled on the Europe Nationality table. The result is 36 — Hollandia. Looking up Hollandia, we discover that Crise must add 1d4 to his DEX, add 1d4 to his CHA, and subtract 1d4 from his SIZ. As things turn out, he loses 2 points of SIZ (reducing it to 9), adds 2 to his DEX, and adds 1 to his CHA. We roll for Crise's body frame, and find that his build is medium, with no other modifiers. Now, his scores are:

STR:13   CON:15   SIZ: 9

INT: 15   POW: 13   DEX: 7   CHA: 7

Now to figure his attribute bonuses: looking up the **Attack** bonus, we find that Crise gets 1 point for STR, 3 for INT, 1 for POW, and loses 2 for his crummy DEX, for a total Attack bonus of +3.

Moving on to his **Parry** bonus, Crise gets 1 for STR, 1 for POW, nothing for SIZ, and loses 2 for DEX. His total Parry "bonus" is 0.

His **Agility** bonus is, as it happens, exactly equal to Parry, so here, too, Crise's "bonus" is 0.

His **Communication** bonus gets 3 for his high INT, 1 for POW, and he loses 2 for his terrible CHA. This provides him with an unimpressive +2 Communication bonus.

Knowledge bonus is based solely on INT and age. Since Crise is 25, his age doesn't help any. So he only gets his INT points, which add up to a total of +6.

The **Manipulation** bonus is equal to the Attack bonus, so we won't bother figuring it out again. We'll simply write down +3, same as Attack.

His **Perception** bonus gets 3 for INT and 1 for POW, so he is fairly perceptive, with a +4 bonus.

His **Stealth** bonus gets +3 for INT, nothing for SIZ, and loses 2 (yet again) for that DEX. His bonus adds up to +1.

Hit Points are simply equal to his CON of 15, since his SIZ is neither greater than 12 nor less than 9.

Crise's STR and SIZ add up to 22. This means that he does not get any **damage bonus**.

Now for his **skills**. For occupation, he rolls 25: Hunter. His DEX limits the weapons available to him. He chooses battle axe for his melee weapon, and thrown rock (!) for his missile weapon. His Hunter skills are listed on his adventurer sheet (q.v.). Crise gets 1d6+2 more skills, too. His die roll is 3, so he gets 5 other skills. He could choose more weapons, but he's pretty happy with what he has, so he takes skills instead, choosing Swim, Climb, Jump, Dodge, and Listen.

He begins play with 1d100s (with characteristic bad luck, he rolls 17), and his chosen melee and missile weapons, in his case a battle axe and one or two well-chosen rocks.

The Game System

BY READING the Character Creation chapter, you have discovered that almost everything in **Hawkmoon** is based on a d100 (percentile dice) roll. Whatever you do, whether it is leaping a chasm, stabbing with a spear, or bargaining for a horse, is quantified as a percentage chance of success.

Notice that, no matter how bad or good you are, your chance of succeeding at something is never less than 01% and never greater than 99%. Even if your skill is 100%, if you roll 00, your skill attempt fails.

EXAMPLE: *Crise Spinser has a 28% skill with Battle*

Axe Attack. When he swings his axe at somebody, if he rolles 01-28 on 1d100, he strikes home. If he rolls 29 or more, he has missed. It doesn't matter why he missed — perhaps his opponent nimbly stepped out of the way, maybe he choked up and didn't even swing, or he might have just plain missed. Whatever the reason, the effects are the same.

Similarly, his Track skill is 54%. If he is trying to follow the trail of a wounded deer through the woods, he has a 54% chance of success. If he rolls 55 or higher on 1d100, he loses the trail and the deer gets away.

Critical Rolls and Fumbles

Exceptionally good or bad rolls are called respectively "critical successes" and "fumbles." These have quite specific results when applied to weapons use, and are further described in the Combat chapter. For now, suffice it to say that a critical success means that your skill was very successful indeed, and a fumble means that you failed so badly as to actively harm yourself or your companions.

The chance for getting a critical result is 1/10 your normal skill roll. If your skill is 50%, you'll get a critical result on a roll of 01-05 on 1d100.

The chance of getting a fumble result depends on your skill level. If your skill level is 01-50, you fumble on any roll of 99-00. If your skill is 51-99, you fumble only on a roll of 00. And if your skill is the magic 100, you don't fumble at all. However, a roll of 00 is still a miss — it's just not a fumble.

EXAMPLE: *Crise is tracking another deer through the forest. When the path gets a little blurred, he tries a Track roll and rolls 00, a fumble! The gamemaster decides that poor Crise has come across the spoor of a mutant lion, and blithely goes off after it, somehow mistaking it for the deer. Later on in the adventure, while Crise is racing madly through the forest, trying to escape the aforementioned lion, he comes across a tree trunk balanced across a stream. The mutated lion is hot on his heels, so he tries to race across as swiftly as he can, using his Balance skill. Wonder of wonders, he rolls 01 — a critical success. The gamemaster rules that he places his feet so surely that he can race across the tree trunk at normal running speed. The lion, less surefooted, must carefully pick its way along the trunk. By the time it gets across, Crise is long gone.*

Improving Skills

Jump, Climb, Dodge, Balance, Persuade, Listen, and Hide are known to all humans at at least 10% + appropriate bonus. All other skills (except Language skills) have an initial level equal to your adventurer's ability bonus or 5%, whichever is greater. Hence, in a sense, your adventurer has no need to gain more skills — only to increase those he already has!

Skills can be increased one of two ways: through training, and through experience.

Experience

If, during the course of an adventure, your character succeeds in the use of a skill while under pressure, you may ask your gamemaster for an "experience check." If the gamemaster agrees that the skill use deserved it, place a check next to that skill. At the end of the adventure, roll 1d100 for each skill in which you received a check. If your die roll (modified by INT — see below) is higher than your current skill rating, then you

go up by 1d10%. However, once your skill has reached or exceeded 90%, you no longer add 1d10 on a successful experience check. Instead, only 1 point is added. Normally, no skill ever exceeds 100%.

EXAMPLE: *Crise, with a skill of 29% in Battle Axe, gets into a fight with a Dark Empire Fly mask. He survives, and manages to get in a few good licks with his axe. With the gamemaster's benevolent acquiescence, Crise's player places a check by his Battle Axe skill. After the adventure ends, he rolls 1d100 to see if Crise learned anything about fighting with his axe and gets a 87. That's plenty high, so 1d10 is rolled to see how much better Crise gets. The result is 8, so now Crise has a skill of 37% in Battle Axe. In the same adventure, Crise succeeded in climbing a tree, so he can roll to see if his Climb skill improved. The 1d100 roll is 12, well below Crise's skill, so his Climb remains the same.*

Intelligent people learn more quickly, so for each point of INT your adventurer has over 12, he can add 1% to his 1d100 experience. However, INT below 9 does not decrease one's chance of success.

EXAMPLE: *Crise, in another adventure, is jumped by another Dark Empire Fly mask. He despatches his opponent, and can try once more to increase his Battle Axe Attack. His skill is now 37, and his die roll is 35, too low for an experience gain, normally. However Crise's INT is 15, so he can add 3% to his 1d100 experience roll, increasing it from 35 to 38. Success! A d10 is rolled for the experience gain, the result is 6, and Crise goes from 37% to 43% with his axe.*

Training and Skill Masters

Any individual attaining a level of 90% or more in any skill (for weapons, a 90% skill in both Attack and Parry is needed) becomes a Master of that skill.

Masters may train other characters in their skill, and can charge whatever the traffic will bear for that service. The individual receiving the training must be able to practice full-time for at least a week with the Master. He then rolls 1d6 and subtracts two from the result to see by what percent his skill improves. For weapon skills, roll separately for Attack and Parry. Obviously, if a 1 is rolled, the trained skill actually decreases! The Master made a mistake, or the student misheard something. Before any Master can train the same character in that particular skill again, the character must go out and use the skill in an actual adventure, gaining some additional skill with the weapon by making successful experience rolls.

Masters themselves cannot be trained by other Masters.

Attribute Rolls

Sometimes you will want to do things not covered by the various skills, such as picking up a huge rock, avoiding sea-sickness, or trying to figure out a complicated set of game

rules. The gamemaster may determine whether you succeed or fail by use of the "Attribute Roll." First, he decides which of your attributes applies to the task at hand (STR, CON, INT, etc.). Then 1d100 is rolled. If the roll is equal to or less than the chosen attribute x 5, the attempt succeeds. Otherwise, it fails. If you are trying a particularly difficult task, the attribute is multiplied by 3. For very hard tasks, the attribute is multiplied by 1. This last is called "rolling the attribute as a percentage."

EXAMPLE: *Crise sees a nice-looking woman at a nearby table in a French tavern. He winks at her, and tries to get her attention. The gamemaster rules that he must roll his CHA x 5 or less on 1d100 to impress her. His CHA is a feeble 7, but he manages to roll 24, which is less than the requisite (7x5 =) 35, so she smiles back and invites him over. Just as he sits down by her, the tavern door crashes open, and a burly rogue steps in, looks around, and strides over to their table. He tells Crise to get lost. Crise draws himself up to his full height (about 5'6") and tries to glare the rowdy down. The gamemaster rules that to impress this fellow, Crise will have to make an attribute roll against his SIZ. Since the ruffian is more than a little drunk, Crise needs to roll his SIZ x 3 or less to drum the message through. Crise's SIZ is 9, and he rolls 49, failure. The ruffian pulls out a knife, and Crise backs off, unsure what to do. He is saved by the timely intervention of the woman, who bashes a chair over the rogue's skull. The gamemaster decides that the drunken party-pooper needs to roll his CON x 1 or less to stay conscious after that conk on the head, and rolls 82. He drops as if poleaxed, and will not rise again for several hours.*

Improving Attributes

You can improve one of your attributes by use of the Attribute saving roll. Each time the gamemaster asks you to roll 1d100 against an attribute x 1 and you succeed, you get a chance to improve. Roll 2d6. If you roll a 7, the appropriate attribute increases by a point. If you roll a 2 (snake-eyes), you've impaired or injured yourself in some way, and the attribute decreases by a point.

Another way your attributes can be changed is rather frightening. If your adventurer is injured, the gamemaster may decrease your statistics fittingly.

EXAMPLE: *if your adventurer gets both hands cut off, he can reasonably expect a big decrease in DEX. It's up to the player and gamemaster to arrive at a fair amount.*

Movement

Three scales of movement are used in **Hawkmoon**.

DAILY MOVEMENT: this is used by the gamemaster to plot the position of a group of adventurers traveling long distances.

The gamemaster can always adjust the distance traveled, depending on weather or season, but the rates given on the Daily Movement Table can be considered to be average.

SCENARIO MOVEMENT: During an adventure, the gamemaster should usually run the game in 5-minute turns. In that time, a normal human can cautiously walk 120 meters, stroll easily 300m, or run about 1500m. A riding animal normally doubles this speed, though a walking horse doesn't go much faster than a walking man unless prodded.

MELEE MOVEMENT: A normal melee turn is 12 seconds (1/5 of a minute). Since a full turn is 5 minutes, an adventurer can normally move 1/25 as far. Since during combat, one moves quickly, if at all, a character can travel 60 meters in one turn, if he is unhindered. However, usually he has to keep an eye on his opponents, avoid fallen bodies, trees, etc., so the standard combat movement is considered to be 30 meters a turn.

Of course, when actually engaged in combat, loosing arrows, etc., an adventurer can move only very little, unless actively pursuing or fleeing a foe.

Though "standard" movement rates are given here, not everyone moves at the same speed. Adventurers whose SIZ is

Movement & Terrain Effects Table

To determine how far an adventurer or group of adventurers travels: 1) first find their mode of travel on the *Speed of Travel* table. 2) read across to find the rough distance the group moved. 3) on the *Terrain Effects* table, find all terrain types through which the group moved. 4) read across to find the modification(s) to the rough distance. All modifiers are cumulative. 5) modify the rough distance to determine the actual distance moved.

SPEED OF TRAVEL

Walking:	30 km a day of easy travel
Marching:	60 km a day of hard travel
Riding Horseback:	90 km a day of hard riding, unhindered by men on foot or slow-moving wagons
Traveling by Ship:	100-200 km a day, depending on wind

TERRAIN EFFECTS

Major River:	takes at least a day to cross, unless a ford, ferry, or bridge is available.
Forest:	2/3 normal speed
Rolling Hills:	2/3 normal speed
Mountain:	1/3 normal speed
Marsh & Swamp:	1/4 normal speed, unless using a boat on waterways.
Desert:	1/2 normal movement
Ice or Snow:	1/4 normal movement

higher than their STR are a little slower than average, while those with STR higher than their SIZ are a little quicker.

EXAMPLE: *if Crise is marching as swiftly as possible through an ice-covered swamp in northern Finland, he can only travel 60 km, divided by 4 for the swamp leaving him with 15 km, then divided by 4 again for the ice, for a total of about 3 1/2 km that day of floundering through crusted ice and dense growths of leafless plants.*

Injury & Death

All physical entities capable of death have hit points. Each time a character takes a point of damage, his hit points are reduced by one. When all hit points are reduced to zero, the character dies. Such hits are called wounds. There are three types of wounds.

MINOR WOUNDS: a minor wound is any wound whose damage adds up to less than half the character's original (unwounded) hit points. Minor wounds represent flesh wounds, cuts, and bruises. For each 4 hit points lost to minor wounds, the character's DEX is decreased by 1. Otherwise, minor wounds don't inhibit a character's fighting ability, except that, like any other wound, too many minor wounds can add up and reduce one's hit points to zero, killing him.

EXAMPLE: *Crise has 15 hit points. Any wound doing 7 or fewer points of damage to him in a single blow is classified as a minor wound.*

MAJOR WOUNDS: a major wound is any wound whose damage adds up to half or more of the character's original (unwounded) hit points. Major wounds represent amputations, severed tendons, broken bones, and impalings. Two major wounds will kill anybody.

Anyone suffering from a major wound has his DEX immediately halved (round fractions up). His DEX returns to normal only when he has been healed to more than half his original hit points.

A victim of a major wound cannot keep fighting indefinitely, no matter how heroic he is. Most fighters stop battling after taking a major wound.

A major wound can turn into a mortal wound if the victim does not get medical help within the hour. If he receives no help of any kind, he must roll his CON or less on 1d20 or die. If the CON roll succeeds, he is permanently injured, and loses 1d6 CON, in addition to any penalty incurred on the Major Wounds table.

Anyone surviving a major wound, whether or not they have received medical help, must roll on the Major Wounds table to determine the long-term effects of the injury. These effects are permanent. Ordinary medical care cannot reverse any of the effects from this table, though highly advanced science might be able to do so.

Major Wounds Table

Use this table to determine the effects of a Major Wound upon a character.

d100	Major Wound Effect
01-50	You acquire an impressive scar, but no other ill effects.
51	Lose left eye — lose 2 points CHA and 2 points DEX.
52	Lose right eye — lose 2 points CHA and 2 points DEX.
53	Lose nose. Lose 4 points CHA and 3% from Perception Bonus.
54	Lose left ear, impair hearing. Lose 1 point CHA and 5% from Perception Bonus.
55	Lose right ear, impair hearing. Lose 1 point CHA and 5% from Perception Bonus.
56-57	Broken Jaw, loss of several teeth. Lose 2 points CHA and 1 point CON.
58	Severe injury to vertebra in back. Ability to move rapidly and handle heavy weights severely impaired. Reduce STR and DEX values by half.
59	Severe concussion and head injury. Lose 3 points INT and 3 points CHA. Reduction of all bonuses depending partially on INT value.
60-62	Mild concussion and head injury. Lose 1 point INT and 1 point CHA. Reduction of all bonuses depending pertially on INT value.
63-64	Damage to internal organs. Lose 1d6+2 points CON. Possible delayed fatality. Loss of Hit Points equal to loss of CON points. Reduction of bonuses depending on CON value.
65-68	Broken ribs. Lose 1d4 points CON. Loss of Hit Points equal to loss of CON points.
69-72	Broken left arm never heals properly. Lose 2 points of DEX.
73-76	Broken right arm never heals properly. Lose 2 points of DEX.
77-79	Amputate left hand and part of arm. Lose 4 points DEX.
80-82	Amputate right hand and part of arm. Lose 4 points DEX.
83-86	Broken left leg never heals properly. Lose 2 points DEX.
87-90	Brokem right leg never heald properly. Lose 2 points DEX.
91-92	Hamstring left leg, becomes totally useless. Lose 4 points DEX.
93-94	Hamstring right leg, becomes totally useless. Lose 4 points DEX.
95-97	Amputate part of left leg. Lose 3 points DEX.
98-00	Amputate part of right leg. Lose 3 points DEX.

Anyone unlucky enough to receive the same effect more than once in separate fights does not take the damage twice — he just gets another scar. Don't forget — if your attributes have been decreased, you need to lower the affected skills accordingly.

EXAMPLE: *Davd Worthles of Amarehk suffers a major*

wound. He rolls 54 on the table, and loses his left ear. His CHA is reduced by a point, and his Perception bonus goes down 5 percentiles. In a later fight, he suffers another major wound, and again rolls 54 on the Major Wounds table. Since he's already lost his left ear, he just gets a big scar. If he'd rolled 55, however, he'd have lost his other ear, another point of CHA, and another 5 points off his Perception bonus.

MORTAL WOUNDS: a mortal wound is any wound which delivers damage equal to or greater than the target's remaining hit points. The victim has died. You may as well frame his adventurer sheet — he won't need it any more. Some roleplaying games have supernatural resurrection or reincarnation of deceased characters. Not **Hawkmoon**.

Weapon Damage

The most common source of injury in the violent world of **Hawkmoon** are your fellow-men, and the weapons they carry. The subject of combat is discussed fully in the Combat chapter. Here, it suffices to say that each weapon has a separate damage rating which it can score vs. a target's hit points if the user succeeds in an Attack roll.

