

Balo, the insane jester of the Lords of Chaos, knowing of Arioch's plan to utterly defeat the detested Lords of Law on Young Kingdoms Earth, projected his spirit into the future. What he learned there horrified even that mad deity of Chaos, but when he returned and tried to tell Arioch, his master, how Elric would bring disaster to all his plans, the Prince of Swords only laughed at him, thinking this wild story to be Balo's best joke yet.

"Elric is the sweetest of my pets and playthings," Arioch declared, "and he shall be the

pawn that checkmates the Lords of Law."

Seeing that he could not move his master with warnings, Balo begged leave to construct a miniature world for the amusement of the Lords of Chaos. Mortals from the Young Kingdoms would be brought into this mad world of Balo's creations where their struggles to survive could amuse the watching Lords of Chaos. In reality, the whole world was but a trap for the destruction of Elric, for Balo knew that he could gain Arioch's permission to bring Elric into it at least once.

SPECIAL DIFFERENT WORLDS MODULE

To remove this module, simply bend the center staples up with a knife or some other flat implement, and pull out the module. Be sure to bend the staples back. We recommend the module be kept in the *Stormbringer* game box.

STORMBRINGER Scenario

Bastions Of Balo

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This adventure is for any reasonable number of *Stormbringer* characters at any level of development. If the gamemaster and players wish, they may include Elric and Stormbringer as part of the group. This means that some player will have to role-play Elric (use stats in the *Stormbringer* rules, p. 125). Do not worry about equipping the player-characters at the beginning of the scenario—they will be stripped of all equipment, and be rearmed at the beginning of the game according to their own wit and ability.

It is necessary for the gamemaster to play Balo for this adventure. Nonetheless, neither Balo nor the other Lords of Chaos, nor even the Lords of Law may participate directly in the adventure either to harm or help. The Bastions of Balo are entirely self-contained, but it is just

barely possible that a master sorcerer could breach their barriers with the aid of one of the Elemental Rulers.

All player-characters going into the Bastions of Balo start by being put into a trance while sleeping. While their bodies lie dormant in the world of the Young Kingdoms, their astral forms (which have exactly the same characteristics and powers as their material bodies) are taken to the Bastions. For purposes of the adventure, the astral forms of the player-characters are as solid and real as the sleeping forms they left behind. All adventurers arrive completely naked and devoid of special equipment, with the exception of Elric, who arrives carrying Stormbringer.

When ready to begin play, put all characters in the room marked "start" and see if they can solve the first puzzle.

START. This is a large room, 60' square. There is no furniture and the floor is bare black stone. On the ceiling is a giant sign of Chaos with its eight arrows radiating from a circle, each arrow radiating a different color: green, blue, yellow, orange, brown, indigo, white, and red. The eastern wall is entirely green. The southern wall is blood red. The northern wall is carved to represent the entire pantheon of Chaos, while the western wall shows a huge relief of a sly, smiling, hump-backed god in motley clothing.

Three of the walls are completely solid, but the green wall is an illusion—characters may walk through it at will. Once beyond it, however, they will find themselves in a 10'x10'x10' stone passageway carved entirely of red stone and glowing dimly with reddish light. From this point they cannot re-enter the starting room.

The gamemaster may have to help the characters solve this puzzle. If any of them try praying to or invoking any of the Lords of Chaos, the gamemaster can have that deity make a brief appearance and tell his worshipper to "Ask Balo." The Elric player will almost certainly try to invoke Arioch to get out of this jam. Arioch should explain that he cannot aid his favorite in any way, but neither can the gods take any direct action to harm him or his companions.

When Balo is invoked, he will appear with two demons. (The gamemaster may give any desired description of these demons—

they are not here to fight.) One is a Demon of Desire, and the other is a Demon of Knowledge. The Demon of Desire will produce three corporeal items for each delver who asks it. The Demon of Knowledge will answer one question for each character and one only. If the demons are attacked, they will disappear, leaving the players with whatever they may have managed to acquire. It is up to the gamemaster to fulfill the letter of the player requests while avoiding the spirit of them. Remember that you are playing Balo, god of malicious mischief. (Example: in one playtest, a player asked for a winged dragon to ride as a steed. I gave him one slightly smaller than a Shetland pony and barely strong enough to carry the character. The character had to make DEX rolls to stay aboard when the dragon was in the air.)

After all players have equipped themselves as well as their wit allows, the gamemaster should see to it that they figure out that they can exit through the green wall. The rest of the scenario map is coded in numbers. When the gamemaster feels the characters are close enough to observe the particular numbered item, he should describe it for them and get their actions. Gamemasters have the right and duty to embellish these necessary bare-bones descriptions with any added detail or complications that they feel will add either amusement or adventure.

Bastions Of Balo



KEY

1. This is a *bas-relief* face of a tiger in the stone wall. A successful Search roll will find the movable fang that causes the tiger's mouth to gape wide open. Down the tiger's throat is a small dark twisting passage, barely large enough to crawl in.

