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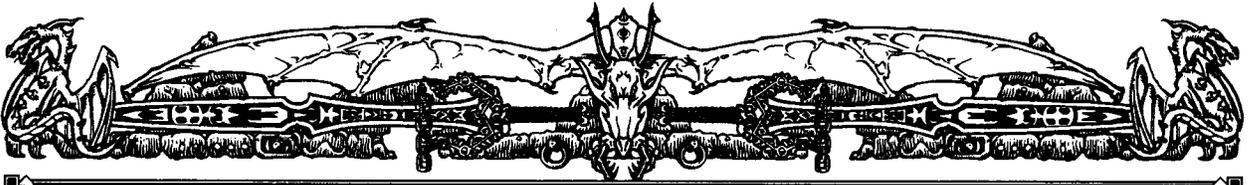
Dragon Lords of Melniboné

ADVENTURING IN A DARK WORLD
OF LAW & CHAOS

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& RICHARD WATTS
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HUJII, MONTANINI, & FRIENDS

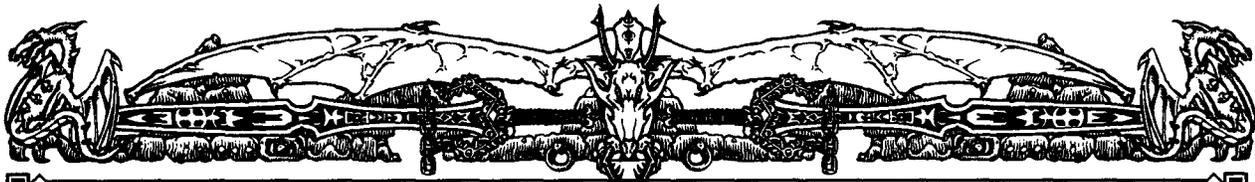
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May Lord Hrioch watch over and protect us
from things that live beyond our ken.





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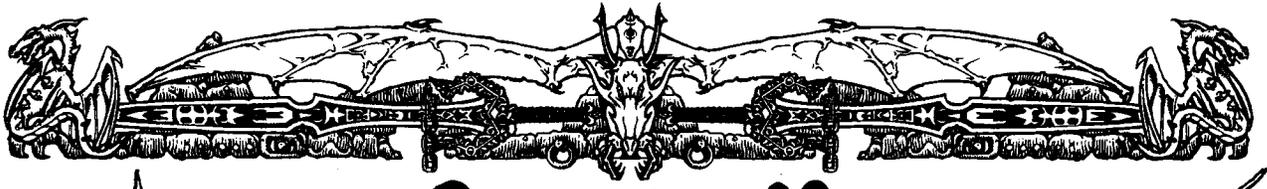
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2007

25 Years of Chaos



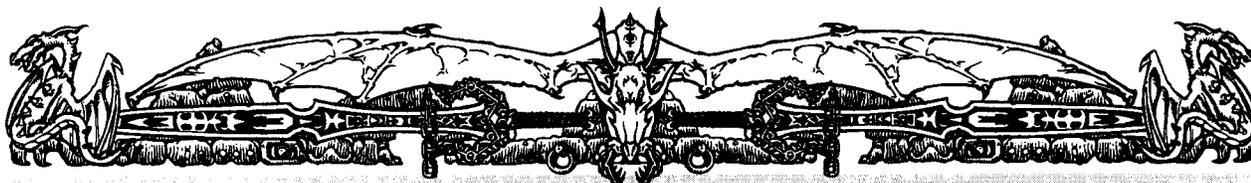


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Dragon Lords of Melniboné





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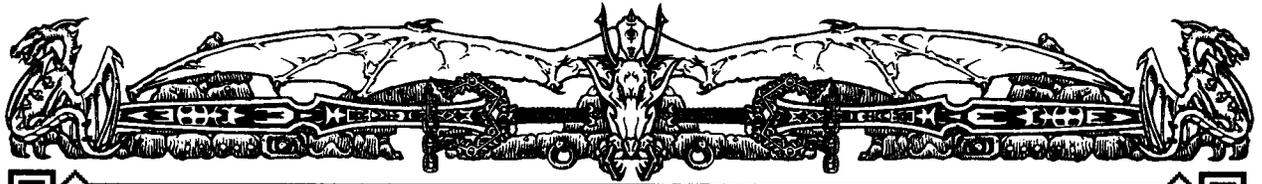
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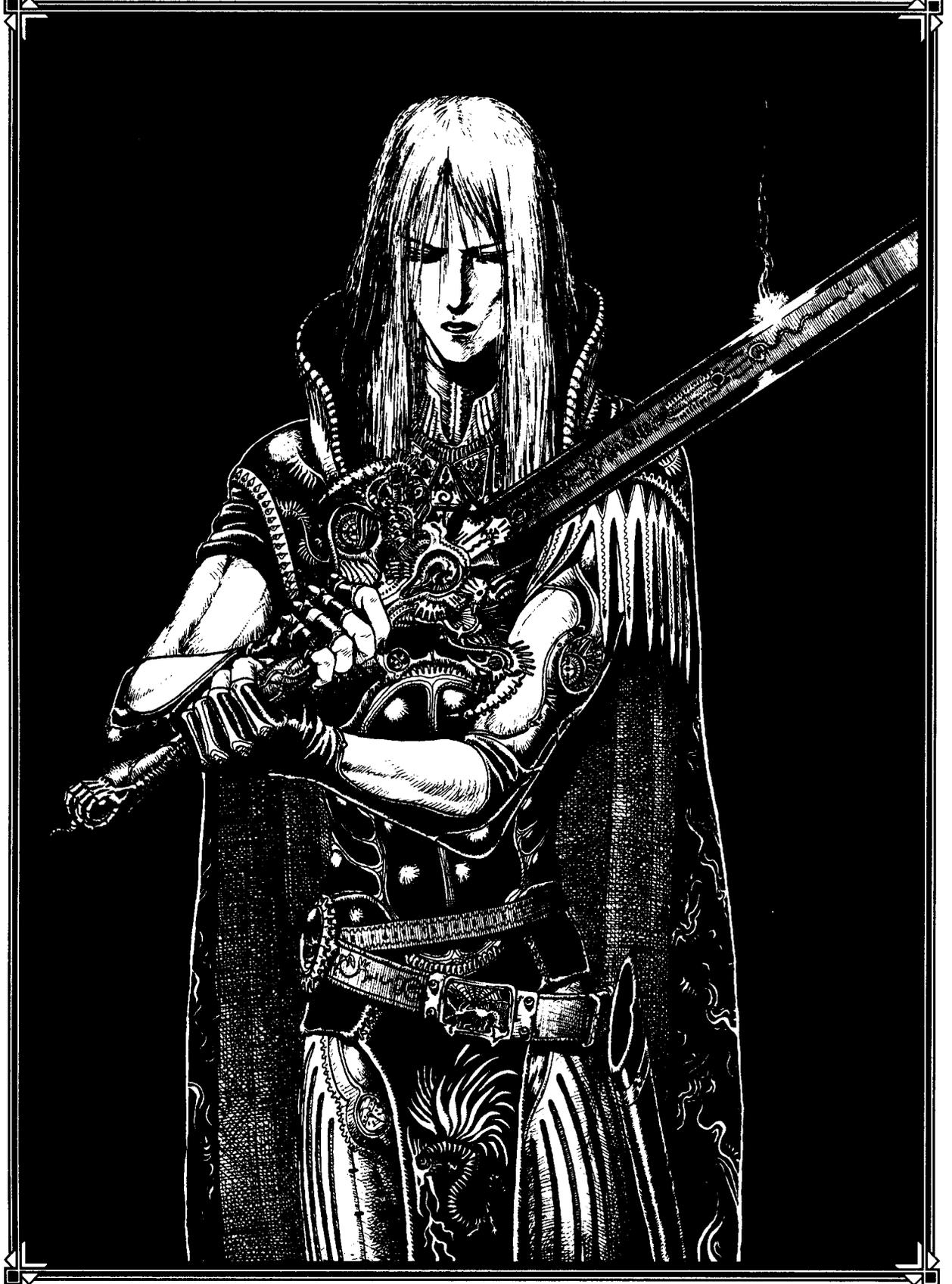
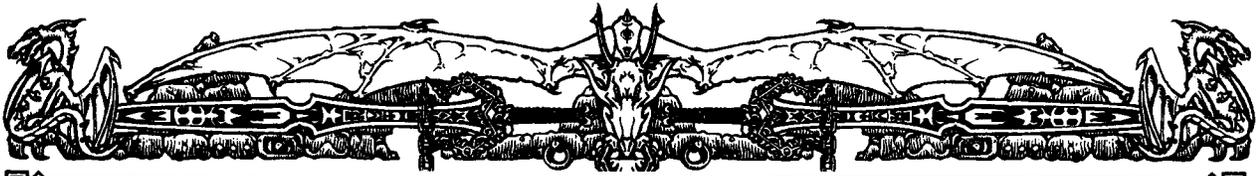


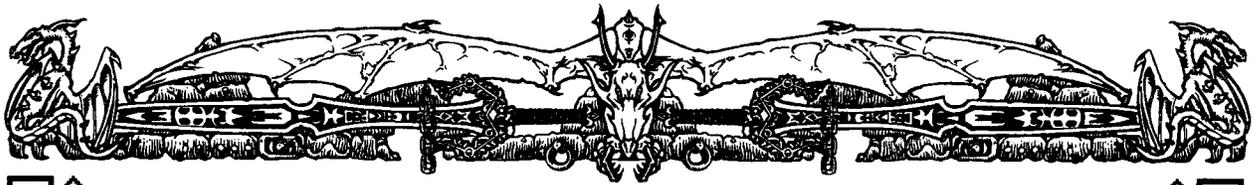


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Introduction

THE CHARACTER OF Elric of Melniboné is one of many created by British fantasist Michael Moorcock. Elric is his most enduring creation. A doomed albino, white of skin and red of eye, his blood deficient and his life filled with anguish, Elric is the Emperor of Melniboné, an ancient and prehuman empire in decline, and he is cursed to destroy everything and everyone he loves.

Reversing traditional fantasy tales, Moorcock has Elric destroy his own kingdom (which has endured for ten thousand years) instead of winning the throne, and has Elric slay the princess he loves instead of rescuing her. Elric is a servant of the Lords of Chaos, as were his ancestors for countless generations, but he is also reflective, and alone among those of his world has modern sensibilities.

* ELRIC & STORMBRINGER *

(OPPOSITE) Elric wields Stormbringer, his highly-magical sword. Elric's blood is deficient, and Stormbringer provides strength and vitality.

As the saga progresses, Elric turns his allegiance toward Law, although he comes to hate all gods for their manipulation of mortal existence. In the end Elric hopes for a world without gods and magic to make a misery of human lives. He dies attempting to bring such a world—a world nearer the Balance—into being.

Unlike such other fantasy heroes as Robert E. Howard's Conan the Barbarian, Elric is the epitome of civilization, a refined and sensitive sorcerer-emperor instead of an ale-swilling, muscle-bound brute. He is an intellectual scholar compelled to frightful action because of his own dark fate, rather than through desire for riches and material gain. Because of his thin blood, Elric is by nature weak and sickly, kept alive and alert only through sorcerous potions and muttered runes. Elric gains Stormbringer, a demonic weapon that drains the souls of those it slays and gives part of their life force to the albino. In Stormbringer, Elric finds the energy he needs, but at a terrible price. The constant battle between Elric and his sentient, howling runesword drives much of the saga.

The Eternal Champion

Elric is an aspect of the Eternal Champion, a warrior doomed never to know peace, only eternal struggle through countless incarnations. In every world of the Million Spheres, the multiverse of infinite possibility that Moorcock postulates in his novels, the Eternal Champion exists in one form or another.

Sometimes the Champion fights on the side of Law, upholding civilization, order, and justice, while at other times, in other worlds, the Eternal Champion fights on the side of Chaos, which represents disorder, entropy, and change.





The Elric Saga in Sequence of Event

THESE TITLES WERE written over nearly thirty years. The dates are the years of copyright. This list shows the order of event in the saga: the events of *Fortress of the Pearl* occur earlier in Elric's life than *Bane of the Black Sword*, for instance, but were written later by Michael Moorcock.

Elric of Melniboné (1972), a novel in three untitled books.

"The White Wolf's Song" (1994), a tale in *Tales of the White Wolf*, a longer collection.

The Fortress of the Pearl (1989), a novel in three untitled books.

The Sailor on the Seas of Fate (1976), a novel in three books titled "Sailing to the Future," "Sailing to the Present," and "Sailing to the Past."

"Elric at the End of Time" (1984), the title tale in *Elric at the End of Time*, a longer collection.

"The Last Enchantment" (1984), a tale in *Elric at the End of Time*, a longer collection.

The Weird of the White Wolf (1967, 1970, 1977), four stories, "The Dream of Earl Aubec," "The Dreaming City," "While the Gods Laugh," and "The Singing Citadel."

The Vanishing Tower (1970), in three tales, "The Torment of the Last Lord," "To Snare the Pale Prince," and "Three Heroes with a Single Aim."

The Revenge of the Rose (1991), a novel in three books, "Concerning the Fate of Empires," "Esbern Snare: The Northern Werewolf," and "A Rose Redeemed: A Rose Revived."

"The Stealer of Souls" and "Kings in Darkness" (1967, 1970, 1977), in *The Bane of the Black Sword*.

"The Flamebringers" and "To Rescue Tanelorn" (1967, 1970, 1977), in *The Bane of the Black Sword*.

Stormbringer (1963, 1965, 1967, 1977), a novel comprised of four titled books, "Dead God's Homecoming," "Black Sword's Brothers," "Sad Giant's Shield," and "Doomed Lord's Passing."

The Dreamthief's Daughter (2001), to be published. Its chronological position in the saga is not known at this time.

The Eternal Champion is a pawn of Fate, sent hurtling from one existence to another in an endless parade of grief and sorrow. Other aspects of Moorcock's Eternal Champion include Dorian Hawkmoon and Corum, the Prince in the Scarlet Robe. Like Elric, they too are doomed. They too know love only at the price of sorrow. It would seem that an Eternal Enemy balances the Champion in each incarnation. For Elric this is his cousin Yyrkoon, and for Corum, Prince Gaynor the Damned. An Eternal Companion often accompanies the Champion. The Companion often is doomed to die at the Champion's hand. A love or lovers also feature in the tales. These stories of tragedy contrast the epic nature of the Eternal Champion's fate. They are an integral part of the saga.

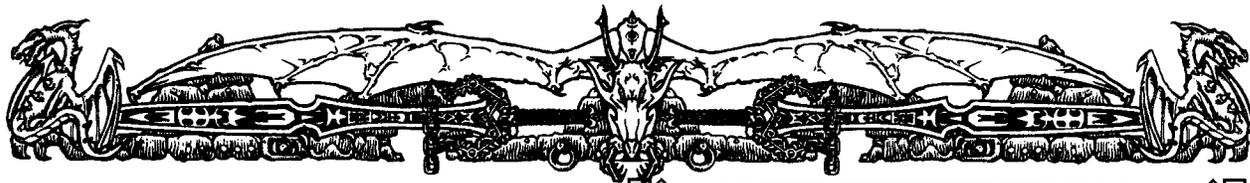
Law And Chaos

The battle between Law and Chaos is an ongoing theme in Moorcock's writing, involving as it does both gods and mortals. Above and beyond these warring forces is the Cosmic Balance, which swings in favor sometimes of Law, sometimes of Chaos. In a perfect world the two are stabilized, in delicate equilibrium.

The harmony of the Balance is all too lacking throughout the multiverse. Although the Balance rules unalloyed in places, most universes are in a state of Chaotic turmoil or Lawful stagnation. Without its opposite, a plane of pure Law is as deathly and sterile as one ruled by Chaos. This flux of opposites snares the Eternal Champion, but he does not give up the fight against it.

In the final battles, Law and Balance join forces against Chaos, for Chaos has grown too strong. Elric's death brings the plane toward the Balance. When the world reforms, there will be magic, but much less of it. Our own world will then be born.

In the saga, Chaos attracts because it has great beauty and power even while it wreaks havoc. Elric realizes that Law similarly confounds the notion of good and evil, though we do not see it conquer the world. We imagine that Law should provide security, but it brings with it rigidity and sterility. What is right is not always easy to know. Sometimes the wrong person dies, or a quest goes unfulfilled. Sometimes the adventurers are cursed for doing



good, or blessed for their evil doing. The reversal of expectations is an important notion in understanding the saga.

DRAGON LORDS OF MELNIBONÉ adapts and elaborates upon the d20 rules in order to present the background and wonder of the world of the Young Kingdoms as described by author Michael Moorcock in his *Elric* novels. Use this book as the setting for your own adventures, to provide continuity and depth to your game. There is room enough to add your own creations or to place other, published, scenarios.

The following points are covered here in brief; more details are provided in the pertinent chapters that follow.

Character Classes

In general, the basis of the d20 rules system is unaffected. There still exist the basic character classes, though the classes are organized according to the differing nationalities of the Young Kingdoms. For example, the more primitive nations give rise to Barbarian warriors while more advanced nations will generate more sophisticated Fighters.

National origin also determines the initial skill or skills chosen for an adventurer, beginning armor and equipment of note, and initial bronzes (money) in pocket.

There are no “generic” Clerics. A multitude of gods and goddesses, both major and minor, human and otherwise, populate the Young Kingdoms theological landscape. Every Cleric belongs to one religion or another. Organized religion is divided into two major camps: the Church of Chaos and the Church of Law.

Less organized and organic is the worship of the Elemental Gods (Air, Earth, Fire, Water) and the Beast- and Plant-Lords (presumably with representatives for each genus). The Druid class governs the advancement for worshipers of these primal forces. Each cult dictates the skills and spells available to its worshipers.

MICHAEL MOORCOCK was born in London in 1939 and published his first novel in 1961.

From 1964 to 1980 he edited

the seminal imaginative fiction magazine *New*

Worlds. He now

owns the web site

[www.newworlds-](http://www.newworlds-magazine.com)

[magazine.com](http://www.newworlds-magazine.com). His

The Condition of

Muzak won the

Guardian Fiction

Prize. He has written

for and performed

with the rock groups

Hawkwind and Blue

Oyster Cult. Based in

London, he also travels for significant parts of each

year. He currently lives in Texas.

This game concerns nine of his titles. In total,

Mr. Moorcock has written more than seventy

books, fiction and nonfiction. His circle of fans con-

tinues to widen.



Races

Some care must be taken with the races of the adventurers in order to preserve the flavor of Moorcock’s vision. Generally, the saga never mentions elves, dwarves, halflings, and other races common to the rules. Suggestions are presented for allowing such adventurers, but they should be uncommon.

Two new races are introduced: Melnibonéans and the Winged Folk of Myrrhn.

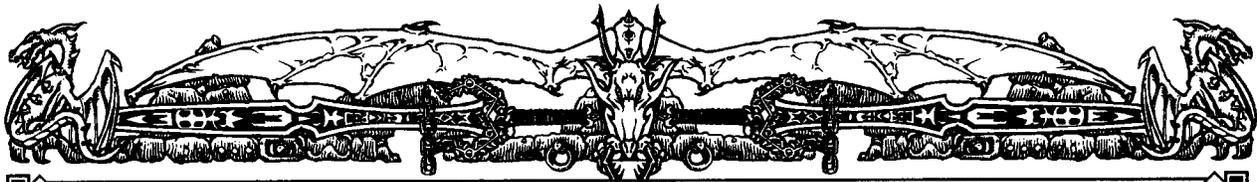
The Game System

As mentioned, the majority of the game rules remain unchanged. The optional Fumble rule is standardized in the Young Kingdoms, the Heroic Action is added, and Allegiance is introduced.

Heroic Actions: the possibility that an adventurer summons the last of his or her strength to dispel, if only for a moment, looming unconsciousness to perform one desperate partial action.

Allegiance: Three supernatural forces constantly war for influence in the Young Kingdoms: Chaos, Law, and the Balance. Each manifests in different





Selected Pronunciations

THESE ARE house pronunciations, without special merit other than being what we say. Stressed syllables are in all-caps. Most closing ess's are said as ess, not zee.

Actorios — ak-TOR-i-ose
Aflitain — AF-li-tane
Arioch — AIR-i-ok
Arkyn — AR-kin
Ashaneloon — ah-SHAN-ee-loon
Aubec — AW-bek
Bakshaan — bahk-SHAHN
Balaan — BAY-lahn
Balo — BAH-loh
Cadsandria — cad-SAN-dree-uh
Chardros — SHAR-drose
Cran Liret — CRAN lih-RET
Cymoril — SIM-or-il
Dhakos — DAH-kohs
Dharijor — DAR-i-jor

Dharzi — DAR-zee
Dhoz-Kam — DOZE-kam
Donblas — DON-blahs
Dorel — DOR-el
Dyvim Storm — DIE-vim SLORM
Dyvim Tvar — DIE-vim tuh-VAR
Eequor — EE-kwor
Elgis — EL-giss
Eloarde — EL-oh-ard
Elric — EL-rik
Elwher — EL-wer
Filkhar — FILK-har
Gaynor — GAY-nor
Goldar — GOLE-dar
Grome — GROME
Haaashaastak — HASH-ahs-tak
Hionhurn — HIGH-on-hern
Hwamgaarl — HWAM-garl
Ilmiora — il-mee-OR-uh
Imrryr — im-REER
Jagreen Lern — jah-GREEN lern

Jharkor — jar-KOR
Kakatail — KAK-uh-tal
Kaneloon — KAN-uh-loon
Kariss — KARE-is
Karlaak — KAHR-lak
Lormyr — LORE-meer
Mabden — MAB-den
Mabelode — may-BEL-ode
Magnum Colim — MAG-num COL-im
Melniboné — mel-NIB-oh-e-nay
Mirath — MIH-rath
Myrrrh — MEER-in
Myshella — my-SHEL-uh
Nadsokor — NAD-so-kor
Narjhan — NAR-zhan
Oone — OH-un
'pande — PAN-dih
Phum — FOOM
Pikarayd — PIK-ar-RADE
Pyaray — PIH-uh-RAY

Qualnargn — KWAY-uhl-nar-gin
Quarzhasaat — KWARZ-hah-SAHT
R'lin K'ren A'a — RIL-in KREN ah-AH
Salik — SAL-ik
Saxif D'Aan — SAX-eef DAHN
Sepiriz — SEP-ih-riz
Slortar — SLOR-tar
Straasha — strah-AH-shah or STRAH-shah
Tanelorn — TAN-ih-lorn
Theleb K'aarna — TEL-eb kah-AR-nuh
Theril — THERE-il
Tovik — TOE-vik
Urish — oo-RISH
Vallyn — val-LEEN
Xiombarg — ZYE-om-barg
Yyrkoon — yeer-KOON
Zarozinia — ZAR-oh-ZIN-i-uh

ways, and each vies to influence the actions of the adventurers. Values are recorded reflecting the relative influence that one or another has on a particular adventurer; the highest of the values is dominant. These values change as a result of the adventures that the characters experience. Advancement in a church or cult depends, in part, on the dominance of one force over another.

Magic

The spells function as written, but spell availability is determined by the religion to which a character belongs. Powerful individual Sorcerers do exist.

A few spells are restricted in their availability; among them *wishes*, *commune*, and *consecrate*. The functions of the first are available through *divine intervention*—the asking of and receiving the attention of your god. The use of the latter spells is available only to a priest of a religion.

Beasts and Monsters

In addition to providing a plethora of new critters, *Dragon Lords of Melniboné* provides some expansion and clarification to elementals and to demons. Broadly speaking, a *demon* is a creature summoned

from another plane of existence. The world of the Young Kingdoms recognizes the existence of millions of such planes, dubbing them collectively the *Million Spheres*.

The Young Kingdoms

The Young Kingdoms are those nations, once holdings and possessions of Melniboné, that have thrown off their collars and have established independent political and cultural identities over the past four hundred years.

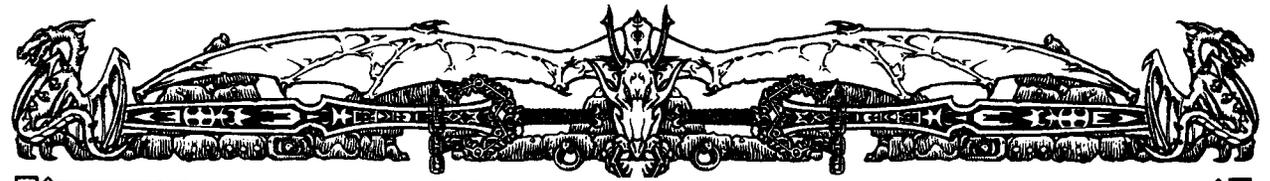
The Dragon Lords

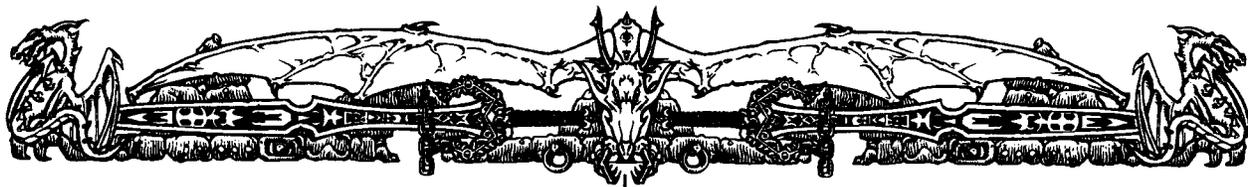
The term *dragon lord* is a holdover from the time when Melniboné ruled the world. At one time long ago, the dragons who sleep in deep caverns on the island were more active, were easier for their mas-

* ELRIC & THE DRAGONS *

(OPPOSITE) *Ancient pacts bind the Melnibonéans and the immensely powerful dragons that lair in hidden caverns beneath the island.*







ters to awaken and needed less rest between terrifying forays across the world.

The Saga to Date

THE ELRIC NOVELS and short stories encompassed by this game cover approximately seven years of the albino Emperor's life. In order of events, the books are *Elric of Melniboné*, *The Fortress of the Pearl*, *The Sailor on the Seas of Fate*, *The Weird of the White Wolf*, *The Vanishing Tower*, *The Revenge of the Rose*, *The Bane of the Black Sword*, and *Stormbringer*.

A ninth book, *Elric at the End of Time*, contains two Elric tales among the works collected in it, but need not be considered a vital part of the saga. Of these, one takes place after *The Sailor on the Seas of Fate*, and the other fits between the last two stories in *The Bane of the Black Sword*.

A tenth (and similarly extraneous) book is *Tales of the White Wolf*, an anthology of Elric stories by various authors. It includes Moorcock's short story "The White Wolf's Song," which takes place at an undefined time between the end of *Elric of Melniboné* and the beginning of *The Sailor on the Seas of Fate*.

Finally, a new Elric novel, *The Dreamthief's Daughter*, is scheduled to be published in 2001. This tale is not dealt with here.

Elric of Melniboné describes, less than a year after Elric has been crowned the 428th Emperor of the Ruby Throne, how the machinations of his ambitious cousin Yrkoon plunge him into the beginnings of his dark fate. Elric is forced to invoke Arioch of the Seven Darks, one of the Lords of Chaos, who has not manifested upon the earth for centuries. Using the power this gains him, Elric chases Yrkoon, who has kidnapped Cymoril, the woman Elric loves, and fled Melniboné. In recovering her, Elric gains possession of Stormbringer, a rune-carved sword possessed of both malign sentience and the power to drain the souls of those it slays. A portion of this power transfers to the weak albino, giving him the strength he has needed, but at a dreadful cost. At the conclusion of the first

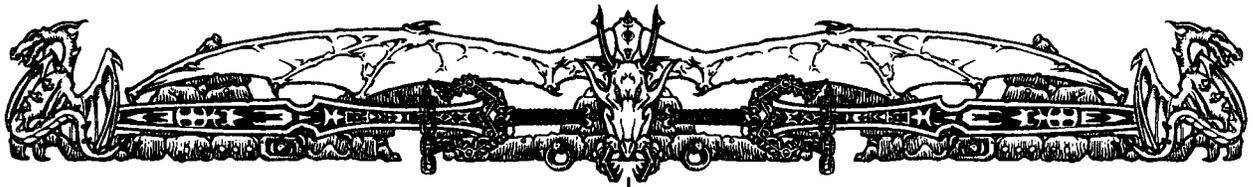
book, having made the acquaintance of the human hero Rackhir the Red Archer, Elric leaves his cousin as regent. He himself goes adventuring in the Young Kingdoms for a year, in search of the knowledge to revitalize his stagnant, dying kingdom.

After several minor adventures vaguely described, Elric arrives at the desert city of Quarzhasaat, last remnant of an empire that long ago threatened Melniboné, in *The Fortress of the Pearl*. Here Elric is dragged into feuds between the rulers of the city, and is forced by them to embark on a journey in search of a legendary treasure. Crossing deserts and other planes, Elric at last returns to Quarzhasaat to destroy it, completing a sentence passed against the city by Melniboné centuries ago, but never carried out.