Fire Damage

A torch used as a club does 1d6 points of fire damage. However, whenever a creature or person is hit with an open flame, he must succeed in a POW x 3% roll or catch on fire (if he is in plate armor, a POW x 5% roll is sufficient). Anyone that has caught on fire takes 1d6 points of damage per round until the fire is doused. Armor is effective in blocking damage from fire until it heats up or is burned through (gamemaster's option as to when this happens). Anyone who loses more than half their hit points from fire, even if this happens over the course of several rounds, must roll on the Major Wounds table to determine scarring or permanent injury. In addition, he loses 1d10 points of CON permanently.

Falling From a Height

See the following table to determine falling damage. Armor does not help you resist a fall. In fact, plate armor-wearers suffer 1d6 extra points of damage if they fall.

Falling Damage

Find the distance fallen on the left-hand column. Read across to find the damage that the fall inflicts.

Distance Fallen	Damage
0 to 1.5 meters	1d4-2 (a result less than zero means that no damage was inflicted)
1.6 to 3 meters	1d6
3.1 to 6 meters	2d6
6.1 to 9 meters	3d6
9.1 to 12 meters	4d6
etc.	etc.

The Falling Damage table assumes that the victim has fallen to earth on the hard ground, rocks, pavement, or a similarly firm substrate. If he falls into water, a haystack, or some other soft medium, subtract 2d6 from the damage received. Hence, a person who fell 8 meters (25 feet) into a pile of mattresses would only take 1d6 damage.

Any Major Wound caused by a fall is considered to be a broken limb(s). Roll 1d6: 1 = shattered left arm, lose 2 points DEX; 2 = shattered right arm, lose 2 points DEX; 3 = left leg, lose 2 points DEX; 4 = right leg, lose 2 points DEX; 5 = both legs, lose 4 points DEX; 6 = internal injuries, lose 1d6+2 CON and become unconscious.

Anyone suffering a Major Wound from a fall continues to take damage at the rate of 2 hit points per hour until they die or are administered medical aid.

Disease

Disease is ubiquitous in Tragic Millenium Earth. Some diseases, such as smallpox and polio, had been wiped out by dedicated doctors and medical researchers. But when the Tragic Millenium began, all that changed. Plague, yellow fever, typhus, cholera, malaria; all returned as if from the dead to infect a weakened population. In addition, artificial sicknesses were unleashed as biological warfare, and terrifying ailments such as anthrax, contagious cancer, facial gangrene, and super-leprosy laid waste to whole nations. Most of the bioengineered sicknesses did their terrible work and then vanished, too deadly to support their own existence, but some remained, to take their place alongside mankind's more ancient scourges.

Three types of disease exist: lethal, non-lethal, and terminal. When an adventurer is exposed to disease, he must attempt to roll his CON x 2 or less on 1d100. If the CON roll fails, he gets sick. Once he has contracted the disease, he must try to roll his POW x 2 or less on 1d100 to recover properly.

If an adventurer succeeds in recovering safely from an non-lethal disease, such as tularemia or malaria, no lasting effects remain. If he does not make a proper recovery, he loses 1d4 CON.

If an adventurer contracts a lethal disease, such as typhoid or lockjaw, then even if he makes a full recovery, he loses 1d4 CON, but gains 1 POW from the experience. If the adventure fails to recover from a lethal disease, he dies.

If an adventurer contracts a terminal disease, such as rabies, sleeping sickness, or one of the man-made scourges of the Tragic Millenium, he dies. Regardless of recovery rolls. His only hope is that: A) some scientific installation or sorcerer somewhere has the secret to his cure and B) that his friends manage to find it in time.

Skills

THERE ARE EIGHT different skill categories, separated by type. These are: Attack, Parry, Agility, Communication, Knowledge, Manipulation, Perception, and Stealth. These skill categories are all explained in detail in the Character Generation Chapter, under Ability Bonuses.

An adventurer has a minimum percentage in any skill equal to his ability bonus or 5%, whichever is higher. However, certain skills are natural to all humans, and the minimum percentage in these is equal to 10% + the ability bonus. When these are chosen as extra skills in character generation, add 10% to the 1d100/2 roll. These "universal" skills include the Agility skills of Climb and Dodge, the Communication skill of Persuade, the Perception skills of Balance, Listen, and See, and the Stealth skill of Hide.

Attack and Parry — weapon skills are very important in **Hawkmoon's** violent world, and have been given their own chapter.

Agility Skills

These are all skills dependent on gross motor coordination. Most of these skills are trained into the reflexes of the user; an adventurer does not require profound intelligence or continual cogitation to be agile.

Climb

The ability to progress up or down walls, ropes, trees, or any other vertical surface. Some surfaces require the use of a rope to permit the Climb skill roll.

If the Climb roll is missed, the climber falls. Roll 1d100 to determine what percentage of the total height he made it to before dropping.

If an adventurer is trying to climb silently, he must succeed at both his Climb skill and his Move Quietly skill.

EXAMPLE: *Crise is trying to sneak into the Lonely Tower to rescue his friend Davd, who has been kidnapped by the Tower's inhabitants. At night, he tries to climb the tower's outer wall to get to the Tower's sole window, 12 meters up. His Climb skill is 29, and his Move Silently is only the basic 5%. He rolls 44 and 19 respectively, so he fails both. The gamemaster rolls 1d100 to determine how far Crise had gotten before his fall, and gets 57. Since 57 is about halfway, the gamemaster decides Crise falls when halfway there — a 6 meter drop for 2d6 damage. Not only that, but he made noise while trying to climb (not to mention the thump! when he hit the ground), and soon the Tower's red-armored guardsmen swarm out and take a dazed Crise prisoner.*

Dodge

Dodge is a type of combat skill. Each melee round, instead of parrying and attacking, an adventurer may Dodge his opponent. Thrown weapons can be Dodged, but not projectile weapons. For each successive object Dodged in a single combat round, one's chance for success is reduced by a cumulative 20 percentiles.

Jump

Anyone can make small jumps. A successful use of the Jump skill indicates that the adventurer has cleared three times his height horizontally or his own height vertically, whichever he desires. Alternately, he may have jumped less than that distance, but landed exactly on the spot desired (such as jumping through a small window).

For each STR point over 15 possessed by the adventurer, a third of a meter more can be jumped horizontally. Anyone wearing armor must subtract a meter from both horizontal and vertical jump distances.

Ride

Riding a horse is easy, as long as you aren't trying to get the horse to do anything complicated, like gallop, charge armed foes, or jump a fence. In combat, an adventurer's battle skill is equal to his Ride or weapon Attack and Parry, whichever is lesser. Failing a ride roll during a dangerous situation (jumping, galloping, etc.) indicates that the user fell off his steed. If he fumbled, he not only falls off but takes 1d10 damage.

The Ride skill also includes the ability to judge horseflesh, know about saddles and tack, and similar equine matters.

Swim

When a character is immersed in water, he can try three Swim rolls before he begins to drown. Missing the first roll costs him 1 point of damage. Missing the second costs him another point. Missing the third costs 1d8 damage, as he begins to drown properly, and each subsequent round does another 1d8 damage, with no chance of attempting any Swim roll. Only action by another adventurer can save him now. If he is rescued from drowning, a successful First Aid cures all the lost damage.

If the adventurer succeeds in one of his three Swim rolls, he can swim safely for some distance before another three rolls are necessary. Swimming while supporting another person takes two consecutive Swim rolls.

Tumble

This is the ability to leap and fall with perfect control. An adventurer falling less than 11 meters can attempt a Tumble roll to break his fall and land properly, suffering no hit point loss. Tumble is of no use for falls of 11 meters or more.

It can also be used to dive, twist, and roll in combat (in place of Dodging, Attacking, or Parrying). Success indicates that the user can move up to 1/4 his normal move plus all attackers must subtract his Tumble skill percentage from their Attack skills.

EXAMPLE: *Crise and Davd manage to overpower their turnkey and regain their weapons. They head for the Lonely Tower's entrance, but just at the closed gate they are attacked by a squad of guards. Dauntless, our two heroes charge into battle. Behind the guards, Davd sees the ratchet which controls the gate, and realizes that if he could only cut the rope securing it, the gate would crash open and at least Crise could get away. Davd tries to Tumble through the guards to get at the ratchet and cut it with his sword. His Tumble skill is 55% and he rolls 21, so it is a success. Four guards stab at him with spears as he dives past. The first three guards all have skills of 40% or less, and their Attacks are reduced to the basic 05% by Davd's Tumble — all miss. The fourth is the guard sergeant, who is at 80%, so still retains a 35% Attack chance. His blow, a 29, hits home and delivers 12 points of damage to Davd — a Major Wound! Davd courageously staggers to his feet and slashes through the ratchet before collapsing. Crise, rationalizing that staying behind would do Davd no good, flees madly through the now-open gate.*

Communication Skills

Communication skills are enhanced by high Intelligence, Charisma, and Power. An adventurer uses such skills to transmit by word or gesture his thoughts and desires to others. Good communication skills usually leave a good impression.

Credit

This is the adventurer's chance to get a loan, whether from some financial institution or by simply panhandling. If a character possesses Credit when he is first created, attempt a skill roll. If it succeeds, roll 1d10 and 1d100 and multiply the two scores together. The product is the number of extra silver pieces he begins play with. If the initial Credit roll fails, he gets no extra money. If an adventurer uses Credit to panhandle, he can get no more than 1d20s or so maximum. If he uses it to borrow money, the loaner may always demand collateral, charge exorbitant interest, etc. All the Credit skill does is ensure that a loan is forthcoming. Also remember that no matter how good a character's Credit is, there is a limit to how much can be borrowed at once. If a character asks for too much money, his Credit should be reduced accordingly.

Orate

The ability to sway others' emotions with rhetoric and emotional speech. It can be used in a mob situation to great effect. If the targets are permitted a few minutes to reflect upon the situation, they may realize that the orator's golden story has flaws. A fumble angers any listeners.

Persuade

This skill causes the target to agree with whatever the persuader is saying. It is only effective against one or two listeners. Persuade is no good when the target is an enemy, already firmly convinced of his own point of view, or when his options are severely limited (a jailor, for instance, is unlikely to free even the most persuasive prisoner).

If two characters each attempt Persuade on the other and both succeed, the character with the lowest skill roll (assuming he succeeds) wins the argument and persuades the other. A fumble indicates that the target is now convinced that the persuader is dead wrong.

Sing

A successful Sing roll indicates that the singer's song was pleasant, or imparted the emotions it was intended to impart. Music Lore provides the knowledge of many and varied songs, but Sing allows the character to perform them well.

This skill can be used to earn money. When Sing is performed successfully before a group of people, the crowd will throw 1d100s. If the skill roll is critical, they throw 1d100s x 5. This is dependent, of course, upon the wealth of the listeners. A song performed before a crowd of street urchins would likely net no more than 1d10s maximum, while the same song done before a king might get a hundred times as much.

Knowledge Skills

These skills usually depend on the ability of the adventurer to memorize and comprehend a body of knowledge, whether learned by rote at a campfire or deduced from endless pedantic lectures at a great university.

An adventurer gets at least his ability bonus or 5% minimum skill in all skills. All skills, that is, except Languages and Lores. These skills remain at 0%, regardless of one's Knowledge bonus, until he has been trained in that Lore or Language. It is necessary to be trained separately in Reading and Speaking. Once the character has been trained, he can add his Knowledge bonus to his newly-earned skill.

LORES: Lores are the only skills in **Hawkmoon** which cannot be bettered through experience — they can only be raised by training with a Master, encountering other users of that Lore, or by performing research.

When a Lore user encounters another person who possesses that Lore, the two can hold a prolonged talk, trade secrets, share anecdotes, and critique one another's technique, to their mutual benefit. The skill of the adventurer with the lower value in that Lore increases by 1d6%, and the skill of the adventurer with the higher value increases by 1d4%. If either adventurer has a Lore skill value of 90% or more, he can only increase by 1%. Moreover, if one adventurer's knowledge is half or less than the other's, his knowledge is so limited that his more experienced comrade can learn nothing from him, though the reverse is not true. Finally, an adventurer can only learn once from a particular individual in this manner. Such a discussion takes 2d6 days to properly complete.

A Lore user can perform research in his laboratory or library to raise his skill value. For each year of uninterrupted research, his skill value increases by 1d10% until it reaches 90% or more, after which each additional year raises him by 1%. He must own a properly-equipped laboratory or library to benefit from this.

A Lore user may wish to perform some experiment or create some product which requires use of more than one Lore. In such cases, skill rolls must succeed in each separate Lore to create or understand the particular subject. If a single roll is failed, the item cannot be comprehended, built, or operated.

EXAMPLE: *the mad dweller in the Lonely Tower, evil doctor Billam Hamblebom, has found a corroded, centuries-old battle tank used in the Tragic Millenium. Billam plans to equip his army with a thousand tanks, and send them forth to conquer. The gamemaster decrees that Ancient Lore is needed to comprehend the nature and mode of operation of the tank, Machine Lore is needed to manufacture them, Chemical Lore is needed to extract the clean alcohol necessary to fuel them, and Electrical Lore is needed to wire the interior lights and engine battery. Hamblebom must equip a chemical lab, an electronics lab, a machine shop, and a small library on ancient war-machines. Then he must find specialists in all four Lores and set them to work. Once he has succeeded in duplicating, fueling, and operating the tanks, he still needs the raw materials to build them.*
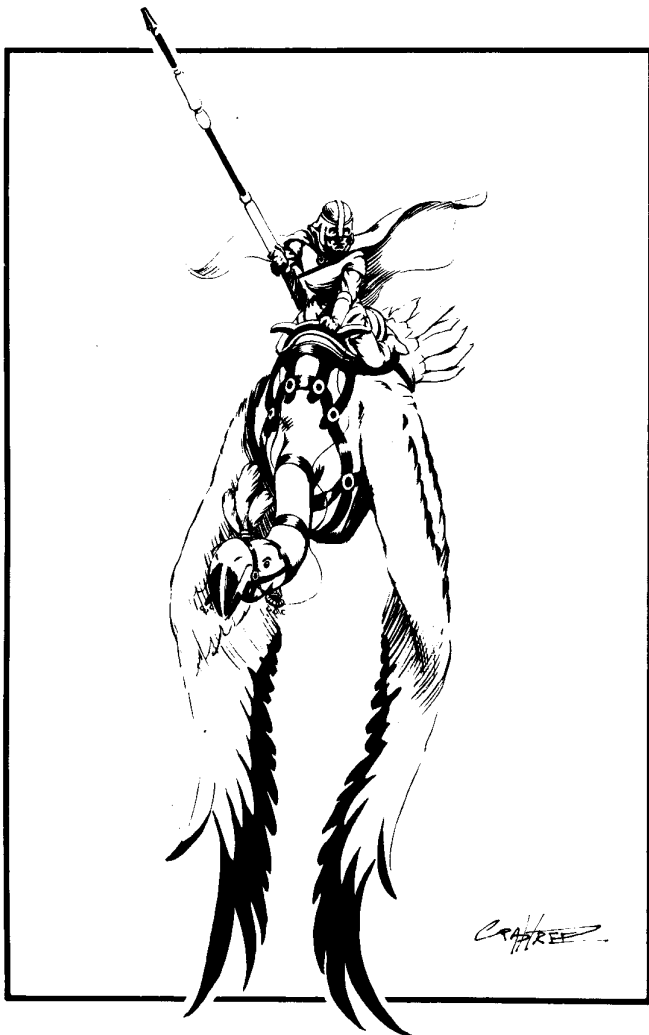

Ancient Lore

This skill represents the knowledge of old records and history. It can be used to identify the purpose of an ancient artifact, or to know the dates on which a particular historical event occurred. This skill is most often possessed by Scholars and Scientists.

Biological Lore

This is the knowledge of how living things function, and combines genetics, anatomy, taxonomy, and ecology into a single skill. It can be used in the laboratory to create controlled mutations, such as the baragoon.

For each 20% skill a character possesses in Biological Lore, add 5% to his First Aid. Biological Lore can be used to treat most diseases. If a Biological Lore roll succeeds, then the patient is cured. Curing a patient may take time and require proper equipment before the roll can be attempted.

To conduct bioengineering experiments, a scientist must have a proper laboratory. The details of constructing and maintaining such are left to the gamemaster, but such should

Biological Lore Skill Table

This table equates Biological Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e.,an adventurer with a 55% Biological Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill % Possible Effects

01-10 recognizes most common animals and plants and their basic natures.

11-20 recognizes exotic animals and plants; recognizes most common dangerous or poisonous plants and animals.

21-30 basic knowledge of ecology, animal behavior, and evolution.

31-40 Can bioengineer an increase or decrease in STR or SIZ by 1d3; can alter color of skin, fur, feathers, or eyes.

41-50 Can bioengineer an increase or decrease in STR or SIZ by 1d6; minor exterior alterations: +/- 1 armor point, thicker fur or hairless body, longer tail, etc.

51-60 Can evaluate and estimate abilities, behavior, and biology of previously-unknown plant or animal.

61-70 Can bioengineer an increase or decrease in any attribute by 1d6; complex exterior alterations: +/- 3 armor points, gliding flaps, spikes, etc.

71-80 Can bioengineer an increase or decrease in any attribute by 2d6; minor structural alterations: paws to hands, quadruped to biped, litters of young rather than single births, etc.

81-90 Can bioengineer an increase or decrease in any attribute by 4d6; major structural alterations: speech, herbivore to carnivore, immunity to certain type of poison, radiation-resistant, disease-carrier, etc.

91-00 Can bioengineer an increase or decrease in any attribute by 8d6; add unnatural body parts: wings, tail, extra legs, poison glands, etc.; create whole new abilities: breathe water, mental powers, luminescence.

be difficult, time-consuming, and expensive. Once the lab is built and filled with instruments, experiments can be conducted. Creation of a basic mutation in a chosen organism takes 60 (minus the researcher's INT) months and a successful Biological Lore skill roll. A failed skill roll may simply result in a failure to obtain the desired result or it may cause the death or maiming of the organism. The potential extent of the mutation is governed by the Biological Lore skill table.