2. This is the narrowest part of the passage. Only characters with SIZ 8 or less can pass.

3. At the end of the passage is a skeleton of a man in rotted armor. The leg bones are broken and the skull is smashed. Near the body is an old silver-bronze saber (1D6+2 damage) and dagger (1D4+2). There is also a medallion of Power. When worn, it adds 1 to the wearer's POW rating. The only way out is to return by the way you came.

4. At this point, the characters will meet eight warriors of Pan Tang. They will try to recruit other Pan Tangians to join them, but will attack and try to kill any other nationalities at their first opportunity. The gamemaster should role-play these characters as treacherous and cunning. They may pretend friendship for a strong batch of delvers, only to turn on them and stab them in the back at their first opportunity.

LIVID DREDD Warrior Assassin

STR 11 CON 14 SIZ 9 INT 14 POW 13 DEX 10 CHA 7

ARMOR: 1D8-1 half-plate.

HIT POINTS: 14 (major wound level 7).

WEAPONS	Attack	Damage	Parry
Greatsword	53%	2D8	51%
Dagger	43%	1D4+2	41%

SKILLS: Ride 26%; Listen 63%; Search 28%; Ambush 52%; Hide 52%; Move Quietly 62%; Poison Lore 30%.

MONEY: 102 LB.

FADAN VAS Warrior

STR 13 CON 12 SIZ 10 INT 9 POW 17 DEX 9 CHA 17

ARMOR: 1D8-1 half-plate.

HIT POINTS: 12 (major wound level 6).

WEAPONS	Attack	Damage	Parry
Battle axe	56%	1D8+2	56%
Target shield	46%	1D6	46%
Dagger	36%	1D4+2	46%

SKILLS: Ride 71%; Persuade 20%.

MONEY: 69 LB.

SALAR VEN Warrior Assassin

STR 9 CON 9 SIZ 11 INT 20 POW 15 DEX 7 CHA 16

ARMOR: 1D8-1 half-plate.

HIT POINTS: 9 (major wound level 5).

WEAPONS	Attack	Damage	Parry
Broadsword	59%	1D8+1	51%
Target	49%	1D6	41%
Dagger	39%	1D4+2	41%

SKILLS: Ride 66%; Listen 71%; Search 36%; Ambush 56%; Hide 56%; Move Quietly 66%; Poison Lore 30%.

MONEY: 24 LB.

OKON NORR Noble Warrior

STR 10 CON 16 SIZ 15 INT 19 POW 16 DEX 10 CHA 12

ARMOR: 1D10-1 plate.

HIT POINTS: 19 (major wound level 10).

WEAPONS	Attack	Damage	Parry
Battle axe	61%	1D8+1D6+2	51%
Shield	51%	2D6	41%
Dagger	41%	1D6+1D4+2	31%

SKILLS: Ride 26%; Balance 21%; Listen 21%; See 21%; Credit 51%; Persuade 21%.

MONEY: 183 LB.

KAR-TUR LYN Warrior Assassin

STR 13 CON 10 SIZ 12 INT 19 POW 15 DEX 13 CHA 12

ARMOR: 1D8-1 half-plate.

HIT POINTS: 10 (major wound level 5).

WEAPONS	Attack	Damage	Parry
Lormyr axe	62%	4D6	55%
Scimitar	52%	1D8+1D6+1	45%
Hatchet	42%	2D6+1	35%

SKILLS: Ride 70%; Listen 70%; Search 35%; Ambush 58%; Hide 58%; Move Quietly 68%; Poison Lore 30%.

SUMMONINGS: Fire Elemental 50%.

MONEY: 138 LB.

ARRIGH OKK Noble Warrior

STR 10 CON 12 SIZ 18 INT 13 POW 19 DEX 11 CHA 10

ARMOR: 1D10-1 plate.

HIT POINTS: 18 (major wound level 9).

WEAPONS	Attack	Damage	Parry
Scimitar	58%	1D8+1D6+1	51%
Shield	48%	2D6	41%
Dagger	38%	1D6+1D4+2	31%

SKILLS: Ride 66%; Credit 48%.

SUMMONINGS: Fire Elemental 50%.

MONEY 70 LB.

SCUZ'R DIMB Warrior Assassin

STR 6 CON 10 SIZ 14 INT 19 POW 22 DEX 3 CHA 11

ARMOR: 1D8-1 half-plate.

HIT POINTS: 12 (major wound level 6).

WEAPONS	Attack	Damage	Parry
Dagger	58%	1D4+2	49%

SKILLS: Ride 64%; Balance 27%; Listen 77%; Search 42%; See 27%; Persuade 27%; Ambush 49%; Hide 49%; Move Quietly 59%; Poison Lore 30%.

ELEMENTAL SUMMONINGS: Air 74%; Fire 98%; Water 55%.

DEMON SUMMONINGS: Combat 92%; Desire 56%; Protection 77%.

OTHER SUMMONINGS: Kakatal.

MONEY: 151 LB.

MURGAN DORN Warrior

STR 12 CON 6 SIZ 14 INT 19 POW 20 DEX 9 CHA 12

ARMOR: 1D8-1 half-plate.

HIT POINTS: 8 (major wound level 4).

WEAPONS	Attack	Damage	Parry
Long spear	65%	1D10+1D6+1	56%
Dagger	55%	1D6+1D4+2	46%

SKILLS: Ride 71%; Balance 25%; Listen 25%; See 25%; Persuade 25%.