In *The Sailor on the Seas of Fate*, Elric learns something of his true nature, as he joins with three other aspects of the Eternal Champion to battle frightful twins who threaten the entire multiverse. Although this episode seems almost a dream to Elric later in his life, it has a profound effect upon him. Afterward Elric leaves the mysterious ship upon which he has sailed, taking his leave of its blind captain, and finds himself in a world beneath a blue sun. Here Elric meets Count Smiorgan Baldhead of the Isle of the Purple Towns. Befriending him, the two escape back to the Young Kingdoms, only to be caught up with the adventurer and explorer Duke Avan Astran, a Vilmirian of considerable fame. Duke Avan enlists Elric's aid, which adds to Elric's knowledge of his nation's past, but the adventure ends in the Duke's death. Stricken with remorse, Elric returns with Count Smiorgan Baldhead to the Purple Towns.

After a short adventure at the far end of time, Elric returns to Melniboné as described in *The Weird of the White Wolf*, not to rule the Dragon Isle (as he had hoped), but to destroy it forever. Elric's travels confirm his belief that Melniboné is an anachronistic parasite. Then his cousin Yrkoon seizes the Ruby Throne, declaring Elric a traitor and himself Emperor. Leading a fleet of Young Kingdom raiders, Elric attacks the Dreaming City, his home, and the reavers he leads pillage and burn the oldest and most beautiful city in the world.





Attempting to save Cymoril, Elric accidentally slays her because of Yyrkoon's treachery. Only Elric's ship escapes Melniboné's final, fiery breath, and he abandons and betrays Count Baldhead, his friend and ally, so he himself might live.

Next Elric meets Moonglum of Elwher, an adventurer from the Unknown East who proves to be Elric's steadfast companion in the years ahead. An encounter with a minor Chaos Lord dashes Elric's hopes of discovering the true nature of the universe. Elric has a brief affair with Yishana, Queen of Jharkor, earning the hatred of Theleb K'aarna, a Pan Tangian sorcerer who thereafter becomes his deadly enemy.

In *The Vanishing Tower*, Elric is involved with Myshella of the Dawn, the ultimate Champion of Law in the Young Kingdoms, saving her castle from destruction. Then, because of Theleb K'aarna's manipulations, he is caught up in a battle against the beggar hordes of Nadsokor. Elric seeks refuge in Tanelorn, the eternal city, a haven for any whose lives are fraught with suffering, but he cannot find the peace that Tanelorn offers all others.

Riding through the desert that surrounds the city, Elric's fate catches up with him again, and he is flung into another world, there encountering two aspects of himself as the Champion. Aiding them means Elric aids himself, and he returns to the world of the Young Kingdoms just in time to save Tanelorn from Theleb K'aarna's wrath. Alas, Elric cannot save Myshella from the Pan Tangian and, with her dead, Chaos increases its influence upon the world.

Departing Tanelorn in *The Revenge of the Rose*, Elric rides east, to the Unknown Kingdoms, but is dragged back to Melniboné and back through time by the magic of his father Sadric, whom Elric believed long dead. Sadric is, but his spirit sends Elric on a quest through countless worlds in search of Sadric's soul. It is concealed inside a carved rosewood box stolen by the dead Emperor's body-slave several years ago. In saving his father's soul, Elric saves his own from that which he most fears, his Melnibonéan heritage, and learns something of the truth concerning Melniboné's past. He also earns his father's long-begrudged love.

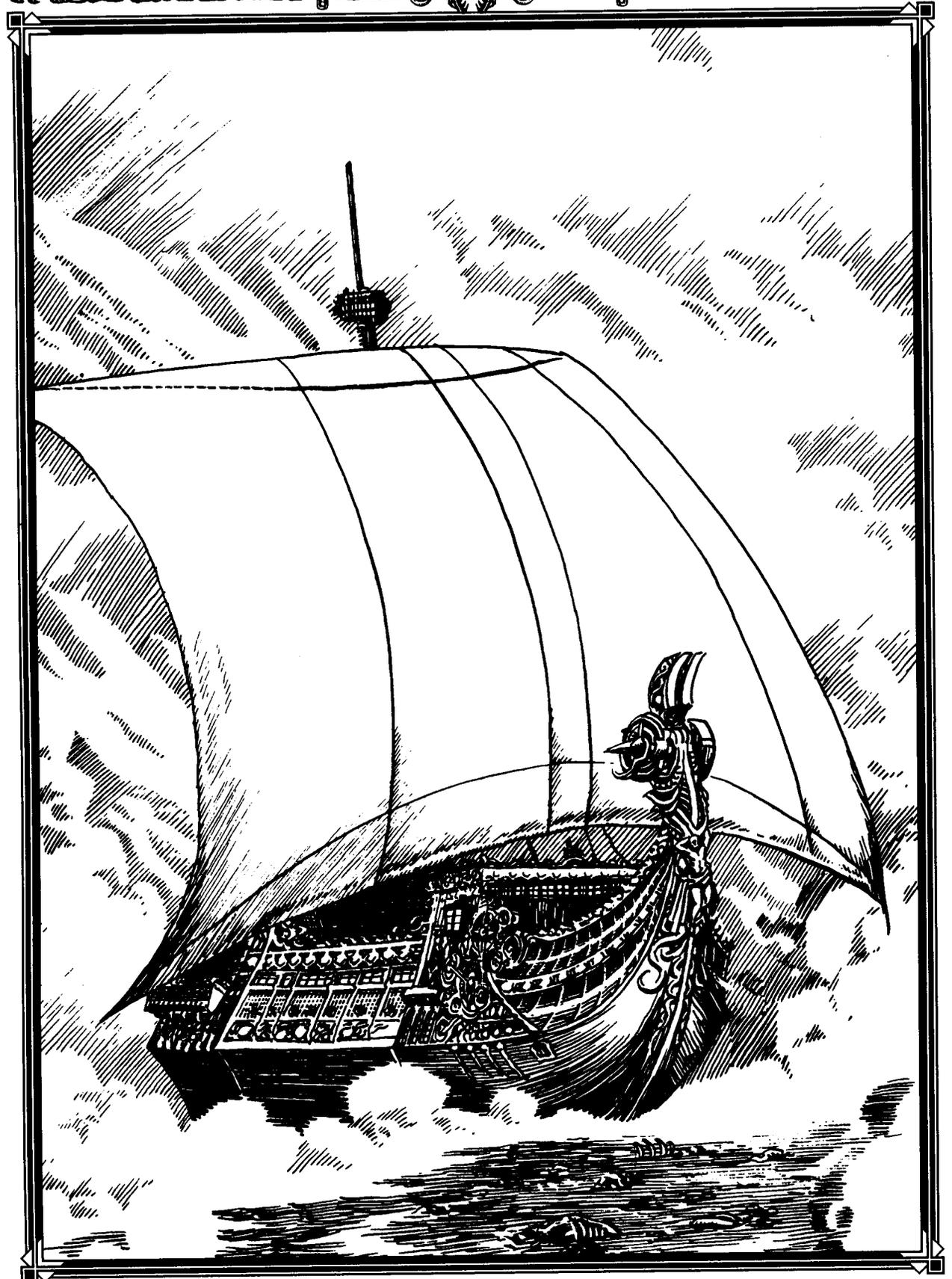
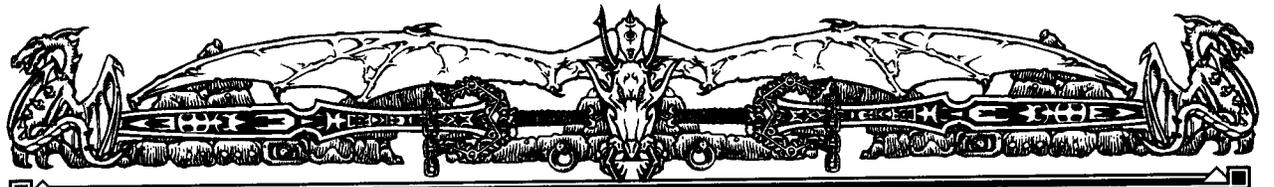
The Bane of the Black Sword sees Elric reunited with Queen Yishana in Ilmiora, three years after their first meeting. There the albino finally has his revenge upon Theleb K'aarna, but at the cost of the life of Dyvrim Tvar, his kinsman and one of his oldest comrades.

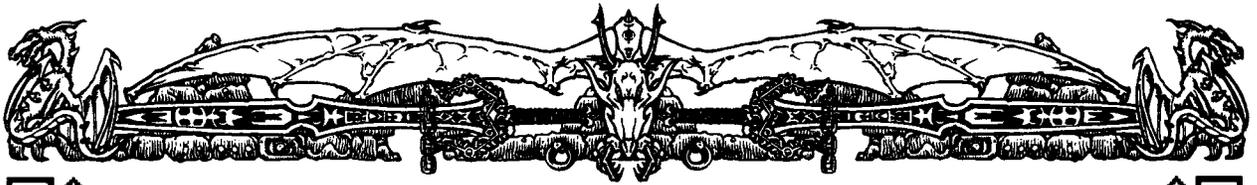
Fleeing the destruction he has wrought, Elric, with Moonglum, meets Zarozinia of Karlaak, a senator's daughter lost in the ill omened Forest of Troos. Even as Elric begins to fall in love with this spirited young woman, his doom is upon him, and he sends another ancient civilization crashing to destruction by his passing.

Traveling with Zarozinia to her home, Elric weds her, hoping to find happiness. For the first time in years Elric puts Stormbringer aside, able to survive on drugs he discovered in Troos. Then he must reclaim the sword in an attempt to save his new home from the depredations of a savage eastern army. Successful, Elric is reunited with Zarozinia, and resides for a time in Karlaak by the Weeping Waste.

Stormbringer, the final novel of the Elric saga, sees the albino emperor's doom embrace the world at large. Jagreen Lern, the Chaos-worshipping Theocrat of Pan Tang, unleashes madness and horror upon the earth. Zarozinia's simultaneous kidnapping catapults Elric into action. Although briefly reunited with his friends and wife, in the end Elric's destiny means their deaths at his hands, on the blade of his vampiric rune sword. Having gone on a desperate journey to another world to gain a magic horn with which the ravaged earth can be renewed, Elric himself is killed by Stormbringer. Dead, Elric still cannot know peace: his soul is absorbed, like the thousands of friends and foes whom he himself has slain, into the essence of the demonic black sword. The last words of the saga are spoken by the entity that is Stormbringer itself, as it laughs in mockery at the Cosmic Balance and all it stands for. "Farewell, friend," it says to Elric. "I was a thousand times more evil than thou!" *▲







The World of the Young Kingdoms

THE PEOPLE OF MELNIBONÉ patronizingly refer to the human nations of the world, specifically those that surround the Dragon Isle, as the Young Kingdoms. Lands exist other than those shown on the map, but these are largely unknown by even the most widely traveled of human explorers. The Unknown East (also spoken of in the saga as the Unmapped East) is a mystery to most Young Kingdoms scholars, as are the hotter lands west of Shazar and the Silent Land. The edges of the world are found north of the Sighing Desert and south of Dorel.

The Young Kingdoms consist of three island civilizations and kingdoms on three continents. Humanity avoids a fourth one, the thickly jungled Unnamed Continent.

Melniboné, whose civilization once ruled the world, has a central location in the Young Kingdoms, and still represents an important center for trade and commerce. Travel between countries is common, although not without peril. Most often travel is by overland caravan or by coastal sea voyage. While some ships do brave the open oceans, they are less in number than the swifter, shore-hug-

ging vessels common to most seafaring nations. (Galleys are light, for speedy rowing, and thus fragile in the face of storms.)

This section details the history, economy, languages, and technology of the Young Kingdoms. Then each nation is briefly described. Finally comes a summary of the gods and cults influential in this part of the world, and more of the nature of Chaos, the Balance, and Law.

History

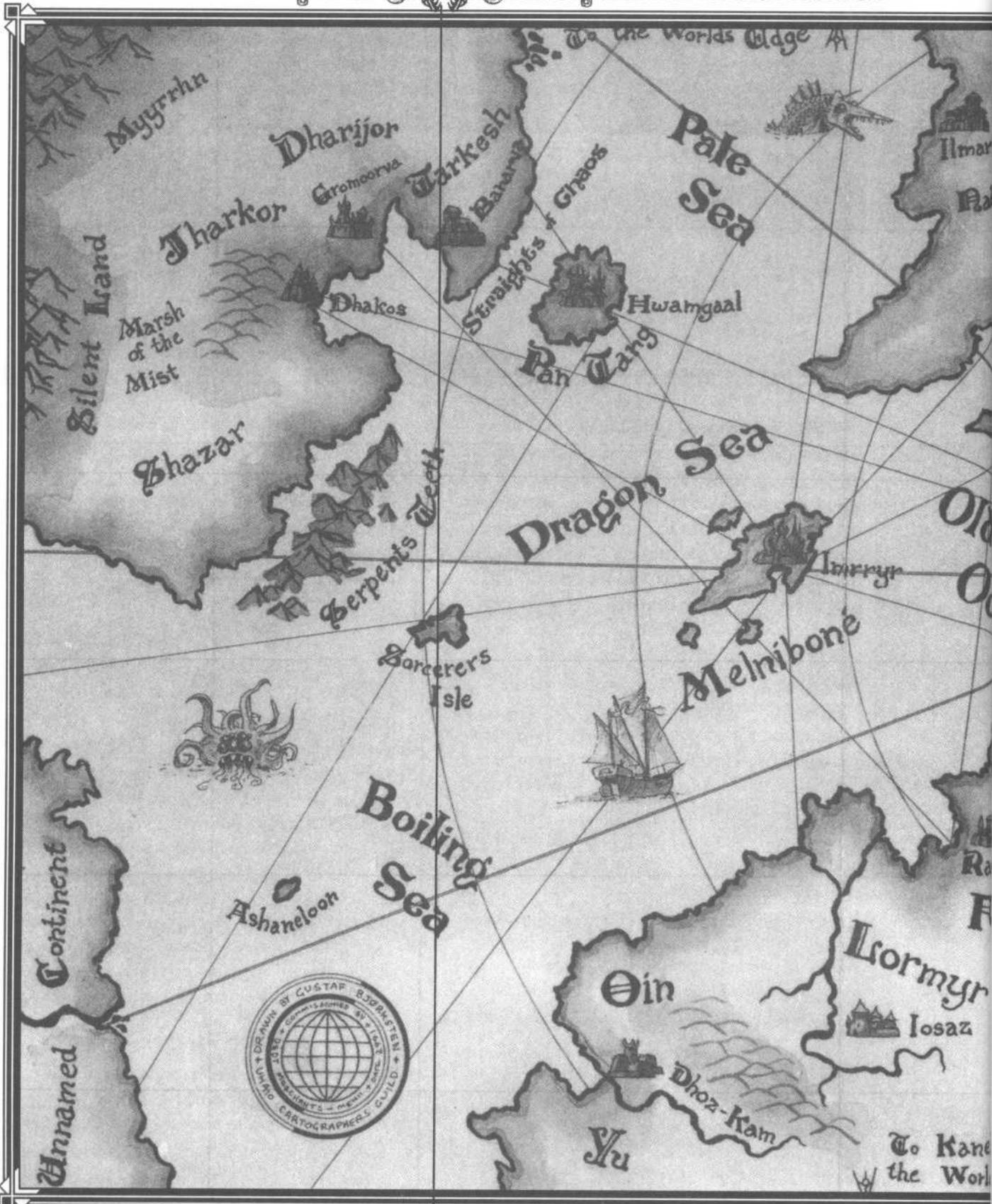
ELRIC'S PLANE IS OUR own world, many millions of years ago. The nature of the universe, as described by Moorcock, is that time goes in cycles. Our own world and all its history have grown up in the Time Cycle that follows Elric's own, and was indeed ushered in by the doom-haunted albino himself. According to Melnibonéan scholars, Chaos originally created the planet, although the rule of the Lords of Disorder has long since waned. Before Elric's age the world was populated by a race known as the Doomed Folk, who apparently so loathed the planet which bore them that they shattered it, destroying themselves and prompting a new Cycle in the process.

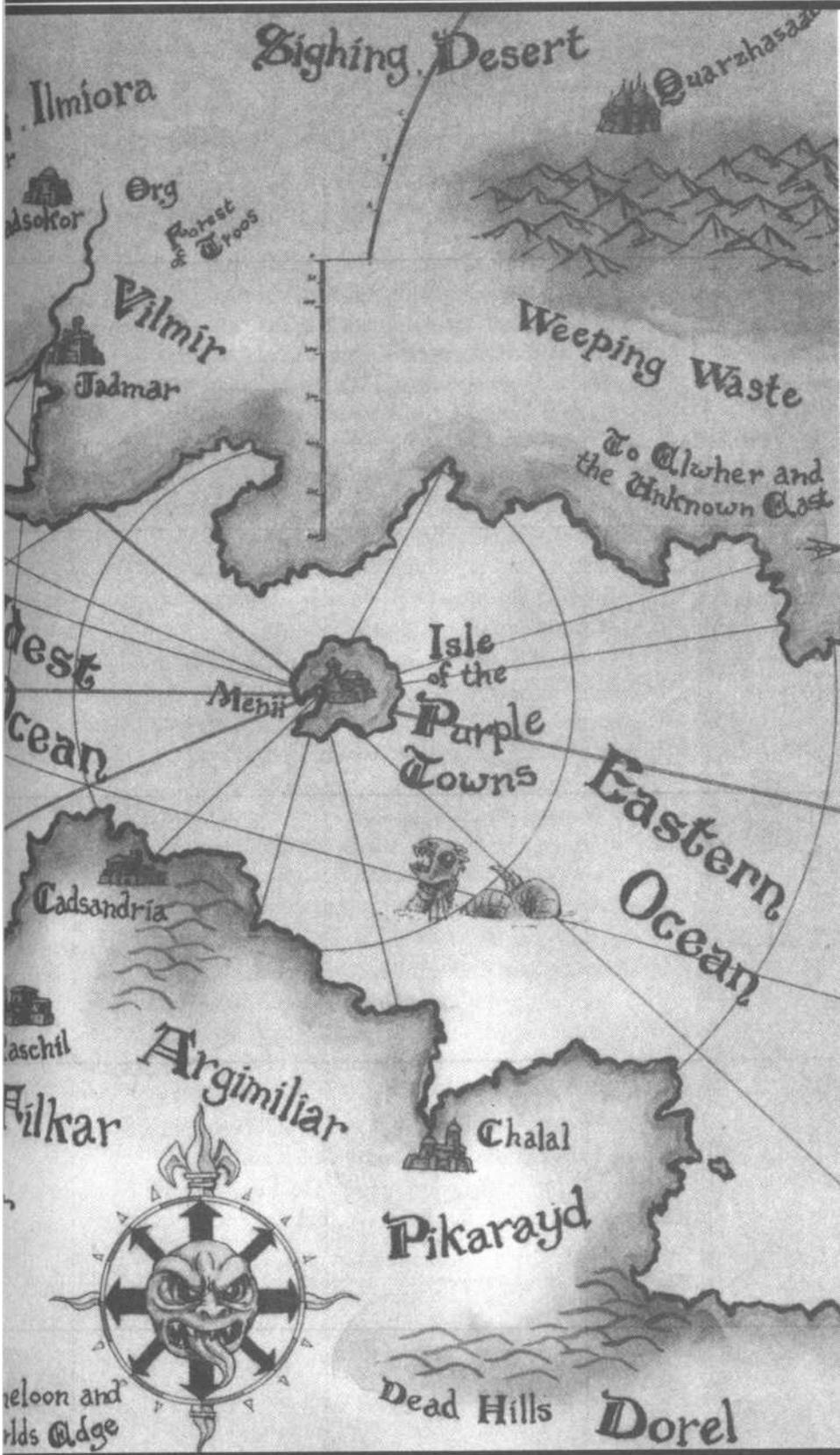
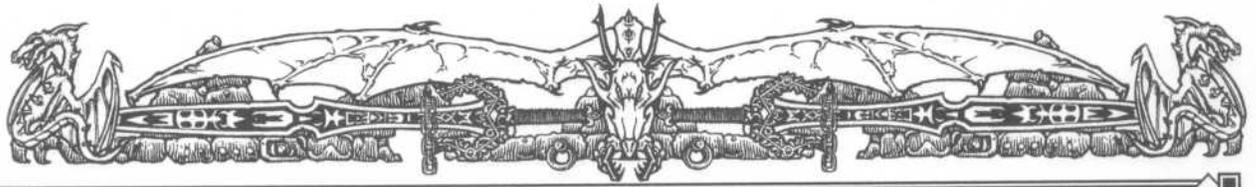
With the Doomed Folk gone, the world took long to renew itself. Several nonhuman races grew up who were native to the earth: the Older Ones; the Law-worshiping demi-immortals the winged folk of Myyrrhn, thought to be the world's oldest civilized race and evolved from the bestial *clakars*;

* MELNIBONÉAN BATTLE BARGE *

(OPPOSITE) *The battle barge is a fearsome military platform, capable of defeating a small fleet and landing hundreds of marines.*







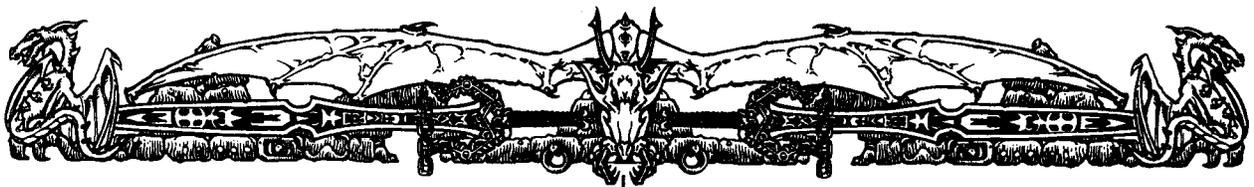
Sailing the Known World

ASSUME A CAUTIOUS merchant ship under full sails, covering 192 miles per day and following the safest sea routes. These times assume ideal conditions, with fair winds. At the dungeon master's discretion, there may be delays, stops, inclement weather, or more serious impediments to a voyage. Faster times are possible if the captain is willing to take risks.

Port to Port Sailing Times, in days

	Banarva	Cadsandria	Chalal	Dhokos	Dhoz-Kam	Gromoorva	Hwamgaarl	Ilmar	Imrryr	Iosaz	Jadmar	Menii	Raschil
Banarva	*	14	18	2	15	1	4	11	9	16	13	15	11
Cadsandria	14	*	6	13	12	13	9	10	5	10	6	3	4
Chalal	18	6	*	18	17	18	14	15	10	16	11	6	10
Dhokos	2	13	18	*	15	2	5	12	9	17	14	15	12
Dhoz-Kam	15	12	17	15	*	15	14	16	10	15	14	14	10
Gromoorva	1	13	18	2	15	*	4	12	9	17	14	15	11
Hwamgaarl	4	9	14	5	14	4	*	5	6	15	6	10	9
Ilmar	11	10	15	12	16	12	5	*	8	16	8	11	11
Imrryr	9	5	10	9	10	6	6	8	*	14	5	7	4
Iosaz	16	10	16	17	15	17	15	16	14	*	14	12	7
Jadmar	13	6	11	14	14	14	6	8	5	14	*	6	8
Menii	15	3	6	15	14	15	10	11	7	12	6	*	6
Raschil	11	4	10	12	10	11	9	11	4	7	8	6	*





and the inhuman dwellers in the Silent Land, to whom the Myyrrhn are somehow related. The earth at this time was unlike the one we know, but was reshaped in a war between Grome and Straasha, two Elemental Rulers, some 20,000 years ago.

To this world, which was then more vibrant than the world known by Elric, came the alien people who were to settle Melniboné. Cosmic wanderers, little is known of their origins save contradictory rumor. There are even some who say that the people of Melniboné are native to this world, but so long ago was Melniboné's founding that many of her histories are considered legend. The nobility of

the Older Ones interbred with their Melnibonéan peers, and gifted them with the Black Swords, Stormbringer and Mournblade, which were to be used by the fiercest among the Dragon Princes of Melniboné in the millennia to come. With the death of the Older Ones in battle against the Dead Gods, the Melnibonéans came to inherit the world, and quickly made it their own.

Abandoning the Balance, which they had once worshiped, the Melnibonéans spread their rule across the world, and from thence into countless others. Made powerful by their reverence of Duke Arioch of Chaos and his kindred, the Melnibonéans were unassailable in their sorceries and military might. The next ten thousand years saw their Bright Empire wax great, and then gradually wane to its current lethargic state. The first true human nation was Quarzhasaat, now largely lost beneath the sands of the Sighing Desert twenty centuries past. Daring to threaten Melniboné, Quarzhasaat was defeated and all but destroyed.

One thousand years ago Melniboné was shaken by war between her own empire and that of the Dharzi, the Beast-Folk, which Melniboné won only with exhausting effort. The rise of humanity, with their worship of the White Lords of Law, was no doubt involved with the gradual lessening of Chaos in the world. This began as the Bright Empire reeled from her near-defeat at the hands of the Dharzi. Magic began to fade, and with it Melniboné.

Lormyr was the first human kingdom to successfully declare independence from Melniboné, four hundred years ago. Other nations followed. While some are with us today, others have been lost to time, with newer nations springing up from their roots.

Although slumbering Melniboné still lays claim to the world as she did thousands of years ago, her days of empire are numbered. Melniboné stays strong only as a center for trade, but the energy of



*** STORMBRINGER'S COST ***

(LEFT) To provide Elric with the strength his deficient body can not supply, Stormbringer consumes the souls of its victims.





the human nations threatens even this. The Young Kingdoms are vital, whereas senile Melniboné dodders with age. She will not resist the coming storm that threatens the scintillating, lace-like towers of her capital Imrryr, the Dreaming City.

Social Outlook

MELNIBONÉ HAS CEASED to command, but the millennia of her former rule still glitter in all memories. The Bright Empire bound the world together; freed from her oppression the human nations now war and squabble, and each seeks its own path. The sack of Imrryr by Elric and the Sea Kings, as described in *The Weird of the White Wolf*, forever frees the Young Kingdoms from Melnibonéan domination. Melniboné is yet a bane to humanity, a fearful shadow still casting darkly across the present.

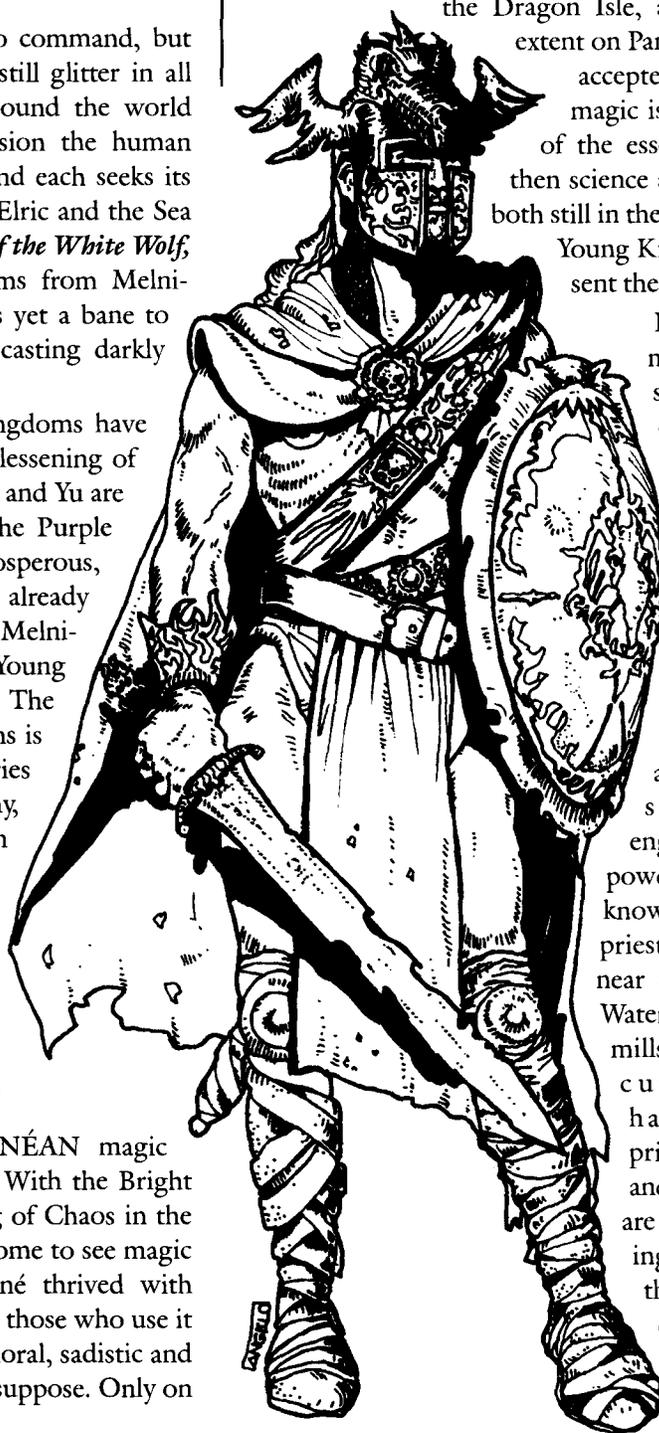
The nations of the Young Kingdoms have grown at different rates with the lessening of the Bright Empire's influence. Oin and Yu are the least developed, the Isle of the Purple Towns is perhaps the most prosperous, while others, like Lormyr, have already passed their prime. Compared to Melniboné, however, all nations of the Young Kingdoms are hives of activity. The flourishing of the Young Kingdoms is like a renaissance. New discoveries and developments occur every day, and new adventurers are sailing in search of new lands. It is this lively atmosphere that makes the Young Kingdoms such an exciting setting for a fantasy roleplaying game.