The gamemaster must always rule on any attempted mutation the biologist is attempting to induce, and may decide that the mutation is too difficult for the scientist, or that it is accompanied with side effects.

EXAMPLE: *the ruler in the Lonely Tower, the mad doctor Billam Hamblebom (Biological Lore 83%), seeks to create a new type of riding beast from captured adventurers, to carry his warriors in pick-a-back style. He decides that he'll need to increase the SIZ and STR of the adventurers significantly, and chooses to raise each by the full 4d6 available to him. He wants nice docile mounts, so he chooses to decrease their INT by 2d6. He also wants them to be able to leap like kangaroos, which the gamemaster rules is a minor structural alteration, within the doctor's capabilities. His INT is 20, so he takes (60-20) or 40 months for each desired mutation (STR increase, SIZ increase, INT decrease, and leaping ability) for a total of 160 months of effort — three long years. At the end, he attempts four Biological Lore rolls and all succeed. He now has his new mounts. Alas, the gamemaster rules that the giant (SIZ 7d6) humanoids he has produced cannot simultaneously leap long distances and carry a rider. Hamblebom goes back to the drawing board — his new plan is to reduce the SIZ of his mounted warriors to the point that they will no longer inhibit their humanoid steeds' agility.*

Cartography

The ability to map correctly and estimate distances. It is especially useful in ruined cities, where one's way could easily be lost. If the map-making skill roll succeeds, then the user's map is correct. If it fails, his map is misleading in some way, chosen by the gamemaster.

Chemical Lore Skill Table

This table equates Chemical Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e., an adventurer with a 55% Chemical Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill % Possible Effects

01-10 Can identify common chemical compounds.

11-20 Can make simple chemicals, such as salt, lye, or dyes.

21-30 Can extract simple purified substances from natural sources, such as alcohol from fermenting grapes or lead from lead ore.

31-40 Can identify complex chemical compounds, such as drugs, hydrocarbons, or poisons.

41-50 Can extract complex purified substances from natural sources, such as nicotine from tobacco or kerosene from crude oil.

51-60 Can create simple but dangerous compounds, such as poison gas, explosives, or acids.

61-70 Can create simple chemical devices, such as gas masks, fire extinguishers, or smoke bombs.

71-80 Can manipulate and deal with radioactive substances.

81-90 Can create complex chemicals, such as hallucinogens, poison antidotes, or paralyzing gas.

91-00 Can create complex devices relying on chemical principles, such as acid cannon, oxygen generators, or helium gasbags.

Chemical Lore

This Lore allows the user to make chemical formulas and analyze unknown compounds. It helps a character identify chemicals and devices that operate on chemical reactions (such as batteries). To perform any but the simplest chemical analyses or experiments, a proper laboratory is needed. The details of creating this are up to the gamemaster, but a great deal of glassware, a variety of chemicals, and a heat source are all necessary. A Chemical Lore roll is needed for the success of any chemical operation.

Craft

Many types of Crafts exist, from leatherworking to tentmaking to masonry. All are involved with the manufacture of items from basic materials. The user must have the tools of his trade to use his craft. Every craftsman can labor on two levels of efficacy. To do something easy, such as shoe a horse, make a length of rope, fix a broken chair-leg, or fletch a few arrows, takes only 2d6 hours. To do something complex, such as forge a sword, make a ship's cable, hammer together a matched set of chairs, or craft a composite bow, takes 1d6 (12-hour) days complete. In any case, the Craft skill roll is attempted. If the roll succeeds, the desired item is created. If the roll fails, the item is still created, but it is simply an inferior piece of work. If the roll is fumbled, the first time the object is used, it breaks. If the creation roll is critical, then the object is superior in some way. Weapons might do an extra point of damage or two, armor might add a point or two to its protective properties, jewelry is worth even more than usual, and so forth.

Few or no characters can ever achieve skill in more than one craft. Sample crafts include those of Armorer, Baker, Basketweaver, Blacksmith, Bowyer, Brewer, Butcher, Candlemaker, Cobbler, Cooper, Fletcher, Goldsmith, Joiner, Mapmaker, Potter, Ropemaker, Tailor, Weaver, Wheelwright, and many more.

Electrical Lore

Electrical Lore allows the creation and understanding of electric schematics and artifacts. It often works hand-in-hand with Mechanical Lore. As always, proper equipment is needed to use this skill.

Evaluate Treasure

The ability to estimate the worth of an object. The object could be jewelry, furniture, clothing, or an objet d'art. The skill won't give exact values —just general estimates, and the actual selling price may be higher or lower. The user's skill level should be doubled when evaluating very common items, such as cooking pots, shoes, or oil lamps. His skill level should be halved when evaluating exotic items, such as war jaguars, oxygen tanks, or magic armor from the **Stormbringer** universe.

First Aid

A very important skill. First Aid can be used to help heal any physical injury, whether it be broken bones, burns, cuts, or suffocation. A successful First Aid indicates that the target will not lose any more hit points (if he has been doing so because of the nature of his injury), regains 1d3 hit points, and, given time and luck, will recover from his wounds, though he may show a scar or suffer other permanent injury.

A failed First Aid roll means that the victim's wounds were not treated effectively. A fumbled roll indicates that the would-be doctor has actively injured his patient, and caused damage equal to half-again as many hit points as he has already suffered.

A critical First Aid roll heals 1d3+3 points of damage and also may prevent long-term effects of a critical or major wound.

Only one First Aid roll can succeed per patient. Once the injuries are bandaged, they cannot be bandaged again for more healing effect.

EXAMPLE: *Crise and Davd are camping together when they are attacked by a wild dog pack. The dogs are easily driven off, but Davd is bitten for 6 points of damage. Crise tries to bandage it, but rolls 99. Since his First Aid roll is the unimpressive 6%, this is a fumble. Poor Davd takes an additional 3 points of damage. The gamemaster decides that Crise idiotically tried to sterilize the wound by searing it with a burning log.*

Machine Lore

This allows the creation and understanding of mechanical things and engines. Understanding and evaluating a machine's function does not usually take any special equipment, but manufacturing a machine requires a machine shop, with files,

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Electrical Lore Skill Table

This table equates Electrical Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e.,an adventurer with a 55% Electrical Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill %	Possible Effects
01-20	Knows that lightning and static electricity are two forms of the same power and that electricity exists.
21-40	Can make simple electric devices such as leyden jars and lightning rods.
41-60	Can understand how to use basic electrical devices, hook up batteries, read dials and switches, etc.
61-80	Can create basic electrical devices, such as electromagnets, generators, telegraphs, etc.
81-00	Can create and understand advanced electrical devices.

Machine Lore Skill Table

This table equates Machine Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e., an adventurer with a 55% Machine Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill % *Possible Effects*

01-20   Understands simple machines, such as pulleys, wagons, gears, etc.

21-40   Can create and build simple machines, such as waterwheels, pedal-turned lathes, and shot towers.

41-60   Can understand the use of moderately complex machines, such as steam engines, air pumps, cotton gins, or multi-speed bicycles.

61-80   Can build moderately complex machines, such as steam engines, etc.

81-00   Can build and understand very complex machines, such as internal combustion engines, ornithopters, etc.

map is correct. If it fails, his map is misleading in some way, chosen by the gamemaster.

Memorize

This is used to remember important things, such as poems, conversations, routes, diagrams, and so forth. If the roll fails, the character's memory either fails him completely or it is faulty in some way (gamemaster's choice).

Music Lore

The knowlege of music, songs, and tunes. It includes the ability to play some sort of musical instrument, though not to sing (which is covered under the Sing skill). For each 10% skill in Music Lore, the user can learn one musical instrument. All non- electronic instruments known today are used by at least one people on the Tragic Millenium Earth. In addition, several new types of instruments have been invented. Of these, perhaps the most bizarre is the evil Granbretanian Manpipes used only in Londra itself, which produces its "melody" by inducing pain in a number of slaves carefully chosen for their bass, tenor, soprano, or alto shrieks and screams. More pleasing instruments include bagpipes, fiddles, alpenhorns, trumpets, balalaikas, flutes, and banjos.

Like all Lores, Music Lore cannot be improved by experience, only through training at the hands of a Master, or by encountering another character with a Music Lore rating and spending at least one full day chatting and comparing notes with one another. When this occurs, the adventurer with the lower Music Lore raises his skill by 1d6% and the adventurer with the higher skill raises his by 1d4%. This can only be done once with a particular person.

Navigate

The ability to steer a ship well over a long distance. Riverboat captains memorize every twist and curve of their river. Sea captains must use the stars and occasional landmarks to make their way. If a Navigate roll is a failure, then the captain cannot be sure of his exact location. When he finally reaches land, the gamemaster should determine where he has actually arrived. This shouldn't be too many miles from his intended destination, unless the Navigate roll was fumbled.

Read/Write *or* Speak Other Language

Though most Europeans and Amarehkians know the Common Tongue, almost every nation has its own language as well. The basic ability in Speak Own Language is 80%. The basic ability in Speak Common is 40%.

Manipulation Skills

Manipulation skills are those requiring fine hand control. Unlike agility skills, manipulation skill proficiency does depends somewhat on Intelligence.

Juggle

A performing skill, forbidden to characters with DEXs of 12 or less. A failed roll indicates that the juggler has dropped one or more of his objects. For each 10% in the skill, the user can juggle one object. The user can add half his Juggle skill to his skill with any thrown weapon.

Pick Lock

Permits the user to break through locked openings. A picklock or bit of wire is always needed as well, unless it is a combination lock. Good locks cannot be picked except with a good set of lockpicks. Combination locks do not require lockpicks, but the user must succeed in a Listen roll at the same time he spins the tumbler. Picking any good lock requires some time, usually at least 5-10 minutes.

Set/Disarm Trap

The ability to set up a mechanical trap or snare, or to disassemble one to render it harmless. This skill does not help a person find traps — that is discussed under the See and Search rules. A failed skill roll when trying to set a trap indicates that the trap will not function properly (though it may look fine). A failed skill roll when trying to disarm a trap indicates that the trap catches the poor fellow trying to disarm it.

Sleight of Hand

Characters with DEXs of 14 or less cannot learn or use this skill. This is the skill of nimble hands and misdirection to hide or produce a small object while being watched by others. A high Sleight skill indicates that the user does well with card

tricks, shell games, and the like. A failed skill roll indicates that the viewers saw through the attempted trick. A fumbled roll means that the skill user dropped the small object he was playing with. If the Sleight of Hand roll is a success, it can only be noticed by a viewer that succeeds in his own Sleight of Hand roll while watching intently.

Tie/Untie Knot

This is the skill of knotting rope appropriately for various situations. Sailors often use this skill. If the skill roll is a failure, the knot is badly tied, and may be weak, or prove difficult to untie.

Perception Skills

With a perception skill, an adventurer can extract specific information from one or more senses and intelligently organize it.

Balance

The perception of the center of gravity of the adventurer's or any other body. It can be used when the adventurer is trying to walk along a narrow ledge or a tree limb. It can also be used to balance one object atop another, as in making a house of cards or stack of furniture. Finally, it permits the user to tell if the floor slopes and, if so, in which direction.

Listen

This covers both the ability to listen intently for faint sounds which would normally be inaudible, and the ability to hear minor sounds and interpret them correctly, even when not consciously listening for them. Trying to hear through a closed door or being awakened by the crack of a twig are both examples of the Listen skill in action.

Scent

Scent is used to identify a substance or creature by its smell. The user's skill % is halved if he is drunk, drugged, or close to an open flame or other odor-producing substance. Animals such as dogs are naturally very good at this skill, but humans can learn a modicum of it as well.

Search

This skill is used to closely scrutinize an area to find a Concealed object. It can reveal the latch of a secret door, a trap, or hidden drawers in chests. Search is used to find small objects — an adventurer's See might be used to spot the outline of a secret door, but Search then finds the latch.

See

A skill used to spot unobtrusive things. It can be used to spot a person using the Hide skill, a secret door, or whether or not someone is concealing a dagger under his shirt. See is used to find large hidden objects — your See might be used to notice the corpse hidden behind the tapestry, but Search is needed to check the body for hidden valuables.

Taste

This permits the user to identify a substance with a very small taste. It can be used to tell whether food or drink is poisoned, and is of great value to Tragic Millenium chemists. Since only the tiniest taste of any substance is made, most poisons have no effect on the user. However, extremely potent poisons may force the user to succeed on a CON x 5 roll or be affected anyway.

Track

The skill of trailing a living being by the traces it leaves, such as footprints, broken grass stems, etc. It cannot be used in a place with a solid substrate, such as a paved road or inside a building, unless the substrate is very dusty. If the quarry is wounded, add 20 percentiles to the user's Track. A Track roll must be attempted periodically (say, every ten minutes). If the Track fails, the trail is lost. The tracker can try a Track at half normal chances for success to pick up the trail again. Otherwise, it is gone.

Reduce the tracker's skill by 20 percentiles for each day (after the first) that the trail is old.

Stealth Skills

Adventurers use stealth skills to conceal themselves from hostile eyes.

Ambush

The skill of lying in wait to bushwhack someone. The exact advantages the Ambush skill gives a successful user is explained in the Combat chapter.

Conceal

This skill is used to hide any small item (smaller than .3 meters in any dimension) from view. The item might be pocketed, tucked under another object, in bushes, furniture, etc. The Search roll is needed to spot a correctly Concealed item.

Cut Purse

This skill covers pocket picking, cutting purses, and the covert theft of jewelry or other small valuables from another's person. If the cutpurse is trying to filch an item which is in direct contact with the target's skin (such as rings, bracelets, tiaras, etc.), his skill % is halved, plus he must succeed in rolling DEX x 5 or less on 1d100, unless the target is dozing.

Hide

The skill of making oneself unseen. It cannot be used unless there is something to hide in or behind. A well-lit bare room

offers no opportunities to try a Hide roll. However, assuming sufficient cover, a Hide roll renders the user unseen to anyone that does not come within a meter of him or that does not succeed in a See roll when within 10 meters. Anyone trying to move while stay in cover has their Hide skill temporarily halved.

Move Quietly

The ability to walk, run, swim, climb, jump, etc., without making significant noise. If the user is wearing metal armor, subtract 40 percentiles from his skill level. Listen can be used to hear a person trying to Move Quietly.

Combat

COMBAT IS A CONFUSED RUSH of quickly-moving people and weapons. The **Hawkmoon** combat rules quantify and delineate this clash in an attempt to make it understandable in game terms. Combat is subdivided into combat rounds (sometimes called combat turns). Each round is nominally considered to have a duration of 12 seconds in the fantasy world, but will require a minute or two of real time to resolve. For the adventurers, the simulated round will sometimes consume a longer or shorter period of time as the tempo of a battle rises and ebbs, but the procedure used by the gamemaster and the players remains the same no matter how a battle is perceived by the characters.

There are five combat turns in a game minute.

Normally, an adventurer can attack only once in a given combat round. Some creatures or adventurers have more than a single weapon and so can attack more than once. An unarmed man's two fists, for instance, count as two different weapons. Note, by the way, that a weapon carried in one's off-hand counts as a different skill.

Combat Sequence

A combat round consists of the following series of steps conducted, in order, by the gamemaster and the players.

1) DECLARATION OF INTENT: the gamemaster and the players each declare what their characters plan to do in the round. Everyone could take turns making their declaration or it could be in reverse DEX order (i.e., lowest DEX declares first, then next lowest, and so on up to the highest DEX in the group), reasoning that those with a faster reaction time should be able to see what is happening before making decisions.

2) RESOLUTION OF MISSILES AND MELEE: combat occurs, in DEX order, as explained later on in this chapter.

3) MOVEMENT OF NON-ENGAGED CHARACTERS: anyone who is not engaged in melee and who has not loosed any missiles in this round can move their full movement allowance. Anyone who has used the Dodge skill, picked up a dropped weapon, or perform similar activity, may move half normal distance. Also, anyone engaged in melee who has just killed or knocked out his foe can move half normal distance.

Determining Order of Attack

Every **Hawkmoon** character has a DEX rating. The fighter with the highest DEX gets to make his attack first. Then the next highest DEX gets to attack, and so on. If two characters have equal DEX, they strike simultaneously. If a character doesn't have a weapon ready at the start of the round (for whatever reason — perhaps because his main weapon was dropped or broken), his effective DEX is lowered by 5 (for purposes of determining order of attack only) for that round, as he pulls his sword out, lowers his spear, or whatever.

Determining Results

Look at the Weapons Table. Each weapon has its own damage rating. For instance, a battle axe is 1d8+2. This means that when a battle axe hits someone, the user rolls an eight-sided die and adds two to the result. If an attacker has a damage bonus, he adds this as well. The damage done is taken directly off the target's hit points.

If an attacker's 1d100 roll with a weapon attack is successful, a hit has been scored. The target has three choices: (1) he can take his damage like a man, hoping he isn't seriously injured or counting on armor (if present) to absorb the blow; (2) he can try to parry; or (3) he can try to Dodge.

Parrying

The Parry skill is vital to your adventurer's survival. When an adventurer is hit in combat, he almost always has a chance to Parry and thus escape harm. To Parry, the adventurer must have a weapon or shield in hand. The roll is made against his Parry skill. If the Parry is successful, it completely blocks the hit, and he takes no damage. Unlike an Attack, a Parry can be performed anytime during a combat round — it is not tied to

one's DEX. If your enemy attacks on DEX 25 and your own DEX is 2, you can still parry normally.

It is possible to parry several times in a round. Each successive time in a given round that a character tries to Parry, his skill is reduced by a cumulative 20 percentiles. At the beginning of the next combat round, his Parry returns to normal.

Only one Parry can be tried vs. each hit. If your character has, say, both shield and sword, he can not attempt to block the same attack with both weapons — he must choose one and stick with it.