MONEY: 181 LB.

5. This is a huge golden statue of Balo. The eyes are crossed and the tongue sticks out. Fabulous jewels are set into the metal to represent Balo's clothing. The statue appears to be sitting on a book. Anyone who can read High Melnibonean can pick out the title, *1001 Insults for Pompous Deities*. Touching or defacing the statue summons the demon in entry 6.

6. This is an ugly but comical Demon of Protection. It gives only one warning. If the statue of Balo in entry 5 is touched or defaced, the demon will attack, concentrating its attack on the character with the highest POW rating. If any part of the idol is carried off, the demon will pursue the thief.

COPPER Demon of Protection

STR 17 CON 22 SIZ 12 INT 9 POW 8 DEX 19 CHA 3

ARMOR: 20-point skin.

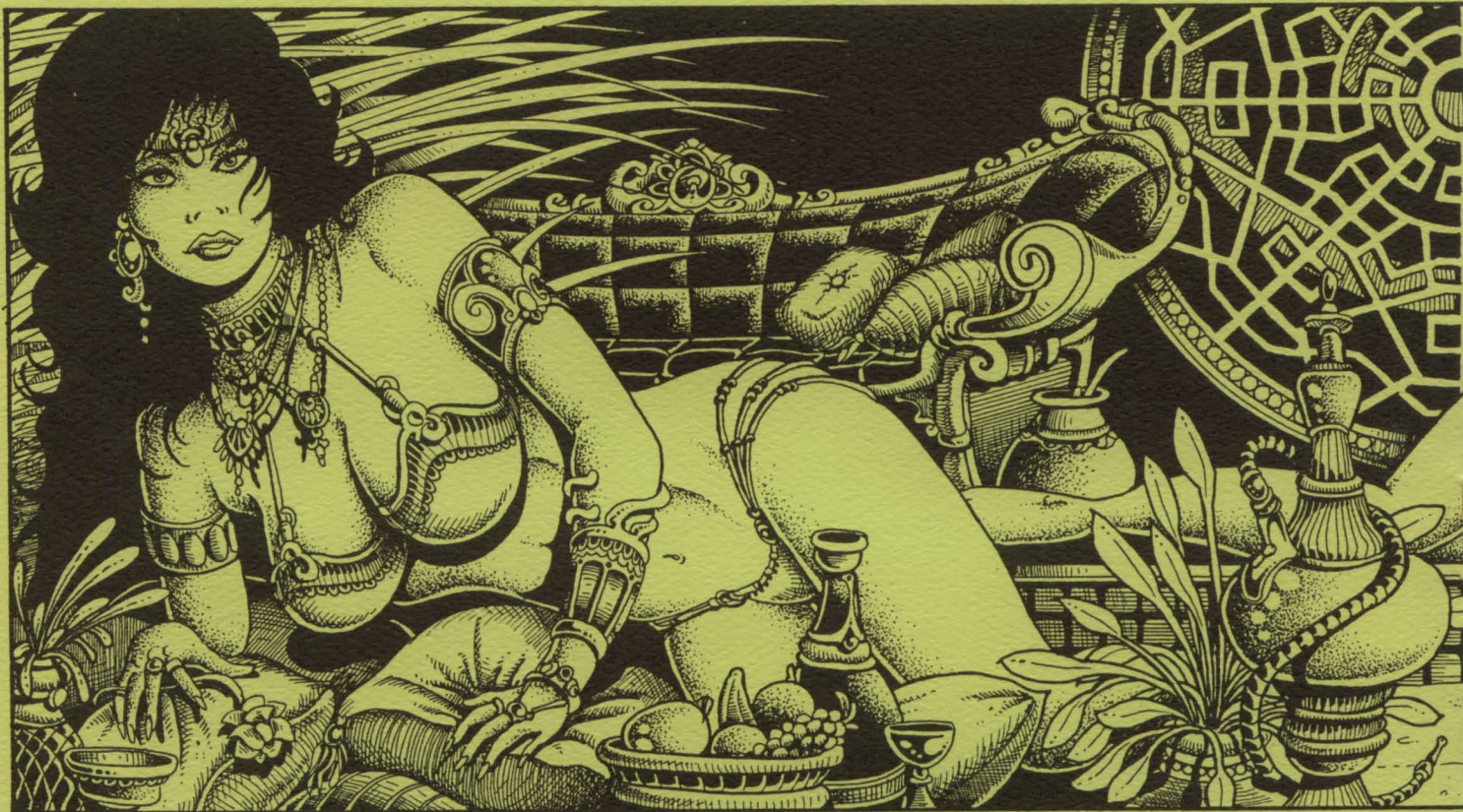
HIT POINTS: 22 (major wound level 11).

SPECIAL POWERS: Invulnerability.

WEAPONS	Attack	Damage	Parry
Broom	31%	2D10+1	19%
Rolling pin	47%	2D8+2	08%

7. This is a glass doorway, shatterproof, and without any handle or hinges. Through the glass can be seen thousands of bronze and silver pieces. Painted on the glass of the door is a little jingle:

*Find the wine that drives men mad
Drink a swig and you'll be glad
All this loot, more than you think*



Is for the men who dare to drink.