Magic & Technology

FOR CENTURIES MELNIBONÉAN magic shaped and controlled the world. With the Bright Empire's fading, and the lessening of Chaos in the Young Kingdoms, humanity has come to see magic as intrinsically evil. As Melniboné thrived with magic, magic must therefore cause those who use it to become like Melnibonéans—amoral, sadistic and cruel—or so the followers of Law suppose. Only on

* TIGERS OF THE THEOCRAT *

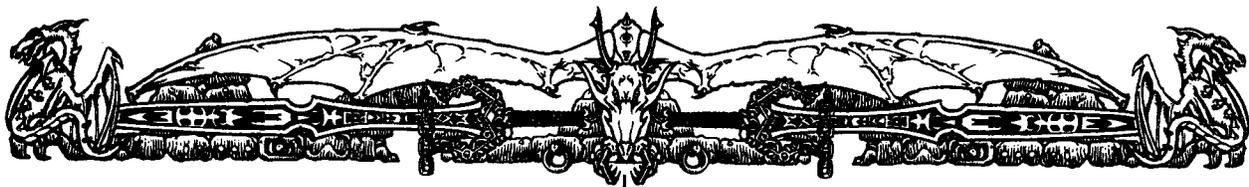
(BELOW) Elite warriors zealously guard the Theocrat, the priest-king of Pan Tang. Their tiger auxiliaries freely roam the barracks.



the Dragon Isle, and to a lesser extent on Pan Tang, is magic accepted as natural. If magic is the expression of the essence of Chaos, then science and technology, both still in their infancy in the Young Kingdoms, represent the essence of Law.

For centuries magic reigned supreme; it is only with the distancing of Melnibonéan power that technology has begun to be explored in the Young Kingdoms. Although advances such as steam-driven engines and gunpowder are yet unknown, scientist-priests of Law are near their discovery. Water-driven looms, mills and clocks, cumbersome, hand-operated printing presses, and similar devices are slowly becoming less rare, although still uncommon. The more civilized nations have

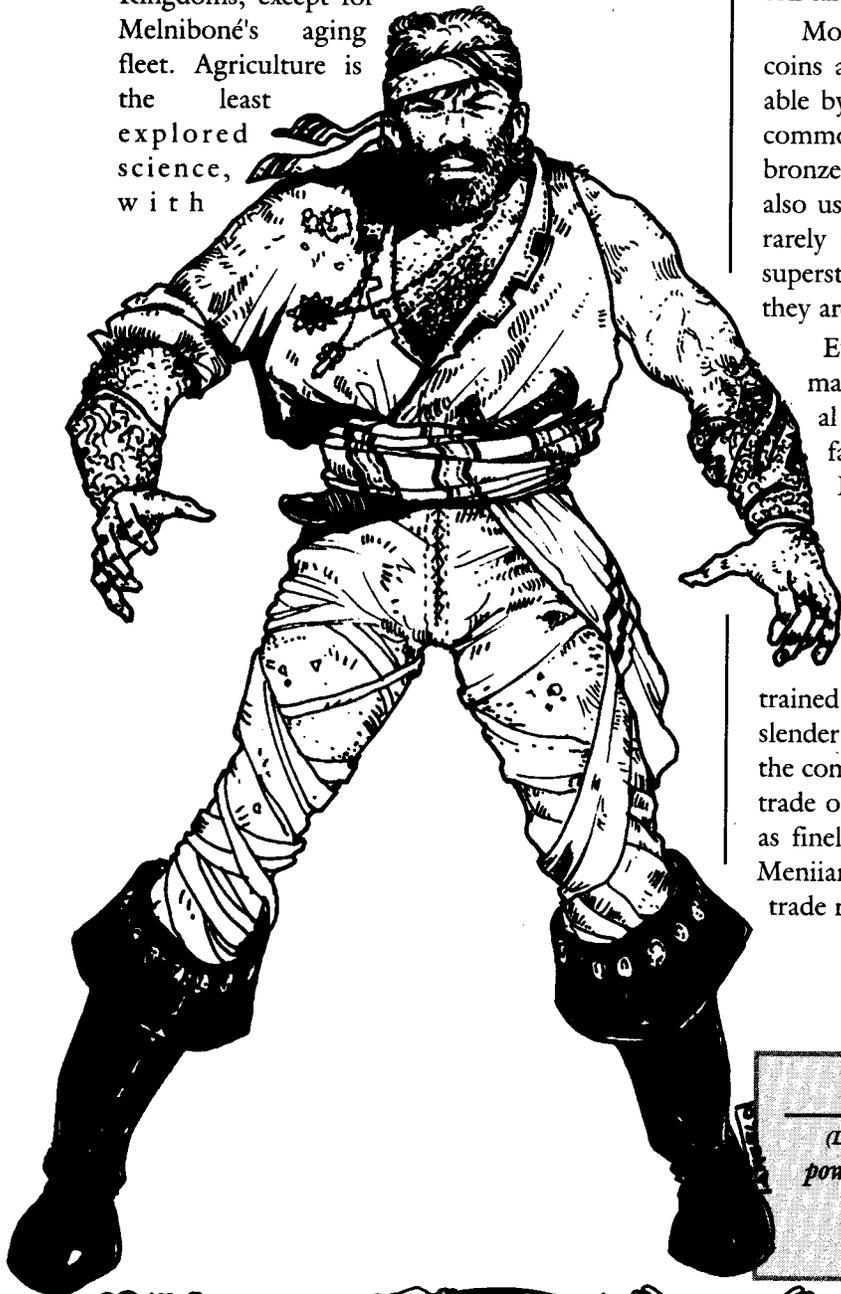




glassblowing technology and advanced smelting techniques for those who can afford them. Barbarians and the poorer nations such as Org, Oin, and Yu do not have wide access to steel, relying instead on traditional bronze and iron.

Maritime technology lags behind other advances, with most nations still relying on oared galleys. Sail-driven ships do exist, but few vessels rely solely upon the wind for propulsion, most having at least one set of oars. The Isle of the Purple Towns has the most advanced ships of all the Young Kingdoms, except for

Melniboné's aging fleet. Agriculture is the least explored science, with



most nations still unaware of such practices as crop rotation. Even in such civilized nations as Vilmir, slash-and-burn techniques are still used, with devastating results.

Economy

FEW OF THE YOUNG KINGDOMS are large enough, or rich enough in resources, to be self-sufficient. Most survive by trading with other nations, or by piracy, and are under-populated because of the toll taken by constant raiding.

Most nations stamp their own coinage. Their coins are usually interchangeable, or interchangeable by weight. Bronze coins are by far the most common coinage, called in the game simply bronzes. Game prices are given in bronzes. The rich also use jewels as coinage. Melnibonéan coins are rarely seen, and usually distrusted by the more superstitious humans in the Young Kingdoms when they are.

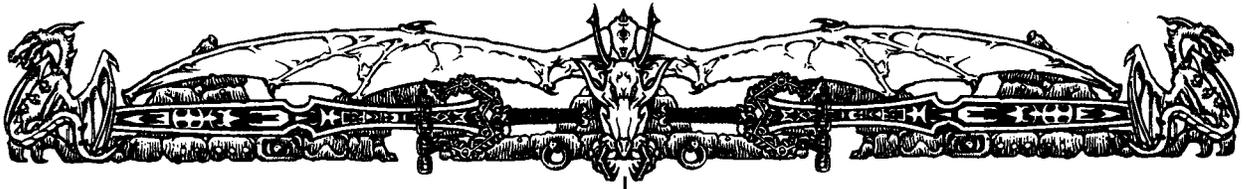
Even in large cities such as Dhakos and Jadmar, money rarely changes hands except in casual trading. Barter is common, especially among farmers, trappers, and other wandering folk. Innkeepers are usually loath to trade rooms and food for furs or the like, preferring hard cash, unless their profit seems obvious.

A merchant class has recently evolved in the Young Kingdoms, and now flourishes. Traders and sailors, many of them also trained as warriors to save room in the swift and slender ships used for coastal voyages, are among the commonest of any class or guild. Consequently trade objects are often found far from home, such as finely worked Ilmioran leather in Pikarayd, or Meniiian glassware in Tarkesh, carried along the trade routes from country to country.

* SAILOR FROM MENII *

(LEFT) The Isle of Purple Towns is the most powerful trade nation in the world. No sailor is more capable, or superstitious.





Language

COMMON TONGUE IS WIDELY used in the Young Kingdoms. It is a debased form of Low Melnibonéan, spoken in the lands where once the Bright Empire ruled. Different accents and dialects abound, such as the thick brogue of the Purple Towns, but most travelers can make themselves understood in other lands. Low Melnibonéan is beyond their comprehension, and must be learned especially. High or Old Melnibonéan, usually referred to in this book as High Speech, is the formal tongue of the Empire, and used in sorcery in the Young Kingdoms as well as upon the Dragon Isle. It is difficult to learn. Many Melnibonéans know little of it. Both forms of Melnibonéan can be written, as can Common Tongue.

The Unknown East has its own tongue, 'pande, as does the Weeping Waste, where the curious tongue known as Mong is spoken. Mong has no written form, unlike the elegant calligraphy of 'pande. Opish, the language of the long-dead Dharzi Empire, is still spoken today in fabulous Quarzhasaat as a thieves' tongue. The nomadic people of the Sighing Desert have their own language, Lesh, whose written form resembles little more than line after line of subtly different scratches.

The harsh, alien language of Mabden is little used in Pan Tang today save for its status as a classical tongue, and is unique to that bleak isle. The squawking clicks that make up Myyrrhn are almost impossible to pronounce by any except the winged folk, among whom it originates. Both have a written form; that of Myyrrhn is pictographic.

The Islands

YOUNG KINGDOMS SAILORS identify five principal islands. Of these, three are mighty maritime nations, one is home to savages, and the last is home to the mysteries of Law.

Ashaneloon

ASHANELOON IS A LITTLE-KNOWN island in the midst of the steam and bubbling waters of the Boiling Sea. Although rarely shown on charts,

Ashaneloon hosts a many-spired palace upon its otherwise bare rocks, a single building of towers, turrets and domes. This crenelated castle is commanded by Myshella of Law. Many wonders hide within its chambers and vaulted rooms, and none know just what wanders its great corridors.

Melniboné

THE MELNIBONÉAN ARCHIPELAGO consists of three small islets, Amashii, Kiashu, and Wa'aiya'oro, and Melniboné itself. Only Melniboné, the largest isle, is inhabited today. All four islands were populated at the height of Melniboné's imperial splendor. A single city, Imrryr the Beautiful, stands on the main island, which is often called the Dragon Isle because of the great winged reptiles slumbering in caverns beyond the city. Imrryr is also known as the Dreaming City, due to the languorous, narcotic haze that fills her inhabitants' days.

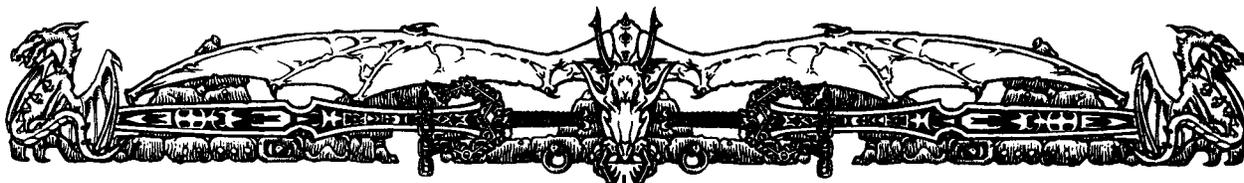
Melniboné is warm and humid in summer, the winters cool although rarely unpleasantly cold, and it receives a high rainfall all year. Beyond the scintillating towers of the Dreaming City, which these days Melnibonéans almost never leave, the remainder of the island slowly returns to the wild. Its fields of opium poppies, abandoned villas, secret glades, and mossy forests are empty save for birds and beasts, and occasional slaves sent to harvest plants that they then turn into drugs.

Melnibonéans depend upon their slaves, who outnumber their inhuman overlords ten times. The slaves are kept drugged, to ensure their obedience.

Landing on the Dragon Isle is virtually impossible, as a treacherous sea-maze guards Imrryr, and reefs and dangerous currents ring about the steep cliffs of the shore. For centuries Melniboné has slumbered undisturbed.

Dreams of Melniboné's past glory call to most Melnibonéans, who spend their days in drug-induced splendor, preferring to remember the wonders of the past rather than face the realities of today. In past centuries the Bright Empire ruled the world, or at least all of it that she desired. Today she is humbled, forced to trade with the Young Kingdoms and not to plunder them, as she once did.





Rich and poor alike, human visitors are restricted to a small section of Imrryr. They get little access to Melniboné's delights. In the eyes of the alien Melnibonéans, the Bright Empire still rules the world, and any talk otherwise is the ultimate breach of good taste.

The folk of Melniboné predate humanity, and share little in common with them. They are tall and slender. Their fingers are long, and their hair is



fine. Melnibonéans are proud and amoral, and they delight in every sensation. Melnibonéans have

slanted eyes and almost pointed ears, with sensitive eyesight and hearing. They delight in colors garish to human eyes and take pleasure in pain, especially that of others. Melnibonéan ways often seem frightening or cruel to humans. With their delicate graces and refined tastes, Melnibonéans are the most civilized of races in the Young Kingdoms, perhaps too civilized. They are a race without vitality or curiosity, beyond good and evil, content to exist in drug-enhanced pleasure as they have for centuries. Only tradition and worship of the grotesque and gorgeous gods of Chaos rule their lives.

Elric is the 428th Emperor to sit upon the Ruby Throne. In the saga, he abandons Melniboné to roam the Young Kingdoms, returning to destroy his ancient nation. Melnibonéans are the most potent sorcerers of the world, although all magic now wanes. Elric is the most powerful sorcerer seen on Melniboné for an age, but his spells cannot compare to the sorceries of old. Melnibonéan spells can invoke the Elemental Rulers, as well as the rulers of beasts and plants. The Melnibonéans are feared and hated in most of the Young Kingdoms. Still, their golden battle-barges, dragons, and imperial legions are no longer abroad.

Pan Tang

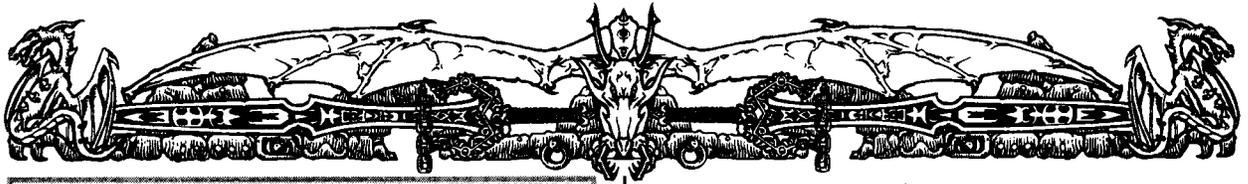
THE ALL-TOO HUMAN NATION of Pan Tang, like Melniboné, is not native to this world. During the earthshaking magic of the Dharzi War a thousand years ago, a rift opened between the Young Kingdoms and the brutal plane of the Mabden. The humans who were dragged through into the Young Kingdoms found themselves upon a bleak, storm-lashed isle in a nameless sea. This shattered island of black rock and fused glass was called Pan Tang, and the Mabden became known as Pan Tangians.

As worshipers of Chaos, the people of Pan Tang claim to be heirs to the sorceries of Melniboné, but

* PURPLE TOWNS MERCHANT *

(LEFT) Worship of Goldar, and the secrets of double-entry bookkeeping, ensure that the Purple Towns remain dominant in trade.





*** SORCERER OF PAN TANG ***
(RIGHT) Jealous of Melniboné's position, prowess, and magical ability, Pan Tang cruelly terrorizes anyone it views as a threat.

they are blinded by their humanity and see only the evil of Chaos, and not its fey beauty. Pan Tang is a nation of sadistic, warped people, all of them quite possibly insane. The rest of humanity fears them as pirates and bloodthirsty priests. Pan Tang is a dominant power among the Young Kingdoms, more because of her black sorceries than for her military might.

Like a warped reflection of Melniboné, her hated rival, Pan Tang has but one city. Hwamgaarl is often called The City of Screaming Statues, after the twisted stone figures that dot its walls and rooftops. These statues are the remains of people who have angered the Theocrat, the Priest-King of Pan Tang. They have been turned to stone for their pains. Horribly they still live, trapped inside their rocky bodies. The sobs and screams of these damned souls echo about Hwamgaarl incessantly, as do the roars of tigers taken from the northern jungles that now prowl the iron-paved city streets. The current Theocrat of Pan Tang is Jagreen Lern, who in later years unleashes the full force of Chaos upon the world. Lern has forbidden visitors from the outside world, and so the other Young Kingdoms know little about Pan Tang, save whispered rumor.

The Isle of the Purple Towns

THE THIRD ISLAND CIVILIZATION of note in the Young Kingdoms is the human nation of the Purple Towns. It is home to a bold race of sailors and merchants, renowned for honesty and seamanship. Although a precarious political balance exists upon the Isle between the old nobility and the new and powerful merchant class, this has not stopped the Isle of the Purple Towns from becoming a center for trade to rival Imrryr. Purple Town traders are not smiled upon by Melniboné.

The Isle of the Purple Towns was once part of the Bright Empire, gaining her freedom at the time



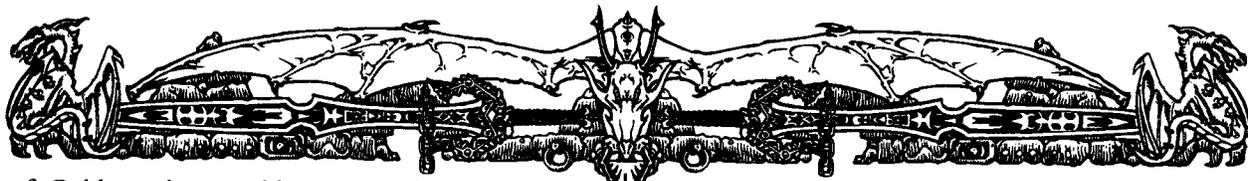
of the Lormyrian rebellion some four hundred years ago. Since that time the Isle has consolidated its power so that today its folk are the best and most trustworthy sailors of the

Young Kingdoms. The long-bearded and leather-clad Purple Towners are to be found in every port of the Young Kingdoms, wherever there are ships to be sailed. Its nobles spend the year celebrating one festival after another, roaming the island in a continuous cavalcade, while its peasant folk till the soil as they have for generations.

The Isle gains its name from the color of the stones from which it constructs its houses and buildings. It is a pleasant place of fields and small farms, the warmer lowlands of the north giving way to rugged mountains in the interior, and sheep-dotted moors in the south.

Menii is the Isle's modern and stylish capital, while the nobility chooses to live in northerly Kariss, a more sedate and lethargic city. The priests





of Goldar, whose golden pyramid temple looms over the marketplace in Menii, claim that if something cannot be bought in the Isle it cannot be bought at all, such is the wide array of products from the four corners of the Young Kingdoms brought and sold in the Isle's markets. Lord Goldar, a god of Law, is the main deity worshiped in the Isle, eclipsing the reverence given to Lassa of the Winds and Straasha Sea-King, two Elemental Rulers.

Count Smiorgan Baldhead is a noble of the Isle, and a major figure in the Council that rules the island. A son of an old and established family of the Purple Towns, Smiorgan has made a vast fortune by adopting the merchant's creed, much to the disdain of his more traditional and conservative peers. After his death in the Sack of Imrryr, the Isle's political scene becomes increasingly unstable and it even becomes embroiled in a brief war with Lormyr. At the end of the world, when the hordes of Chaos sweep across the earth, the Isle of the Purple Towns' fleet sails against the navy of Jagreen Lern, but is vanquished when the supernatural Chaos Fleet of many-tentacled Lord Pyaray appears. In this final, desperate battle the sailors of the Isle of the Purple Towns prove themselves doughty warriors even in the face of impossible odds.

Sorcerer's Isle

THIS BARREN ISLAND WAS ONCE home to an infamous wizard, Cran Liret, the Thief of Spells, and thus its name. Although he is long dead, his stolen magic lingers, contained in strange engines beneath the thin and powdery soil. Before Cran Liret dwelt in isolation upon the isle, it was home to the folk of R'lin K'ren A'a. Ten thousand years ago, they fled their city in the jungles when the Lords of the Higher Worlds came. They too are long dead.

Today the Krettii, a tribe of bestial demi-humans, inhabit Sorcerer's Isle. They migrated thence from the vicinity of the Silent Land less than half a century ago. Shortly before the fall of Imrryr, Elric finds himself on the Isle. He slays all the Krettii, with his Filkharian crew, before escaping. A handful of solitary hermit-magicians of Law come

to inhabit Sorcerer's Isle afterwards, but are slain by Pan Tangians at the end of the world.

The Southern Continent

IT WAS ON this continent that the first successful uprising against Melnibonéan rule began, and from here it spread across the Young Kingdoms. Remains of the Bright Empire, ruined towers and tumbled villas, testify to Melniboné's faded dominion. The edge of the world lies beyond the Southern Continent. Few adventurers can claim to have seen it. Unlike the northern lands, the Southern Continent is rich and densely populated.

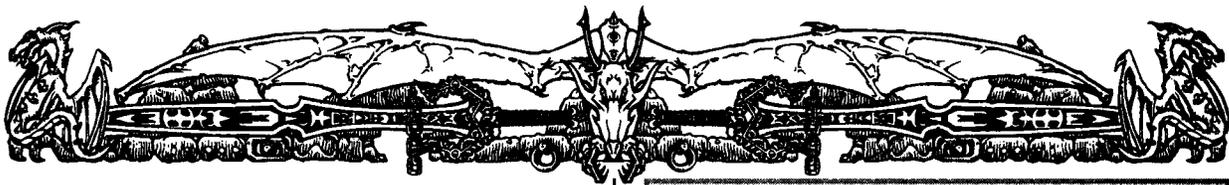
Argimiliar

LIKE MOST OF THE SOUTH, Argimiliar was once part of the Lormyrian empire. Remnants of the old empire can be seen in the nation's architecture and traditions. Buildings such as the University of Cadsandria, and the rules of chivalry traditional to Argimiliar's nobility reflect those days. In the main the country's population dwells along the coast, either farming the rich soil or inhabiting the crowded cities in this region.

The southerly reaches of Argimiliar are lightly inhabited plains, grazed by vast herds of cattle. The people dwell within large, communal villas, ruled by hereditary peers. The cattle-barons of southern Argimiliar are among the most powerful and tradition-bound of the nation's nobility, although the richer, more decadent merchant-nobles of the coast rival their influence. Argimiliar's wealth comes from her farms and ranches, as well as from the fleets of the Cadsandrian sea-lords who trade along the coast of the Southern Continent.

The ruler of Argimiliar is the ill-mannered dandy, King Jiku. This shallow man surrounds himself with philosophers, freethinkers, and artists, to seem grander and wiser by this patronage. Jiku's reign encourages the worship of Chaos in Argimiliar. Most of the nobles, at least the coastal lords,





have turned to the hedonism and pleasures of the Church of Chaos.

After Jiku's death in the Sack of Imrryr, his younger brother Hozel, rumored to be the insane offspring of an incestuous relationship, becomes King. Raised in a Lawful monastery, King Hozel proves to be an obsessive puritan, and embarks on a series of bloody purges to eliminate Chaos from the land. As the net widens, and King Hozel's madness is revealed, sorcerers, philosophers, and even the students of Cadsandria's university become victims of the cleansing of Argimiliar. Smoke from the pyres upon which they are burnt darkens the sky.

Argimilites are renowned for their politeness and urbane manners. The city-dwellers of the coast are generally freethinking and liberated, welcoming the future. The peasants and southern nobles seek a return to the past, to the worship of Law and the stability of days gone by.

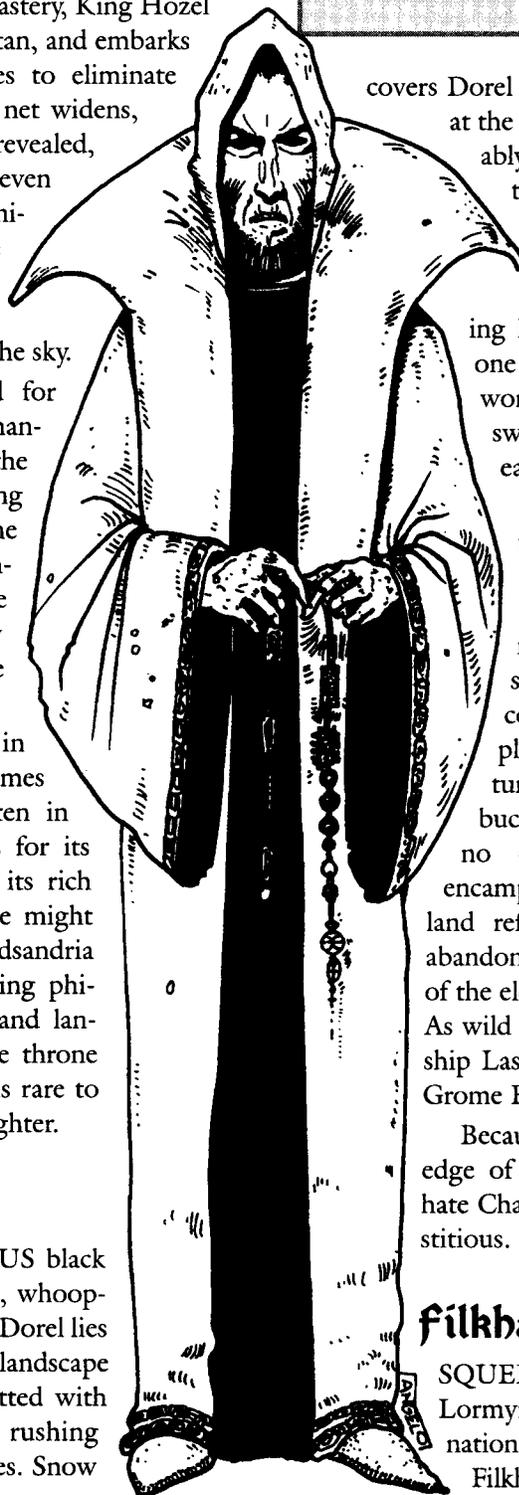
Foreigners are frequent in Argimiliar until Hozel becomes King, congregating most often in Cadsandria, a city as famous for its learned populace as it is for its rich wines. Before the Purges, one might walk down the streets of Cadsandria and hear shopkeepers discussing philosophy, in a dozen dialects and languages. After Hozel gains the throne this intercourse stops, and it is rare to hear even a voice raised in laughter.

Dorel

INHABITED BY VENOMOUS black serpents and by tribes of wild, whooping, chariot-riding barbarians, Dorel lies at the edge of the world. Its landscape consists of bare moorland dotted with rocky outcrops, narrow rushing streams, and hardy twisted trees. Snow

* PRIEST OF ELGIS, ARGIMILIAR *

(BELOW) The Church of Law in Argimiliar grows dangerous. The worshipers exhibit a fervor troubling to King Jiku.



covers Dorel for over half the year, and even at the height of summer it is considerably cooler than the temperate lands to the north. Here and there great slabs of stone rear up from the barren earth, pinnacles of granite rising to dizzying heights. From several of these, one may gaze to the edge of the world and beyond, down into the swirling Chaos that surrounds the earth.

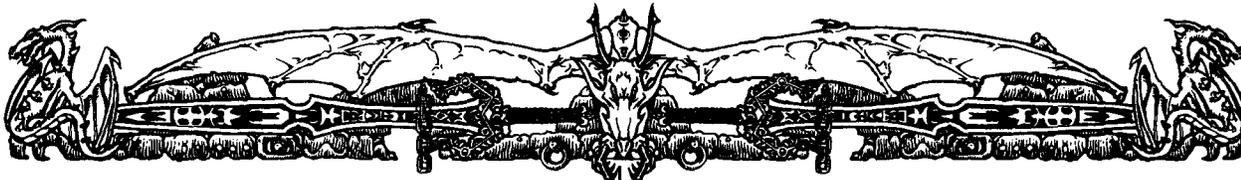
Dorelites are feared as raiders throughout the south, their loosely federated tribes pillaging settlements across the continent, and venturing north in swift, slender vessels along the coast. They dress in crudely dyed plaids and tartans, kilts, trews, tunics and cloaks, adorned with buckles and straps. Dorelites have no cities, and only temporary encampments. The harshness of their land reflects in their lives. Dorelites abandon the old and weak to the mercy of the elements. They take no prisoners. As wild and free as the wind, they worship Lassa as a goddess of storms, and Grome Earth-King.

Because of their proximity to the edge of the world, Dorelites fear and hate Chaos. They are exceedingly superstitious.

Filkhar

SQUEEZED BETWEEN SLEEPY Lormyr and energetic Argimiliar is the nation of Filkhar. Despite its small size, Filkhar is one of the richest countries





in the southern continent. Its low, marshy coast swarms with marine life. A large fishing fleet trawls the waters off Raschil. Flat and uninspiring on first appearances, the fens and fertile valleys of Filkhar are bountiful. Grapes and other fruit are grown on the hillsides, and sheep, goats, and cattle are grazed. Rich coastal fisheries yield shellfish and other seafood.