Weapon Masters

A Weapon Master can turn a successful Parry into an Attack. This is called a riposte. If a Master is struck at, but successfully Parries (whether or not the Attack succeeds), then he can get a free swing at his erstwhile assailant. If he managed to parry, say, four hits in a single round, he can also try four ripostes, one against each foe he parried. A riposte does not take the place of the Master's normal Attack (which occurs on his DEX). Thus the Master previously mentioned would actually get five attacks that round — four ripostes plus his ordinary attack.

For each Attack after the first in a given round, a cumulative 20 percentiles is subtracted from the Master's chance of success. At the start of the next round, his Attack returns to normal.

Dodging

A Dodging character cannot either attack or parry in the round he Dodges. Dodging only enables the user to avoid a critical hit if the Dodge roll is critical, too. A character who decides to Dodge before he has attacked forfeits his chance to attack that round. A character who has already tried to attack or parry in the round cannot attempt a Dodge. A successful roll means that the character was missed by whatever attack he was Dodging. It is possible to Dodge more than once in a round — each successive Dodge after the first has a cumulative 20 percentiles subtracted from the user's chances to succeed. At the start of the next round, his Dodge returns to normal.

Armor

Armor protects the wearer from injury. Though armor comes in a wide variety of different appearances, most types can be subsumed into just four basic varieties. Whatever the variety, all armor works in a similar manner — a die is rolled, and the result subtracted from the damage done by any successful hit. For instance, if a victim were hit for 8 points of damage, and his chain armor protection roll was 5, only 3 points of damage would actually get through to reduce his hit points.

Leather Armor consists of a leather jerkin for the torso, heavy leather boots and gauntlets or vambraces, and may be topped with a leather cap or hood. It can be worn in towns

and cities without attracting undue attention or looking particularly warlike. Each time an adventurer wearing leather armor is hit, he should roll 1d6-1 to determine how much protection the armor offered. The result could be anywhere from 5 (which might stop a feeble blow) down to 0, indicating that the adventurer was hit somewhere where there was no armor.

Chain Armor gives 1d6 protection. A wearer has a mail hauberk and helmet, and usually sleeves as well.

Half-Plate Armor consists of a steel breastplate and helmet, possibly aupplemented with leather or thick cloth elsewhere. It provides 1d8-1 points of protection.

Plate Armor is the fanciest. It resembles the armor used in 12-15th century Earth, and is quite excellent. The entire body is covered, and only the joints are vulnerable. Commonly, plate armor wearers leave off the helm for better visibility. Complete plate armor provides 1d10+2 points of protection, but the wearer can only hear very loud noises and is usually surprised by attacks from the sides and rear. At a minimum, all his Perception skills (including Balance) are halved. If the helm is left off, the protection is reduced to 1d10-1, which is still quite good.

Note, however, that Granbretanian beast-masks are quite experienced in wearing heavy helmets — they are brought up from childhood to wear their masks at all times, doffing them only to eat in absolute privacy. Hence, they do not suffer the aforementioned penalties for wearing full 1d10+2 plate. Their Perception skills are not reduced, and they are not automatically surprised from attacks from the side and rear. This special benefit is only available to Granbretanians.

Suits of plate armor have SIZ ratings. One can wear a suit of plate with a SIZ equal to his own, or one point larger. A suit smaller than one's own SIZ or more than one point larger cannot be worn, though they could possibly be broken up into a suit of half-plate. Anyone who wishes to wear plate armor should have a STR of at least 11. Anyone with a STR of less than 11 must subtract 1 from his DEX during combat for each point of STR lacking. Anyone wearing plate that has a STR less than 15 has only 2/3 normal speed in movement.

Swimming in Armor

The only kind of armor that it is possible to swim normally in is Leather. All other types of armor cause the wearer to sink like a lead weight. However, a person wearing half-plate or chain armor can remove his armor if he succeeds in three quick Swim rolls in a row. If he fails to remove his armor, down he goes. Anyone unfortunate enough to be wearing plate drowns automatically. This doesn't change even if he's not wearing his helmet — he can just see where he's going in that case.

Durability of Armor

Armor is tough. It's meant to get battered and bashed around. After your adventurer has been in a few fights, his armor will
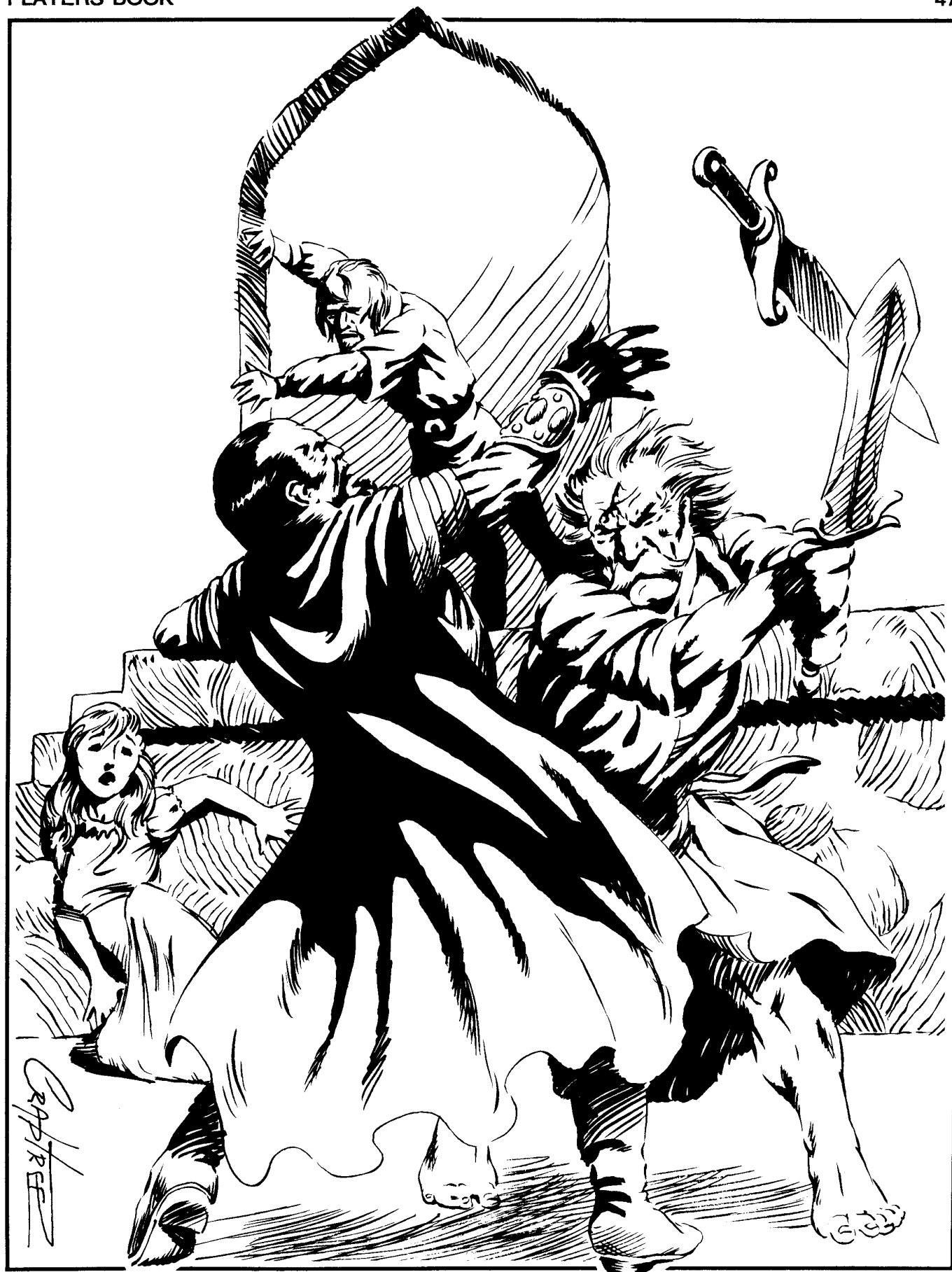
be nicked, dented, and scraped, but it still protects him just fine. However, if a particular character's armor protection roll (before subtractions or additions) is a 1 three times in a row, the gamemaster may see fit to rule that at the end of that combat, the armor has been cut or bashed to pieces, and its protective value is destroyed.

Delivering Damage

All weapons have a damage rating. When a weapon strikes home, its damage rating is rolled and subtracted from the target's hit points (less armor, if any). Such hits are called wounds. There are three types of wounds: minor wounds, major wounds, and mortal wounds. These are fully explained in the Game System chapter, and are briefly recapped below.

MINOR WOUNDS: A minor wound is any wound whose damage adds up to less than half the character's original (unwounded) hit points. For each 4 hit points lost to minor wounds, the character's DEX is decreased by 1.

MAJOR WOUNDS: a major wound is any wound whose damage adds up to half or more of the character's original (unwounded) hit points. Anyone suffering from a major wound has his DEX immediately halved (round fractions up). Most fighters stop battling after taking a major wound. However, when matters are desperate, it is possible to keep fighting for a number of rounds equal to the hit points a fighter has remaining. For instance, if a man with 12 hit points took an 8 point major wound, he could keep fighting for 4 more rounds. Then he collapses from loss of blood, pain, and shock. He'll need medical attention, too, or he might die.

Anyone surviving a major wound must roll on the Major Wounds table to determine the long-term effects of the injury. These effects are permanent.

MORTAL WOUNDS: a mortal wound is any wound which delivers damage equal to or greater than the target's remaining hit points. The victim has died.

Critical Hits

As mentioned in the Game System chapter, a critical success (or "hit," as it is usually termed when applied to combat) occurs on any roll that is 1/10 or less of the applicable skill level. Critical hits represent blows to vital organs or blood vessels, broken bones, and similar crucial wounds. When a critical hit is rolled, extra damage is done. Roll the normal damage for that weapon, and then double it (be sure to add any damage bonus, too). This naturally greatly increases the chance of killing or giving a major wound to one's target. If the critical hit is not fatal, the victim must roll on the Major Wounds table, even if the damage done would normally only qualify as a minor wound.

Armor does not protect vs. a critical hit — the weapon has gone through a weak joint or unprotected part of the body.

A critical Dodge is needed to avoid a critical hit. Any successful Parry blocks a critical hit, but the parrying weapon is automatically shattered.

Fumbles

A fumble can happen either on an Attack or a Parry roll. When a fumble occurs in combat, roll 1d100 on the appropriate following table.

Fumbles In Combat

Use this table to determine the effect of a Fumble in combat. Refer to the proper table for the combat action performed.

Hand-Held Weapon Fumbles
d100   (i.e., sword, axe, club)

01-50	Drop weapon at feet.
51-85	Weapon slips from hand and flies 1d6 meters away.
86-00	Weapon strikes the nearest hard substance and breaks. If no hard substance (like walls, floors, or armor) is available, the fumbler has wounded himself. Divide damage roll by 2.

d100   Missile Weapon Fumbles (i.e., bow, sling)

01-50	Drop weapon.
51-85	Weapon breaks.
86-00	Hit a friends or shoot self in foot (take half Damage roll as a wound).

d100   Natural Weapon Fumbles (i.e., fist, claw, bite)

01-50	Trip and fall, must fight from the ground unless opponent lets character up. Attacks from ground are conducted at half normal percentage except for Parry.
51-85	Strain some muscle, next 1d6 attacks are conducted at half normal percentage.
86-00	Hurt self, inflict full normal damage to self.

While it is possible for wild beasts to fumble their Attacks, it is extremely unlikely that they would either fall over or hurt themselves. If a beast fumbles an attack, apply the 01-50 and the 86-00 results against either an inanimate object or against another beast if there is more than one animal in combat. This helps the adventurers without taking unrealistic liberties with the creatures attacking them.

Breaking Weapons

Weapons can break any one of several ways. Sometimes a fumble breaks the fumbler's weapon. The defender's weapon breaks whenever a Parry roll is attempted (whether successful or not) vs. a critical hit. If the Parry roll succeeds, then the user's weapon is destroyed, but at least the critical blow was blocked. If the Parry roll is a failure, not only does the hapless character take a critical hit, but, adding insult to injury, his parrying weapon breaks, too.

An attacker's weapon breaks when the defender's Parry is a critical success. If a critical Attack is blocked by a critical Parry, both weapons break.

Missile Weapons

Missile weapons are used like any other type of weapon — a missile is launched on the user's DEX and an Attack roll made. If the roll succeeds, the victim takes damage. Critical hits and fumbles both apply. Two basic types of missile weapons exist: thrown weapons and projectile weapons. Thrown weapons include any type of weapon that is simply hurled at the target by force of arm, such as a rock, spear, dagger, or axe. Projectile weapons launch a missile at the target, and includes weapons such as slings, bows, and crossbows. A simple rule of thumb to tell the difference between the two is: after you've launched a thrown weapon, your hand is empty; after you've launched a projectile missile, the launcher is still in your hand.

A missile weapon cannot be used when you are engaged in hand-to-hand fighting. Most thrown weapons can also be used as melee weapons, though this requires a separate skill. However, projectile weapons are basically valueless in melee combat, and if an adventurer is caught in melee before he can loose an arrow or slingstone, his attack is aborted, and he must drop his bow or sling to pull out a melee weapon such as a sword.

Weapons that can be used both as hand weapons and melee weapons require a separate skill for each function. However, if no missile skill has been developed for a particular melee weapon usable as a missile, the user still gets a 10% chance (plus his Attack bonus) to throw his weapon accurately.

Parrying and Dodging Thrown Weapons

The chance of parrying a thrown weapon is half that of a normal Parry. An ordinary Dodge roll can avoid a thrown weapon, if the Dodger sees the missile coming.

Weapon Table

Shown here is all game information for the various weapons available in **Hawkmoon**. Transfer to the adventurer sheet the information for those weapons used by your adventurer.

Melee Weapons	required STR	DEX	Damage	Price
Battle Axe	13	9	1d8+2	200s
Broadsword	9	7	1d8+1	250s
Butt (with head)	-	-	1d4	-
Cudgel or Club	7	7	1d6	-
Dagger	-	3	1d4+2	100s
Great Hammer (2-handed)	11	9	1d10+2	300s
Greatsword (2-handed)	11	13	2d8	750s
Hatchet	7	9	1d6+1	125s
Javelin	-	10	1d6	175s
Kick (with foot)	-	-	1d6	-
Mace	7	7	1d8	75s
Long Spear (2-handed)	11	9	1d10+1	50s
Longsword	13	9	1d10+1	350s
Poleaxe (2-handed)	13	11	3d6	400s
Punch (with fist)	-	-	1d3	-
Quarterstaff (2-handed)	9	9	1d8	50s
Rapier	7	13	1d6+1	200s
Saber or Scimitar	9	9	1d6+2	225s
Scythe (2-handed)	11	9	2d6	200s
Shortsword	7	7	1d6+1	125s
Spear (1-handed)	9	7	1d6+1	20s
War Hammer	11	7	1d6+3	200s

Shields	required STR	DEX	Damage	Price
Buckler	-	12	1d4	50s
Heater	8	9	1d6	100s

Missile Weapons	required STR	DEX	Damage	Range	Price
Buckler	6	12	1d6	10m	50s
Composite Bow	11	11	1d8+1	150m	400s
Crossbow	13	7	3d6	100m	800s
Dagger	-	6	1d4+2	15m	100s
Flamelance	11	11	5d6	100m	5,000s
Hatchet	9	12	1d8+2	15m	125s
Javelin	7	10	1d8+2	30m	175s
Long Bow	13	11	1d10+2	120m	600s
Rock	-	5	2d4	30m	-
Self Bow	9	9	1d6+1	90m	250s
Sling	9	9	1d8+1	90m	25s
Spear	9	10	2d6	15m	20s

Two-Handed Weapons: to use any two-handed weapon, you must have both hands and arms free. In other words, you can't also wield a shield, though you could sling a shield over your back.

Required STR, DEX: any user of the weapon must have at least the stated STR and DEX to wield it properly. If your adventurer uses a weapon that he lacks the STR for, he is perforce much slower and clumsier. In game terms, he swings last on every combat round. If his STR is more than 3 points less than the minimum requirement, he can only swing once every other round. If his opponent is also using a forbidden weapon, then the highest DEX still swings first. In the case of bows and crossbows, a character with insufficient STR can't use the weapon at all —he simply can't pull back the bowstring.

If your adventurer lacks DEX, rather than STR, then he can't control the weapon properly, and a successful hit does only half the rolled damage to the target.

If your adventurer lacks both STR and DEX, he suffers both handicaps.

Range (for missiles only): the number of meters a missile can be launched successfully.

All weapons are considered to have 20 hit points for determining whether they have been damaged by fire, acid, being stepped on by a horse, etc.

Parrying and Dodging
Projectile Weapons

The chance of parrying a missile from a projectile weapon is half that of a normal Parry. In addition, only shields can be used to parry such missiles. Dodge rolls won't work vs. projectile weapons at all.