W. Concealed at point W within a hidden panel in the wall of the tunnel is large flask of pale yellow wine. It takes a successful Search roll to find it. Anyone who drinks the wine must make his INTx2% roll or lose 1D4 INT points permanently. All those who drink find themselves drawn into room 8. While inside room 8, the wine will also cause sleepiness. To avoid going to sleep, the character must make its POWx1% roll. It must do this for every ten game minutes it spends in the room.

8. This room is half full of silver and bronze coins from Pan Tang and Dharijor. There is limitless wealth in here. To enter the room, characters must drink the wine, and the wine puts them to sleep for six game turns unless they make their POW rolls. When everyone in the room is asleep, small monkey-like demons will enter from point 11 and take their weapons, substituting worthless rubber ones. If anyone takes any of the money, it turns out to be chocolate candy wrapped in bronze and silver tinfoil to simulate coins.

9 and 10. There are no points 9 and 10. The gamemaster may place them wherever he wants and put whatever he wants at those points.

11. This is the only exit from room 8. The wall is beveled at this point, and the stone shows a huge likeness of Balo's face complete with cap and bells. A successful Search roll will ring the bell (which is real) and the jaws will open, displaying a passage leading out between several jagged, razor-sharp teeth. As each character passes through the jaws of Balo, it must make its POW x5% roll or the jaws snap shut and cut the character in half, something that is instantly fatal. After the jaws snap shut, the mouth must be re-opened from room 8.

12. This little room contains 10,000 large bronze coins from Argimiliar. The treasure is guarded by an indestructible demon that lives in the walls. Ordinary weapons glance harmlessly off its stony body with a 50% chance of breaking, although a war hammer might shatter the demon if it got a critical hit or applied more than 34 hits worth of damage at any time.

FRAGMAN

Demon of Protection

STR 20 CON 14 SIZ 22 INT 7 POW 8 DEX 20 CHA 7

ARMOR: 20-point stone (non-magical weapons have a 50% chance of breaking, except hammers and maces).

HIT POINTS: 14.

SPECIAL POWERS: Invulnerability (vulnerable to acid and magic).

WEAPONS	Attack	Damage	Parry
Right hand	50%	3D6+2	40%
Left hand	40%	3D6+2	30%
Right foot	30%	3D6+2	20%
Left foot	20%	3D6+2	10%

13. This appears to be just another tiger head carved into the wall. A successful Search will reveal it to be a hidden door. It is opened by pressing the tiger's eyes, and consists of the tiger opening its mouth. The room beyond it is 20'x30' and is a store-room for various chemical/magical substances. There are five vials, and they are coded by color.

Blue is an acid that will destroy the guardian stone demon in room 12.

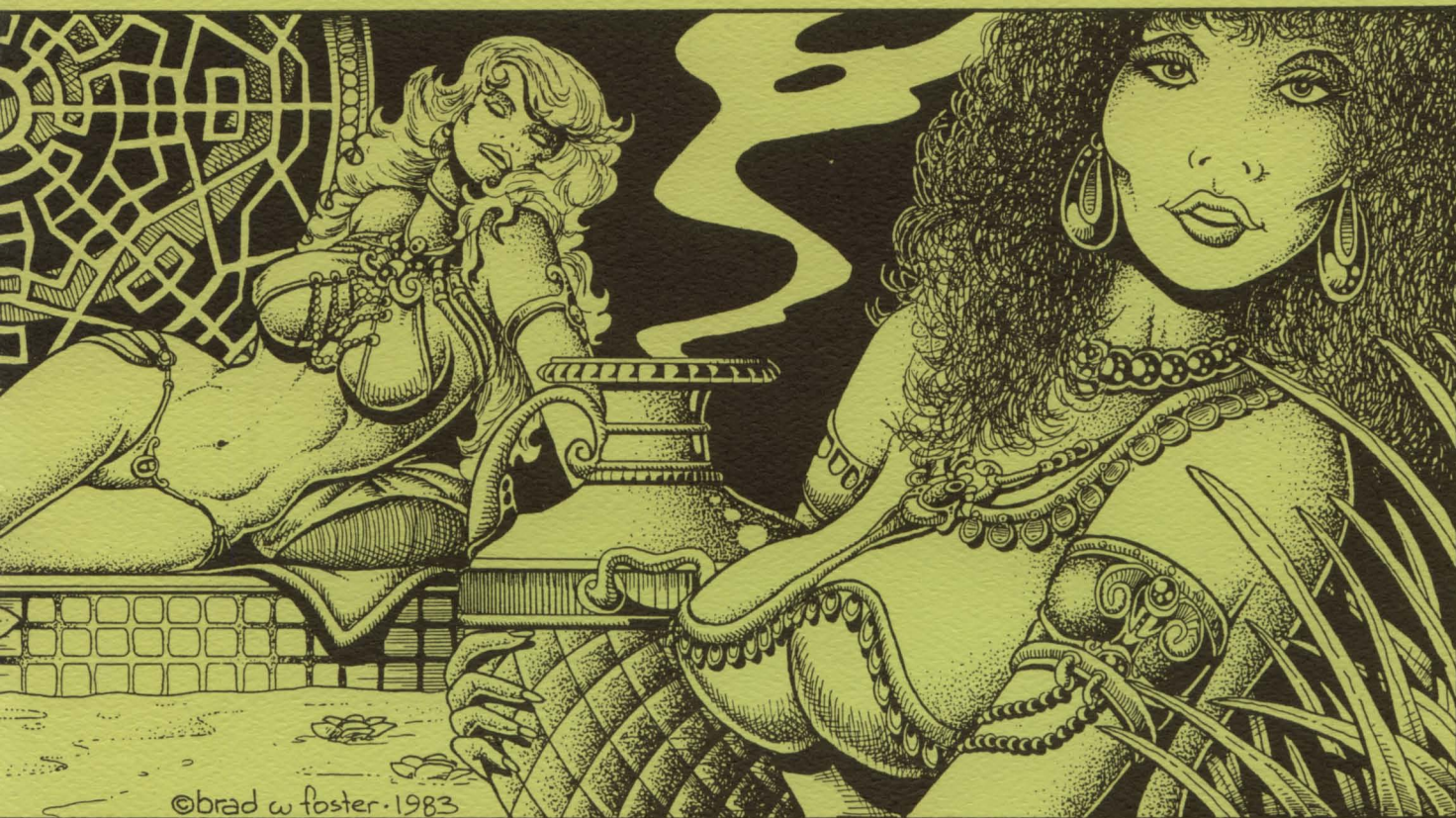
Black is a stone-dissolving agent of great power. In use it will cause noxious fumes doing 1D4 of damage to throat, eyes, and lungs of any who breathe them. It is also a deadly poison.