Because of the natural wealth of their country, Filkharians are arrogant. The small size of their nation may also account for this, its diminutive stature made up by the love in which its people hold it. Filkhar is the most densely populated



land in the Young Kingdoms, its crowded cities swarming with proud citizens. Filkharians are well known as gourmets and excellent cooks. "Give a Filkharian a stringy rabbit," a Lormyrian saying goes "and she'll give you a feast." The Lords of Law are worshiped throughout Filkhar,

and although Chaos is not outlawed, it is viewed as quaintly old-fashioned.

The youthful King Jerned, who is something of a fop, rules Filkhar. His fashion decrees dictate to the country, whether for pointed shoes, goatees, or ornate codpieces. The nation he rules is civilized to an extreme, its citizens fiery and impetuous, quick to anger and quick to laughter.

The nobility of Filkhar is obsessed with style and clothing, and for decadence and hedonism rivaled only by the peerage of Argimiliar. Even the peasants of Filkhar are well dressed by foreign standards, and their standard of living is high. After the bloody Argimiliaran purges begin, many refugees flee to Filkhar. Argimiliar and Filkhar have always had close ties.

Lormyr

FOUR HUNDRED YEARS AGO

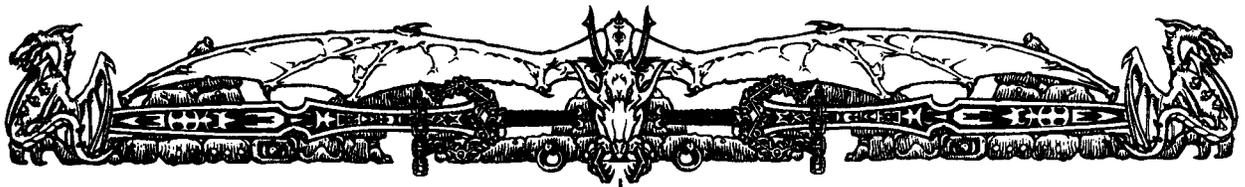
Lormyr was a vibrant nation, the first to free itself from Melnibonéan dominion. In the decades that followed this monumental event, Lormyrian rule rapidly extended, so that by the time of Queen Eloarde all the southern lands were under Lormyrian control. Her Champion and lover, the hero Earl Aubec of Malador, who was also instrumental in the fight for an independent Lormyr, aided Eloarde in this. Aubec was the first Champion of Law to make new lands from unformed Chaos. With the death of the Queen, Lormyr became a republic, gradually loosening its hold upon its neighboring nations.

The Lormyrian Republic ended two hundred years ago. Since then Lormyr has become the most pleasant and tranquil of all the Young Kingdoms, and is still dominant in the South. Plump, cautious King Fadan currently rules Lormyr. After his death

* LORMYRIAN FARMER *

(LEFT) *The secret of Lormyr's wealth lies in her bountiful harvests and rich fisheries. It was the first nation to break Melniboné's bond.*





in the Sack of Imrryr, gray-faced gray-haired, gray-bearded Montan becomes King. Montan betrays the South at the end of the world, and joins forces with the forces of Pan Tang and Chaos.

Currents from the Boiling Sea warm Lormyr's coast of cliffs and shingle beaches, and so ensure pleasant weather. Inland the Lormyrian steppes are considerably cooler. Snow blankets the inland regions from late autumn, but the coast remains warm the year round. Vineyards and orchards are found near the coast. Villages of white-washed stone and thatch roofs dot Lormyr's pleasant, gently undulating hills.

The Lords of Law are worshiped throughout Lormyr, and the religion of Chaos is forbidden, although rarely is it actively suppressed. In the steppes of southern Lormyr soars the mysterious Castle Kaneloon, home to Myshella of the Dawn, the supreme Champion of Law in the Young Kingdoms. Once the castle stood at the edge of the world, which is now much further south. Myshella is responsible for the lessening of Chaos' strength in the Young Kingdoms, and has long been an enemy of Melniboné. After her death at the hands of Theleb K'aarna, Chaos increases its power upon the earth again.

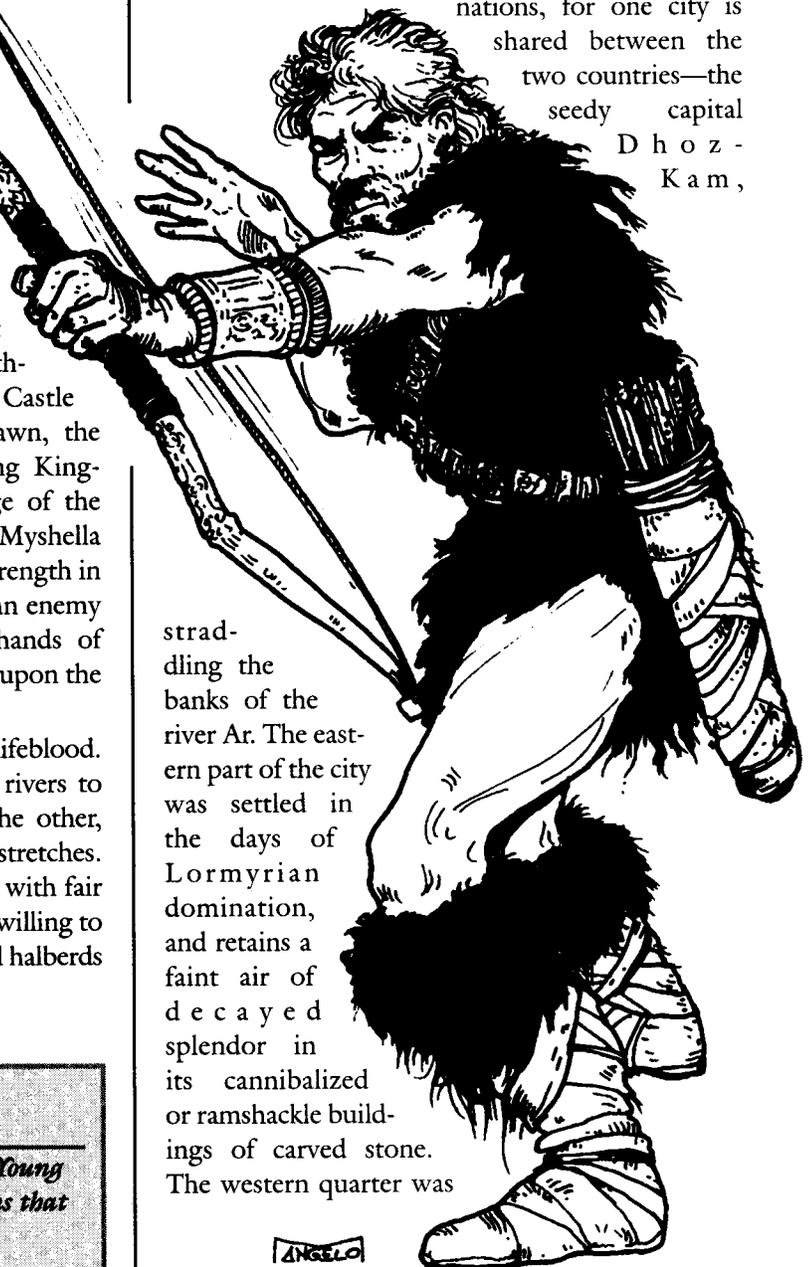
Lormyr's rivers are its fame and its lifeblood. Traders, miners, and fur-trappers use the rivers to travel from one end of the country to the other, while fisher folk trawl the less turbulent stretches. Lormyrians tend to be quiet, peaceful folk with fair hair and ruddy features. However, they are willing to lay down their tools and pick up swords and halberds

in Lormyr's defense, as they have in the past. Her nobility is renowned for chivalric behavior.

Lormyrians are friendly, open folk, although superstitious, and dress in heavily embroidered linen, leathers, thick woolen garments, and furs.

Oin & Yu

BARBARIC OIN AND YU, although two separate nations, are joined in many ways. As well as being the poorest of the southern nations, for one city is shared between the two countries—the seedy capital D h o z - K a m ,



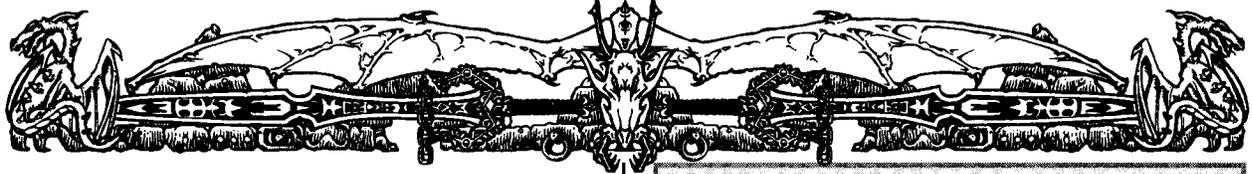
straddling the banks of the river Ar. The eastern part of the city was settled in the days of Lormyrian domination, and retains a faint air of decayed splendor in its cannibalized or ramshackle buildings of carved stone. The western quarter was

ANGELO

* AN OINISH HUNTER *

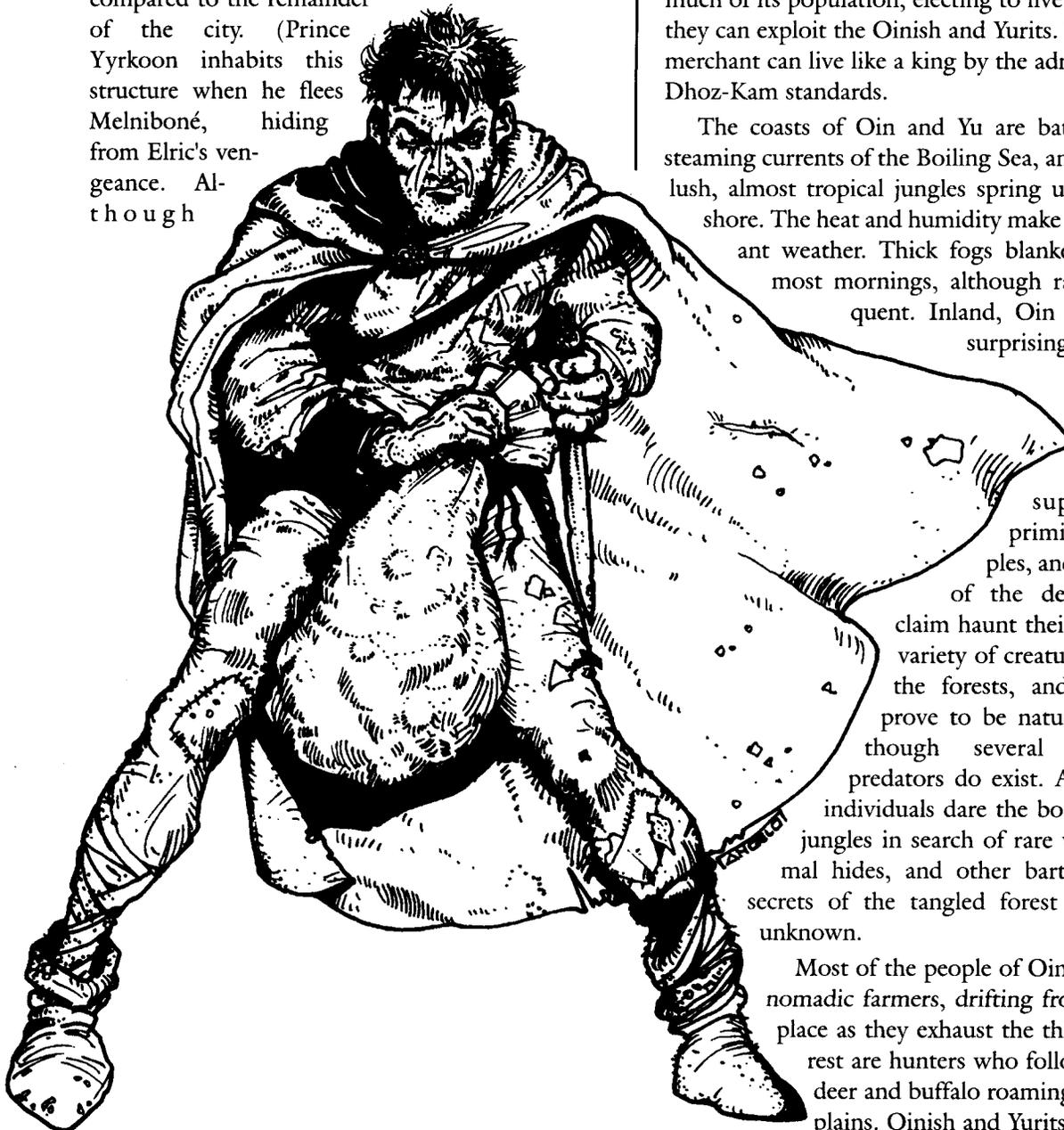
(RIGHT) Oin is among the poorest of the Young Kingdoms. Hunters fear the wild demons that inhabit the deep forest.





and still is a slum of mud brick and stained white-wash, inhabited by slaves and serfs. The city is slumped upon the shore of a great bay. Dhoz-Kam's native inhabitants eke a living from the fish that swarm in the river estuary and from farming the infertile soil beyond.

Almost every building in Dhoz-Kam is flat-roofed, squalid, and squat, with small windows and large, squarish doorways. The tallest structure is a remnant of the Lormyrian Empire. It is only three stories high, a veritable palace compared to the remainder of the city. (Prince Yyrkoon inhabits this structure when he flees Melniboné, hiding from Elric's vengeance. Although



* A "PRINCE OF PIKARAYD" *

(BELOW) *Pikarayd is a rough and tumble nation. Thieves and brigands live notoriously well, giving rise to the derisive term above.*

Yyrkoon has little trouble subjugating Dhoz-Kam, his reign here is brief, as described in *Elric of Melniboné*.)

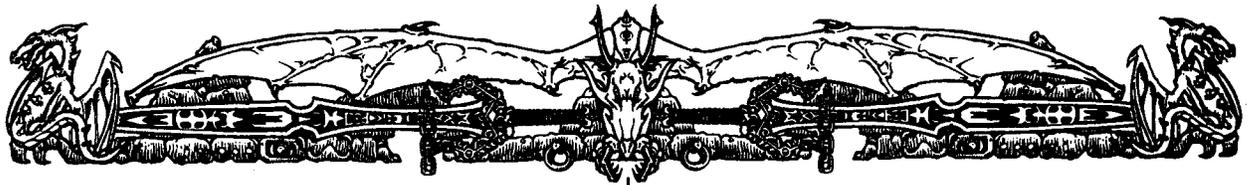
Those foreigners who can stand the city make up much of its population, electing to live here so that they can exploit the Oinish and Yurits. The poorest merchant can live like a king by the admittedly low Dhoz-Kam standards.

The coasts of Oin and Yu are bathed by the steaming currents of the Boiling Sea, and as a result lush, almost tropical jungles spring up along the shore. The heat and humidity make for unpleasant weather. Thick fogs blanket the coast most mornings, although rain is infrequent. Inland, Oin and Yu are surprisingly arid.

The Oinish and Yurits are superstitious, primitive peoples, and live in fear of the demons they claim haunt their jungles. A variety of creatures dwell in the forests, and invariably prove to be natural animals, though several dangerous predators do exist. A few brave individuals dare the borders of the jungles in search of rare woods, animal hides, and other barter, but the secrets of the tangled forest depths are unknown.

Most of the people of Oin and Yu are nomadic farmers, drifting from place to place as they exhaust the thin soil. The rest are hunters who follow herds of deer and buffalo roaming the inland plains. Oinish and Yurits are heavily





built, squat, ill-educated, and superstitious. They have no organized religion or central government. Loyalty to family is paramount in their lives. The head of a clan is the eldest member of the extended families, and may be male or female. He or she makes the laws by which the family abides. Blood feuds between clans are common.

Worship, primitive as it is, is directed toward the Elemental Rulers, particularly Grome, Straasha, and Lassa, to whom they pray for good harvests and for rains. The Beast-Lords also receive some worship. People dress in ill-tanned hides and furs, and adorn themselves with bright feathers and beads. Such arts as weaving and embroidery are largely unknown. Their traditional enemies are the equally barbaric Dorelite raiders from the interior of the continent.

Pikarayd

PIKARAYD IS THE MOST easterly of the Young Kingdoms, a land of ragged hills and dark forests of pine and oak, given to sudden storms and harsh winters. To the south, closer to the natural border of the Dead Hills, Pikarayd becomes bleak moorland, broken by deep bogs. Legends claim that the borders between the worlds are weak in the Pikaraydian badlands. Trading enclaves dot the shores of the narrow coastal plain.

Pikaraydians tolerate foreigners, although some are treated disparagingly by the parochial folk of the country's highlands. The rivalry, contempt, and outright hatred that the clans of Pikarayd show one another is matched only by their loyalty to their own clans. Pikarayd has always been a rebellious, contentious place, first as Melniboné's province and then as Lormyr's. By tradition the King of Pikarayd holds hostages from each clan, to act as emissaries and to bolster his power over them and thus the nation as a whole.

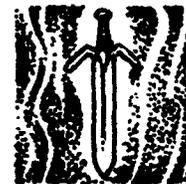
Regional governors and clan heads often employ armies of foreign mercenaries. The famed hero Moonglum of Elwher leads one such army in southern patrols late in Pikarayd's history. Often these troops are employed in the small wars that break out regularly between clans.

Once the people of Pikarayd worshiped the Elemental Rulers. In the last hundred years or so a powerful, Chaos-worshipping church has spread

from city to city throughout the land. The head of this church is known as the Hierophant, and of late wields as much power as tyrannical King Marvos, who is himself a worshiper of Chaos. His oppressed people know Marvos bitterly as "the Blood-Thirsty."

Within two years of the sack of Imrryr, King Marvos is overthrown in a long and bitter revolution, led by his own son, Kolthak. This revolution is inspired by a charismatic prophet and miracle-worker to replace the teachings of the Balance throughout the land. This new social order is destroyed when Chaos subjugates and destroys the world.

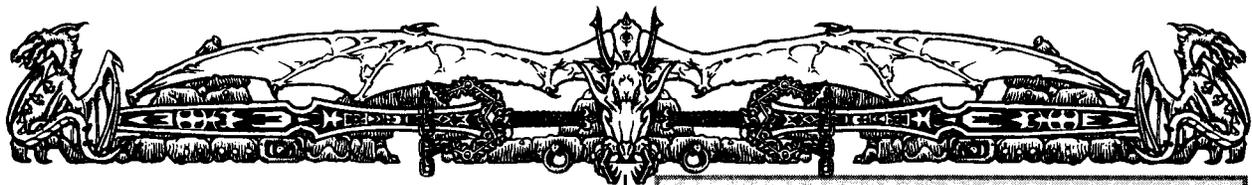
Pikaraydians wear kilts, skirts, tunics and cloaks of heavy wool, and paint their armor with ornate clan designs. Both men and women adorn themselves with striking tattoos. The people of Pikarayd are hunters who employ dogs of great cunning, trappers, farmers of oats and shaggy kine, or clever warriors. The city of Chalal is well known for its archers. The highland clans carry shortswords with which they are wickedly proficient.



The Unholy fortress

THE UNHOLY FORTRESS is not shown on the map of the Young Kingdoms. Its exact site is known only to those worshipers of Chaos who have made the dangerous pilgrimage there, led thence by some inner yearning less tangible than sight but as precise. Some say it lies east of Pikarayd, within the borders of a desert. Those rare scholars who know of its existence say that the Fortress is more properly known as Yeshpotoom-Kahlai, and is a place where evil becomes beautiful. Some claim that the Unholy Fortress is a nightmare castle of slick stone, wreathed about by eternal gloom. Others say that it is a dead god whose oracles prophesy the future of the world. Whatever it is, mystery garlands the Unholy Fortress, and with that fear brought by the unknown.





The Northern Continent

THE NORTHERN CONTINENT is more sparsely settled than the south, and less rich. It was upon the northern continent that the Dharzi Empire was at its strongest, having expanded there from beyond the Sighing Desert. Faded remnants of the Beast Folk can be found in the Northern Continent for those who know where to look, as can scattered ruins and antiquities of the Bright Empire.

Ilmiora

THE LORDS OF LAW hold sway across the rolling, grassy plains and city-states of Ilmiora. Ilmiora receives heavy rainfall in the south and upon the coast. It is arid in the north, where the grasslands give way to the sands of the Sighing Desert. Mists are common in the mornings and evenings throughout southern Ilmiora. The days are warm, but rarely hot. Stands of ancient forest dot its grasslands. Many of these have been cleared along the coast.

Ilmiora's capital is Ilmar, whose harbor is ringed about by hills upon which steep-roofed, wooden-shingled houses stand, separated from one another by narrow, cobbled streets. Such buildings are common throughout the nation.

Ilmiora is ruled by a Council of Senators sent from the many city-states that make up the country. Bakshaan

* ILMIORAN NOBLE *

(BELOW) Though one of the most lawful and civilized nations, Ilmioran senators still fret about personal safety.

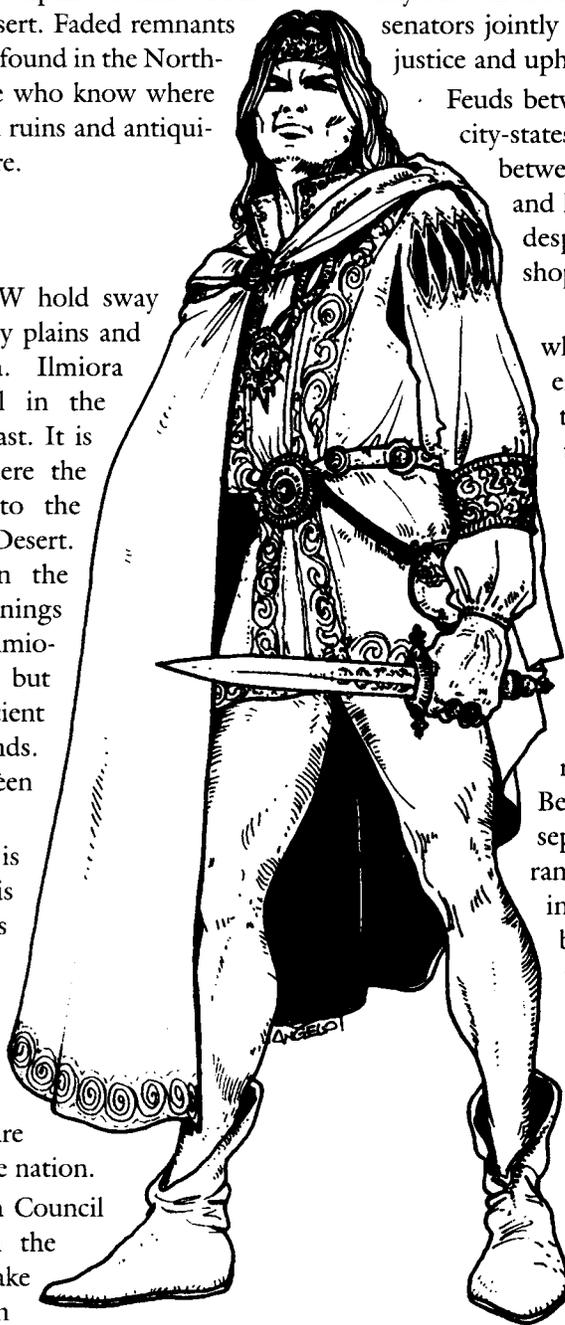
is the richest city-state. The title of senator is a hereditary one, held by the oldest families of each city. As well as ruling over their country as a whole, senators jointly rule their own city-states, passing justice and upholding the laws of the land.

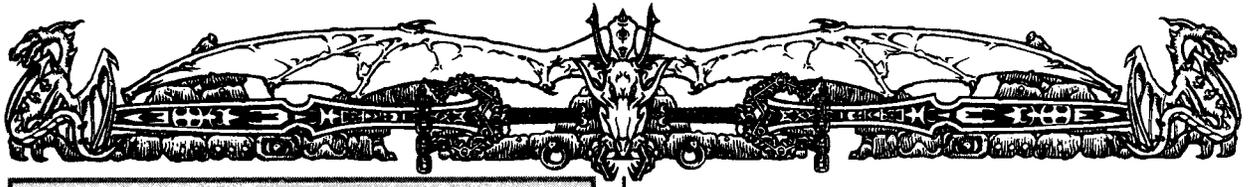
Feuds between the merchants of the various city-states are frequent although the union between the combined cities is strong, and has never been rent by civil war—despite the squabbles of grasping shopkeepers, as the nobility would say.

Among the powerful merchants who seek constant senatorial influence are Nikorn of Bakshaan and the Voashoon clan of Karlaak by the Weeping Waste. Karlaak is a beautiful city of jade towers. The Voashoons are doubly influential, for the head of their clan, Lord Voashoon, is also the chief senator of Karlaak.

Broad Ilmiora is a young nation, its people energetic and open-minded. Much of the land remains wild and untamed. Because of the wide distances that separate its cities and towns, Ilmiorans have a well-developed sense of independence. Trade is common between the city-states, although the average caravan must spend many weeks between destinations.

Ilmiorans are of average height and build, with fair skin and light brown to blonde hair. Clothes of red are traditionally worn at Ilmioran funerals. Such arts as dancing and singing are taught to all the members of the nobility. Even the peasant folk take delight in creativity, be it as





*** BEGGAR OF NADSOKOR ***

(BELOW) Persistence, and a quick tongue, keep him in food and wine. He's also a keeper of local lore and gossip.

simple as a song while they work. Ilmioran leather is highly prized in other lands, and Ilmioran farmers and nobles alike wear intricately embellished garments of leather and suede, with caps of fur. Large herds of cattle graze Ilmiora's endless grasslands, and are the source of much of the nation's wealth and pride. In Ilmiora, even the gods are placated with milk.

Nadsokor

THE BROKEN TOWERS and sagging walls of Nadsokor blight northwest Vilmir, but even before one's eyes are assailed by its slovenly appearance, the pestilential stink which encloses the city of beggars has one retching and gagging. Centuries past, Nadsokor was part of Vilmir, but its citizens fled the city after a virulent pox claimed many. Neither the Lords of Law nor of Chaos aided them against the ravages of the disease. Soon after the city's abandonment the beggar hordes began to move in. They claimed the city as their own.

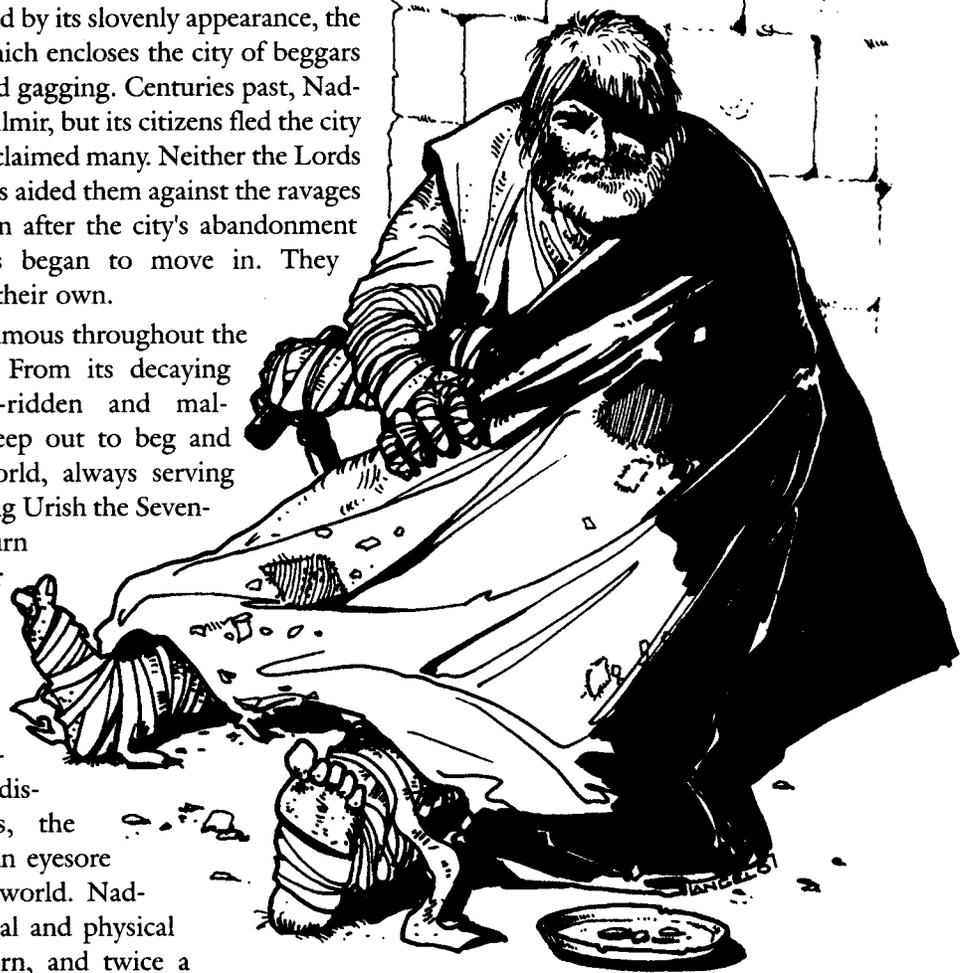
Nadsokor is infamous throughout the Young Kingdoms. From its decaying buildings, disease-ridden and malformed beggars creep out to beg and steal across the world, always serving their vile leader, King Urish the Seven-Fingered. They return to Nadsokor, their haven, with their loot.