Glossary
of Weapons

Battle Axe: *a heavy axe about the size of an ordinary wood axe, but used for chopping people rather than trees.*

Broadsword: *a straight, double-edged blade. It has a point, but is usually used only for cutting. The blade is about a meter long.*

Buckler: *a small round metal or wooden shield used in fencing. It is only 30cm or so in diameter and is used actively to knock away an opponent's weapon, rather than to passively block blows.*

Composite Bow: *a recurved bow made of wood and laminated horn. It has the longest range of any bow.*

Crossbow: *a mechanical device which basically consists of a short, thick bow placed crosswise on a wooden stock. The string is pulled back by a crank, giving the user's musclepower a mechanical advantage. The crossbows used in Tragic Millenium Earth are all quite large and heavy. They are slow to load, and can only be fired once every three combat rounds.*

Cudgel or Club: *an ordinary wooden stick with a knob on one end.*

Dagger: *a fighting double-edged knife. Can be thrown to some effect.*

Flamelance: *an important military weapon for most European nations. A flamelance is held under one arm for firing and has almost no recoil. It produces a thin beam of red laser light. Flamelances are long, clumsy, and delicate. A single sharp blow or immersion in water, and the weapon is ruined. If a flamelance is parried with, it becomes totally useless. A flamelance is good for almost a hundred shots before its tip must be unscrewed and replaced. These tips are rare, and are always valued highly when charged flamelance tips are found, for the procedure for reprocessing used tips is complex, requiring advanced scientific equipment. Flamelances are normally unavailable to civilians.*

Great Hammer: *a large weapon resembling a pick more than a hammer. It is intended to knock holes through plate armor.*

Greatsword: *a very large sword requiring two hands to manipulate.*

Hatchet: *a small axe, much like a tomahawk in design, and balanced for throwing.*

Heater: *a war shield, shaped rather like the bottom of a flatiron (hence the name). It is attached to the arm with two leather straps. It is generally made of wood with metal reinforcing.*

Javelin: *a slim, light spear intended primarily for throwing, though it can be used for stabbing as well.*

Long Bow: *resembles the traditional English weapon. The shaft is long (about as tall as a man) with a single curve. It fires long, thin arrows with enormous force. It is now used only for hunting, for most armies that would find a use for the weapon use flamelances instead.*

Mace: *the traditional European knights' weapon, consisting of six or eight flanges on the end of a short metal shaft. Due to the nature of the mace, chain armor only provides half normal protection vs. it (round fractions up).*

Long Spear: *a 7 to 10 foot wooden shaft tipped with a narrow blade or spike.*

Longsword: *a very long sword, with a 110-130cm blade. It resembles the traditional "sword of war" of the knights of yore.*

Poleaxe: *a very long axe, with a handle as much as 2m long. The top part of the haft has iron strips running down its sides. Its sturdy blade is backed by an iron spike.*

Quarterstaff: *the traditional traveler's friend, a stout oaken staff about as tall as a man or a little taller. The ends are sometimes shod in metal. In combat, it is held with one hand near the center and the other hand about a quarter (hence the name) of the way up the staff.*

Rapier: *a civilian's weapon, with a complex hand-guard and a fine blade. Because of the rapier's thin blade and the ease with which it slips through flesh and cracks in armor, a critical hit by a rapier does triple, rather than double, damage.*

Rock: *just a fist-sized hunk of stone you got from a riverbed or mountainside.*

Saber or Scimitar: *a single-edged curved sword intended for slashing. In Europe, generally used by cavalry and Easterners.*

Scythe: *a farmer's weapon, used only in desperation or poverty. Still, the heavy iron blade can be formidable when swung.*

Self Bow: *the basic type of bow to which all other bows compare favorably. It is a short, single-curved weapon like that used by American Indians before the adoption of firearms.*

Shortsword: *a sword with a blade about the length of a man's forearm. It has a sharp point and is generally intended for stabbing, though it can be used to hack and slash, too. Since it is light and convenient to carry, it is often used as a secondary weapon.*

Sling: *that with which David slew Goliath. A leather strap with a stone-holding cup. The best sling pellets are actually lead slugs specially cast for that purpose, but ordinary smooth stones work just fine.*

Spear: *a shaft of wood 1.5 to 2 meters long (4-6 feet) with a daggerlike blade on one end. It can be used to hold in one hand and stab, or to throw like a javelin.*

War Hammer: *a metal-reinforced shaft of wood with a four-pronged hammer head projecting at right angles from the end. The head is backed up by a pick-like beak, and either side of the weapon can be used.*

Tactical Notes

There is more to winning a battle than skill, weapons, and armor. By surprising an enemy or getting a positional advantage an inferior party can often get the drop on a superior enemy.

Ambush

A proper ambush requires use of the Ambush skill. The adventurer planning the ambush confers with the gamemaster,

telling him how, where, and with whom the ambush is to be set up. The gamemaster then rolls 1d100. If the result is less than or equal to every participant's Ambush skill, the ambush is a success. Roll 1d4 to determine how many combat rounds the surprise lasts. During the duration of the surprise, the victims cannot Parry, Dodge, or strike back. Their only protection lie in whatever armor they wear and the slim hope that their attackers will miss. Once the set number of rounds has elapsed, the victims can draw weapons and start to fight back normally.

If the ambush roll is unsuccessful, then the intended victims can try See rolls. Each victim who succeeds in his See can get a weapon or shield out and Parry during the first combat round, though only Masters can perform Attacks that round. Victims who fail their See cannot fight back for one combat round. On the second round they can Parry, but not attack, and on the third combat round the fight degenerates into an ordinary melee.

Treachery

Sometimes two parties meet peaceably, but one is surprised when the other whips out a weapon and attacks. This often happens when adventurers fall out with one another, and decide to unexpectedly attack their former partners. If the defender is reasonably wary, both he and his attacker should roll 1d10 and add it to their respective DEX ratings. The character with the highest total gets the initiative and gets a free Attack. The loser of the die roll can do nothing but Dodge (if he has the Dodge skill). After the first round, both adventurers have got their weapons out and combat proceeds normally.

A Helpless Enemy

This covers situations such as cutting the throat of a sleeping foe, murdering bound prisoners, or stabbing an unsuspecting victim in the back.

If the attacker can clearly see what he is doing, the victim is automatically slain unless he can roll his POW or less on 1d100. If the POW roll succeeds, the victim takes normal damage from the attacker's weapon (armor does not help protect) and becomes aware of the assault. On the second round of combat, he can Dodge or Parry, and on the third round he can fight normally.

If the attacker cannot clearly see what he is doing (i.e., he is cutting throats in the dark or trying to stab the back of an unsuspecting, but moving, target), then he simply gets one free surprise attack. He must roll his Attack normally, and the victim's armor can help protect him. After the first round of surprise, the fight reverts to normal procedure.

An Unaware Enemy

A common melee tactic is to try and come on a foe from the rear, or a blind flank. Since the foe is engaged in combat, and presumably wary of such tactics, the intended victim can try to roll his POW or less on 1d100. If the roll succeeds, he spots his attacker, who gets no bonuses for his rear attack. If the POW

roll fails, then the attacker's Attack skill is doubled for that attack.

Fortified Positions

"Fortifications" for the purpose of this bonus can be anything from a barricade of heaped corpses to crenelated battlements atop a castle wall. An foe's Attack skill is halved until he manages to push his way past the fortifications. Impromptu fortifications may actually benefit both parties to a fight — an ordinary farm wall makes it harder for each combatant to hit his foe. However, specially-made fortifications (such as crenelations) only benefit the person standing on the correct side. Hence, if you are attacking a defender behind battlements, your Attack is halved, and his is not.

Height

If one combatant stands two-three feet higher than his opponent, he gets the benefit of height. This benefit is given to a mounted rider vs. foot troops, to the duellist standing two or three steps higher on the flight of stairs, and to the last-ditch defenders atop a hillslope. The fighter in the lower position must subtract 5% from both Attack and Parry skills with any weapon.

Mass Combat

War sweeps the length and breadth of Europe during the **Hawkmoon** saga. It is probably impossible to keep your adventurers out of every mass battle.

Land Battles

The important aspect of any major battle for an adventurer is whether or not he survives it. For each 30 minutes the battle lasts, each adventurer must attempt a POW x 5 roll or less on 1d100. If the roll succeeds, he is uninjured for that half-hour. If the roll fails, he takes 2d10 damage, but armor helps protect. If the roll is a fumble, he takes 2d10 damage and armor provides no protection.

Any adventurer surviving a battle receives experience checks in all appropriate weapon Attacks and Parries, unless he received a Major Wound, in which case he gets no experience checks.

Note that no matter what the adventurers do (unless they happen to be commanding generals), their actions cannot affect the course of the overall battle, which should be decided by the gamemaster according to the needs of his campaign.

Sea Battles

Many ship-to-ship conflicts in **Hawkmoon** are boarding fights, which can be handled as ordinary melees — just have the ships draw aside one another, the crews Jump or swing across on ropes, and fight it out till one side wins.

Large sea battles can be handled in the same manner as large land battles (q.v.).

Complete Contents for the Players Book

COMPARISON OF WORLDS

The map to the right shows the world of the Young Kingdoms, the home of Elric of Melnibone. Below is shown Tragic Millenium Europe, the home of Duke Dorian Hawkmoon. Both are shown to the same scale: 1 inch equals 500 miles. As you can see, the world covered by Michael Moorcock in his *Elric* novels spans far less area than does Hawkmoon's Europe. Of course, these maps show only what is covered in the respective series of novels, and more of each world exists beyond the borders of these maps.

0   250   500   750   1000

miles

THE YOUNG KINGDOMS

TRAGIC MILLENIUM EUROPE
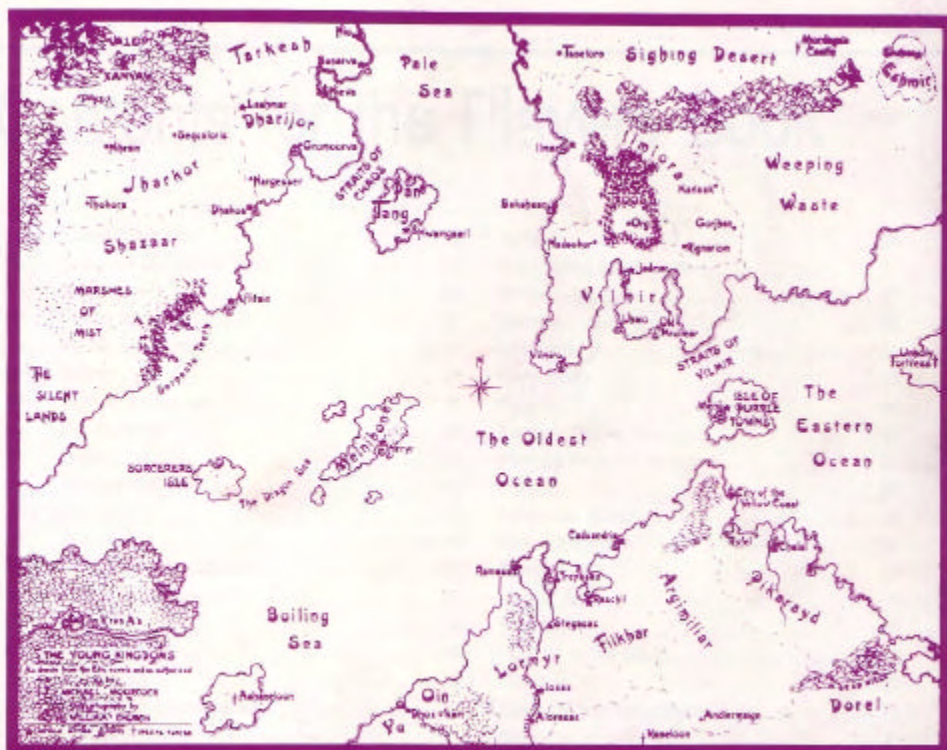
HAWKMOON

SCIENCE BOOK

History of the
Tragic Millenium

THE BEGINNINGS of the Tragic Millenium are lost to history. Nuclear, biological, chemical, and psychological warfare dissolve the formal nations of the world sometime after our own time but before 2100.

2100-2150: *the world rebuilds, as the fragments of nations pull into themselves, refusing outside contact. International trade vanishes. Old forms of energy are useless and must be replaced.*

2150-2262: *small, independent armies led by warlords raid every country. The skirmishes are individually small, but very violent, and collectively the loss of life is tremendous.*

2263-2297: *Europe becomes a unified nation under the dictatorship of an Englishman and attacks the Soviet People's Empire. The dictator is assassinated and the European alliance dissolves into a chaos of warring factions.*

2300-2350: *small nuclear attacks begin to occur around the world, with no known source. America is suspected, but this cannot be proven, as there has been no word from America in over 200 years.*

2350-2400: *Africa abandons the technology that began its problems, and returns to the ancient tribal ways. The first mutant animals begin to appear.*

2401: *a plague is loosed in China, and seven hundred and fifty seven million people die from it; nearly two thirds of the remaining population.*

2433-2435: *an army sweeps out of America and destroys half of Europe before it is turned back to its homeland. Britain becomes virtually uninhabitable due to the continued small nuclear strikes. The Soviet People's Empire dissolves when a super-anthrax strain is loosed and destroys all the cities.*

2435-2690: *a relatively quiet lull in the Tragic Millenium. Most nations stick to home. The rate of mutant births is one in three. Live births decline radically, and humanity is threatened with extinction for a while. The custom of killing mutant children arises in some places. The nuclear strikes finally cease around 2500 — there seem to be no bombs left. The Soviet Union is re-united as the Siberian Community Unification.*

2690-2714: *the Siberian Community Unification invades Alaska. North America, which is now a single nation, retaliates, destroying the invading armies and using new technological weapons to destroy four Russian cities. More nuclear, biological, and chemical strife flares between Russia and North America. An army floods out of the Central American rain forests and invades the southern United States. In the*

fighting, new weapons are used which separate California from the mainland and destroy much of Texas, sinking it and letting the Gulf rush in. The Asia Communista alliance is formed between China and Japan.

2715-2733: *Asia Communista takes Korea, Indochina, and the Phillipines. Australia and New Zealand begin to attack all new ships entering their waters. An avenging American army enters Mexico and South America and discovers that the land is nearly devoid of human population. The source of the mystery army which came from the rain forests to devastate Texas is never discovered.*

2734-2762: *Asia Communista attacks the Siberian Community Unification and conquers much of it. European Russia breaks into several independent states. America makes one final nuclear and chemical attempt on Russia and does little damage. The European nations that possess nuclear, biological, or chemical arms expend them on their sister countries.*

2763-2771: *Asia Communista takes over Southeast Asia, Tibet, and northern India. No word heard from Australia, Africa, or America.*

2772-2842: *the skirmishes between various European nations become more and more primitive in* weaponry. *Asia Communista tries to begin rebuilding civilization, but many of its fringe lands (such as the Philippines and Tibet) break away in terrorist triumphs. The major continents all lose touch with one another. Peace of a sort begins once again.*

Effects of the Tragic Millenium

As had been foretold continually before its advent, the Tragic Millenium saw destruction and misery on an unprecedented scale. No one on Earth was immune to its effects.

Animals

Zoo animals escaped in the holocaust, into areas not native to them. Most died, but others adapted and multiplied. The harsh radiation rearranged genes and new types of animals appeared. Most were too horrible or pitiful to live, but others, in time, became fairly well-adapted to their new environments.

Civilization

Civilization went through some drastic changes. For some centuries, cities were simply places to scavenge for items of worth and food. Men grouped together in villages or lived solitarily. Some lands, such as Australia and Asia Communista, kept their lands more or less intact, and retained advanced civilizations. Contact with other countries was rare, and

Chronology of Events
Drawn from the Hawkmoon novels.

Any good **Hawkmoon** gamemaster must have a basic knowledge of the action of the books. The following entries summarize important events described in the entertaining novels.

Each of the events listed below are presented first with the date the the event, then an abbreviation of the novel in which the event is described, and then a summary of what occurred. The abbreviations used are as follows:

[JITS] -- The Jewel in the Skull
[MGA] -- The Mad God's Amulet
[SOTD] -- The Sword of the Dawn
[TR] -- The Runestaff
[CB] -- Count Brass

Parts of *The Champion of Garathorm* and *The Quest for Tanelorn* have been left out, since they are not needed for a normal campaign.

5296 AD

2 OCTOBER — [JITS] Count Brass fights the baragoon.

3 OCTOBER — [JITS] Kamargians celebrate the mistral in their yearly festival. Baron Meliadus visits Count Brass to offer the Kamarg a treaty with Granbretan. Count Brass refuses politely. The Baron stays on as a guest, wooing the Count's daughter, Yisselda.

10 OCTOBER — [JITS] Meliadus tries to take Yisselda by force and is prevented. In departing, Meliadus swears upon the Runestaff, promising vengeance against Count Brass.

5297 AD

3-5 AUGUST — [JITS] Duke Dorian Hawkmoon von Koln leads a rebellion against Granbretan to avenge his father and free his people. His force is massacred and he is captured.

12 AUGUST — [JITS] Meliadus evolves a plot against the Kamarg using Hawkmoon as instigator.

28 AUGUST — [JITS] Hawkmoon is implanted with the Black Jewel to ensure his loyalty.

1 SEPTEMBER — [JITS] Hawkmoon is given a cover story and an ornithopter ride to Deau-Vere, where he is given a horse and sent on his mission. That evening, he sees the Warrior in Jet and Gold as if in a dream.

4 SEPTEMBER — [JITS] Hawkmoon reaches Castle Brass, where he receives hospitality and sees the Warrior in Jet and Gold at night again.

5 SEPTEMBER — [JITS] At a banquet, Bowgentle enchants Hawkmoon into a coma with a rune disguised as a poem. Count Brass and Bowgentle explore his mind and find the truth.

6 SEPTEMBER — [JITS] Hawkmoon walks with

Yisselda, and thinks to carry her off as Meliadus' plan requires, but cannot force himself to it. Count Brass and Bowgentle imprison the power of the Jewel, freeing Hawkmoon from Granbretan's control.

13 NOVEMBER — [JITS] Granbretan marches against the Kamarg.

14-16 NOVEMBER — [JITS] Hawkmoon and a few soldiers divert the Granbretanian army to the land to the Kamarg's best advantage in battle.

17 NOVEMBER — [JITS] Hawkmoon nearly kills Astrovak Mikosevaar in an isolated battle between the Kamargians and the Vulture Legion.

26 NOVEMBER — [JITS] Both sides join in battle. Count Brass's tower weapons destroy many Granbretanians. Hawkmoon kills Mikosevaar. Granbretan is thrown back in defeat. Hawkmoon becomes betrothed to Yisselda.