Yellow is another deadly poison. When drunk, it will do 10D6 points worth of damage to the drinker in about ten minutes at a constant rate. Applied to a weapon, it will do an additional 3D6 points of damage every time a wound is inflicted.

Red looks, smells, and tastes like blood, but is not. It is a universal antidote to all poisons.

White is an alchemical fluid that will change bronze into silver. If drunk, it is a poison; character must make its CONx1% roll or take the difference as points of damage. (A character that makes the roll has a chance to improve its CON one point by rolling a 7 on 2D6—see *Stormbringer* rule 2.7.)

14. This is the home of 3D6 beautiful houris. It is luxuriously furnished with the softest cushions, rugs, divans, chairs. There is always plenty of delicious food and wine on a table. There is a warm scented pool of water at the far end from the door. These creatures are succubi. Their very touch drains a man of strength (has no effect on women), especially the kiss and more intimate embraces. For every five minutes of dalliance game time, the



gamemaster should penalize the characters two STR points, but without telling the players. The gamemaster must keep track of this surreptitiously. If Elric is weakened to five STR points or less by them, they will be able to take Stormbringer away from him. These creatures can also attack the adventurers if necessary, but they have no weapons except their hands. Each one has a golden armband with the sign of Chaos on it—they are their binding talismans. If the armband is removed or destroyed, the girl-demon will vanish.

AFTERNOON DELIGHT (typical succubus) Demon of Desire
STR 11 CON 8 SIZ 11 INT 14 POW 10 DEX 11 CHA 24
HIT POINTS: 8.

WEAPONS	Attack	Damage
Hands	50%	1D4

15. Room of the Gargoyle. Znadagar is a demon of combat, 10' tall, horns, fangs, scaly purple skin, claws like dagger. It collects swords and knives, and will allow people to pass through who leave their weapons for its collection. Znadagar usually fights with a shape-shifting demon sword that has the following attributes: INT 12, DEX 20, STR 20, CON, 20, SIZ 3, POW 13. The sword adds 5% to the chance to hit, and it gets 2D6 in combat plus whatever its normal dice would be for its current form (i.e., as a broadsword it gets 1D8+2D6+1, a shortsword would be 3D6+1). See Znadagar's stats for additional description and powers. There is a 50% chance that any non-magical weapon that strikes him will break. Piled in one corner of the room are some 30 swords and dagger which characters can take if they need weapons and can get around the demon.

ZNADAGAR Demon of Combat
STR 21 CON 77 SIZ 22 INT 13 POW 15 DEX 14 CHA 1
HIT POINTS: 77 (major wound level 39).

SPECIAL POWERS: Pain (victim must make its CONx5% roll each turn or lose consciousness).

WEAPONS	Attack	Damage	Parry
Claws	80%	4D6+2	
Horns	40%	1D8+2D6	
Bite	40%	3D6+1	
Sword	60%	+2D6	60%

SKILLS: Dodge 90%.

16. Room of the Crocodile. Most of this room consists of a filthy pool of apparently stagnant water (it does circulate, but not much). A narrow ledge of a path runs along the north edge of the room and over to the door at the southeast corner—it is no more than 5' wide at the most, and only a few inches above the water. Below the surface lurks a huge crocodile—30' long and 8' tall. When floating at or near the surface, it looks something like a scummy log. It will use its tail to sweep victims off the ledge into the water. If it starts to lose a fight or manages to slay a person, it will dive under water and enter its lair (see 17).