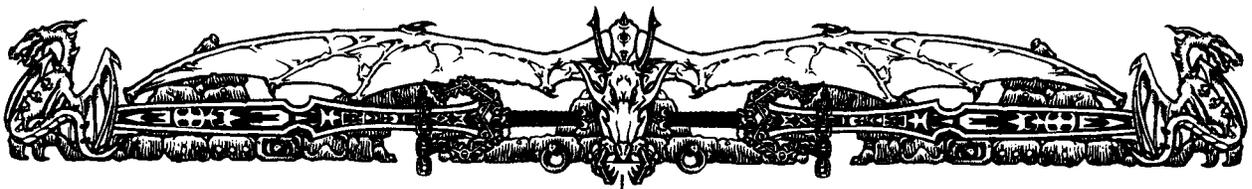
With its filth-choked streets, half-collapsed towers and slums of disease-ridden hovels, the city of beggars is an eyesore to the rest of the world. Nadsokor is the spiritual and physical opposite of Tanelorn, and twice a

beggar horde is led forth from Nadsokor to attack the eternal city. After Urish dies, partially because of Elric, Narjhan, a Lord of Chaos, and his human puppets lead the beggars.

The forest of Croos

SQUATTING LIKE SOME cancerous growth among the grasslands of Ilmiora is the kingdom of Org. Little is known of this nation save that its people are squat and brutish, their bodies warped, their manners worse. Few Orgians cross the borders of their land, nor are they welcomed beyond. Unsavory legends are whispered of Org and its people,





stories of necromancy and decaying malevolence. Many people hope that Org and its bestial, shambling inhabitants will rot away completely if left undisturbed. Not even the boldest of Ilmioran merchant-princes seeks trade with the Orgian capital, which is hidden deep within the ill-omened Forest of Troos. That capital is said to be haunted by horrors far worse than the people of Org themselves.

The disturbing Forest of Troos forms Org's borders. It is a place of sinister rustling, seemingly without animal or insect life, where swollen, fleshy blossoms nod, and warped and unwholesome trees seem to stir of their own accord. Legend has it that the Forest of Troos is the last remnant of the previous Cycle, and that the Orgians are the devolved descendants of the Doomed Folk. Despite the many herbs and magical plants rooted within Troos, few outsiders are brave enough to venture under the unpleasant forest canopy in search of them.

King Gutheran, the degenerate, decadent ruler of Org, despises foreigners, and has ordered his stooped, misshapen warriors to slay any they find within Org or the Forest of Troos. Gutheran and his inbred family are all killed by Elric in the years to come, as the doom-laden albino sweeps through Org like a cleansing flame.

The Sighing Desert

THE SANDY WASTES and dried-up riverbeds of the Sighing Desert, baked in the fierce heat of the sun, are so-named because of the constant, mournful, moaning sounds of the wind over the dunes. Along the north coast the sands give way to a steep range of hills. What little fog or rain the Sighing Desert receives falls largely on the seaward side of these hills, beyond which is harsh, monotonous desert landscape. The edges of the desert creep gradually southward.

Scholars know that the Sighing Desert is the result of a spell gone terribly wrong. Two thousand years ago the desert was the lush Quarzhasaatim Empire. An ill-spoken rune by one of her own sorcerers drowned the empire in sand, a fate intended for an invading Melnibonéan army. Only Quarzhasaat, the fabulous capital city, survived the sandy deluge, and is so isolated from the outside world as to have become legendary.

Occasional jagged spurs of rock rear from the blazing sands of the Sighing Desert. The World's Edge lies far to the north. Remains of armies and caravans lie buried in the dry sands as the lamenting winds now and then reveal. Sometimes travelers report finding precious metals and gemstones uncovered by the sandstorms, remnants of old Quarzhasaat. The drifting waste soon hides such sites again.

Despite its harsh environment the Sighing Desert is far from lifeless. Most of its natural creatures are active between dusk and dawn. Many mammals, reptiles, and birds have adapted in the waterless waste. Nomadic tribes also inhabit the desert. These tall, graceful, and dignified people are famed for their courage, and for their skill with the scimitar.

The Nomad Nations, as they call themselves, have strong-boned faces and deep-set eyes. They are often dark-skinned, although some tribes have lighter, golden tans. They dress in silk pantaloons and loose shirts, coats of brocade or velvet, and flowing turbans and burnouses. Desert warriors wear armor of thick, leather-covered wood, and fur-trimmed caps of iron. They carry short bows, scimitars, and arrows fletched with hawk feathers. Elric thought their unique language, Lesh, older than Melnibonéan.

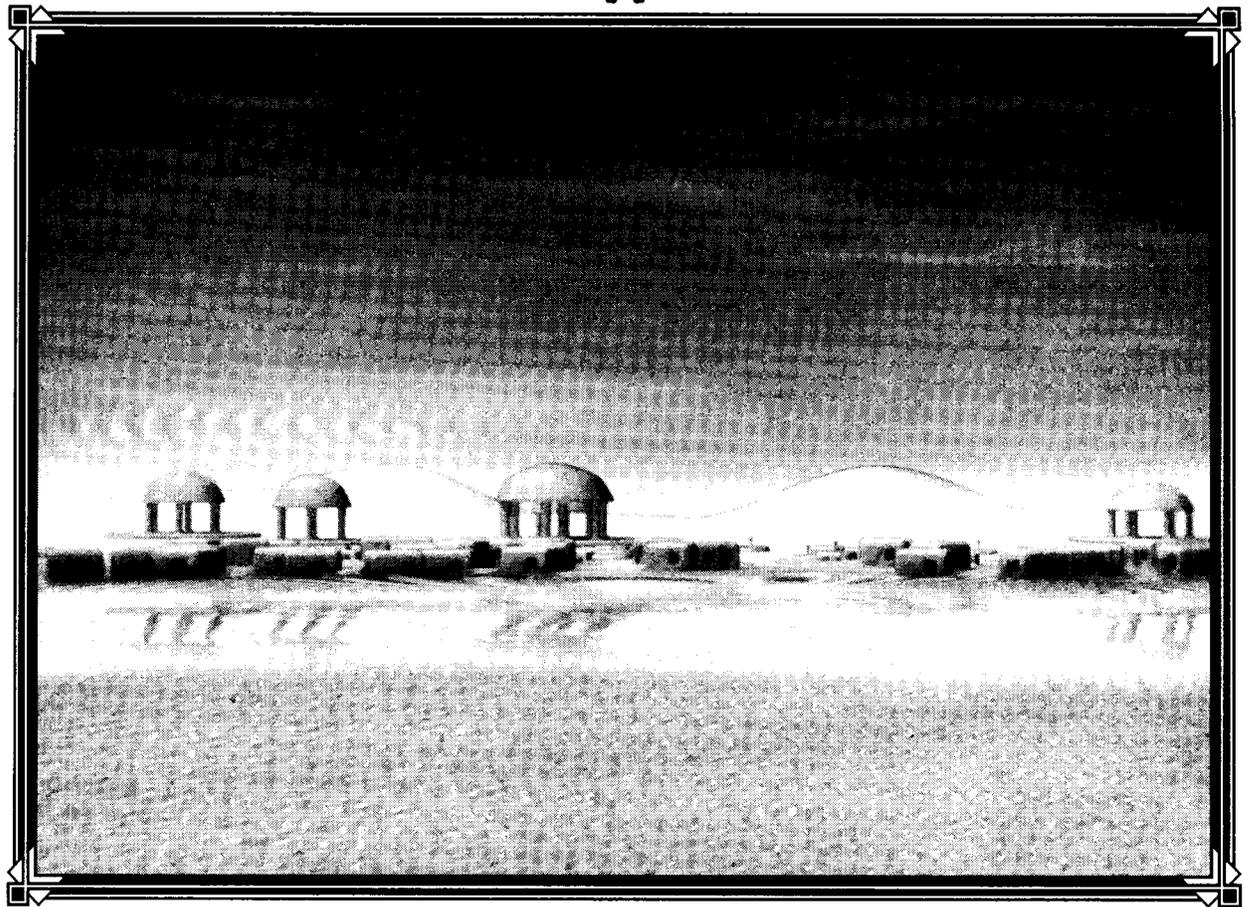
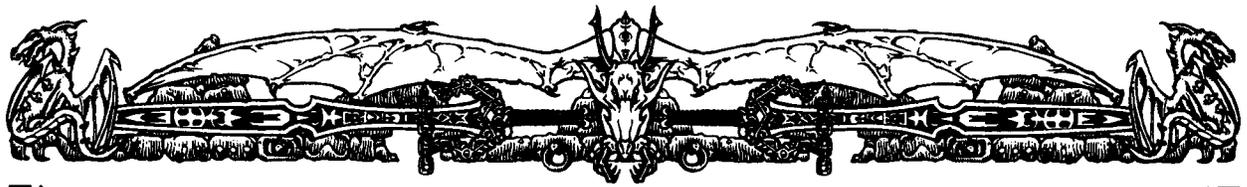
The many clans of the Nomad Nations meet annually at the Silver Flower Oasis, named for the delicate blossoms flowering upon the cacti there. They have no gods, instead seeking enlightenment through meditation and self-awareness. The history of the nomad clans says that they came to the desert long ago, fleeing the wrath of Melniboné. They have long since made the desert their home.

The Sighing Desert is also home to Lamsar, a seer of some fame, who is instrumental in defending Tanelorn from the beggar hordes led by Lord Narjhan of Chaos. The melancholy giant Mordaga, a fallen god, also makes his home amid the desert sands, dwelling in isolation upon a solitary mountain peak.

Tanelorn

THE ETERNAL CITY of Tanelorn is sometimes found upon the shifting shores of the Sighing





Desert. It does not appear upon any map. Its whereabouts are known to few, for Tanelorn is not loved by Law or Chaos, the Lords of which may not enter its low walls without the permission of its inhabitants. Chaos would destroy it if it could.

Tanelorn is a city of refugees who have fled the ills of the world and the demands of gods, to find peace here. The city gives its inhabitants the power of the Balance, a strength that fills their empty spirits with self-confidence and belief in themselves. In Tanelorn's placid streets and low houses the tormented and tragic find rest. Elric of Melniboné is the only wanderer who could not find peace in this mystical, legendary city. Tanelorn is a city of the Balance; its inhabitants have neither leaders nor gods. It will outlive the world.

Tanelorn exists in every world in one form or another, and its appearance depends on the preconceptions of those who wish to find it. In the Young Kingdoms, Tanelorn wears a guise of beauty, surrounded by the yellow sands of the desert. Flat-

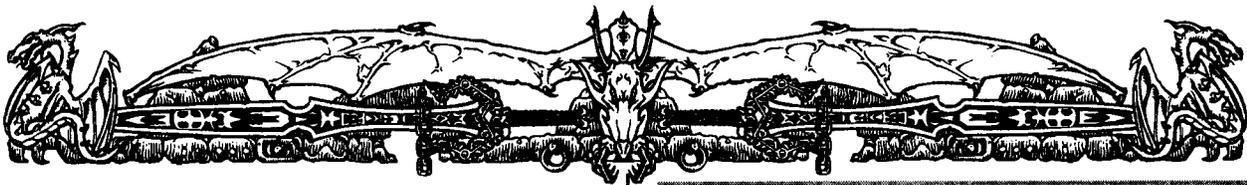
roofed houses, cobbled streets, the gentle murmurs of fountains and bird songs, pastel domes and gentle spires, all soothe the senses of her citizens, all of whom take a vow not to reveal Tanelorn's location to anyone in the outside world. Even for the initiated, Tanelorn is a difficult place to find.

This eternal city is a secret carried in the heart of every mortal who seeks peace rather than self-importance. Although few recognize this, Tanelorn exists everywhere people gather together to serve the common good. Most must quest to find the physical city before they discover the bloom of Tanelorn within themselves.

*** ETERNAL TANELORN ***

(ABOVE) A secret city in the desert promising eternal peace and contentment to those who have served the Balance effectively and well.





Vilmir

VILMIR IS MOSTLY grassy plain, with a warm, pleasant climate. Three hundred years ago forest grew everywhere, but humans have cleared the land.

They used the wood for their fires, and grew crops in the clearings. Now plains are general. The slash-and-burn techniques employed by

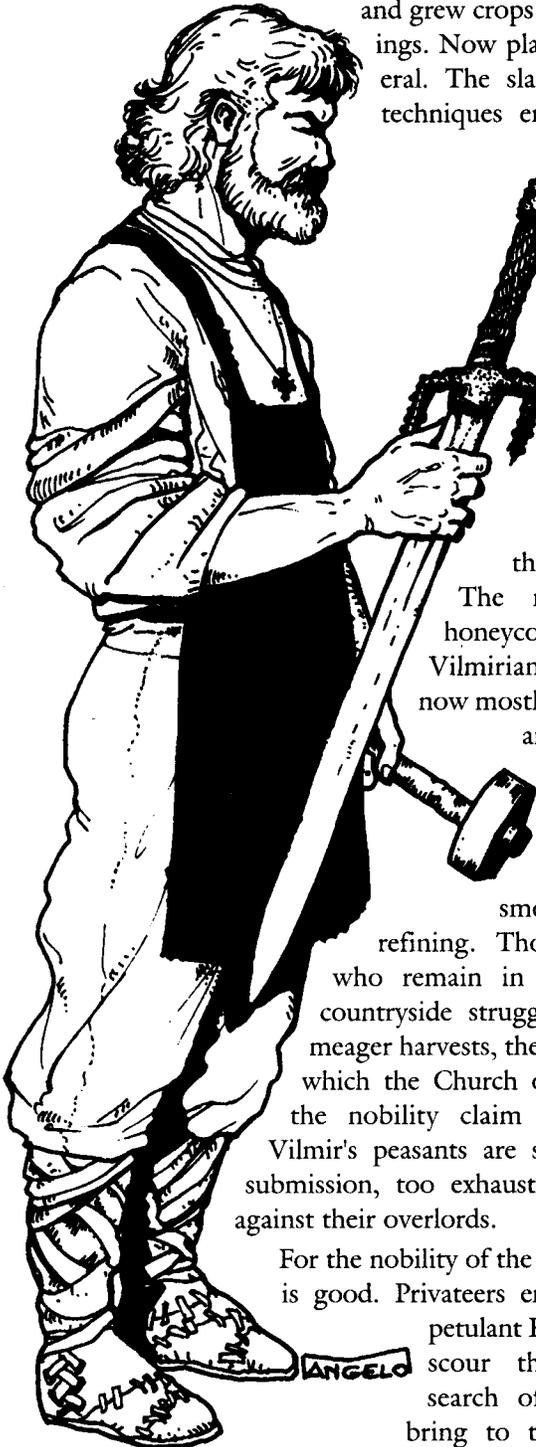
t h e
Vilmiri-
a n s
h a v e
exhausted
the soil.
P o o r
c r o p s ,
e r o s i o n ,
a n d
d u s t
s t o r m s
c h a s t i s e
the country.

The mines that honeycomb the low Vilmirian hills are now mostly worthless, and have poisoned the rivers with the runoff from their smelting and

refining. Those farmers who remain in the barren countryside struggle on with meager harvests, the majority of which the Church of Law and the nobility claim as tribute.

Vilmir's peasants are starved into submission, too exhausted to rebel against their overlords.

For the nobility of the country, life is good. Privateers employed by petulant King Naclon scour the seas in search of goods to bring to their home-



* VILMIRIAN METALSMITH *

(LEFT) Piracy and warfare are a major source of income for the nobles. Vilmir's metalsmiths skillfully craft fine weapons and armor.

land. They are little more than state-licensed pirates. Vilmir's nobles divide their time between celebration of their lot and devout service to the authoritarian and militant Church of Law. Many Vilmirian nobles are inbred weaklings, chinless, spineless and stuttering. Hereditary diseases such as weak blood are common among the Vilmirian nobility.

Apart from a small and virtually powerless merchant class, most Vilmirians are peasants. They slave to grow produce on their dying farms, amid erosion and blight, or they slave in the factories and dark Lawful mills of the cities.

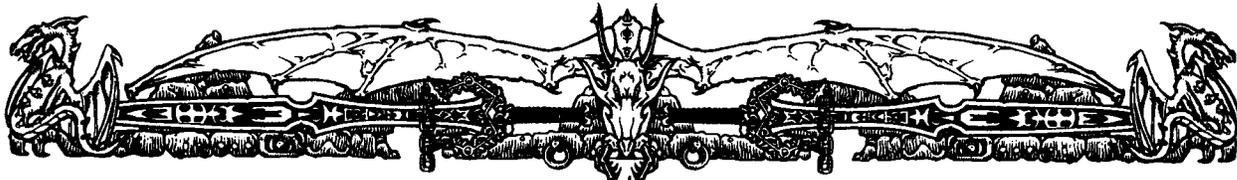
Because of its worship of Law, Vilmir is the most technically advanced of the Young Kingdoms. Water-driven mills and looms are commonplace in the larger cities, while such marvels as clockwork knights guard the temples. The leader of Vilmir is the Cardinal of Law, cold Garrick, who wields far more power than the king. After the death of King Naclon in the Sack of Imrryr, Vilmir plunges into a war of succession over the throne. Naclon's heir is labeled a pretender by the Church, and Cardinal Garrick's chosen successor placed on the throne instead. After several years the succession is settled with the crowning of a newborn babe as King. Less than twelve months after his crowning, the Doom of the World embraces Vilmir.

Uniqueness and individuality are not encouraged in Vilmir. Cities and people alike are gray and drab. Great triangular walls enclose the overcrowded cities, echoing the temples of Law built as pyramids. All Vilmirian buildings except the temples are built of sandstone to a specified size and common

* FLAMEBRINGER CHIEFTAIN *

(RIGHT) Flamebringers are a nomadic army sweeping across the waste. The shrunken heads of victims become powerful binding amulets.





height. The people of Vilmir are astoundingly average, save for the majority's fanatical devotion to Law. They dress in gray tunics, wear their hair short, and are themselves gray-faced and cheerless.

Not all Vilmirians conform to this standard, but the ever-present threat of the Inquisition encourages them to do so.

Duke Avan Astran, of Old Hrolmar, is one of the few Vilmirians to flout the decrees of the Church of Law. Under his rule Old Hrolmar becomes a

baroque metropolis patronized by freethinkers, artists, adventurers, and philosophers. Sadly, Duke Avan meets his death at the hands of Elric during the albino's year of wandering, and Old Hrolmar's flowering is thus short-lived.

The Weeping Waste

EAST OF VILMIR stretches the vast, mist-shrouded plateau known as the Weeping Waste. After climbing its steep, rocky slopes a softly-turfed





plateau, green and damp, a place of eternal rains, greets the traveler. The waving sea of green is broken by silvery lakes and fens, and here and there by thick stands of woodland. Animals abound in the Waste, including mammoths, bears, and the predatory burrowing mole-worms. A nameless range of mountains and badlands separates the Weeping Waste from the Sighing Desert.

The barbarians of the Weeping Waste dress in furred caps, checkered cloaks, and thick garments of wool or fringed leather. They adorn their bodies with ritual scars instead of jewelry. Their curious tongue, Mong, has no written form. They are astounding horsemen, most learning to ride before they can walk. They also display great skill in tracking and in bow craft. They ride small shaggy ponies native to the Waste, smaller and harder than the saddle horses common in the West.

The tribes of the Waste are nomadic, roaming the green, rain-washed steppes. At certain seasons they come together to celebrate, before separating once more into their small family groups and retracing their ritual paths about the Waste. They worship a variety of nature spirits, including the elements, and revere their ancestors. They are suspicious of foreigners, and the more superstitious among them claim that only the Waste is the real world, and that beyond the clouds of mist and rain lies hell, the realm of Chaos.

The Western Continent

BEYOND THE CHILL waters of the Pale Sea lie the shores of the raw and bustling Western Continent. It has only a small population. Large

* WAR DOG OF DHARIJOR *

(BELOW) *"Forged in battle, tempered in blood, etched by Chaos." — motto chiseled across the archway of the Maitron Military Academy.*

tracts of land, especially in the far north, are uninhabited and unexplored, while along the coast many die each year because of the constant raiding. To the west, beyond the mountains, are hotter lands, not described by Moorcock and unknown to the people of the Young Kingdoms. North of Tarkesh stretch great forests of spruce and pine. Those who travel beyond these wild woods come eventually to bleak tundra, which in turn gives way to a frozen wasteland of ice and snow before reaching the Edge of the World.

Dharijor

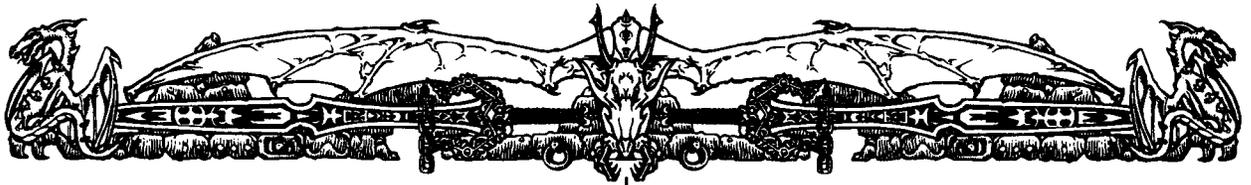
DHARIJOR, WITH HER warlike knights and fierce corsairs, is the most powerful nation of the Western Continent.

Little over two hundred years ago, Dharijor, like most of the west, was a Melnibonéan dominion.

Dharijor was part of the area known as Fwem-Omeyo.

Today Dharijor consists of scattered provinces, bound together by the ferocious rule of King Sarosto, descendent of Atarn the City Builder, the nation's near-legendary founder. Sarosto in turn is manipulated by the Church of Chaos,





dominated by the Theocrat of Pan Tang. Pan Tangian advisors are common at Sarosto's court, and that dark isle's priests roam the land with impunity.

Despite Dharijor's small geographical size, her population is large, concentrated along the lush coast. The inner regions of the country are largely uninhabited grasslands and plains, dotted by gnarled, twisted trees. Large herds of deer and antelope roam the plains, the prey of black-maned lions.

The warriors of Dharijor are feared for their piratical deeds, and small bands of armed men also raid villages across the borders of Tarkesh and Jharkor. Dharijorians are a bloodthirsty people, and many consider violence their national past-time. The warrior caste of Dharijor is honored below the priesthood and nobility.

Rich warriors wear gorgeous armor adorned with flowing plumes, while the common troops wear iron armor, black and heavy. Most Dharijorians wear martial-style clothing, even those never engaged in war.

Merchants are not much loved in Dharijor, and those who favor softer activities to battle and war, such as art and poetry, are despised. Artists and poets live at the bottom of Dharijorian society, ranking below farmers, slaves, and dung-collectors.

Most Dharijorians are tanned and dark eyed, their light hair often bleached by the sun. Scars, missing limbs, and other maimings are considered attractive, evidence of moral fiber and strength of character.

Jharkor

JHARKOR IS A POWERFUL western nation, and her sizeable navy and merchant fleets are commonly seen upon the seas of the Young Kingdoms. Jharkor is a young and vibrant country, consisting of several provinces ruled over by a variety of lesser nobles, who in turn pay fealty to the king or queen.

More than one Jharkorian leader has been overthrown in the past, when the nobility led the peasants in rebellion. At the beginning of the saga, lean-faced Dharmit is king, but after his death in the Sack of Imrryr his sensual and sardonic sister Yishana takes the throne.

Jharkor's coastline consists largely of low cliffs, with a line of gentle hills inland. Beyond these hills the landscape is drier and harsher, suited to growing wheat and similar crops, although the coast receives high rainfall and has abundant vegetation. The climate is warm, hotter in the western provinces, with moderate rainfall. A range of slender, snow-capped mountains marks Jharkor's western border.

The capital, Dhakos, is a large coastal city with a sizeable harbor. Dhakos is called the City of Spires, after the plethora of spires that crown the buildings in the old city. The bulk of the city stretches out around the walled old quarter, in rows of slate-tiled rooftops. The palace and the Cathedral of Law are found in the old city, before a large open plaza. Wrongdoers are crucified here, in the city square.

The White Leopards are the king's bodyguards. They are crack troops.

Jharkorians are renowned for their suspicious ways and love of secrets. The people of Jharkor are unused to open displays of magic, and still view sorcery as unnatural and probably evil. They are superstitious, and have a firm belief in the rule of the White Lords of Law.

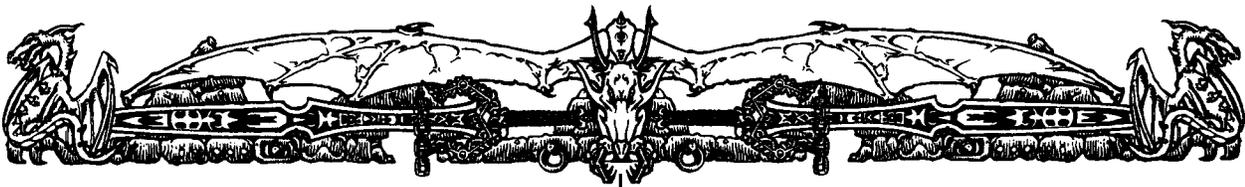
Jharkorians are tall, and tend to have dark coloring. The nobility dress in swirling silks and other fine clothes suited to their warm climate, while peasants wear drab, functional garments. For many Jharkorians, plots and secrets are a way of life. They make superb assassins, scribes, scholars, and priests.



Marshes of the Mist

THESE UNNATURAL MARSHES form the boundary between Shazar and the Silent Land. As





their name suggests, the marshes are constantly wreathed in damp vapors and clinging fogs that not even the strongest summer sunlight burns away.

An array of creatures, including serpents, swarms of biting bisects, aquatic rats, and swamp bears inhabits these vast fens and quaking boglands. Adventurers can expect bottomless, noisome pools of sucking black mud, the haunting shapes of dead trees draped in moss, and always the endless shrouds of fog.

Legend claims that the gleaming fens, ripe with decay and stinking slime, were cast up by the inhabitants of the Silent Land ten thousand years ago, as a barrier against encroaching Melnibonéan legions.

Myyrrhn

THE WINGED FOLK of Myyrrhn dwell in rocky aeries high in the northern mountains. The oldest civilization native to the Young Kingdoms, the Myyrrhn evolved from the savage creatures known as clarkars before Melniboné arose upon this world. Rumors hint of some link between the Myyrrhn and the dwellers in the Silent Land.

The winged folk have a unique language, also called Myyrrhn. The written form of it is pictographic. Having wings, and living on high mountain peaks and cliff faces, Myyrrhn civilization never invented the wheel, nor needed it. Their civilization has slowly declined for some two thousand years. Myyrrhn never had an empire, nor has it ever been an aggressive nation.

The Myyrrhn are human-seeming except for their magnificent feathered wings. Men and women alike are slender and muscular, with delicate bones. They are broad-shouldered and deep-chested, their pinions springing from their shoulder blades. The Myyrrhn are pale skinned, with red to blonde hair and green-gray eyes. Despite rumors, the

Myyrrhn do not lay eggs, but reproduce similarly to humans. The women have a much shorter pregnancy. Adapted to the semi-arctic climes of their mountain homes, Myyrrhn are not much bothered by cold. They find hot weather unpleasant. In their own lands Myyrrhn wear only loincloths of fur.

Myyrrhn society consists of extended family groups and flocks. The winged folk have no agriculture to speak of, living on game such as rabbits and deer, and a variety of mosses, roots and berries. They are fond of quiet and solitude, and carry themselves with dignity. Although now believed extinct, the ancient enemies of the Myyrrhn were giant white owls. The winged folk fought them with long spears.

It is rare for the Myyrrhn to have much commerce with the outside world, due to the distances involved, and because they are largely self-sufficient. The Myyrrhn use complex aerial ceremonies to worship Lady Lassa of the Air.

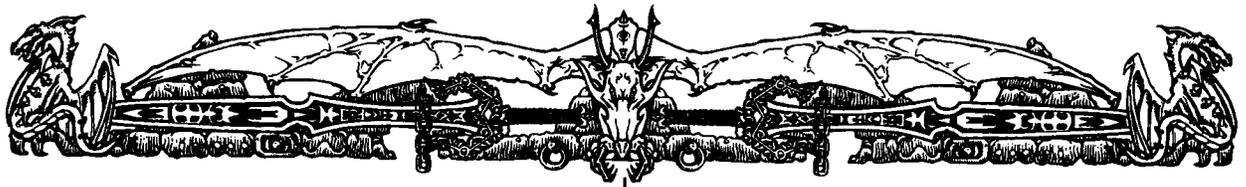
The Chasm of Nihrain

THE HEWN CITY of Nihrain is older even than slumbering Imrryr. One of the great wonders of the

world, Nihrain is a city carved from the living rock, deep within a yawning fissure found in the western mountains. These are the oldest mountains in the Young Kingdoms. The scattered villagers of the region stay far from Nihrain. To them, the precipitous chasm in which Nihrain lies is the mouth of hell, to be avoided at all costs. Nihrain appears on no map, and is virtually unknown to the Young Kingdoms.