27 NOVEMBER — [JITS] Hawkmoon sets out for Persia to find the sorcerer Malagigi, who can remove the Black Jewel.

5 DECEMBER — [JITS] Oladahn ignorantly shoots Hawkmoon's flamingo mount, injuring Hawkmoon in a fall from the sky. Hawkmoon and Oladahn become friends.

6 DECEMBER — [JITS] Hawkmoon and Oladahn set out for Persia on riding goats.

8 DECEMBER — [JITS] They encounter the caravan of Agonosvos. Hawkmoon is captured. Oladahn rescues him and they defeat Agonosvos. They take horses and board a ship for Turkia.

5298 AD

15 JANUARY — [JITS] Hawkmoon and Oladahn reach Persia and are attacked by Wolves of Granbretan. They are in dire straits when rescued by the Warrior in Jet and Gold.

23 JANUARY — [JITS] The Warrior takes his leave when the three reach Hamadan, where Queen Frawbra battles her brother Nahak the Usurper. They leave the city to join the Queen and help her free Hamadan of Nahak and his Granbretanian allies, assisted by the Warrior in Jet and Gold. Malagigi refuses to help Hawkmoon until the Granbretanians are out. The Black Jewel ominously begins to regain its power, and Hawkmoon uses Agonosvos's helm to hold it at bay. Hawkmoon and Meliadus fight, and Hawkmoon is defeated, but Meliadus falls unconscious and later disappears, assumed dead.

25 JANUARY to 3 FEBRUARY — [JITS] Malagigi makes a new Machine of the Black Jewel while Hawkmoon lies comatose.

4 FEBRUARY — [JITS] The Black Jewel is rendered impotent. Hawkmoon retains it as a symbol of his hatred for the Dark Empire. Hawkmoon and Oladahn ride for Europe.

FEBRUARY-MARCH — [MGA] Hawkmoon and Oladahn, riding to the port of Tarabulus where they hope to find passage to the Kamarg, become lost in the Syranian desert.

19 MARCH — [MGA] Hawkmoon and Oladahn, near-dead from thirst, find the lost city of Soryandum. Dark Empire troops are there and capture the pair. The two are saved by the Wraith-Folk of Soryandum. Hawkmoon helps the Wraith-folk recover a device which can remove Soryandum to another plane. Hawkmoon and Oladahn battle the Machine Beast, manage to blind it, retrieve the device, and escape. The beast tracks them back to Soryandum and begins killing Granbretanians. Soryandum is moved to a different plane with the Wraith-Folk, though Hawkmoon, Oladahn, the Granbretanians, the Machine Beast, and a second machine are left behind. Hawkmoon and Oladahn escape with the second machine and follow the Euphrates north to Turkia.

27 MARCH — [MGA] The two arrive in Birachek, Turkia, where they join a merchant caravan heading for the Black Sea.

30 MARCH — [MGA] The two take passage on the merchant vessel, the Smiling Girl, and set sail for the Crimea. The ship rescues some castaways, only to find they are Granbretanian Boars, led by Huillam D'Averc. D'Averc kills his companions and professes gratitude for his rescue.

31 MARCH — [MGA] Smiling Girl is attacked by the Mad God's ship, but is victorious. Oladahn finds a mummified hand with Yisselda's ring — they question a surviving madman (who is no longer mad) and find he was drugged to commit heinous crimes. They sail for Simferopol and sell the Mad God's treasure.

4 APRIL — [MGA] They sail the Mad God's ship, aiming for Kerch.

13 APRIL — [MGA] They find the real captain of the Mad God's ship. They capture Captain Shagarov and question him, finding that all pretty women captured by the Mad God's ship were sent to the Mad God. They sail for Ukrania in a small skiff.

14 APRIL — [MGA] They reach the shore of the Crimea and encounter the Warrior in Jet and Gold, who tells them of Yisselda and the Red Amulet. The four ride for the Mad God's lair.

17 APRIL — [MGA] The heroes cross the Throbbing Bridge.

22 APRIL — [MGA] They reach the Mad God's castle and escape an army of madwomen. They rescue Yisselda and kill the Mad God. The Warrior in Jet and Gold gives Hawkmoon the Red Amulet and takes the Wraith-folks' machine. All but the Warrior ride for Europe in a great chariot drawn by war-jaguars who obey Hawkmoon's orders.

29 APRIL — [MGA] Dark Empire Walruses attack the group but are defeated when Hawkmoon looses the war-jaguars.

30 APRIL — [MGA] Disguised as holy men, they shelter in an inn, and are forced to fight some Boars to save a girl. They take the Boar armor and continue toward the Kamarg.

2 MAY — [MGA] They cross into Shekia and encounter a Granbretanian army. Oladahn, Yisselda, and Hawkmoon are captured by a seemingly treacherous D'Averc. They are dragged before Meliadus and put in chains.

16 MAY — [MGA] The force that captured them joins the main force at the Kamarg. D'Averc helps them escape and they ride through the lines to Castle Brass.

17 MAY — [MGA] They find Count Brass bedridden, but their appearance brings him back to himself. The towers fall. Hawkmoon and Yisselda marry.

18 MAY — [MGA] Battle is joined. The Warrior in Jet and Gold returns the Wraith-Folk's machine. The heroes set the machine to work, and the Kamarg shifts planes, leaving the Granbretanians behind.

5299 AD

5 MARCH — [SOTD] Hawkmoon finds a leather-masked stranger wandering in the marshes and takes him prisoner, discovering the man is Elvereza Tozer, a famous Granbretanian playwright. At Castle Brass, the Warrior in Jet and Gold appears and tells them that one of Tozer's rings has plane-shifting capabilities. Hawkmoon and D'Averc decide to travel to Yel to find Mygan, the creator of Tozer's ring and a similar one provided by the Warrior.

12 MARCH — [SOTD] Two Asia Communista emissaries appear at the gaetes of Londra.

13 MARCH — [SOTD] Meliadus is given the duty of entertaining the emissaries and trying to determine the strength of their homeland.

14 MARCH — [SOTD] A great celebration is given for the emissaries, who give no major hints about their country. They retire early during the ball.

15 MARCH — [SOTD] Taragorm shows Meliadus some of his experiments in time. Flana finds that the emissaries are actually Hawkmoon and D'Averc in disguise, who traveled there by means of the rings. Flana falls in love with D'Averc and helps the pair escape to Yel in her ornithopter.

16 MARCH — [SOTD] Meliadus is reprimanded by Huon for letting the emissaries escape, and plans revenge.

20 MARCH — [SOTD] Hawkmoon and D'Averc reach Mygan's lair and encounter Meliadus who, after a struggle, captures them. Mygan releases them and they travel through space to Amarehk, where Mygan dies of his wounds, after telling them to find Narleen and the Sword of the Dawn. The two are approached by a strange sphere, inside of which is Zhenak-Teng, who takes them to Teng-Kampp.

21 MARCH — [SOTD] Charki attack Teng-Kampp. Zhenak-Teng is killed, and Hawkmoon escapes in the sphere. They travel to the Sayou River and begin to follow it south.

22 MARCH — [TR] Meliadus returns to Londra from Yel. He is reprimanded by Huon, and begins to plot rebellion.

23 MARCH — [SOTD] Hawkmoon and D'Averc build a raft and float down the Sayou.

27 MARCH — [SOTD] They are taken as galley slaves on a pirate caravel.

28 MARCH — [SOTD] In an escape attempt, the two capture Captain Valjon and hold him prisoner until morning, when they give the order to row to shore.

29 MARCH — [SOTD] The pirates attack again, but the pirate ship is in turn attacked by the ship of Pahl Bewchard, Valjon's sworn foe. Hawkmoon and D'Averc sail with Bewchard to his home in Narleen.

30 MARCH — [SOTD] Bewchard is attacked by pirates and carried off to Starvel, the pirate stronghold. Hawkmoon and D'Averc scale Starvel's walls and find the Temple of Batach Gerandium. The Pirate Lords taken them all prisoner. They are tied next to Bewchard for sacrifice, but the Warrior in Jet and Gold appears and frees them, fighting Valjon and his men for the Sword of the Dawn. Hawkmoon uses the Sword to summon the Legion of the Dawn. The pirates are defeated and the four escape. Bewchard gives them a ship and men so they can return to Europe.

1 APRIL — [SOTD] They prepare to leave. The Warrior tells Hawkmoon to sail to Dnark for the Runestaff. Hawkmoon agrees, but when the Warrior leaves, he sails for Europe, not wishing to be involved with a mythical artifact.

8 APRIL — [TR] Hawkmoon's ship is wrecked on a rocky island under mysterious circumstances and he and D'Averc meet Orland Fank, who takes them in his skiff to Dnark.

9 APRIL — [TR] They reach Dnark and meet Jehamiah Cohnahlias. At a banquet, they meet Shenegar Trott of Granbretan.

10 APRIL — [TR] Trott attacks Jehamiah, and the Great Good Ones take Hawkmoon and D'Averc to the Runestaff. Fank and the Warrior in Jet and Gold come to their assistance. Hawkmoon uses the Legion to defeat Trott's Falcons, and the Runestaff is rescued, but the Warrior is killed by Trott. Hawkmoon kills Trott and is told by Jehamiah to take the Runestaff to Europe as his standard. The Great Good Ones return them to the Kamarg in a matter of minutes. Meliadus plots with Flana to kill Huon and make Flana queen. Tozer and Taragorm discover how to reach the Kamarg across the planes.

11 APRIL — [TR] Meliadus sets his plan of rebellion in motion and plots to attack Londra with the Orders of the Wolf and Vulture. Hawkmoon discovers he is to be a father.

13 APRIL — [TR] Meliadus attacks the palace. Huon and Meliadus call their respective troops back to Londra to battle for the crown. At midnight, Targagorm's skeleton clock brings the Kamarg back to the real world.

14 APRIL — [TR] Orland Fank appears at the Kamarg with the Mirror Helms, and the heroes prepare to ride for Londra. Hawkmoon, Count Brass, Oladahn, D'Averc, Bowgentle, and Yisselda each claim a helm.

17 APRIL — [TR] Taragorm dies when Kalan's acid cannon explodes. The Palace falls and Huon's globe is destroyed by Meliadus. Half of Granbretan's fighting strength is dead. Flana is enthroned. Before Meliadus can ride to the Kamarg, the heroes arrive. The Legion of the Dawn

slaughters the remaining Granbretanian soldiers. The Black Jewel is reactivated. Oladahn, Count Brass, and Bowgentle are killed, as is D'Averc, to Flana's sorrow. Hawkmoon kills Meliadus and collapses from the pain caused by the Jewel. Flana ends the battle and forces Kalan to remove the Jewel from Hawkmoon's head. She vows that Granbretan will never threaten the world again.

5299-5304 AD

[CB] The Kamarg and Castle Brass are restored. Yisselda bears Hawkmoon two children: Manfred and Yarmila. Most of Europe's countries become republics. Flana orders all Granbretanians to give up their masks and old ways. Most of Londra is razed and rebuilt. Granbretan learns to farm and support itself in ways other than warfare.

5304 AD

3 OCTOBER — [CB] The ghost of Count Brass begins haunting the marshes. Hawkmoon meets the ghost and finds a material Count Brass, 20 years too young. The Count tells Hawkmoon he was told by an oracle that he must kill Hawkmoon. They part in peace.

4 OCTOBER — [CB] A letter arrives from Flana telling of the cult of mask-wearers that has sprung up in Granbretan, swearing to bring back the empire. Hawkmoon goes to the marshes to meet the "ghosts" of Count Brass, D'Averc, Bowgentle, and Oladahn and they tell him of the oracle's pyramid. Hawkmoon discovers that they are actually his friends, pulled from periods in the past when they had nearly died, but actually hadn't. Hawkmoon recognizes the voice of the oracle as Baron Kalan.

5 OCTOBER — [CB] The five head for Soryandum to ask the Wraith-folks' help in tracking Kalan.

7 OCTOBER — [CB] They book passage on the Romanian Queen and begin to sail south.

11 OCTOBER — [CB] The pyramid appears on the ship. Oladahn attacks it and is sent back in time to his death. The pyramid vanishes.

13 OCTOBER — [CB] They disembark in Behruk and ride into the Syranian desert on camelback.

20 OCTOBER — [CB] Hawkmoon's friends confront the pyramid and D'Averc is sent to his past. The Machine beast attacks the remaining three, Soryandum reappears from the other plane, and the Wraith-Folk destroy their beast. The Wraith-Folk locate Kalan's laboratory in another dimension, a decrepit mockery of old Londra. Kalan reappears and, after a debate, sends Bowgentle back to his past. Hawkmoon and Count Brass follow Kalan to his lab and discover Huon, Meliadus, Mikosevaar, Trott, and others in a seeming trance. They capture Kalan and discover his scheme to create a new Granbretan with the born-again people who lived in it last time. Taragorm rescues Kalan and takes Brass and Hawkmoon to a meeting of the mask-cult in the real Londra. Count Brass tricks the Granbretanians and kills Taragorm, with whose

death the time-wind blows and returns everyone to their proper times and places. Hawkmoon returns to the battle of Londra, where he saves Count Brass.

21 OCTOBER — [CB] Hawkmoon is pulled from the marsh. He discovers that, for the last five years, he has been insane. Count Brass survived the battle of Londra, but Yisselda was slain in his place. His children never existed.

The Champion of Garathorm

These last two books, *The Champion of Garathorm* and *The Quest for Tanelorn* are simply summarized here. Their action takes place largely outside Hawkmoon's native world.

Two years pass and Hawkmoon, though no longer "mad," has lost his will to live. While Count Brass is in Londra, Katinka van Bak, a famous woman warrior and friend of Count Brass, visits the Kamarg. Shee tells of an army beyond the mountains that treatens Europe and talks Hawkmoon into helping her spy on it. On the way to the Bulgars, Hawkmoon gradually regains his strength. They encounter Jhary-a-Conel, who drops hints at Hawkmoon's role as the Eternal Champion. In a cave in the Bulgars, Hawkmoon is knocked unconscious, and his spirit is transferred to the body of Ilian of Garathorm, and Eternal Champion on another plane.

Hawkmoon becomes Ilian, forgetting his own problems. Garathorm is threatened with an army that has destroyed most of Ilian's people. After a number of mishaps and skirmishes, Ilian enters her old capital and discovers Yisselda, whom she frees. After the army is defeated, Katinka, Jhary, Yisselda, and Ilian return to the mountain cave where Hawkmoon is restored to his own body and memories and reunited with Yisselda. Ilian returns to her world, and the others to theirs.

The Quest for Tanelorn

Having returned to Castle Brass, Hawkmoon and Yisselda decide to look for their children. They head for Londra, but are separated. Hawkmoon goes to another plane, where he helps Elric, Corum, and Erekose, other aspects of the Eternal Champion, defeat Agak and Gagak. From there, he and Erekose seek Tanelorn, where Hawkmoon finds Yisselda, his children, his friends, and Erekose's Ermizhad, held captive by the Sword-Being. After much discussion, Hawkmoon and Erekose agree to give in to the Sword-Being's wishes, and the prisoners are released. The two turn on the Runestaff, breaking it, and Erekose uses the Sword to destroy the Cosmic Balance. The Sword is broken in the process. The act kills Erekose, but Hawkmoon survives to return to an Earth free of the influences of any gods.

Thus ends the saga of the Eternal Champion.

foreign alliances were seldom formed. Europe became a conglomeration of tiny nations. Only recently have cities become large again.

Climate

The destruction affected the climate tremendously. Sunsets and sunrises are still spectacularly colored. Precipitation is usually heavy and often colored strangely. The wind is frequently heavy, and tornadoes have become common all across the globe. Tides are extremely high, and often leave behind the carcasses of strange sea creatures. In a few sheltered lands, such as the Kamarg and high mountain valleys, conditions are better.

Geography

In the worst-hit places, stretches of glassy desert now exist. New mountain ranges and forests of mutant plants have sprung up. Coastlines have changed, sometimes radically, due to missile strikes, tides, or weather. The Inland Sea of Amarehk is a good example of such an event. Portions of countries sank or became islands when their fault-lines were irritated in explosions. Countries famous for their lakes became swamp or were swallowed by the sea. Abandoned cities quickly became vegetation-overgrown monoliths, monuments to a dying world.

People

People of all nations became clannish and paranoid of outsiders. Many reverted back to primitive ways. In Europe, each tiny nation was defended and ruled by its own petty duke or knight. Africa retained its ancient tribes, which had served it so well over the millenia. Amarehkians, depending on the area, became communes of religious fanatics, solitary hermits, or small-town dwellers. Asia Communistans often dwelt in enormous hive cities.

Plants

Cultivated plants took on new, mutant aspects, sometimes beneficial. Some wild plants mutated like the beasts. Most plants stayed basically the same.

Technology

Technology has continued to advance, and many scientific wonders exist in the Tragic Millenium world. However, science is much more inaccessible than now. Ordinary people go through life never using anything more complicated than a pulley, while scientists (often called sorcerers) jealously hoard their secrets. Some technology has been lost as well, and is no longer available to the Tragic Millenium people. No nuclear weapons seem to remain (unless Asia Communista holds a few). Firearms have been forgotten, and been replaced by crossbows, bows, and swords, though advanced ranged weapons such as flamelances are produced.

Technological Devices of The Tragic Millenium

Acid Cannon

This device was an experiment of Baron Kalan's, used to besiege the Palace of Londra. It is a huge jumble of wiring and tubing from which a large trumpet-like bell protrudes. It takes three men to aim, but only one to fire it. When the firing lever is pulled, the machine rumbles, steams, and then a great bubble of fiercely-hot green acid grows from the trumpet mouth and floats away. Anything touched by the acid is dissolved and scorched away, taking 1d100 damage. A bubble is 10 meters in diameter, and hits everything within its area. The bubble lasts for 2d6 rounds, after which it bursts and the acid loses its potency.

Each time the acid cannon is fired, there is a non-cumulative 1% chance that it will explode, and a great gout of the boiling acid spew out, doing 1d100 damage to everyone nearby and wrecking whatever vehicle bears it.