GIANT CROCODILE

STR 42 CON 13 SIZ 41 INT 4 POW 10 DEX 9

ARMOR: 10-point skin.

HIT POINTS: 54 (major wound level 28).

WEAPONS	Attack	Damage
Bite	60%	1D10+14
Tail lash	60%	1D6+14

SKILLS: Swim 100%; Ambush 10%; Move Quietly 25%.

17. Crocodile Cave. A successful Search will find a Melnibonean Wheel for the reign of Sadric II; also numerous bronze and silver coins, and a dagger or two. The gamemaster may put any desired treasure among the bones of this cave, and if Elric's sword is taken away from him, it should be hidden here.

18. The Chamber of Harlequin. Harlequin is a low-level wizard plucked out of space and time to serve in Balo's Bastion. His face is painted dead white with exaggerated eyebrows and lips in black. He wears cap and bells, and a motley costume of black and green and crimson diamonds. He speaks medieval French, but has a smattering of the Common Tongue. He knows a basic death spell, but must lay hands on a person to use it (anyone he touches takes 16 points of damage). He has a collection of human skulls that he uses for juggling—he has been told that he will be freed when he collects 100 skulls. He currently has 95—he will do anything to get five more. He is totally mad.

HARLEQUIN

STR 8 CON 5 SIZ 14 INT 16 POW 16 DEX 8 CHA 8

HIT POINTS: 5.

WEAPONS	Attack	Damage	Parry
Dagger	92%	1D4+2	34%

SKILLS: Ambush 60%.

19. Harlequin's only treasure is his wand which is a potent demon repellent. One touch from it is fatal to any of the lesser demons.

20. This is grass shack in the jungle area—the home of N'Jumga the Black. He speaks the Common Tongue with a heavy accent. He can fight against the adventurers or join them depending on how he is treated. He will not voluntarily leave the jungle because he fears the succubi at 14. He is a cannibal and will look for a chance to get an adventurer into his pot.

N'JUMGA

STR 15 CON 17 SIZ 12 INT 9 POW 14 DEX 14 CHA 8
HIT POINTS: 17 (major wound level 9).

WEAPONS	Attack	Damage	Parry
Broadsword	46%	1D8+1D6+1	11%
Pike	62%	3D6+1	64%

SKILLS: Climb 30%; Dodge 56%; Tumble 87%; Sleight of Hand 52%; Set Trap 57%; Tie Knot 56%; Balance 78%; Listen 47%; Scent 43%; Search 92%; Taste 28%; Track 62%; Persuade 60%; Sing 90%; Ambush 62%; Conceal 99%; Hide 70%; Move Quietly 84%; First Aid 29%. Memorize 93%; Music Lore 45%; Speak Common Tongue 26%; Speak W'boma 95%.

21. This whole area is a jungle of huge extent. The soil is swampy and wet with quite a bit of hidden quicksand. Characters must make their POWx5% to avoid it. There are also several stegosauri in the area—at least once while the party is in the area a dinosaur should attack them. The gamemaster may enliven the area by adding anything desired from pygmies to clakers. Note that this area is very large and seems to be open to the sky—a sun is visible—but it is bounded by a force field that keeps adventurers within the designated area.

STEGOSAURUS

STR 48 CON 21 SIZ 70 INT 3 POW 13 DEX 8

ARMOR: 10-point skin.

HIT POINTS: 79.

SPECIAL POWERS: Charge (character must make Dodge roll to avoid, damage reduced to 1D20 if character makes his DEX x3% roll).

WEAPONS	Attack	Damage
Tail	37%	3D6
Bite	65%	3D8+4

22. This is an outcropping of high quality turquoise—worth its weight in silver on the market. It requires a See roll to spot it and an Evaluate Treasure to recognize it.

23. This is a wet swampy area and the exit to the jungle area. It will require a boat of some sort to cross it safely. Wading runs a risk of quicksand at POWx3% to avoid. There are also poisonous snakes that may attack if a commotion is made. The snakes have only six hit points, but do 1D20 hits of poison damage and have a 30% attack chance.

24. An empty number—place it anywhere you wish and do anything you wish with it.

25. **Lair of the Mantiger.** The whole chamber is a huge crimson cave of living flesh with a maze of passageways in it. Near the end of it is a creature of chaos—a hybrid of man and tiger. It has the body and claws of a tiger, with the torso and head of a man. The manlike portion is armored and armed with a spear and eight javelins. It will allow people to pass safely only if Elric gives up Stormbringer. This cave is one of only two ways to the exit. It is also, in a mystical way, Balo's heart. If the adventurers realize it and attack the cave strongly, Balo will randomly teleport them somewhere else. Roll D100 for each character. Any number higher than 43 restores the character to its original place of origin along with anything won in the adventure. Numbers from 01-43 indicate locations within the Bastions of Balo.

MANTIGER

STR 29 CON 20 SIZ 17 INT 11 POW 9 DEX 14 CHA 12

ARMOR: 1D8-1 half-plate.

HIT POINTS: 25 (major wound level 13).

SPECIAL POWERS: Camouflage (blends with background, requires a See roll to spot it).