Nihrain is both a city and a race. The city itself is a marvel of vast statues, sweeping stairways, vaulted rooms, hundred-foot-high windows, galleries, columns, and pillars, all decorated with strange symbols and intricate reliefs, and all carved from the stone of the cleft that is Nihrain.





The inhabitants of Nihrain are the remnants of a race older than Melniboné. They are servants of the Balance. Led by the one known as Sepiriz, they slumber within a volcano to the north of Nihrain, to awaken at the end of the world. The Nihrain aided Melniboné in the past, as well as others whom the Balance has decreed. The inhabitants of Nihrain are black skinned and handsome, with fine features. They ride horses that are not of this world, and are served by almost-human slaves, who slumber in the hewn city until their masters' call awakens them. Although the Nihrain do not practice magic, their advanced arts might be seen as such by the people of the Young Kingdoms.

Shazar

THE LUSH PLAINS of Shazar stretch across the south of this continent. Sparse grasses wave in the constant sea breezes along Shazar's coast of cliffs and shingle beaches. The gentle uplands of the interior are thick with soft turf, and flowers in spring and summer. Fogs and heavy rains are common in Shazar, due to the proximity of the Boiling Sea.

The Marshes of the Mist form Shazar's western border. Despite the rich and fertile soil in the area, the lands closest to it are uninhabited due to the fear in which the Marshes and the Silent Land beyond are held.

Shazarian horses are acclaimed as the best steeds in the Young Kingdoms, and Shazarians are known as wild and clever riders. The knights of Dioperda and Aflitain are the best-trained cavalry in the land, and many a Shazarian lad or lass dreams of a career among their numbers. Horses are the pride and joy of Shazar and Shazarians, and are held in high regard.

It is to trade in horseflesh that many merchants come to Shazar, risking the constant danger of the Serpent's Teeth. This range of mountainous crags runs the full length of Shazar's coast, in some places only a hundred yards offshore. Treacherous currents, combined with storms from the Dragon Sea and Boiling Sea, mean that many ships are lost on the Teeth every year.

Tarkesh

TARKESH IS A LAND of contradictions. The far north of the country is mountainous and thickly forested, as is the west; fjords and a multitude of islets fringe the coast. The south and east of Tarkesh are more gentle, consisting of farms and grassy plains that become hot and dry in summer. Storms from the Pale Sea sweep the north of country, with winters particularly fierce.

Life is considerably harder in the mountainous parts of Tarkesh than it is in the southern plains, with little good land for farming. Northern Tarkeshites live by hunting, fishing, and raiding. Small straggling fields of barley sometimes provide them with a meager crop.

Southerners subsist more upon trade, on rich harvests of wheat and barley, and their large herds. Tarkeshites wear colorful silks, bright wools, velvets, and brocades in the south; and in the north, furs and thick woolen garments. Southern warriors adorn their blue lacquered armor with nodding plumes, in the Dharijoran style, while in the north the fashion is rough and plain. Tarkeshites are uniformly short and dark. The men traditionally oil their hair and beards. Tarkeshites are foresters, farmers, hunters, and warriors. Their worship of Straasha and Grome features breathtaking whirling dances, famous throughout the Young Kingdoms.

Southern Tarkeshites feel themselves more civilized than their northern cousins, and have been heavily influenced by the styles of neighboring Dharijor and Jharkor. The northern people view their southern neighbors as effete weaklings and decadent city-dwellers, while people in the south see northerners as ignorant savages. The people of the south dwell for the most part in cities, or smaller towns and farms, and the northerners live in isolated family steads or small, close-knit communities.

There is considerable rivalry between the north and south of Tarkesh, and raids and minor wars often put settlement against settlement. Many a northern warrior has sailed down the wild coast in a dragon-prowed longship and been killed in a raid, and many a southerner has been cut down by a northerner sea-axe.

Tarkesh is ruled by the young and insecure King Yaris, whose father died when he was still very





young, thus catapulting him onto the throne before he was prepared for the royal burden. Yaris makes up for his lack of confidence with bluster and arrogance. During his reign virtual civil war breaks out between the north and south of Tarkesh.

After Yaris' death in the Sack of Imrryr, his cousin Hilran is crowned King. Hilran proves far better at mediating between the feuding north and south of his country than did his predecessor, welding it into a powerful and coherent whole.

The Silent Land

THE INHUMAN INHABITANTS of the Silent Land predate the rule of Melniboné, and even the Elemental Wars that gave the world the shape we know today. They are the last remnants of the Doomed Folk other than those devolved primitives of the Forest of Troos, who are unknown to them.

Long ago the people of the Silent Land ruled the world, except that their world existed before that of the Young Kingdoms was born. Even after their rage destroyed the world, the Doomed Folk lingered on, warping everything they touched. The manipulations of the Doomed Folk caused the Myyrrhn to evolve from the beasts known as clakars.

All the Young Kingdoms shun this place, and the existence of its inhabitants is a fear-haunted mystery. A handful of adventurers have entered the Silent Land. None have ever returned from its black mountains. The pale, scuttling residents dwell unseen and unknown in lightless warrens beneath these same mountains. Almost never do they prowl beyond the borders of their realm.

The Silent Land was never part of the Bright Empire, nor did Melniboné seek to conquer this evil race.

Elsewhere

The Unnamed Continent

BEYOND THE BOILING SEA lies the mysterious Unnamed Continent. It is unmapped and unex-

plored. As far as known, thick tropical jungle covers this land, within which a variety of colorful, unusual and dangerous fauna abounds. It is believed inhabited by savages. Some whisper that these savages are not human, and this is why the continent is avoided.

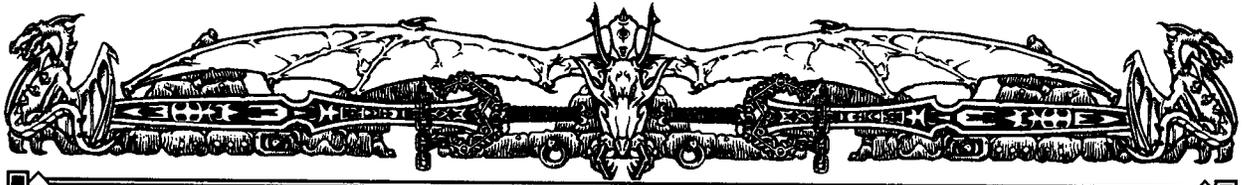
During his year of wandering, Elric visits this land, together with Count Smiorgan Baldhead and Duke Avan Astran. Far up a broad river, he discovers a long-abandoned city. For a time he believes the people of this city, R'lin K'ren A'a, to have been the founders of Melniboné, but Elric later discovers what his people might have become. The tranquil ruins of R'lin K'ren A'a point to this people's worship of the Balance, which the Melnibonéans served when they first came to this world.

Elric's other discovery upon his visit to the Unknown Continent is the Olab, a ferocious and murderous inhuman race who may have interbred with the proto-Melnibonéans, and who have been driven forth from their usual lands deep within the continent by another, even fiercer tribe or creature.

The Unknown East

EAST OF THE SIGHING DESERT the Northern Continent is largely unmapped and unknown, at least by the people of the Young Kingdoms. Long ago the lands of the east were a Melnibonéan province, but they have been cut off from the Young Kingdoms for almost a thousand years. In that time their own unique nations and cultures have arisen. Among these are golden Eshmir, from whose boisterous city Elwher the hero Moonglum originates; Phum, home to a sect of warrior-priests of Chaos; Okara; and Changshai. These are among the Unknown Kingdoms, as the *Knowledge (Young Kingdoms)* skill refers to them. *▲





Coinage

COSTS IN THE Young Kingdoms are usually given in standard units called *bronzes*. A bronze is a metal coin of the Young Kingdoms. One bronze buys you a mug of ale, or a loaf of bread. A bronze has just enough value to be useful, and yet not so much value that anyone is much upset at losing one.

We presume that each Young Kingdom has one or more equivalent coins and, for ease of play, that all of these coins are worth about the same and are therefore interchangeable though their designs, names, dates, and shapes vary.

The realistic alternative to this bland solution to the problem of coinage would be the introduction of dozens or hundreds of different coins, of confusing exchange. Dungeon masters who wish to make a more realistic coinage are encouraged to do so, but must do so without guidance from the saga.

Though their exchange is equivalent, it is politically dangerous to try to spend Pan Tangian tiger coins in Vilmir, for instance, or to proffer Melnibonéan silver dragons in Lormyr, for reasons the descriptions of those places make clear.

A bronze is nominally worth twenty smaller coins called *groats*. Groats are made of various disreputable base metals, many merchants refuse to accept them, and most people despise them. "Not worth a groat!" is a common oath. Courts routinely limit the maximum debt which can be paid in groats.

Gold and silver coins also exist, but bad management, piracy, and wastrel princes cause people (except in Imrryr) to hoard their gold



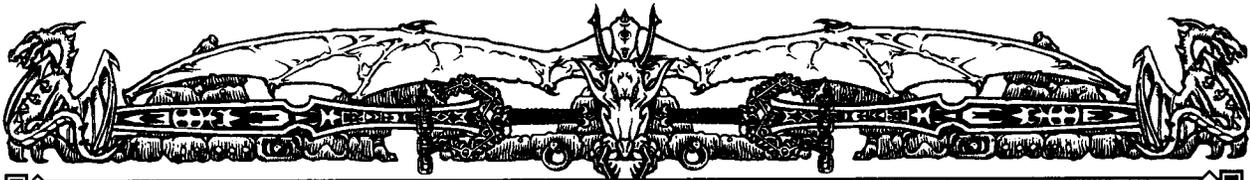
and silver coins, and the circulation of them is rare. One piece of gold, the common currency used in the *Player's Handbook*, is worth roughly 12.5 bronzes. A silver piece has a face value of just a bit more than a bronze, and gets better service at the inn, but its metal value is now two to three times more. (When Elric tosses a Melnibonéan silver coin to a servile landlord, that

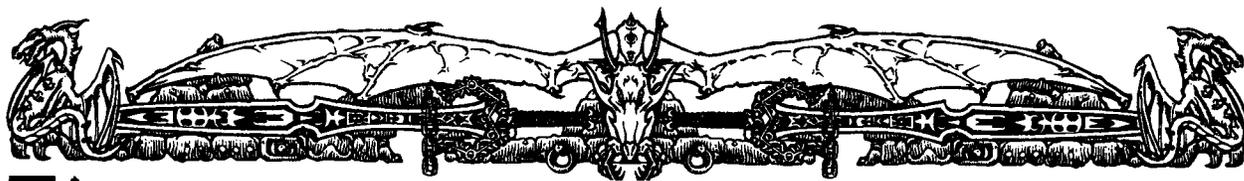
landlord has reason for joy.) Lacking face value, silvers and golds are often melted down and converted into jewelry or into household plate.

The palm-sized Melnibonéan gold wheels are not currency. Each is memorial to a Dragon Emperor, and only one per Emperor is made, each carved from pure gold. A wheel averages a bit less than 20 pounds of gold. After Elric's accession there exist a maximum of 428 gold wheels. Each is different, in degrees. All are treasures of great beauty, worth far more than the value of their metal. Wheels do not appear at large in the Young Kingdoms until after the Sack of Imrryr.

Perhaps stirred free during the great War of the Elements, gemstones are found in every land. Only Melniboné's slaves reliably cut and facet transparent stones; Young Kingdoms jewelers must content themselves with polishing the natural stones and then mounting them to best effect. Among buyers' favorite stones are agates, chalcedony, diamonds, emeralds, golden otreodos, jade, lapis lazuli, mios, onyx, opals, peryx, rubies, sapphires, topazes, and turquoise. No one stone is thought of as better or more wonderful, as now we think of diamonds.*▲







Adventurers

IN *DRAGON LORDS OF MELNIBONÉ*, our goal is to provide a comprehensive background in which you can play your d20 campaign. There is plenty of room for you to situate any adventure that you wish to play, with one of your own creation or purchased.

Character generation proceeds as described in the rulesbook, though we have added background details to help fit your adventurer into the Young Kingdoms. Other features that we have added include Distinctive Features, which have no functional impact on game play but are a great role-playing aid, and guidance on skills, feats, weapons, and armor for characters from the various nations.

Following the description of the new races of Melnibonéans and Myrrhn is complete guidance for creating Young Kingdoms adventurers.

First, though, some notes on traditional d20 classes and races.

Character Classes

Not all nations of the Young Kingdoms are alike. Among the different nations, different classes spawn adventurers. Less developed or severely declining

nations such as Dorel, Pikarayd, Oin, and Yu foster the Barbarian class; the Druid and Ranger classes govern the advancement of those worshipping the Elemental Lords, while the civilized nations tend to generate adventurers of the Fighter, Bard and Rogue classes. The great churches of Law and Chaos provide Clerics and Paladins. The Monk class is found among those who have found the inner peace of the Balance.

Character Races

Not all of the races presented in the d20 System are reflected in Moorcock's stories. The races of elf and half-elf are essentially replaced by that of the Melnibonéans; similar enough to elves but with some sharp distinctions. The degenerate humans of Org are satisfactorily represented by the half-orc. To play true to Moorcock's tales, exclude the races of dwarf, halfling, and gnome.

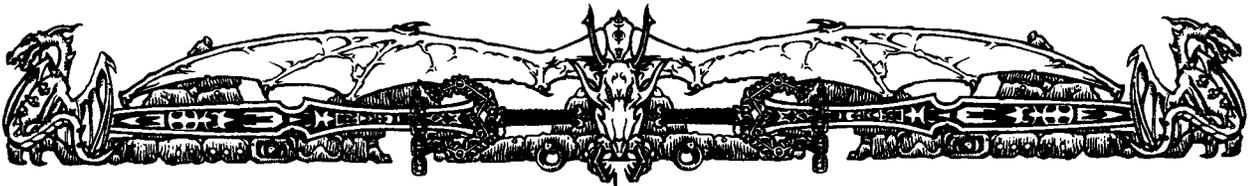
Should your players desire to play a character of one of these races, please see the description nearby that presents methods for explaining that character in the Young Kingdoms. Your player should be aware that his or her character is quite unique in the world, and that the average Young Kingdom citizen will react to him or her with suspicion and caution.

Playing Non-Moorcockian Races

Inevitably, players do or desire to do things that surprise both the dungeon master and the creator of any roleplaying product. Should your players really

*** THE FOREST OF TROOS ***
(OPPOSITE) *This ancient witch-wood remains from a time before Melniboné, before Aubec, when Chaos lay just beyond the trees.*





want to play their dwarf Wizard or other character type not accommodated by the Young Kingdoms world, you have a few choices to allow their desire.

In any case, however, stress to that player that their character will seem an oddity in the world, lacking social support outside of their adventuring group. If you have ever traveled alone to a foreign land, you might appreciate something of the feeling of being alone in the world. You are cut off from your social and familial support structures, and must rely on your own resources alone. Such characters may be preyed upon by unscrupulous non-player characters, who might sense that they are easier targets than those who might have family, friends, or clan to avenge them.

FROM ANOTHER PLANE: the character could have been summoned from another plane of existence, essentially stranded or marooned on the plane of the Young Kingdoms unless the dungeon master allows them to find their way back home, either magically or through adventure.

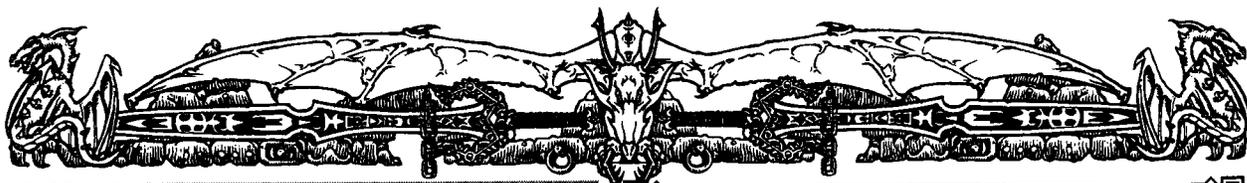
REMNANTS OF THE DHARZI: The Beast-Folk known as the Dharzi were eliminated

centuries ago in a war with Melniboné. The Dharzi were mighty sorcerers who created many new beasts and monsters, and may have created a sentient race or two, small bands of which still live among the crags and vales of their mountain redoubt in the northwest corner of the western continent.

FROM AN UNKNOWN LAND: the world of the Young Kingdoms is larger than the world described both in *Dragon Lords of Melniboné* and in Moorcock's writings. As Moonglum came from far-off Elwher beyond the Sighing Desert, so could a halfling or gnomish character hail from somewhere beyond the known world.

FROM THE EDGE OF THE WORLD: surrounding the Young Kingdoms lies an unfathomable and unknowable mass of ever-changing Chaos. In ancient times Earl Aubec of Malador hewed entire kingdoms and countries from this primal ooze. Presumably, given the nature of Chaos, occasional creatures, things, and monsters might spontaneously form. Undoubtedly bits and pieces of monsters form but quickly perish, being incomplete and unviable beings. But occasionally something





*** A PENSIVE ELRIC ***

(RIGHT) Elric hates his reliance on Stormbringer, but each time that he tries to part with the sword, Stormbringer finds its way back.

might be generated that is viable, sentient, and suitable as a player-character. A character created in such a manner would be truly alone in the world.

New Races

The world of the Young Kingdoms introduces two new races suitable for use as sources of new player characters: Melnibonéans and the Winged Folk of Myrrhn.

Melnibonéans

(pron. mel-NIB-oh-nay)

MELNIBONÉANS ARE cruel and elegant, catlike in their senses of pleasure and sport. They are mostly devoid of sentiment and the softer passions. (In contradicting this Elric was quite apart, as he understood himself.) Freed of all but command by their many slaves, individual whims rule Melniboné, commanded by their emperor.

Melnibonéans are powerful sorcerers, and have ruled the world for 10,000 years. The Young Kingdoms despise them as much as the demons they invoke. Highly intelligent and magically inclined, the Melnibonéans' long association with Chaos has tainted their very beings.

Melnibonéan adventurers are extremely rare. Before the fall of Imrryr they are an insular people, almost never venturing off of their unapproachable isle. Adventurers who are of pure Melnibonéan stock will find the world a hostile place, its people filled with fear as if in the sight of the Devil. The world hates Melniboné.

Melnibonéans themselves are detached and erudite and gain a +2 racial bonus for these skills: Alchemy, Intimidate, Knowledge (Million Spheres), Knowledge (Arcana), Spellcraft. Every member of



Melnibonéan society freely pursues his or her own studies, arts, and other pleasures.

The adventurer may begin play with one bound lesser demon with the sacrifice of one ability point (from any ability of the player's choice) and if the adventurer succeeds in a Will:Will opposed roll (calculate the demon's Will modifier based on its 3d8 WIS roll).

BASE DEMON STATS: 1d8 Hit Points; 1d8 STR, DEX, CON, INT, CHA & 3d8 WIS; *Dark-sense*; one Demon Feature worth 500 EPs.

Add one Chaos allegiance point for this demon. The demon is bound into some object owned by the adventurer—this object should be appropriate to the Demon Feature chosen.

Deep Seeing is an innate skill for Melnibonéans, functioning as low-light vision. Melnibonéans can see twice as far as humans in torchlight, starlight, and other poor light conditions, but this ability also superimposes a nimbus about each creature seen that is a reflection of its Wisdom score. This aura reveals the relative strength of the creature's Wisdom ability:





within six points of the Melnibonéan's score or more than six points lower or higher. It does not reveal an exact value.

A Melnibonéan usually owns his or her own traditional, though ornately-made (x2 standard value), armor and whatever weapons he or she wants, a stable of horses, and fabulous wealth . . . back on Melniboné. Melnibonéan plate is quite rare, exquisite and expensive, and is specially crafted by highly-trained slave smiths to suit the customer. No Melnibonéan adventurer should begin play with such armor—it is best acquired through play.

Finally, contemplate why your Melnibonéan has left the paradise of

Imrryr to go adventuring. Is he curious about the world? Does she seek glory? Does she despise the decadence into which the



Bright Empire has fallen? Is he an outcast? Did she flee fearing vengeance? Does he quest for something? A strong motive must exist, for few shake off the blissful drugs of the Dreaming City to enter the cold and crude Young Kingdoms. Before the fall of Imrryr, lone Melnibonéans wandering the world are exceedingly rare. They will be feared, distrusted, and considered dangerous or unlucky.

Melnibonéan Racial Traits

Cultural Allegiance: Chaos d10+10, Balance 0, Law 0.

Ability Modifiers: -2 CON, +2 INT, +2 WIS.

Size: Melnibonéans are of Medium size, and have no special bonuses or penalties due to size.

Speed: Melnibonéan base speed is 30.

Languages: (in order of importance) Low Melnibonéan, High Melnibonéan, one other, Common.

Favored Weapons: Cruelly-barbed spear & shield, or sword, or Melnibonéan bone bow.

Armor: Lacquered masterwork black-on-black breastplate armor with dragon motif (+6 AC, 6500 br.).

Spells: Racial +2 saving throw bonus against Enchantment spells or effects. One bound demon if adventurer sacrifices an ability point and succeeds in a Will:Will opposed contest with the demon.

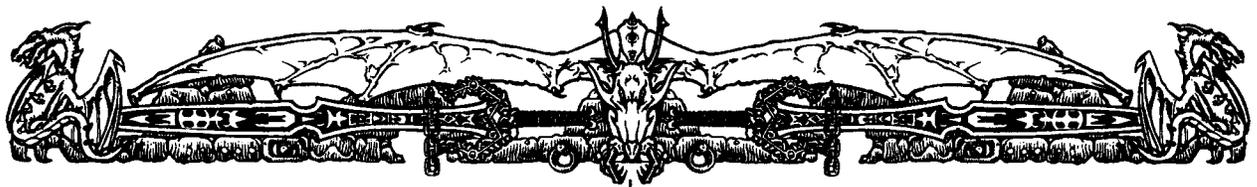
Skills: Deep Seeing. +2 racial bonus for Alchemy, Intimidate, Knowledge (Arcana), Knowledge (Million Spheres), Spellcraft (class skills regardless of class).

Favored Class: Melnibonéans are Wizards. The Wizard class does not count when determining a XP penalty for multiclassing.

* MELNIBONÉAN HAUGHTINESS *

(LEFT) Melnibonéans do not consider themselves a cruel people. They simply never consider the desires, or opinions, of the Young Kingdoms.





Half-Melnibonéans

HALF-MELNIBONÉANS ARE denied a portion of their heritage because, as happens in many cultures where conquerors interbreed with the conquered, they are considered inferior to those of pure blood and others assume rightly or wrongly that they are untrustworthy or disloyal.

That said, half-Melnibonéans still consider themselves more civilized and evolved than any citizen of the Young Kingdoms, and are at least deserving of high position and honor in Melnibonéan society and in the court of the Emperor. Half-Melnibonéans are the most likely source of adventurers originating from the Dreaming City, just because of their diminished cultural influence and pervasive social disdain. They are no less cruel, aloof, or devoted to their pursuits of pleasure and dream than any other proud citizen of Imrryr.

Half-Melnibonéans themselves are detached and erudite and gain a +2 racial bonus for these skills: Alchemy, Intimidate, Knowledge (Million Spheres), Knowledge (Arcana), Spellcraft. Every member of Melnibonéan society freely pursues his or her own studies, arts, and other pleasures.

The adventurer may begin play with one bound lesser demon with the sacrifice of one ability point (from any ability of the player's choice) and if the adventurer succeeds in a Will:Will opposed roll (calculate the demon's Will modifier based on its 3d8 WIS roll).

BASE DEMON STATS: 1d8 Hit Points; 1d8 STR, DEX, CON, INT, CHA & 3d8 WIS; *Dark-sense*; one Demon Feature worth 500 XPs.

Add one Chaos allegiance point for this demon. The demon is bound into some object owned by the adventurer—this object should be appropriate to the Demon Feature chosen.

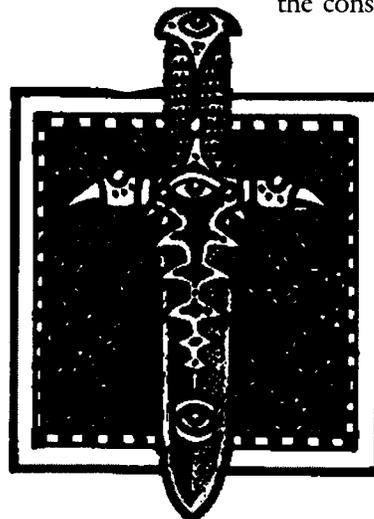
Deep Seeing is an innate skill for half-Melnibonéans, betraying their heritage. Functioning as low-light vision, half-Melnibonéans can see twice as

far as humans in torchlight, starlight, and other poor light conditions but this ability also superimposes a nimbus about each creature seen that is a reflection of its Wisdom score. This aura reveals the relative strength of the creature's Wisdom ability: within six points of the half-Melnibonéan's score or more than six points lower or higher. It does not reveal an exact value.

A half-Melnibonéan usually owns his or her own traditional though well-made armor and a whatever weapons he or she wants, and accouterments and baubles worth 8d8 x10 silver dragons.

Try to imagine just why this adventurer has left the comfort of Imrryr, incidentally also leaving the constant, if unspoken, courtly ridicule felt

by those of "true blood" toward half-Melnibonéans. Has she decided to find out if she has more in common with the humanity of the Young Kingdoms? Has his family finally tired to being snubbed for diluting the house's bloodline, and has he been "purged?" Has she realized that advancement within society is simply not possible, and she will take her chances elsewhere?



Half-Melnibonéan Racial Traits

Allegiance: Chaos 1d10+4, Balance 1d6, Law 1.

Ability Modifiers: -1 CON, +1 INT, +1 WIS.

Size: Half-Melnibonéans are of Medium size, and have no special bonuses or penalties due to size.

Speed: Half-Melnibonéan base speed is 30.

Languages: Low Melnibonéan, Common, one other.

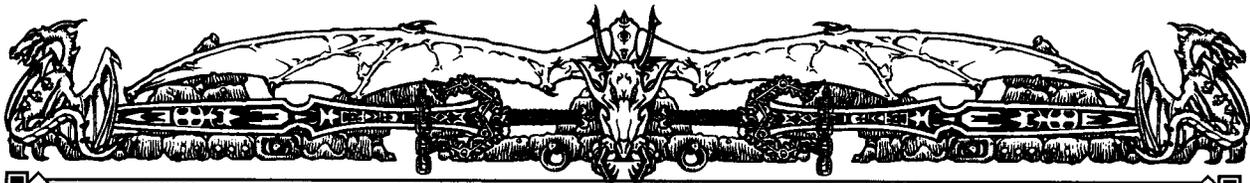
Favored Weapons: Spear & shield, or sword and Melnibonéan bone bow.

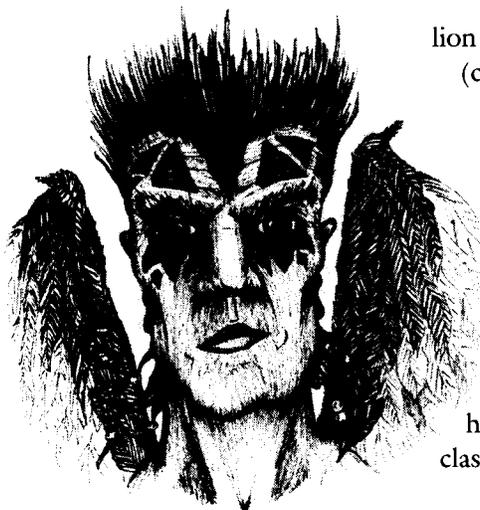
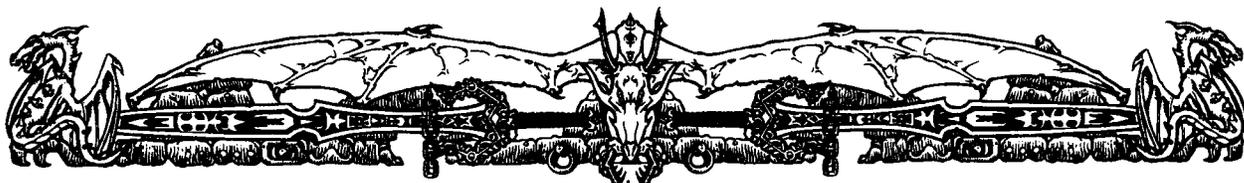
Armor: Good quality chainmail (+5 AC, 2500 br.).

Spells: Racial +2 saving throw bonus against Enchantment spells or effects. One bound demon if adventurer sacrifices an ability point.

Skills: Deep Seeing. +2 racial bonus for Alchemy, Intimidate, Knowledge (Arcana), Knowledge (Mil-







Myyrrhn

[pron. MEER-in]

THE WINGED RACE of Myyrrhn is isolated and proud. They dwell high in their aeries in the Vale of Myyrrhn, and tend their own affairs. Noble, stern, and taciturn, they are also handsome, strong, and lithe. Their race is the oldest among the Young Kingdoms.

Not all of the Myyrrhn have wings. Roll a d6; a result of 3-6 means that he or she is winged, and can fly. Those without wings yearn for them, seek magic and knowledge to find them, and are not consoled that they can run slightly faster, at 35 feet per round, than can their winged brethren.