The only known example of the acid cannon destroyed itself in the Siege of Londra. However, more may exist in Kalan's laboratories.

Cold Cannon

Count Brass discovered many extraordinary items in his travels before coming to the Kamarg, and the Cold Cannon was one

of these. The mysterious court of Muskovia holds the secret of the Cold Cannon, and it is unknown and unused outside Muskovia and the Kamarg.

Cold Cannons are made of green and purple glass globes with a bell-shaped nozzle at one end. When fired, the bell spurts out 1d10 small white spheres which land randomly in the area aimed at. (Perhaps the best way to simulate the landing sites of the globes when using miniatures is to take an appropriate number of small d6s and throw them gently at the target site. Wherever a die lands, a globe has bounced.) These little spheres emanate intense cold in a 4 meter radius. Any living creature within the area of cold is frozen solid, unless he can succeed in a DEX x 3 roll to jump free. If the sphere happens to score a direct hit, the target is frozen without any chance of survival.

Cold cannons rapidly get too cold to touch anywhere but the firing button. They are delicate, and the slightest jar could break it. If a cold cannon does break, anyone within 10 meters takes 1d10 of cold damage from the escaping chemicals (armor does not help protect, though heavy furs or winter gear might).

Flame Cannon

Flame cannon are used by most warlike nations of Europe. They are used in castle defense, mounted on ornithopters, and used as field guns for army support. Flame cannons are fairly good-sized, and a horse is normally required to tow one, though two or three men can manhandle one. A successful hit by a flame cannon does 10d6 damage. It does not fire a beam of laser light as does a flamelance — instead, a thin but deadly gout of flames is produced which fries everything it hits.

Flame cannons must be reloaded with a packet of deadly chemicals every 20 shots.

Hallucinocannon

Hallucinocannons are another of Count Brass's defenses, adapted from similar devices used in Espaniya. These are squat, boxlike things with wide-muzzled snouts protruding from one end. When activated, the hallucinocannon sends out 1d100 delicate bluish bubbles. The bubbles float forward, and burst upon contact with anything other than air, releasing a madness-inducing gas.

Those affected by the gas must succeed in an INT x 1 roll or they see their worst fears made manifest and fall berserkly to fight their friends, flee screaming, or collapse catatonic. If the INT x 1 roll is a fumble, the victim dies. After the victim has been removed from exposure from the gas for several hours, he can attempt an INT x 5 roll. If it succeeds, he is cured from his madness. Otherwise, he dies frothing.

After a hallucinocannon has been fired, it must be reloaded and reset, a process which takes a half hour.

Hypnoglobe

Used by ancient physicians as an electronic anesthetic, a hypnoglobe is a small metal ball with tiny colored lights imbedded into its surface. When the globe is activated, the lights blink in a sleep-inducing pattern. The globe's user can choose the length of unconsciousness induced, which can range from a few minutes to over a month. The globe must be held quite close to the patient, but its effects cannot be resisted.

Knowledge is necessary to operate the hypnoglobe. A user must either be taught, or succeed in an Electronics Lore to comprehend its use.

Lockpick Ray

The lockpick ray is a small, cylindrical object resembling a metal cigar. It will open any lock it is pointed at. It is a creation of the Wraith-folk.

Mad God's Amulet

This glowing red ruby-like object bears the sign of the Runestaff. Its powers can be used by any holder, but anyone who uses it over a prolonged time goes mad — except for the Champion of the Runestaff.

The amulet can be used to hypnotize any target within view unless that target succeeds in a POW x 1 roll. This effect does not work. vs. the Champion of the Runestaff.

The amulet can be used to drive any human mad who fails his POW x1 roll. It can also cure that madness. Again, this power does not work vs. the Champion. The madmen and madwomen created by the amulet will do whatever the amulet's holder commands, no matter how suicidal or bizarre. The hypnosis wears off only when so ordered by the amulet's holder. The death of the amulet's holder has no effect.

It can be used to control animals. However, unlike humans, controlled animals do not remain under the amulet's control once they leave its area of influence, and cannot be forced to imperil themselves.

The amulet also adds +10 each to the holder's STR and CON in battle.

Mentality Machine

An invention of Granbretan. It is a large device into which the subject is placed. Delicate wires painlessly penetrate the skull and brain. Soon, strange chaotic hallucinations begin, interspersed with key memories. The visions are controlled by the machine's users. The hallucinations are chosen so as to test the subject's reactions and emotions. The result gives the scientists the current mental state and psychic condition of the subject. This machine is used by the sorcerer-scientists of Granbretan to conduct their mind-control experiments.

Ornithopter

"It was a thing of great beauty, fashioned in the shape of a gigantic griffin, all worked in copper, brass, silver, and black steel, squatting on its powerful lionlike haunches, the forty-foot wings folded on its back. Below the head, in the small

*cockpit, sat the pilot dressed in the bird-mask of his Order —
the Order of the Crow, which was comprised of all flyers —
his gloved hands on the jeweled controls."*
                    —THE JEWEL IN THE SKULL

Ornithopters are flying machines that fly by flapping
their wings. They are an invention of Granbretan and are used
only by that nation's armed forces. They come in many
shapes, always beautifully-worked, as is the Granbretanian
habit. War Ornithopters are equipped with a pair of flame
cannon, though some carry cases of flechettes (finned metal
darts), poison gas, or other deadly loads.

The Runestaff

*"It was from the object on this dais that the configurations of
light originated. The patterns — stars, circles, cones, and more
complex figures — shifted constantly, but their source was
always the same. It was a small staff about the length of a
short sword, of a dense black, dull and apparently discolored
in a few places. The discolorations were of a deep, mottled
blue."*

                    —THE RUNESTAFF

The Runestaff is one of the great cosmic items forged to
uphold the Balance. It was used by Hawkmoon as his standard
in the Battle of Londra. The Runestaff is believed to exist in

Asia Communista, a rumor spread by the servants of the
Runestaff to protect it from casual conquest. It is actually
located in Dnark, in Amarehk.

It actually does little directly to protect its servants. Its
primary power is to generate or find surroundings best for its
own survival. As it happens, these surroundings are also
conducive to human survival. If a wielder of the Runestaff
found himself in hard vacuum, the Runestaff would generate
enough air and heat to keep it and its servant alive.

The spirit of the Runestaff, Jehamiah Cohnahlias, can
choose to leave the Runestaff temporarily. He can never leave
the immediate vicinity, however. Cohnahlias takes the form of
a young Oriental lad, dressed in flowing iridescent robes. He
can answer questions about the future or past with great
accuracy.

Upon every plane of the cosmic multiverse both Law
and Chaos exist in some proportion. In the world of the
Young Kingdoms, described in the game **Stormbringer**,
Law and Chaos exist in equal proportions. Upon Tragic
Millenium Earth, Law is significantly more powerful than
Chaos. There is also a plane of absolute Chaos, just as there is
one of absolute Law. The Runestaff functions as a "bubble" of
Cosmic Balance. The influence of Law and Chaos is always
kept in balance in a sphere of roughly 1000 meters about the
RuneStaff. (To understand this effect more fully, refer to the
chapter on Interdimensional Travel in the **Hawkmoon**
Science Book.)

One of the most impressive powers of the Runestaff is
invoked whenever men swear oaths upon it. Swearing upon
the Runestaff restricts a person's future to one of two
outcomes: either the oath will come totally true, or it will
backfire catastrophically (though it may take some time for
either outcome to happen.) Baron Meliadus' oath upon the
Runestaff, for instance, eventually resulted in both the
destruction of the Dark Empire and in Meliadus' own death.

Sonic Cannon

Yet another device Count Brass has adopted to protect the
Kamarg. His sonic cannons are modeled after those used to
defend the city of Constantinople against barbarian Turkian
raiders. Sonic cannons emit a cone of sound which is quite
painful to humans, but fatal to animals such as horses. Any
non-primate mammal at which the sonic cannon is aimed must
succeed in a CON x 1 roll or die. Other creatures feel pain and
lose -20% from all skills while the cannon is aimed.

The Sword of the Dawn

The Sword of the Dawn is a great broadsword that glows with
a rosy light. It is not one of the Chaos Sword's manifestations,
but an entirely different weapon. While the Sword is an
excellent weapon (adding 1d6 to the damage done by the
wielder, and increasing his attack and parry abilities by 10
percentiles each), its main power is the summoning of the
Legion of the Dawn.

The Legion can only be summoned by a person whom the Runestaff approves. When the Legion is called, they appear from nowhere, dressed in baroque antique armor, wielding lances and clubs. The Legion are dark-skinned, and paint their faces with decorations reminiscent of American Plains Indian warpaint. They are wreathed in rosy auras and sing a dirge as they struggle. Only a hundred warriors appear at a time, but when one is killed, another immediately reappears. The Legion remains, fighting faithfully, until the battle is ended, or until their summoner falls dead or unconscious. Hence, the only way to defeat them is to get to their summoner.

Until Hawkmoon obtained the sword, it was held in the Temple of Batach Gerandiun, in Starvel, city of pirates, within the city of Narleen.

Mutations

THE WEAPONS of the Tragic Millenium produced many strange creatures. Most "monsters" in Hawkmoon are actually mutants, descended from the flora and fauna of our own day. Most mutants are not warped completely — in fact, most would be classifiable by our own biologists. Over the centuries, the chromosomal damage suffered by these mutants stabilized and became natural. The young of many such mutants are still born dead, and most breed much more slowly than natural animals. Some of these mutations and constructs are beneficial, or at least useful, such as the giant flamingos of the Kamarg.

There are artificial mutations as well, genetic constructs such as the baragoon and the war jaguars of Asia Communista, which were created under carefully controlled conditions by use of the Biological Lore skill. Most of these creatures were bred or trained to kill, and are much more dangerous than the shyer natural mutants.

Mutations

In Hawkmoon's Earth, strains of mutations have stabilized into

Animal Mutations

This is a sampling of the variety of mutations possible through radiation exposure or genetic manipulation.

d100	result	d100	result
01-03	Adaptability	52-55	Keen Sense
04-06	Allergy	56-57	Luminescence
07-11	Attribute Change (decrease)	58-61	Metabolism Change
12-16	Attribute Change (increase)	62-63	Pain Sensitivity
17-19	Biped	64	Pheromone
20-23	Camouflage	65-68	Reduced Sense
24-29	Coloration	69-70	Regeneration
30-33	Congenital Disease	71-73	Sensitivity
34-35	Disease Carrier	74-76	Speech (mimicry)
36	Group Intelligence	77-81	Structure Change (adverse)
37-39	Hands	82-86	Structure Change (beneficial)
40-43	Hardy	87-90	Venom
44-51	Hybrid	91-00	Gamemaster's Choice
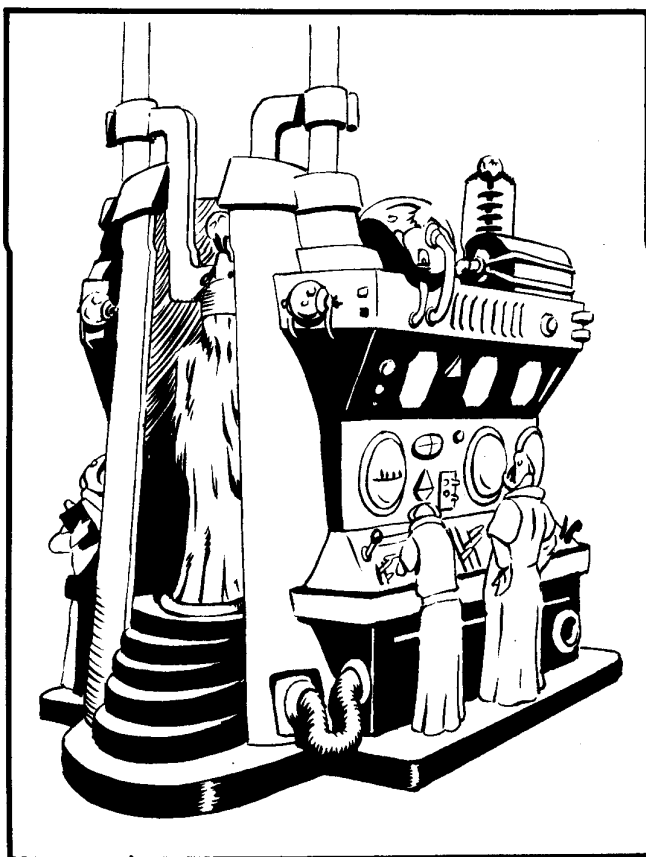
fairly uniform species. Unique individual mutants are extremely rare, and usually deformed — often too grotesque to survive long. Generally, where one mutant beast is seen, quite a few more just like it are around somewhere.

The following tables are for use in designing new mutant species. The process is simple: choose a plant or animal species (including humans), roll 1d4 to determine the number of mutations it possesses, and roll on the appropriate table for each mutation. If the same mutation is received twice, the mutant might simply have the particular alteration very strongly, or two different versions of the same alteration. For instance, a mutant receiving Keen Sense twice might have both enhanced eyesight and hearing, or it might just have extraordinarily keen vision (infra-red vision, perhaps?).

Some mutant races are as old as the Tragic Millenium. Others are quite new.

Plant Mutations

This is a sampling of the variety of mutations possible through radiation exposure or genetic manipulation.

d100	result	d100	result
01-05	Group Intelligence	52-63	Poison
06-15	Imitation	64-72	Senses
16-23	Intelligence	73-77	Spores
24-33	Mobility	78-90	Structural Change
34-41	Perfume	91-00	Gamemaster's Choice
42-51	Personality		

Animal Mutation Explanations

ADAPTABILITY: permits a creature to adjust itself to particular extreme conditions. Sample types of adaptability include immunity to radiation, ability to breath both air and water, ability to digest metal and/or stone, and immunity to extreme heat.

ALLERGY: the mutant is hypersensitive to a particular substance, plant, or animal. When in contact with its bane, the unfortunate creature has a reaction, such as sneezing, a rash, swollen eyes, etc. 2d10 percentiles should be reduced from all the creature's skill levels for the duration of the contact and some time thereafter. If this mutation is received twice, the creature is either sensitive to two different substances, or suffers the loss of 4d10 percentiles (gamemaster's choice).

ATTRIBUTE CHANGE (DECREASE): Roll 1d10 to determine which attribute is altered.

Roll another d6 to determine by how much the attribute is lowered: 1-3 = -1d6; 4-5 = -2d6; 6 = -3d6. If a lowered attribute would result in an attribute of less than 1d6, consider the next step down to be 1d4, then 1d3, then simply 1.

ATTRIBUTE CHANGE (INCREASE): this is determined exactly as Attribute Change (decrease), except that the chosen attribute(s) is raised, rather than lowered. A raised INT usually indicates that the creature has received true, though possibly low, intelligence.

Attribute Change

Roll a d10 to determine which attribute is changed through radiation exposure or genetic manipulation.

d100	attribute	d100	attribute
1	STR	7	CHA
2	CON	8	both STR & SIZ
3	SIZ	9	roll twice more, using
4	INT		a d8 instead of a d10.
5	POW	10	roll three times, using
6	DEX		a d8 instead of a d10.

BIPED: if normally quadrupedal, the mutant has the skeletal and muscular capacity to walk upright. This may be its normal posture, or it may tire the mutant to assume this position for long periods, forcing it to drop to quadrupedal stance periodically.

Normally bipedal creatures, such as humans, would be forced to a quadrupedal stance. Inappropriate creatures (a quadrupedal chicken or snake is difficult to imagine, for instance) should exchange this mutation, if rolled, for Structural Change.

CAMOUFLAGE: the creature is well-concealed, or its body form imitates some other organism or object. A hairless animal which, when curled up, resembled a rock would be an example of this, as would be a creature which imitated a tree or a human. The mutant might simply have a camouflaged hide which increases its Hide skill. The creature may use its camouflage ability to evade predators or capture prey, depending on its nature.

COLORATION: the mutant's skin, scales, feathers, fur, eyes, tail, or pattern is a different color or colors from the species' natural color, often strikingly so. It may glisten like gold, be tiger-striped, or be one solid color.

CONGENITAL DISEASE: the mutant suffers from an incurable and possibly painful non-contagious ailment. It may have hemophilia, deformed bones, cancer, or lung trouble. Such mutants generally have shortened life spans. Attributes may or may not be reduced according to the severity of the disease.

DISEASE CARRIER: such creatures carry disease, though they themselves are immune to the disease they carry. The disease has an intensity of 2d10. The disease may be promulgated by any touch, or by some specific mode of contact, such as through the creature's droppings or via its bite or claws. Anyone exposed must roll their CON x 5 minus the disease's intensity on 1d100 or contract the disease. Creatures that receive this mutation twice either increase intensity to 4d10 or carry two separate diseases.

GROUP INTELLIGENCE: creatures with group intelligence live in colonies and share the same mind. What one creature experiences is also experienced by members of its colony. Variable degrees of contact exist, and the telepathy-like link is

often affected by distance. Often such species have ant-like castes, with some individuals specialized for breeding, others for foraging, and yet others for warfare.

HANDS: includes any type of manipulative organ, not just hands. A human with this mutation has extremely mobile, ape-like feet, or perhaps prehensile lips or a tail.

HARDY: the mutant can withstand damage. It might be able to be reduced to 0 or negative hit points and still keep fighting, or it might take only half damage from a certain damage type, such as fire, falling, cutting weapons, etc.

HYBRID: the mutant, which must be a genetic construct, shares features of two or more different types of animals. It might be a bear with lobster-like claws, a tiger-headed horse, or anything else imaginable. The degree of the crossing is left up to the gamemaster's imagination.

KEEN SENSE: one of the mutant's senses is heightened. This also raises the corresponding skills. Hence, a mutant with a greatly enhanced sense of smell would raise its Scent and Track skills. A mutant with eyes as big as platters would increase its See, Search, and Track. This mutation may be accompanied by a heightened (harmful) sensitivity as well. For instance, the aforementioned big-eyed mutant might be blinded by bright light.