WEAPONS	Attack	Damage	Parry
Javelin	87%	1D8+2D6+2	
Spear	30%	1D10+2D6+1	38%
Claws	87%	3D6+2	

SKILLS: See 86%; Dodge 91%; Move Quietly 71%; Ambush 40%.

26. **Summoning Room of the Gods.** Any god of Chaos may be summoned in this room by any character. Summoned gods will answer questions, but they will only grant one boon—to be Champion of Chaos. Champions made here will be teleported out of the adventure along with any treasure won. The room itself is octagonal, completely done in mirrors, each with the sign of Chaos on it reflecting to infinity. Each mirror also has the name-rune of a Lord of Chaos. Speaking the name summons the god, but to read the rune, a character must make his Read High Melnibonean roll.

27 and 28. These are free numbers. Gamemasters may use them as desired.

29-32. **Land of Monsters.** At point G is a gigantic statue of Balo. Just touching the statue confers a one point bonus to every attribute—it also dedicates the character to Balo and gets him out of the adventure as a Champion of Balo. Henceforth such characters should be considered insane.

29. At this point are a number of cave bears equal to the number of people in the party. They are held in stasis until the adventurers arrive, at which point Balo releases them and they attack. Each character should have one cave bear to fight. Each bear gets two claw attacks on its normal strike rank, and a bite attack on strike rank 10. If both claw attacks hit, the bear will hold on and hug on the following combat round.

CAVE BEAR

STR 27 CON 16 SIZ 31 INT 5 POW 6 DEX 19

ARMOR: 4-point fur.

HIT POINTS: 35 (major wound level 17).

WEAPONS	Attack	Damage	Parry
Bite	65%	1D10+4	
Claw	45%	2D6+4	45%
Hug		7D6	

30. At this area the adventurers will be attacked by gigantic sabre-toothed rats. There are six of them. They each get one bite and one claw attack.

SABRE-TOOTHED RAT

STR 18 CON 9 SIZ 18 INT 4 POW 8 DEX 6

HIT POINTS: 15 (major wound level 7).

WEAPONS	Attack	Damage
Bite	50%	3D6
Claw	25%	1D6+4

31. Guarding the entrance to the Land of Monsters is one enormous lizard. It is fully the equivalent of a dragon, but it has no flame breath. It cannot get out of its area and can be dodged by successful Dodge roll by adventurers. When characters are coming back out of the Land of Monsters, the gamemaster may release the lizard and have it trail them wherever they go until they either slay or elude it.

GIANT LIZARD

STR 28 CON 22 SIZ 84 INT 3 POW 16 DEX 11

ARMOR: 10-point scale.

HIT POINTS: 94 (major wound level 47).

WEAPONS	Attack	Damage	Parry
Claw	81%	9D6	51%
Tail	40%	3D8	

32. This is a huge box 10' on each edge with a crank on one side. The box is blood scarlet and polished to a mirror brightness. The box is impervious to entry unless the crank is turned. The crank is hard to move—requires a strength of 15 or more to move it,

and some way to get at least 15' above the ground to turn the crank at the top of its circle. When the crank is turned the box will emit a merry calliope tune and out will pop the head of Balo. If Elric is present, the head will demand that he surrender Stormbringer. If Elric is not present, the Balo-in-the-box will tell some bad jokes and go back into the box. The gamemaster may use this device to answer character questions and to try to turn the other adventures against Elric by promising them wonderful things if they can secure the runesword. Aside from its mouth which is only good for badinage, the head is powerless, though the inside of the box is a get to the planes of Chaos.

33. This is the residence of Gohltur the Yak Rider. He is a comical but deadly warrior from Phum. His house most resembles a Mongolian yurt—round, low, and made of skins. Gohltur is a deadly foe to N'Junga and also hates the Pan Tangians. He is an avid jewel collector and will not tolerate any insults. He will gladly join the party if spoken fair. Inside his hut is a carved ivory casket full of precious gems. The gamemaster may assign types and values for the jewels as he pleases.

GOHLTUR

STR 20 CON 18 SIZ 10 INT 16 POW 15 DEX 10 CHA 13
HIT POINTS: 18 (major wound level 9).

WEAPONS	Attack	Damage	Parry
Scimitar	100%	1D8+1D6+1	83%
Shield			58%

SKILLS: Evaluate Treasure 80%; First Aid 40%; Memorize 50%; Speak Common Tongue 70%.

34. Entrance to the Maze of Mirrors. The halls in both directions are completely lined with mirrors. Oil lamps swing from the ceiling every 20'. The mirrors are straight from the fun house—none of them reflects truly. Everyone should sense powerful magic in operation.

35. The Mirror of Death. Characters see themselves in it as skeletons. If they get within 10', tentacles will come out and grab them. Each tentacle can take 12 hits before being severed. 1D6 tentacles will appear for each character in range. A character can resist being dragged into the mirror as long as he severs at least one tentacle each combat round, and can get free if all tentacles of the original 1D6 are destroyed. If a character is dragged into the mirror, it becomes a meal for some unspeakable cephalopod. A critical hit with any weapon will break the mirror.