The Myyrrhn are adept at sorcery, and necromancers are known among them. The adventurer may begin play with one bound small sylph familiar (with the blessings of Lady Lassa, Mistress of the Air) with the sacrifice of one ability point (from any ability of the player's choice) and if the adventurer succeeds in a Will:Will opposed roll. The sylph acts in all ways as do familiars described on page 51 of the *Player's Handbook*.

* AN ANCIENT RACE *

(OPPOSITE) *The graceful Myyrrhn and the bestial clakars are once-related races, among the oldest in the world. Wingless members often wear stylized wings.*

lion Spheres), Spellcraft (class skills regardless of class).

Favored Class: Any. When determining whether half-Melnibonéans suffer an XP penalty for multiclassing, his or her highest-level class does not count.

Add one Balance point for this familiar. It is bound into some object owned by the adventurer—this object should be appropriate to the nature of the elemental.

Myyrrhn folk who fly do not use horses; wingless Myyrrhn can use horses, and can learn Ride as humans can.

They prefer not to wear metal armor, and for winged Myyrrhn especially there are practical limits to the weight of armor that they can wear: light armor only with Check Penalties x2 (e.g. a winged Myyrrhn wearing a chain shirt suffers a -4 penalty, flying or grounded), plus due to physiognomy they suffer a 1/2 AC penalty to attacks from behind.

They begin with the standard amount of money and weapons.

Finally, why has this person left the safety of the aerie to go out into a potentially hostile world? Does she wish to travel the four corners of the Young Kingdoms? Did he feel restricted by the insular Myyrrhn society? Does she feel a need to prove herself in the eyes of her family? Did he break a tribal law? If he or she has no wings, the goal of adventuring is clear. In the saga, Shaarilla of the Dancing Mist crossed two continents in pursuit of that goal, but found only failure.

Myyrrhn Racial Traits

Ability Adjustments: -1 STR, +2 DEX, -1 CON.

Allegiance: Chaos d6, Balance d10, Law d6.

Size: winged Myyrrhn are Large size; those lacking wings are Medium.

Speed: winged Myyrrhn base speed is 30 and can fly 40, wingless base speed is 35.

Weapons: traditionally bow and spear, but all weapons are possible; to fly with a





OPEN GAME CONTENT

Myyrrhn Feat: **Pounce & Strike**

MYRRHN WARRIORS with the Flyby Attack feat can also gain the Myyrrhn Pounce & Strike feat. With this risky dive maneuver, the warrior swoops upon a foe and flips about, to plunge with feet first on the pouncing stick crossbar. When hit, the foe sustains the full force of the stick and the momentum of the Myyrrhn's plummet.

Prerequisite: Flyby Attack, DEX 13.

Benefit: the Flyby Attack feat allows a Myyrrhn to take a move action (including a dive) and another partial action at any point during a move. If making a flyby attack, the Myyrrhn can not make a second move action in the round. The Pounce & Strike feat allows a blow to be struck and, with skill, the Myyrrhn survives and is ready to act the next round.

Pouncing Stick: this is a specialized spear featuring a stout crossbar securely bound to a heavy wooden shaft. A heavy chipped-stone or metal point provides weight to the tip. This is an exotic melee weapon of large size.

Damage: 1d8+1 *Fumble:* 1-2
Weight: 10 lbs. *Critical:* 20 x4
Type: Piercing *Cost:* 70 bronze.

Attack: This weapon is one use, and provokes an attack of opportunity from the foe. With success the pouncing stick does triple damage. Then see "After the Attack."

A pouncing stick used for combat in any other way counts as a longspear with a heavy point.

After the Attack: The Myyrrhn must succeed in a reflex save roll (DC 15) to leap clear of the foe to a controlled landing on the ground, ready to fight in the next round, but lacking a ready weapon.

With a critical success, the warrior is aloft again immediately after the strike, to the admiration of any other Myyrrhn about (+1 CHA in Myyrrhn society for one week).

Failure, however, means that the warrior is collapsed in a heap about the speared foe, sustaining 1d6 damage to torn ligaments, broken bones, and hurt pride (-1 CHA in Myyrrhn society for one week).

buckler or small shield, the Myyrrhn must have STR 15 or better.

Armor: +1 AC feathers, (winged Myyrrhn only); light armor occasionally worn, but at double Check Penalties if any.

Skills: The Ride skill is forbidden to winged Myyrrhn. +2 racial bonus for Fly (winged Myyrrhn only) and Search. Fly is a class skill for winged Myyrrhn regardless of class.

Young Kingdoms Adventurers

Character generation proceeds as described in the rulesbook. The following are notes and additional information that rounds out your adventurer's Young Kingdoms background, and sketches a picture of your adventurer's place in the world.

Distinctive Features

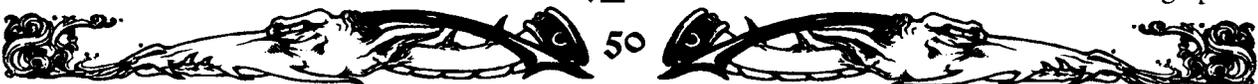
Consult the Distinctive Features table and find the number of notable features for your adventurer. Either roll 1d10 or choose a feature appealing to you. These features have no game-rule effect on your adventurer, but provide an easy way to personalize him or her. These are a great way to describe your adventurer to strangers.

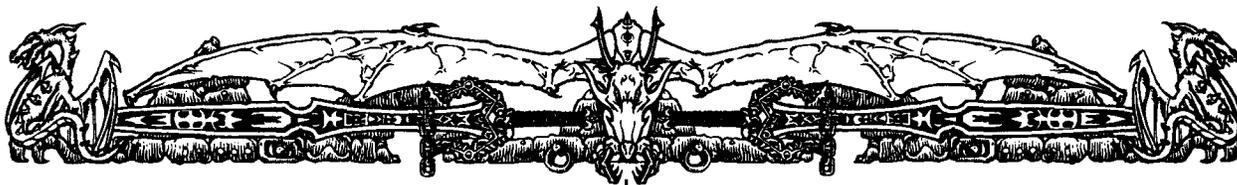
Background by Nationality

The following entries list the nations of the Young Kingdoms from which adventurers might come. Each nation lists the dominant race and classes, variation on character creation, national weapons, favored skills, and notes on religion, magic, and on commonly admired feats. Notes on the entries:

Ruler: this is the ruler of the nation at this moment in Young Kingdoms history. Certain national descriptions hint at events to come, many of which result in a change of ruler. Your dungeon master will let you know when the ruler of your home nation changes.

Race: Human in most cases. Those who are not human will state so. Melniboné, due to its high per-





centage of slaves as a portion of its population, may generate human adventurers.

Language(s): That language commonly spoken by an inhabitant of this nation. Some nations forbid certain languages; native adventurers can not know them before beginning play.

Classes Available: The character classes available in the different Young Kingdoms nations vary, depending on its level of civilization, dominant religion(s), or national temperament. Sometimes a die roll is required to provide additional definition to a class.

Religions: This entry indicates the dominant religion found in the nation, plus notes on other reli-

OPEN GAME CONTENT

Distinctive Features

Charisma Score

adventurer CHA	number of distinctive features
7 or less	3
8-9	2
10-11	1
12-13	2
14 up	3

ROLL 1d10 or choose a category. Then choose a feature or features from the entry. If the CHA is low, then these features help make the adventurer uglier; if a high CHA then they somehow contribute to his or her attractiveness.

As you choose, try to create a coherent picture. For instance, what might a bald head or a face covered with warts mean to your adventurer, and how might he or she act or what he or she might wear in consequence?

1 HAIR ON HEAD (curly, red, black, brown, blond, gray, bald, bald on top, receding, shaven, crew-cut, matted, dirty, oily, full of lice, long, very long, curly, feature of your choice.)

2 FACIAL HAIR (long beard, braided beard, bushy beard, curled and perfumed beard, goatee, enormous mustachios, thick eyebrows, eyebrows grown together, sideburns, mystic designs cut in close-trimmed beard, feature of your choice.)

3 FACIAL FEATURE (large nose, broken nose, turned-up nose, hooked nose, deeply tanned, pale, black eyes, gray eyes, blue eyes, brown eyes, scar, thin lips, fleshy lips, sensuous lips, hairy ears, tiny ears, jug-handled ears, white teeth, yellow teeth, stained teeth, jagged teeth, broken teeth, high cheekbones, enormous chin, weak chin, double chin, pockmarked skin, warts, eye patch, tattoo, earrings, nose ring, feature of your choice.)

4 EXPRESSION (bright-eyed, proud, sneering, haughty, guarded, pleasant, leering, arrogant, dour, outgoing, curious, sneaky, naive, squinting, piercing, friendly, cringing, drunken, lecherous, meek, expression of your choice.)

5 CLOTHES (rich, expensive, full of holes, clothes leave wearer too hot or too cold, clothes leave wearer too wet, too much jewelry, lots of cheap jewelry, prim, new, ancient, partly nude, barefoot, fine boots, sandals, embroidered with special emblem, sexy, wide hat, peaked hat, conical hat, armored hat, ill-fitting, form-fitting, for wrong sex, nightclothes, clothes of your choice.)

6 BEARING (stiff, casual, slouching, weary, nimble, sprightly, jaunty, swaggering, pushy,

humble, angry, yielding, sensual, bearing of your choice.)

7 SPEECH (lisp, stutter, stammer, hesitant, sharp, nasal, shrill, deep, strong, soft, faint accented, hard-of-hearing and hence loud, musical, demanding, aggressive, speech characteristic of your choice.)

8 ARMS AND HANDS (one finger missing, one too many fingers present, scar, tattoo, bulging biceps, powerful arms and hands, very hairy, deeply tanned, long skinny arms, very pale skin, left-handed, one arm longer than the other, calloused hands, feature of your choice.)

9 TORSO (barrel-like, thin, fat, muscular, hairless, very hairy, broad-shouldered, potbellied, tattooed, tanned, very pale, no navel, one nipple gone, prominent scar, many scars, tall, short, has short tail, every bone shows, feature of your choice.)

10 LEGS AND FEET (one toe missing, one too many toes present, scar, many scars, scars from flame or acid, tattoo, bulging thighs and calves, very long legs, very short legs, very hairy, deeply tanned, very pale skin, left leg limping, right leg limping, calloused feet, weathered skin, feature of your choice.)



National Origins

Appropriate national origins, and the chance that a particular adventurer randomly comes from any of them (roll d%):

1-9	Argimiliar	58	Nomad Nations
10-15	Dharijor		
16-20	Dorel	59-61	Oin & Yu
21-28	Filkhar	62-63	Org
29-35	Ilmiora	64-69	Pan Tang
36-42	Jharkor	70-72	Pikarayd
43-51	Lormyr	73-81	Purple Towns
52	Melniboné*	82-87	Shazar
53-55	Myrrrh	88-92	Tarkesh
56-57	Nadsokor	93-00	Vilmir

gions that may be suppressed or forbidden. This does not mean that you will not find a Chaos worshiper in a nation where Law is dominant, but such worship is secretive and underground.

Favored Weapons: These are the weapons that your adventurer will know at the beginning of play if a Fighter, Ranger, Paladin, or Barbarian. These are traditional to your national culture, and you would be expected to know them as your character passed through childhood.

Armor: This is the armor in which the average member of a combat class (Fighter, Barbarian, Ranger, Paladin) of your nation would begin the adventuring life. Adventurers of other classes would begin as stated in their class description.

Cultural Skills: As with cultural weapons, these are the skills that are stressed in this culture, and that every child is expected to know. All cultural skills are considered to be class skills for adventurers raised in that nation.

Cultural Feat: There is always some activity more highly prized than any other, even if not the most logical nor reasonable nor even appropriate for every citizen. Such feats sometimes define or become characteristic of a culture. The cultural feat given here should be chosen as that first-level feat due all adventurers (or the adventurer should work

toward qualifying for that feat, if necessary). Of course, each culture has its contrarians.

Allegiance: A reflection of the cumulative effect of the three cosmic forces—Law, Balance, and Chaos—upon your adventurer. The values generated here are those with which your adventurer begins play. They needn't necessarily influence the choices which you make for your adventurer. These values will change as your adventurer experiences more of the world and makes choices during play. They will generally change, at least by a few points and never by double-digit points, each game session.

Gear: A listing of additions to the standard gear commonly carried by the average wise adventurer, plus notes about significant or characteristic trinkets carried by someone of this nation.



Argimiliar

A prosperous nation of Law, once part of the Lormyrian Empire. A feudal nobility with a strong tradition of chivalry. A strong and well-organized religious hierarchy devoted to the Gods of Law, headed by the Grand Penitentiary. The Church of Chaos is currently banned. The cattle barons of the southern plains are among the richest nobility in the world.

Ruler: King Jiku.

Race: Human.

Language(s): Common.

Classes Available: Fighter (d20: 01-14 Infantry, 15-20 Cavalry), Cleric, Paladin.

Religions: Great Church of Elgis (major), other Lords of Law (minor).

Favored Weapons: (infantry) Spear/Shortsword & Shield, (cavalry) Lance/Longsword & Shield.

Armor: Breastplate +5 AC.

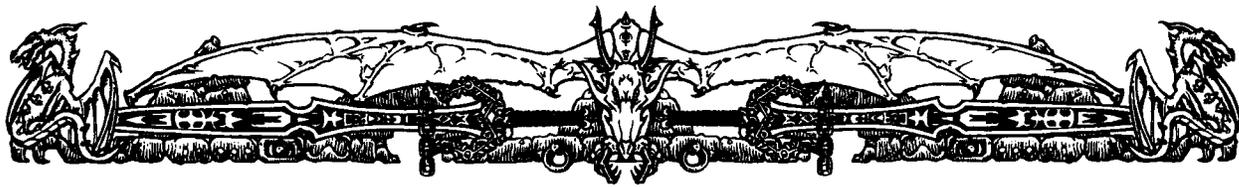
Cultural Skills: Ride, Sense Motive.

Cultural Feat: (infantry) Close-Order Fighting, (cavalry) Mounted Combat.

Allegiance: Chaos 0, Balance d6, Law d10

Additional Gear: Church book featuring the Edicts of Elgis and a carved wooden amulet depicting one of his 14 Feats.





Dharijor

A warlike nation whose army boasts ranks of knights and corsairs. The Church of Chaos holds great spiritual influence. The nation of Pan Tang, just across the Straits of Chaos, wields great political sway. The Dharijorian warrior castes are honored below the priesthood and nobility. Rigid Dharijorian society harbors contempt for the "soft" pursuits: merchants, artists, and poets.

Ruler: King Sarosto.

Race: Human.

Language(s): Common.

Classes Available: Fighter, Cleric, Bard, Rogue.

Religions: Church of Chaos.

Favored Weapons: Lance/Longsword & Shield.

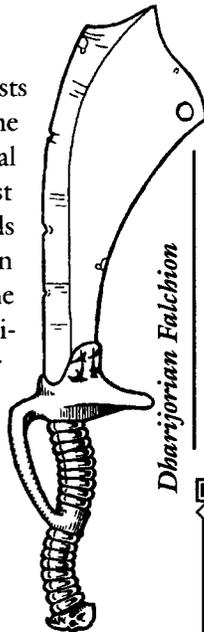
Armor: Splint Mail +6 AC.

Cultural Skills: Bluff, Intimidate.

Cultural Feat: Power Attack.

Allegiance: Chaos 2d8, Balance d4, Law 0.

Additional Gear: Scarring and tattoos attesting to valor, bravery, or foolhardiness in youth. Warriors always slip a silver piece in each boot, the better to have a gift for Chardros when they meet him after death.



Dharijorian Falchion

Religions: Elemental & Beast Lords.

Favored Weapons: Spear, Shield, Sling, Bow.

Armor: Hide +3 AC.

Cultural Skills: Intuit Direction, Wilderness Lore.

Cultural Feat: Endurance.

Allegiance: Chaos d4, Balance d10, Law d6.

Additional Gear: Your thumb differentiates you from the animals. Medicine bag containing the thumb bones of your ancestors.

Dorel

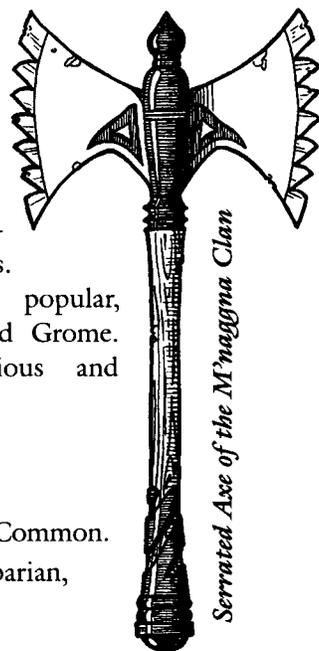
A nation composed of barbarian clans organized into loose tribes. Elemental worship is popular, especially of Lassa and Grome. Exceedingly superstitious and hateful of Chaos.

Ruler: Tribal Headman

Race: Human.

Language(s): guttural Common.

Classes Available: Barbarian, Fighter, Druid.



Serrated Axe of the M'nagna Clan

Classes by Nation

THE FOLLOWING are the traditional d20 classes. They are followed by the Young Kingdoms nations that offer those classes for play. Classes that are Church-Based are available only for characters that are members of one of the major churches (collectively either the Church of Law or the Church of Chaos). The Monk class is offered only to members the Sodality of Tanelorn. Adventurers may only join the Sodality after play begins, and with the permission of your dungeon master.

Barbarian—Dorel, Oin, Tarkesh (north), Yu, Pikarayd.

Bard—Most civilized nations.

Cleric—Churches of Law & Chaos.

Druid—Elemental Ruler cults.

Fighter—Civilized Nations.

Monk—Sodality of Tanelorn.

Paladin—Churches of Law & Chaos.

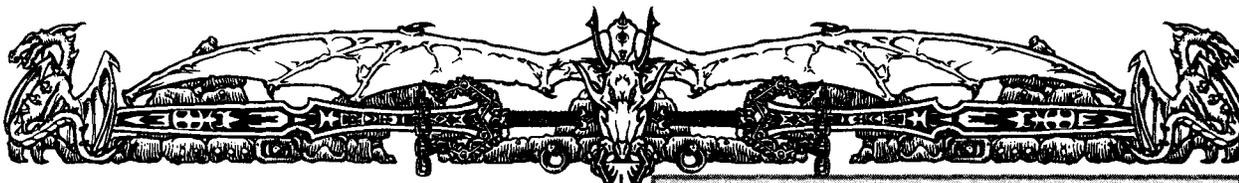
Ranger—Elemental Ruler cults.

Rogue—many nations.

Sorcerer—many nations.

Wizard—Melniboné, most civilized nations.





Filkbar

Richest of the southern countries with a wealth of farmland and rich fisheries. Densely populated. Worship of Church of Law entrenched, Church of Chaos is considered old-fashioned but is not banned.

Ruler: King Jerned.

Race: Human.

Language(s): Common.

Classes Available: Fighters, Cleric, Bard.

Religions: Church of Law (primary), Church of Chaos (quaint).

Favored Weapons: Sword & Shield, Bow.

Armor: Chainmail with metal helm +5 AC.

Cultural Skills: Knowledge (Religion), Ride.

Cultural Feat: Set Spear.

Allegiance: Chaos d4, Balance d4, Law 2d6.

Additional Gear: Three sets of clothes, one formal, of fine and brightly-colored fabrics. A fine ring worth 1000 bronzes bearing your house crest.

Ilmiora

A confederation of rival city-states ruled by the Ilmioran Senate; the youngest of the Young Kingdoms. The Lords of Law hold sway, though the Chaos gods are becoming a vibrant force. A powerful merchant class and powerful cities.

Ruler: Ilmioran Senate.

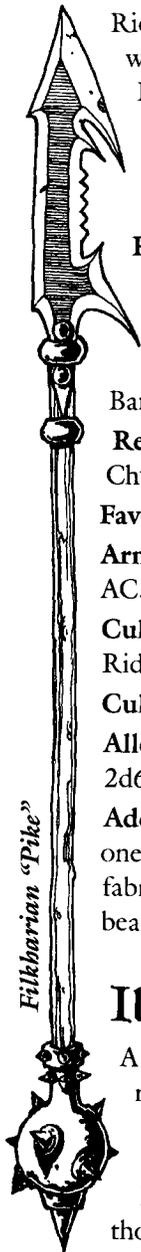
Race: Human.

Language(s): Common.

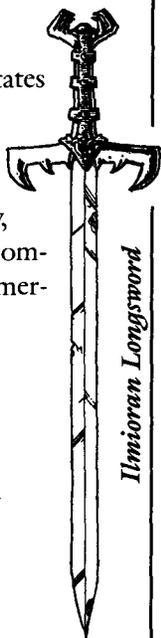
Classes Available: Bard, Cleric, Fighter.

Religions: Church of Law.

Favored Weapons: Spear, Shield, Sling, Bow.



Filkbarian "Pike"



Ilmioran Longsword

* DOCTOR JEST *

(OPPOSITE) Melniboné's chief interrogator considers his profession an art form. Never accept an invitation to view his collection.

Armor: Brightly polished breastplate (+5 AC).

Cultural Skills: Innuendo, Read Lips.

Cultural Feat: Leadership.

Allegiance: Chaos 0, Balance d10, Law d6.

Additional Gear: A fine brocade tunic and tights. A musical instrument worth at least 500 bronzes, carved leather ceremonial armor (masterwork leather armor +3 AC).

Jharkor

A young vibrant country, powerful in the west, with a large navy. Suspicious of sorcery. A feudal society but a vociferous peasantry. Firm belief in the Lords of Law.

Ruler: King Dharmit.

Race: Human.

Language(s): Common.

Classes Available: Bard, Cleric, Fighter, Rogue.

Religions: Church of Law.

Favored Weapons: Spear, Shield, Sling, Bow.

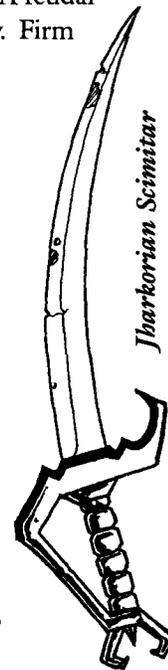
Armor: Scale mail +4 AC.

Cultural Skills: Balance, Handle Animal.

Cultural Feat: Close-Order Fighting.

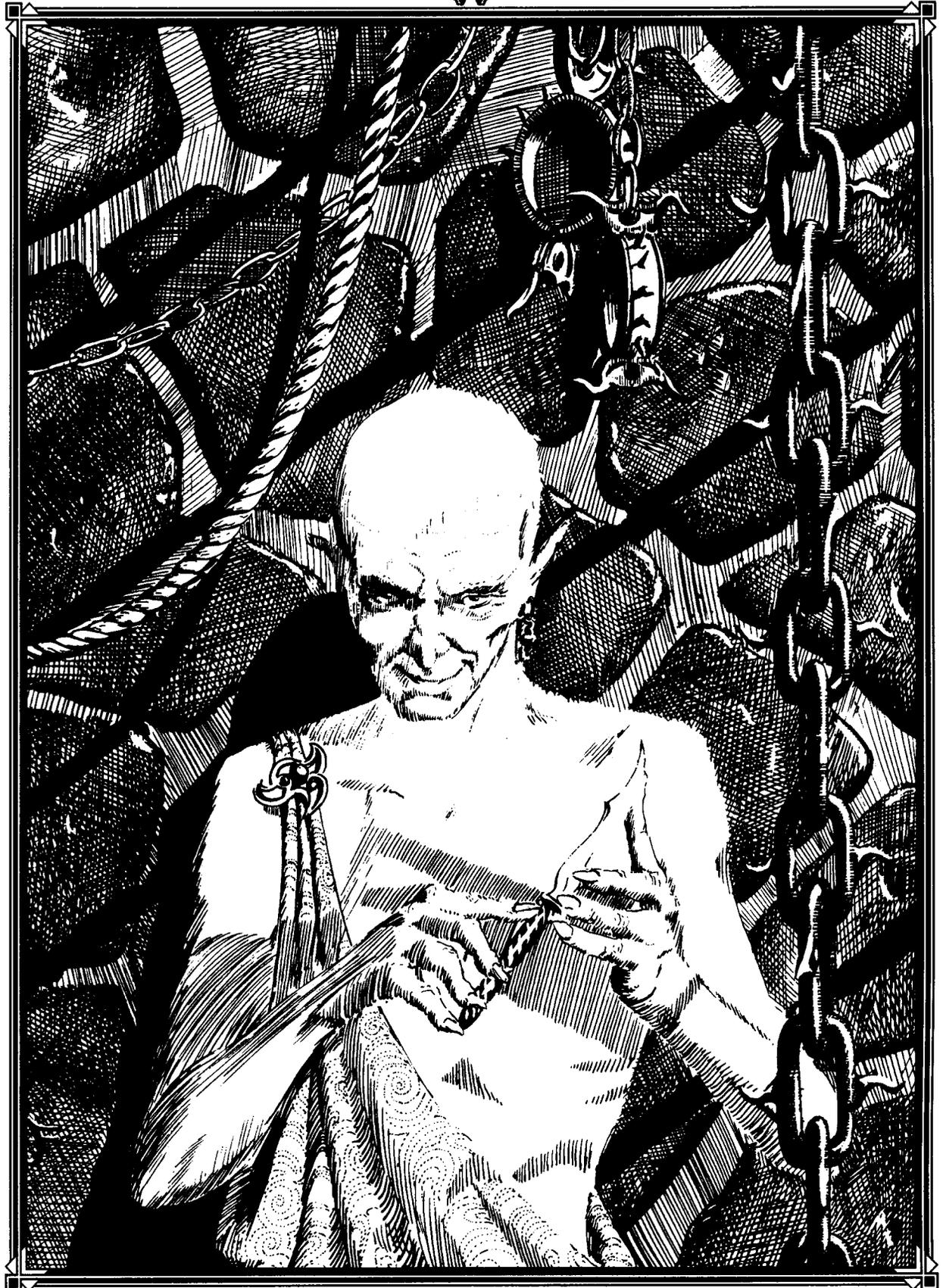
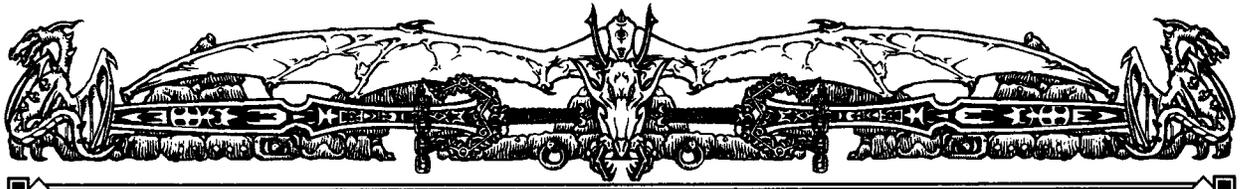
Allegiance: Chaos 0, Balance d10, Law d6.

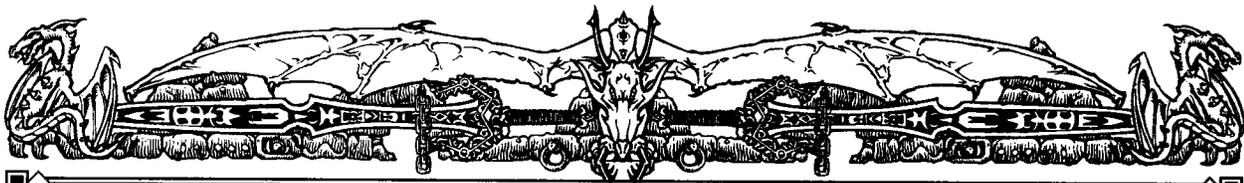
Additional Gear: A locket from mother (or girlfriend/boyfriend) with message in a cipher. You have a secret cache containing 1d8x100 bronzes in common coins and cheap jewelry, just in case. . . .



Jharkorian Scimitar







Prices

PRICES ARE in bronzes, unless noted otherwise. These are average prices. The fact that something costs so much to buy does not mean that it can be sold for that amount; there may be no buyers at all. Prices change from buyer to buyer as conditions, locations, and seasons change. Calculate the worth of used gear in good condition as half of that which is new.