LUMINESCENCE: allows the mutant to generate light. It may simply faintly glow in the dark, or it might project a harsh beam of light. The light's color, intensity, and any ability of the creature to control or alter the light is up the gamemaster.

METABOLISM CHANGE: this can result in all sorts of benefits or drawbacks. It might have a greatly extended or reduced lifespan, may have altered sleep habits, appetite, or growth. It might live, move, and act twice as fast as ordinary creatures, but have to eat ten times as much.

PAIN SENSITIVITY: the mutant is of particularly delicate construction, has a weakened epidermis, or simply feels pain more strongly than most creatures. It may take double damage from all wounds, or the slightest blow may blind the creature with agony and cause it to flee in panic.

PHEROMONE: the mutant produces a distinctive odor, which it may or may not be able to shut off at will. It might simply have an unusual smell, such as cinnamon, ammonia, or kerosene. Some creatures (generally artificially bred) produce complex organic pheromones which induce emotions in humans or other creatures. The emotion induced might be rage, fear, sorrow, or nausea. These special pheromones have an intensity of 2d10. The target creature must succeed in rolling INT x 5 minus the pheromone's intensity on 1d100 or succumb. An additional dose of this mutation may result in an increased intensity or a second type of pheromone production.

REDUCED SENSE: this reduces or eliminates one or more of a creature's senses. It may be blind, deaf, etc. This may affect skills and attacks.

REGENERATION: the mutant takes no permanent injury from Major or Critical Wounds or can grow back lost limbs and/or organs. In extreme cases, the mutant can actually heal back damage taken at the rate of 1 or more points per combat round. It may or may not be able to continue healing after death would normally take place. It may not be able to heal from wounds from a certain source, such as fire, acid, drowning, etc.

SENSITIVITY: the mutant is attuned to a certain item or substance which it can detect automatically at a distance. Gold, water, oil, specific prey animals or plants, gems, and power sources are all viable targets for Sensitivity.

SPEECH (MIMICRY): if the mutant is intelligent, it can learn and speak human tongues. If not, then it simply imitates sounds, including voices, machinery, explosions, other animals, etc. The mimicry may or may not be convincing or realistic, and some sounds may be beyond the mutant's powers. The mutant might use its ability to attract or fool prey (it might have learned, for instance, that calling the sound-pattern "help!" in the tone of a human child usually brought other humans running). A human with this mutation might be able to speak animal languages, might have a natural knack for languages, or may not have the power of speech at all.

STRUCTURE CHANGE (ADVERSE): this mutation covers a wide variety of alterations. It might be deformed, obese, or extremely thin. Or it might have ridiculous additions such as ten extra legs that do nothing but hinder its movement.

STRUCTURE CHANGE (BENIGN): similar to the above, but usually beneficial or at least neutral. A creature might have an exoskeleton (possibly adding to its armor), extra legs or heads, larger or smaller body parts, or new parts such as wings, horns, or spines.

VENOM: the creature manufactures venom with an intensity of 2d10. The venom may be injected by bite, sting, or claw. It may coat the creature's outer body. It might be a gas, or might even take effect only if the mutant is eaten. Most poisons simply reduce the victim's hit points by an amount equal to the poison's intensity. Other possibilities are sleep, paralysis, attribute reducers, or blindness. A successful CON x 3 roll might reduce or eliminate the poison's effect.

Plant Mutation Explanations

GROUP INTELLIGENCE: plants with group intelligence usually live in colonies. Sometimes all the plants in a given area are controlled by a single type of plant, and act for its betterment. Or perhaps the intelligent plant type has several different varieties used for different purposes.

IMITATION: such vegetation can imitate, with varying degrees of accuracy, one or more types of animal, another plant, or even humans. Mobile imitators might be able to use the creature's attack forms. Often, a plant only imitates part of a creature, such as its voice, its head, etc.

INTELLIGENCE: the INT attribute is added to whatever other attributes the plant possesses. The degree of intelligence is up to the gamemaster, but plants are unlikely to think like humans. Mobile plants with intelligence may be tool-users.

Intelligent plants without personality usually cannot be interacted with by humans.

MOBILITY: the plant can move independently of wind or growth. Some plants may only be able to move branches, flowers, or leaves, but some may be able to uproot themselves and move around, or may never root in the first place. Such plants have DEX, and are often carnivorous.

PERFUME: plants with this mutation can produce strong scents, much like the animal Pheromone mutation (q.v.).

PERSONALITY: an intelligent plant with this mutation feels emotion, and is as entertaining as any human or animal. An unintelligent plant with personality functions with a mindless personality. It might simulate embarrassment by blushing, or it might pull away from intruders as if shy.

POISON: the plant secrets a poison or irritant of some type. It may drip corrosive oil, have sharp leaves or thorns, or tiny

nettle-like spicules. Many poisonous plants are dangerous only if eaten, others are deadly simply to brush against. See the animal mutation of Venom for more information.

SENSES: the plant has one or more animal-like senses. It can see, hear, or smell, and react accordingly.

SPORES: when disturbed, a plant with this mutation gives off clouds of spores. The spores may have a deleterious effect on humans, such as causing hallucinations, coughing and choking, or even death. Some spores may implant in the body of whomever they contact and sprout new plants in a matter of days, eventually causing their victim's death.

STRUCTURAL CHANGE: an extremely variable mutation, which must be decided upon by the gamemaster. A plant with structural changes may be larger or smaller than usual, may have deadly thorns or spikes that may or may not be able to be fired at an enemy. The plant may combine several other types of plants, be parasitic, etc.

Interdimensional Travel

PERCEPTIVE FANS of Chaosium's other games have by now noticed that the rules to **Hawkmoon** and **Stormbringer** are identical in all essential facets. Because they are based in different universes, different skills, weapons, and background are used, but the basics remain the same.

This is intentional, and is meant to permit adventurers from one game to freely pass to the other and back again. Interdimensional travel is possible to both universes, though not easy. To pass to the Tragic Millenium Earth from **Stormbringer**, the easiest method to use is a Demon or Virtue of Transport, designed with precisely that function. A special demon or virtue might have to be summoned, but that should not be difficult for any sorcerer of real power. To travel from the land of **Hawkmoon** to the world of the Young Kingdoms is somewhat more difficult, though special devices can be built or found to permit such travel, such as Baron Kalan's Pyramid or the dimensional shifter of the Wraith-folk. And, of course, certain artifacts and places, such as the Tower of Voilodion Gagnazdiak, travel from universe to universe — a party of adventurers could "hitch a ride," as it were.

Entering the Young Kingdoms

No change occurs to a native of Tragic Millenium Earth upon entering the Young Kingdoms. Flamelances still function, mutants retain their special powers, ornithopters fly perfectly well. Science, the tool of Law, works just fine in Elric's world,

as proven by the Boatmen of Xylerenes and Reptile Men of Pio, two advanced races whose science was demonstrated to operate effectively there.

However, the tools necessary to science are generally unavailable anywhere in the Young Kingdoms. Microscopes and incubators for biological research are nonexistent. Precision gears, bearings, and springs for machinery; high-quality glassware essential to chemistry; any sort of electronics whatsoever; all are quite impossible to the medieval technology available in the Young Kingdoms. Unless a traveler has brought his equipment with him, no **Hawkmoon** Lore skill can operate at higher than 20%.

Flame-lances and similar technological weapons are generally not considered to be magic, and do not damage demon armor, though the damage points in excess of the demon armor's protection will still damage the wearer. However, given time and motivation, a competent scientist can develop weapons capable of damaging demon armor. Of course, certain special weapons, such as the Sword of the Dawn, can harm demon armor. And other weapons, such as acid or sonic cannon, produce effects too devastating or too subtle to be blocked by mere demon armor.

Entering Tragic Millenium Earth

Of all Moorcock's universes, **Hawkmoon's** is perhaps the most Lawful and least influenced by Chaos. Even the havoc of

the Tragic Millenium was performed by science and cold logic, proving, perhaps, that Law run amok is as fearsome as the slimy hordes of Chaos. Only now, centuries after the end of the war, do tiny bits of Chaos begin to seep into the world. Though all types of magic are suppressed and weakened, Chaos magic is worst-hit by the differences between worlds.

Any **Stormbringer** adventurer coming to Tragic Millenium Earth finds that all his magic skills are divided by 10 (.5 or greater rounding up). Hence, a mighty sorcerer with the ability to summon Earth elementals at 93% has his skill reduced to a pitiful 9% in **Hawkmoon's** world. Summoned demons and elementals may not be bound into a sorcerer's permanent service, though such entities previously bound remain under control once brought here. Additionally, no magic may be taught in **Hawkmoon's** world. The nature of Law just does not permit the tremendous and weird flexing of logic and mental perception necessary to the learning of spells. Prospective **Hawkmoon** magic-users must travel to other, less Lawful, planes, learn their magical skills and spells to as high a degree as possible, and then travel back to Tragic Millenium Earth (suffering appropriate reductions in skill values).

The abilities of elementals remain the same as in **Stormbringer**. However, elementals may not be bound into a sorcerer's service in **Hawkmoon's** Earth: they may only be summoned and commanded once, after which they depart.

All demon attributes, except for SIZ, and all demon special abilities are divided by 10 so long as they stay in Tragic Millenium Earth. This even applies to powerful demons such as Stormbringer itself, who only drains 1d10 points of POW, instead of 1d100. New demons can be summoned in Tragic Millenium Earth and, unlike elementals, can be bound into service. The total of the demon's attribute points equals to the sorcerer's total attribute points divided by 10. The demon's POW is based on a normal roll of 1d3, which makes it extraordinarily easy to tame. Since SIZ remains normal, points put into SIZ are multiplied by 10 (or whatever fraction thereof the summoner desires).

EXAMPLE: *Thoreb Vlakn, Pan Tangian sorcerer, wears demon armor with a CON of 44, SIZ of 15, POW of 18, and CHA of 9. When he transports himself to the Tragic Millenium Earth in search of a flamelance, his demon armor suddenly becomes CON 4, SIZ 15, POW 2, and CHA 1. In Granbretan, he tries to summon a Demon of Combat to fight with. His skill of 88% is only 9% here, but he rolls 07 and succeeds. His total stats add up to 86, so his demon has a total value of 9 (!) points. The demon's POW is 1d3, and a 3 is rolled. He puts 1 point into SIZ, giving him a SIZ which can range from 1-10 (he chooses 3 for a demon poleaxe). He has 5 points remaining, and puts them all into STR. Since 10 points of STR give a weapon +1d6 damage, a merciful gamemaster decrees that 5 points of STR give it about +1d3 damage.*

In third edition **Stormbringer**, it is possible to summon demons of greater or lesser power than the "standard"

Illustration by Alan Okamoto

variety. If you play by these rules, when minor or especially strong demons are summoned in Tragic Millenium Earth, each extra 1 point added to the demon's POW roll permits the sorcerer to increase its total attribute points by 1/3. Hence, a 1d3+3 POW roll would result in a demon with twice as many attribute points — 1/5 of the sorcerer's total attributes. A demon with a POW of 1d3+27 would have equal attribute points to the sorcerer's. If 1d2 is rolled instead of 1d3, the demon's total attribute points are only 2/3 as much (1/15 the sorcerer's), and if an automatic 1 point of POW is chosen, the demon's attribute points are 1/3 normal (1/30 the sorcerer's total).

However, upon return to the Young Kingdoms, all the demon's statistics but SIZ are multiplied by 10, including

POW. This POW increase gives the demon an immediate chance to resist the sorcerer's POW and escape its binding. If it is an aggressive type of demon, it immediately attacks the sorcerer. Otherwise, it merely departs.

Elemental Rulers, Beast Lords, and the Lords of Law and Chaos cannot be summoned in **Hawkmoon's** world. Agents (only) of Law, Chaos, or of an Elemental Ruler, that try to contact their patron can, at best, get only a dim image or voice from their god, who can take no direct action here.
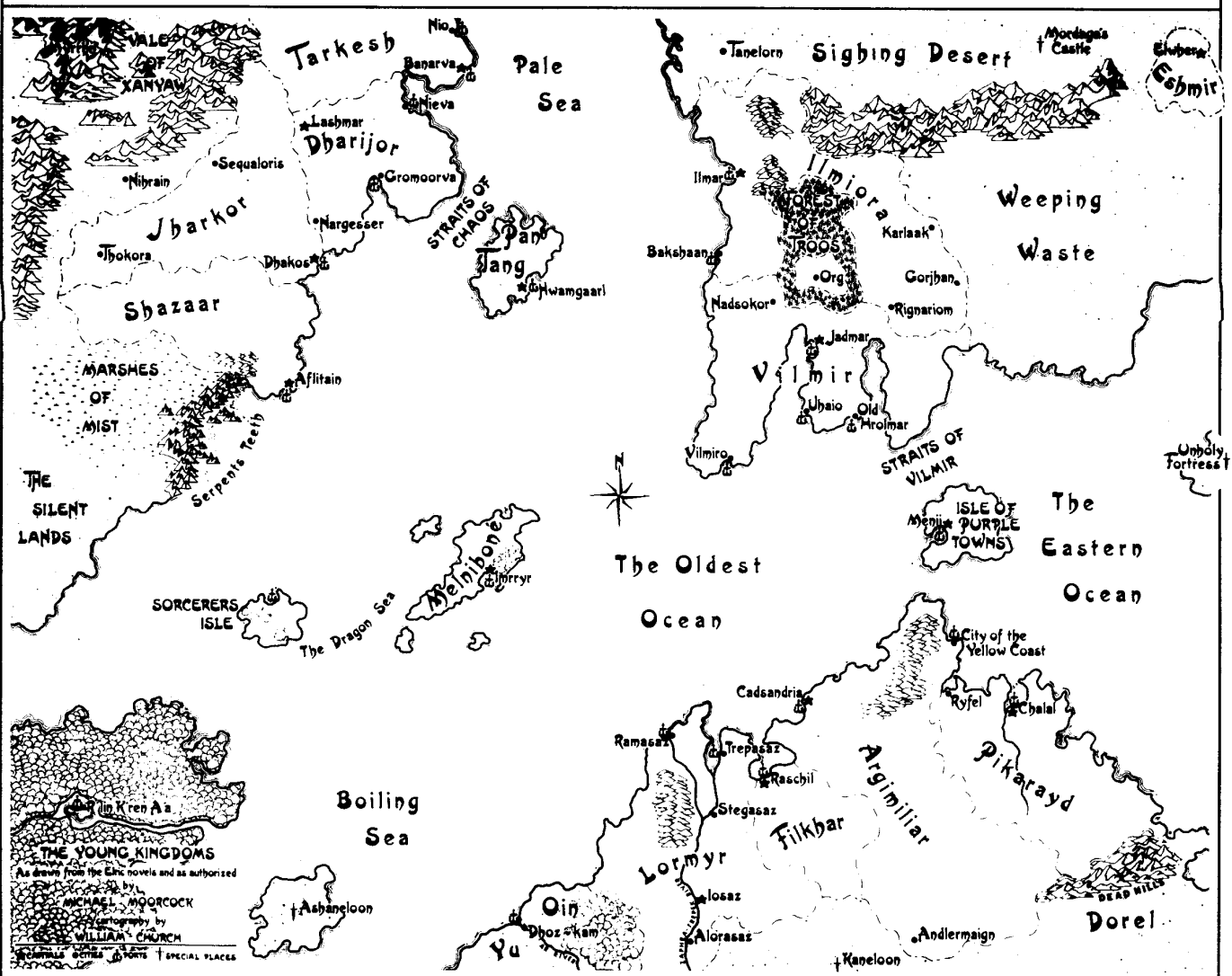
Amulets of Law or Chaos become inert and dead while within **Hawkmoon's** Earth.

Unlike all other forms of magic, Virtues function normally in **Hawkmoon's** Earth. However, new Virtues cannot be manifested there.

The Young Kingdoms

The world of Elric as presented in the **Stormbringer** roleplaying game.   1 inch equals 600 miles.

TRAGIC MILLENIUM EUROPE

SHETLAS

ORKNEYS

GRANBRETAN

SCANDIA

MUSKOVIA

EIRE

YEL

HALAPANDUR

NORWEGIAN SEA

SCANDIA

KERNINBURG

THE MAD GOD'S CASTLE

TO AMAREHK

LONDRA

KROIDEN

DEAU-VERE

EMBERY

BERLIN

KRAKOV

KIEV

UKRANIA

TO ASIA COMMUNISTA

THE SILVER BRIDGE

KARLYE

KÖLN

HOLANDIA

ROUEN

LIEGE

GERMANIA

SAHBRUCK

ZORVANEMI

CARPATHIA

THE THROBBING BRIDGE

KERCH

NORMANDIA

APARYE

NÜRNBERG

ULM

MUNCHIEN

WIEN

FRANCE

BAZHEL

OSTERLAND

ISHEKIA

BRADICHLA

SIMFEROPOL

BORDEAUX

LYON

PADYA

ROMANIA

CASTLE BRAS

VALENCE

AIGUES-MORTE

KAMARO

SLAVIA

MAGYARIA

BLACK SEA

ESPANIYA

CATALANIA

ARLES

MARSHAIS

PROVENCE

SOFIA

ISTANBUL

CORSICA (CATALANIA)

ADRIATIC SEA

ANKARA

KIZURNAK R.

TURKIA

PERSIA

SARDINIA (CATALANIA)

ITALIA

GREECE

SICILIA

BIRACHEK

HAMADAN

TUNIS

MIDDLE SEA

KYRUS

TARABULUS

SYRIA

SORYANDUM

PERSIA GULF

GULF OF SIDRA

BEHRUK

N

SHETLAS

ORKNEYS

GRANBRETAN

SCANDIA

NORWEGIAN SEA

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TRAGIC MILLENIUM EUROPE

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TO ASIA COMMUNISTA →