36. The Mirror of the Tiger. This mirror affects only characters with a CON of 12 or higher, and will never affect Elric. Anyone looking into the mirror and meeting these conditions must roll his CON or less on D100, or be changed into a tiger (see *Stormbringer* rules, page 101, for how to roll up a tiger—characters keep their own INT, CHA, and POW attributes). The enchantment can be broken if the tiger drinks Melnibonéan blood, or if the mirror is broken. A critical hit with any weapon will break the mirror.

37. The Mirror of Stars. This mirror holds no reflections but the nightblack sky full of brightly shining stars in no pattern familiar to the players. If Gohltur is present, he will reach into the mirror and pull out a star in the form of a huge diamond. After he has shown how, anyone except Elric can do it, but only once. Each diamond will be worth 500 SS. Anyone touching the mirror surface will notice that it is not solid, people can pass through it. Anyone foolish enough to do so will be forever trapped in interstellar space. To Elric this mirror is just a mirror, and all he sees is his own reflection.

38. The Perverse Reflector. Anyone seeing their reflection in this mirror must make their CHA×1% roll or will undergo a sex change. Male to female cuts STR and CON in half while doubling INT and CHA. Female to male halves INT and CHA and doubles STR and CON. Again, Elric is immune. The mirror can be broken by a critical hit with any weapon, but doing so permanently halves the character's POW rating.

39. These are the quarters of Rorrim, the master and creator of the Mirror Maze. He hates intruders and will attack them if he sees a chance. He is a warrior as well as a minor wizard. At point C is a treasure chest containing 1000 LB coins and a small mirror

that can be used to start fires by focusing light. It will also serve as a ray weapon worth 1D6 in combat—basic attack chance is DEX×3%. Point N is a stained-glass lamp casting multi-colored light on the tables, chairs, couches, etc., in the room. Rorrim's powers depend upon the lamp being lit. He is powerless in the dark.

RORRIM

STR 12 CON 11 SIZ 14 INT 16 POW 16 DEX 10 CHA 17
ARMOR: 1D6-1 leather.

HIT POINTS: 13 (major wound level 7).

SPECIAL POWERS: Ability to multiply himself by mirror image up to ten times creation nine illusions that cannot be harmed. Can instantly hypnotize anyone he beats in a POW vs. POW struggle. Broadsword has a bound flame elemental in it that adds 1D4 extra flame damage whenever it hits (Rorrim wears special gauntlet to use it).

WEAPONS	Attack	Damage	Parry
Broadsword	44%	1D8+1D6+1	10%
Shield			85%

SKILLS: Dodge 36%; Jump 42%; Tumble 87%; Juggle 104%; Pick Lock 75%; Sleight of Hand 56%; Set Trap 85%; Tie Knot 98%; Balance 20%; Scent 47%; Search 57%; See 100%; Orate 101%; Persuade 67%; Sing 100%; Ambush 55%; Conceal 40%; Hide 35%; Move Quietly 105%; Cut Purse 41%; Evaluate Treasure 93%; First Aid 69%; Memorize 78%; Plant Lore 32%; Speak Common Tongue 100%.

SUMMONINGS: Fire Elemental 50%.

MONEY: 1000 LB.

40. This is the beginning of a path leading into a huge dark cavern. Despite the massive stalagmites rising from floor to ceiling, there is considerable open space.

41 and 42. Each number represents a sleeping Melnibonéan dragon. Nothing less than the Horn of Fate, a successful attack, or a command in High Melnibonéan can awaken them. These dragons have the ability to leave this cavern and travel among the planes. If Elric find them he can use them to escape the Bastions of Balo. See *Stormbringer* rules, page 106, if stats are desired.

43. This is a clutch of dragon eggs. Each is about the size of a basketball and is just about as rubbery. With proper care, such eggs might hatch and provide characters with pet dragons.

44. A secret door in the cavern wall leading to the long exit tunnel. To find it, characters must be in the right area and make a successful Search roll.

45. Another secret door that requires a Search roll to find. From the circus side, the doorlatch is coated with a contact poison that does 1D6 worth of hits to any character who opens the door unless well protected. The poison will continue to do the same number of hits once every ten minutes of game time until the character washes off the affected area.

46. The Exit. The long tunnel dead ends here in a green wall. Characters may walk right through it and find themselves back in the room they started in. From this point, all they have to do to get out of the adventure is wish they were out of it. Characters retain any treasure, equipment, or attribute changes that may have occurred to them when they reawaken in the Young Kingdoms. Truly masochistic characters may pass through the green wall within the "Start" room and re-enter the Bastions of Balo again.

47. The Circus of Balo. This is a huge playground full of tents and amusements where all the people are dressed as clowns. There is a ferris wheel at point A, a bop-the-button test of strength booth at point B, and a pie-in-the-face booth at point C. The gamemaster may have clowns attack with whisk brooms and seltzer bottles. Improvise other circus trickery to amuse the players. If a character asks about something, such as a roller-coaster, improvise it. The whole area is a cartoon—toy with the players, but do not hurt them. The edges of the circus are great gray stone walls. A careful search of the south wall might find secret door 44. Ditto for the west end and door 45. The other way to find these exits is for a clown to reveal their existence after someone has made a Persuade roll. □