Food & Drink

mug of sour milk	.5 groats
mug of ale	.1
jar of ale	.6
goblet of poor wine	.1
goblet of good wine	.3
decanter of good wine	.20
bowl of cold gruel	.10 groats
whole roast chicken	.5
whole steamed salmon	.10
whole roast suckling pig	.40
whole boiled ham	.15
roast haunch of beef	.25
three old hen's eggs	.1
three fresh hen's eggs	.2
handful of quail's eggs	.5
loaf of fresh bread	.1
square of trail bread	.1
six onions	.1
string of garlic bulbs	.1
jar of honey	.5
suet pudding	.4
raspberry ices, one spoonful	.34

Clothes

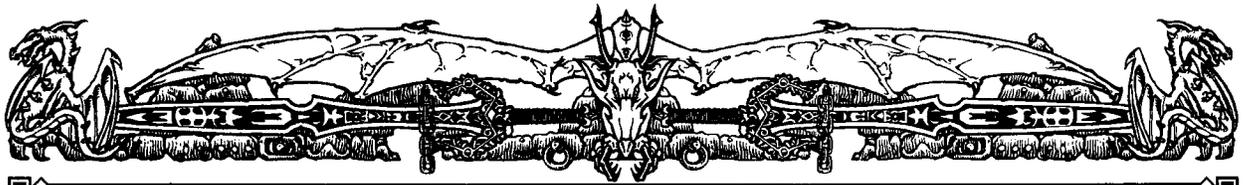
warm hat	.10
good boots	.75

pair of sandals	.10
linen shirt	.10
fine silk shawl	.200
outer clothes:	
for a beggar	.1
for a laborer	.20
for a journeyman	.50
for a mercenary	.50
for a merchant	.200
for a minor noble	.500
excellent travel cloak	.140

Services

ordinary medical attention	.5
haircut or shave	.2
indifferent meal	.2
good meal	.6
excellent meal	.25
shelter, per night:	
floor of an inn	.3
dormitory bunk	.0
private room	.45
adept of love, per eve	
bored novice	.5
enthusiastic expert	.25
stable a horse, per night	.2-8
have a letter written	.4
skill training, nominal per week	.50
carpenter, bricklayer, per day	.40
blacksmith, per day	.50
armorer, per day	.60
a reliable servant, weekly	.30
bribe to official	.20+
praiseworthy temple offering	.10+
representation in law court, daily	.60+
send a messenger across town	.1





Prices

Things

saddle and tack	.300
book of lays or of history	.100+
blank book suitable as grimoire	.50
old grimoire (10 useful entries)	.15,000
old grimoire (100 untested entries)	.50,000
leather backpack	.40
rope (30 yds, STR 40)	.20
steel chain (15 yds, STR 64)	.290
iron lock & key	.16
slave collar	.20
steel crowbar	.40
shovel	.10
pickaxe	.30
bundle of 20 arrows	.20
lockpick set	.75
canteen (2 liters)	.10
tarpaulin	.8
smallish tent for 2	.110
larger tent for 4	.200
3 candles	.1
3 torches	.1
oil lamp	.5
lamp oil for 7 nights	.5
5 steel fish hooks	.3
bronze skillet	.15
iron stew pot	.45
2-wheel cart	.300
4-wheel freight wagon	.1,000
large rowboat	.300
smallish fishing craft	.3,000
10-slave harbor galley	.20,000
200-slave war galley	.150,000
deep-sea merchant sailer	.90,000
wood and thatch hovel	.100
3-room stone & tile house	.2,800
3-yard-high stone wall around that house	.2,400

home of minor noble	.20,000
home of wealthy merchant	.140,000
king's palace . . . all the nation's taxes for 4 years	
10-yard wooden bridge	.560
100-yard wooden stockade	.31000
adult slave	.8,000
adult slave, educated	.20,000
herb from present continent (3 doses)	.1-120
herb from another continent (3 doses)	.5-500
unknown herb from Troos (3 doses)	.2,000

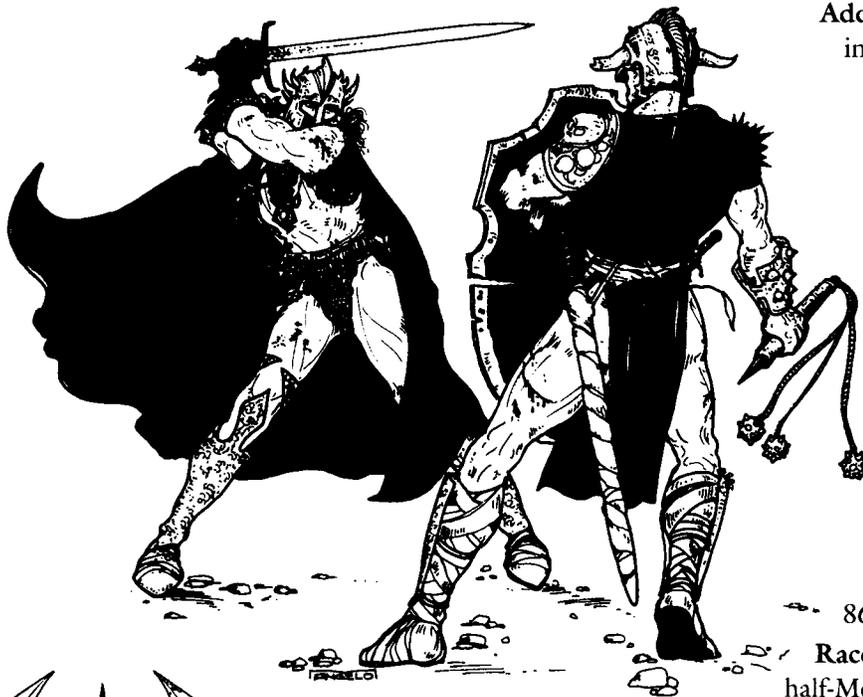
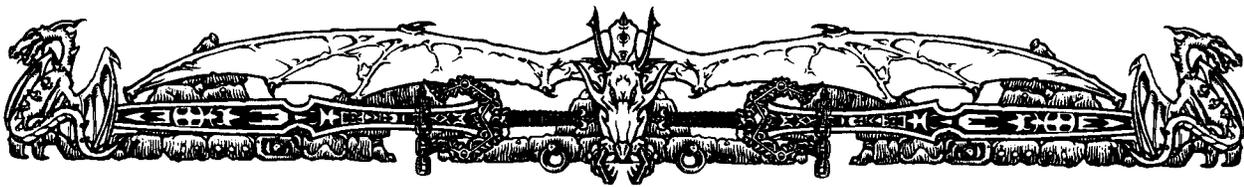
Living Animals, Average Condition

burro	.1,000
laying hen	.10
milk cow	.1,500
watchdog	.40
fine hog	.650
piglet	.25
saddlehorse	.2,000
mule	.1,400
ox	.1,900
sheepdog	.150

Jewelry

antique silver torque	.2,000
gold ring set with fine gemstone	.4,500
new emerald and silver brooch	.2,500
3-strand polished agate necklace	.200
gold amulet worthy of a king	.15,000
small Nanorion	.110,000
Melnibonéan Gold Wheel	.300,000+





Additional Gear: A pendant depicting the Sword of Donblas, representative of the constant vigilance needed against the forces of Chaos.

Melniboné

A grouping of three islands, only the main is inhabited. Ruled the world for millennia, now in decline. An insular society secure behind its ancient pacts with the gods and elementals, and the fabulous Sea Maze which guards her only port.

Ruler: Emperor Sadric the 86th.

Race: Melnibonéan, half-Melnibonéan, or escaped human slave.

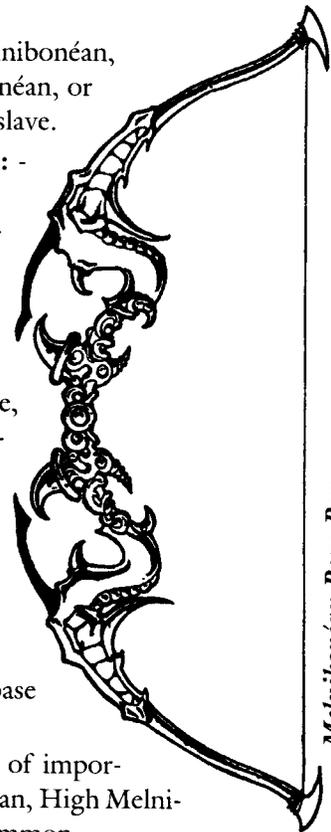
Attribute Modifiers: -2 CON, +2 INT, +2 WIS (Melnibonéan); -1 CON, +1 INT, +1 WIS (half-Melnibonéan); -2 CON, +1 DEX, +1 WIS, +1 CHA (human slave, due to surgical modification).

Size: Melnibonéans are of Medium size, and have no special bonuses or penalties due to size.

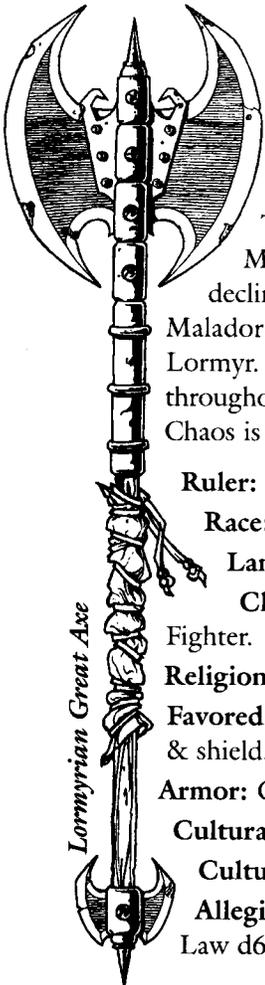
Speed: Melnibonéan base speed is 30 ft.

Languages: (in order of importance) Low Melnibonéan, High Melnibonéan, one other, Common.

Favored Weapons: cruelly-barbed spear & etched large steel shield (1d8+2, x3 crit, 75 b.; shield +2 AC); wicked masterwork sword & etched small steel shield (Melnibonéans and half-Melnibonéans only). (Slaves) curiously-carved masterwork ceremonial dagger (1d4+1, 225 br.).



Melnibonéan Bone Bow



Lormyrian Great Axe

Lormyr

The first nation to free itself from Melniboné; showing signs of decline. An ancient hero Earl Aubec of Malador fought for an independent Lormyr. The Lords of Law are worshiped throughout the nation while the Church of Chaos is forbidden.

Ruler: King Fadan.

Race: Human.

Language(s): Common.

Classes Available: Bard, Cleric, Fighter.

Religions: Church of Law.

Favored Weapons: Great axe, battleaxe & shield.

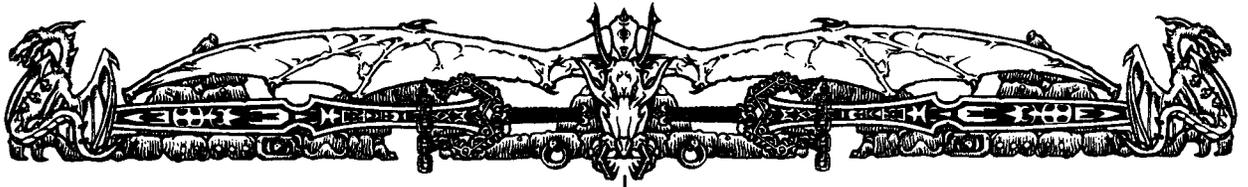
Armor: Chainmail with tunic (+5 AC).

Cultural Skills: Balance, Search.

Cultural Feat: Axe Proficiency.

Allegiance: Chaos 0, Balance d10, Law d6.





Armor: (Melnibonéans) lacquered masterwork black-on-black breastplate armor with dragon motif (+6 AC, 6500 br.). (half-Melnibonéans) good quality chainmail (+5 AC, 2500 br.).

Racial Traits: Racial +2 saving throw bonus against Enchantment spells or effects. Choice to have one bound lesser demon with 500 XP in one ability (*EXCEPT slaves*).

Cultural Skills: Deep seeing. +2 racial bonus for Alchemy, Intimidate, Knowledge (Arcana), Knowledge (Million Spheres), Spellcraft (class skills regardless of class).

Favored Class: Wizard (Melnibonéans). Melnibonéans do not suffer an XP penalty for multiclassing when Wizard is one of those classes. (half-Melnibonéans) Any, highest does not count. (slaves) none. Surgically damaged, slaves will gladly be peasants.

Allegiance: Chaos 2d8, Balance d8, Law 1.

Additional Gear: *Melnibonéans:* also an inheritance worth 8d8 hundred-thousand bronzes on Melniboné (can not be removed from island), heirloom sword or other weapon (+10,000 bronzes to value), incidental jewelry worth 2d8 hundred-bronzes. *Half-Melnibonéans:* also gain above, sans inheritance. *Human Slaves:* also incidental jewelry, ornately-decorated clothing of fine manufacture, and ornamental surgical decoration worth 2d8 hundred bronzes.

Myyrrhn

The oldest Young Kingdoms civilization, never an empire, located amidst the rocky aeries of the northern mountains. Extended family groups and flocks. Extensive and deep worship of Lassa, Lady of the Air.

Ruler: Flock Elder.

Race: Myyrrhn.

Language(s): Myyrrhn.

Classes Available: Ranger, Druid, Rogue, Fighter.

Religions: Lassa, Lady of the Air (Elemental Lord).

Favored Weapons: Spear, Shield, Sling, Bow.

Armor: Studded Leather (+2/+1 AC front/back).

Cultural Skills: Fly (Myyrrhn), Wilderness Lore.

Cultural Feat: Pounce & Strike.

Allegiance: Chaos 0, Balance d10, Law d6.

Additional Gear: Wings painted in bright and frightening images, designed to terrify the opponent. Satchel stuffed with nesting material from home. With ability-point sacrifice may have small sylph familiar.

Nadsokor

A human, degenerate society of beggars and cripples. Cleverness and the ability to exploit gullibility are highly prized. Technically a part of Vilmir, Nadsokor pays taxes to no lord, and none comes asking. Its society is disease ridden and spiritually corrupt.

Ruler: King Urish the Seven Fingered.

Race: Human.

Character Creation Variant: roll 3d6 for each ability in turn, taking the results as rolled. Tally all six results and subtract from 75. Remainder is divided as extra skill points.

Language(s): Common.

Classes Available: Barbarian, Cleric, Rogue, Bard.

Religions: Narjhan the Beggar for all, Balo the Jester for those who find irony in the world.

Favored Weapons: Crutches (d6, crit x2, medium, Bludgeoning).

Armor: mismatched (roll 1d4+1 for AC, consult Armor Table for possible major component).

Cultural Skills: Gather Information, Intimidate, Open Lock, Pick Pocket.

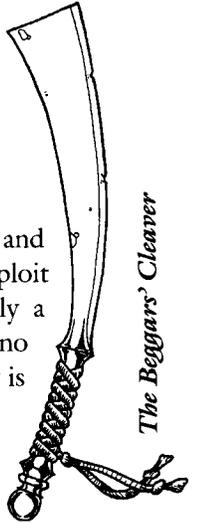
Cultural Feat: Brew Potion.

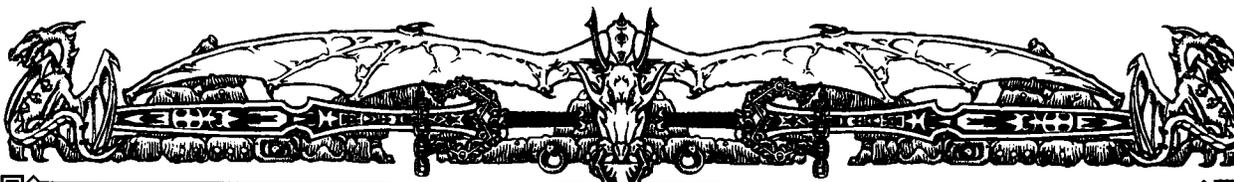
Allegiance: Chaos 2d6, Balance 1d6, Law 1d3.

Additional Gear: you have already sold the gear that you got in character creation; erase it. Instead, you now have 1d8 times 1d8 in bronzes buried nearby. You have one draught of a precious potion. (roll 1d6):

1-3 *Potion of Hiding*

4-6 *Potion of Sneaking*





Special Gear

In addition to the items provided in the rulesbook, the following new equipment is introduced to the d20 system. Prices here are given in Young Kingdoms bronzes.

Armor

Barbarian Leather & Wood

Moorcock mentions that the tribesmen of the Sighing Desert carve armor from wood to fit the wearer, and that they then cover it with leather, perhaps to protect against the elements. The expense of such armor varies with decoration and finish.

Light Armor: cost 1500 br., Armor Bonus +4, Max. DEX Bonus +5, Armor Check Penalty -3, Arcane Spell Failure 20%, Speed 30/20, Weight 25 lb., -6 penalty to Swim checks (it saturates with water quickly). Available in and near the Sighing Desert.

Sea Leather

By techniques secret to Purple Towns craftspeople, soft leather is hardened and made more substantial. The treated leather frequently takes on a gray-green color, hence the armor's name.

Light Armor: cost 100 br., Armor Bonus +3, Max DEX bonus +5, Check Penalty 0, Arcane Spell Failure 10%, Speed 30/20, Weight 15 lbs., -2 penalty to Swim checks (sea leather resists saturation with water). Available on the Isle of Purple Towns.

Pan Tangian Plate

High-quality full body armor wrought only in Hwamgaarl. It is identifiably Chaotic to look at. Magically, it also swells and shrinks moderately over the course of a day to adapt to the body shape of the wearer.

Wearing such armor carries a hidden penalty: it erodes the wearer's connections to Law and Balance, making him or her more and more a creature of Chaos. Once per game session, a player whose character wears such armor (and who is not already aligned with Chaos) must make an allegiance check for Law or Balance, whichever value is higher. If the check fails, roll any other die. With an odd result, the

adventurer loses 1d3 Law points; with an even result he or she loses 1d3 Balance points instead. The adventurer is not aware of this corrupting effect, though its association with Chaos is obvious. Such armor makes the wearer distinctly unwelcome among followers of Law and Balance. It is usually sold only to Pan Tangians or to proven, devout followers of Chaos, but it might be made available to others for the purpose of spreading the word of Chaos throughout the world.

Heavy Armor (Full Plate): cost 25000 br., Armor Bonus +11 (magical), Max. DEX Bonus +1, Check Penalty -6, Arcane Spell Failure 20%, Speed 20/15, Weight 50 lbs. Available in Pan Tang only. If worn by a non-Pan Tangian then all Pan Tangian opponents gain a +2 combat bonus when fighting against the wearer.

Melnibonéan Plate

The finest armor on earth, the product of ten thousand years of elegant design and cruel experiment. Its secrets are unfathomable to Young Kingdoms craftspeople—none but Melniboné's skilled slaves make it. Such armor is never sold to non-Melnibonéans; the only way for a human to acquire it is through theft or looting it from a Melnibonéan corpse. Wearing this armor in most parts of the Young Kingdoms is unwise, as memories of Melniboné's oppression still burn strongly.

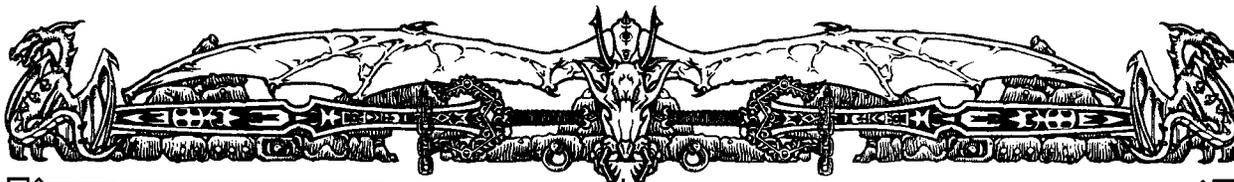
Heavy Armor (Full Plate): cost 45,000 br., Armor Bonus +10, Max. DEX Bonus +2, Check Penalty -4, Arcane Spell Failure 20%, Speed 20/15, Weight 40 lbs. Available in Melniboné only. If worn by a non-Melnibonéan then all Melnibonéan opponents gain a +2 combat bonus when fighting against the wearer.

Weapons

Barbed Spear

This cruel weapon is a Melnibonéan version of the human spear. Both shortspear and longspear versions are manufactured. The spearhead carries vicious barbs which tear the victim's flesh, especially when the head is removed from a wound. This is reflected in the spear's increased damage and its improved chance of inflicting a critical hit. Melnibonéan spears are always masterwork weapons, giving them a +1





Special Gear

enhancement bonus to attack rolls.

Barbed spears are made only in Melniboné and sold only to Melnibonéans. If carried by a non-Melnibonéan then all Melnibonéan opponents gain a +2 combat bonus when fighting against the user.

Cruelly Barbed Spear: Simple Melee/Ranged Weapon (shortspear), Martial Melee Weapon (longspear), Large Size, cost 3600 bronze (shortspear), 3900 bronze (longspear), Damage 1d8+1, Critical 19-20/x3, Range Increment 20 ft. (shortspear only), Weight 5 lbs. (shortspear), 9 lbs. (longspear), Type piercing. Available in Melniboné only.

Cutlass

Cutlass and scimitar are considered identical in this game. For all occurrences of cutlass in this book substitute scimitar instead.

Desert Recurved Bow

A desert recurved bow is a composite shortbow used by the nomads of the Sighing Desert. For all occurrences of desert recurved bow in this book substitute composite shortbow instead. The desert bow is mostly unknown outside of the Sighing Desert.

Hunting Bow

A hunting bow and a shortbow are considered identical in this game. For all occurrences of hunting bow in this book, substitute shortbow instead.

Lormyrian Axe

A Lormyrian axe and a halberd axe blade are considered identical in this game. For all occurrences of Lormyrian axe in this book substitute halberd instead.

Melnibonéan Bone Bow

A Melnibonéan bone bow is a composite longbow made only in Melniboné. Like most things Melnibonéan, it is a marvelous piece of craftsmanship, vastly superior to anything made in the Young Kingdoms. It is a masterwork weapon, giving it a natural +1 enhancement bonus to attack rolls. It is not inherently magical, although it can be enchanted like any other masterwork weapon. Melnibonéans with a STR of 12 or better usually have mighty bone bows appropriate to their STR ratings.

This weapon is never sold to non-Melnibonéans,

and the weaponsmiths of the Young Kingdoms lack the skill to make these themselves. For all occurrences of Melnibonéan bone bow in this book, substitute composite longbow (masterwork, mighty) instead.

Myrrrh Pouncing Stick

This specialized spear features a stout crossbar tightly wrapped to the spear shaft. A trained Myrrrh fighter can plummet from the sky with feet upon the crossbar and plunge his or her full weight and momentum into the target. This weapon is used with the Myrrrh Pounce & Strike feat.

Pouncing Stick: Exotic Melee Weapon. Large Size, Cost 70 Br., Damage 1d8, Fumble 1-2 & Critical 18-20/x3, Weight 10 lbs. Type Piercing.

Sea Axe

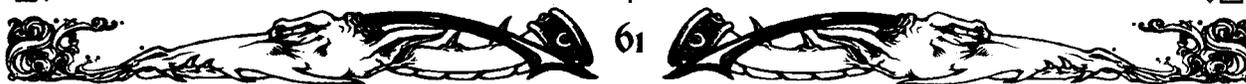
This axe was invented by weaponsmiths from the Isle of the Purple Towns for use by sailors and marines, thus its name. In addition to its cleaving blade, it has a spike on top of the shaft for puncturing armor. It is an exotic melee weapon.

Sea Axe: Exotic Melee Weapon, Medium Size, Cost 50 gp, Damage 1d8+2/1d6, Critical x3, Range Increment not applicable, Weight 10 lbs., Type slashing/piercing.

Strangle Cord

Any strong, thin, flexible rope, narrow enough that the victim finds it very difficult to put his fingers between the cord and his neck. Twine typically cuts the attacker's fingers and palms.

When an attack with a strangle cord hits, the victim must automatically make a Fortitude save that round at DC 10. The victim must make a new Fortitude save each round, with the DC increasing by +1 per round, until the cord is removed. Once the victim fails the save, she is reduced to 0 hp and goes unconscious; she is reduced to -1 hp the next round, and dies the round after that, unless the cord is removed.



- 1-3 *Potion of Hiding*
 4-6 *Potion of Sneaking*

Nomad Nations

The Nomad Nations are the myriad tribes & clans of the Weeping Waste and the Sighing Desert.

Ruler: Tribal Chieftain or Khan.

Race: Human.

Language(s): Mong (Weeping Waste) or Lesh (Sighing Desert); Common.

Classes Available: Barbarian, Bard, Druid, Rogue, Sorcerer.

Religions: Elemental Lords, Beast Lords.

Favored Weapons: Scimitar & shield, desert recurved bow.

Armor: Barbarian wood & leather (AC+4).

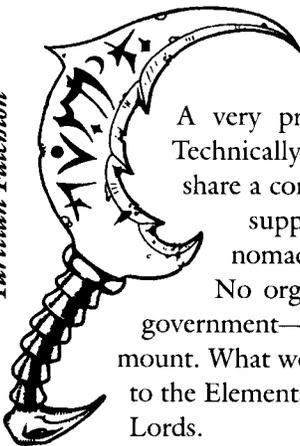
Cultural Skills: Intuit Direction, Ride (Horse).

Cultural Feat: Mounted Archery.

Allegiances: Chaos 1d4, Balance 2d6, Law 1d4.

Additional Gear: A small pony dragging a travois to which you have tied your worldly belongings worth 2d6x100 bronzes.

Tauritian Falchion



Oin & Yu

A very primitive, decayed culture. Technically two nations, but they share a common "capital." The clans support themselves through nomadic farming and hunting. No organized religion or central government—loyalty to family is paramount. What worship there is is dedicated to the Elemental Rulers and to the Beast-Lords.

Ruler: Clan Elder.

Race: Human.

Language: Common.

Classes Available: Barbarian, Druid.

Religions: Elemental Rulers, Plant & Beast Lords.

Favored Weapons: Spear, shield, sling.

Armor: Hides +3 AC.

Cultural Skills: Handle Animal, Wilderness Lore.

Specialty Feat: Simple Weapon Proficiency (Sling).

Allegiance: Chaos d6, Balance d8+1, Law d6.

Additional Gear: bundle of exotic feathers and small bag of beads worth 1d8 x10 bronzes.

Org

A bestial place. The trees are warped, the people are warped, squat and brutish. Necromancy, and worse, is rumored to flourish here.

Ruler: King Gutheran.

Race: Degenerate Human (use half-orc).

Language(s): Common.

Classes Available: Barbarian, Druid, Sorcerer.

Religions: Elemental Lords & Beast Lords.

Favored Weapons: Club, Spear, Shield, Sling.

Armor: Studded Leather (at best).

Cultural Skills: Handle Animal, Wilderness Lore.

Cultural Feat: Toughness.

Allegiance: Chaos d6, Balance d8+1, Law d6.

Gear: Standard, plus a belt made of the shrivelled hands of felled opponents.

Pan Tang

A nation of sadistic, warped people who claim to be the heirs of all that was Melnibonéan. They are pirates and bloodthirsty priests. A dominant power in the Young Kingdoms due to sorcery and black magic. They worship the gods of Chaos for the evil and power they can bestow.

Ruler: The Theocrat of Pan Tang, Jagreen Lern.

Race: Human.

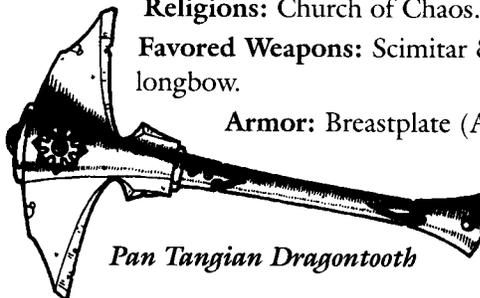
Language(s): Mabden, Common, Low Melnibonéan.

Classes Available: Bard, Cleric, Fighter, Chaos Paladin, Wizard.

Religions: Church of Chaos.

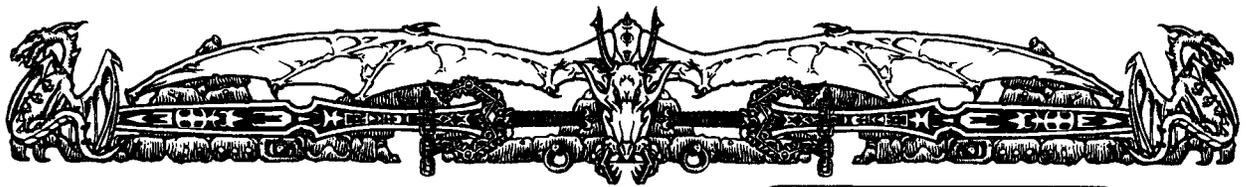
Favored Weapons: Scimitar & shield, longbow.

Armor: Breastplate (AC +5).



Pan Tangian Dragontooth





Cultural Skills: Knowledge (Arcana), Move Silently.

Cultural Feat: Spell Mastery

Allegiances: Chaos 2d8, Balance d4, Law 0.

Additional Gear: Must sacrifice one ability point to start with one lesser demon (with 500 XP of features) bound into finely-crafted breastplate. Demon speaks Mabden, and is instructed to remember anything that the adventurer does that the Theocrat may not like. The demon constantly reminds the adventurer of this.

Pikarayd

A rough nation whose people are clannish and suspicious of outsiders. By tradition, the king holds a hostage from each clan, helping to ensure peace. Worship of the elements is common, though the Church of Chaos holds increasing power.

Ruler: King Marvos.

Race: Human.

Language: Common.

Classes Available: Barbarian, Rogue, Druids (the Old Way), Cleric (Chaos).

Religions: Elemental & Beast Lords.

Favored Weapons: highland sword, spear & shield, bow.

Favored Armor: Chain shirt & large wooden shield (AC +6 total).

Cultural Skills: Climb, Spot.

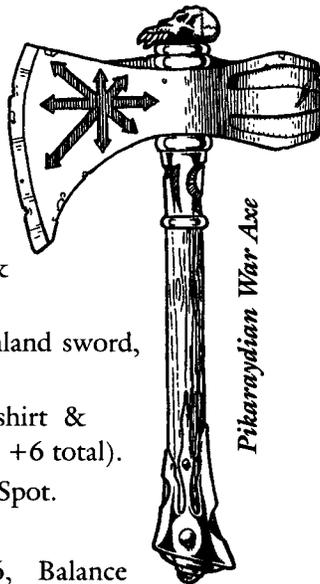
Cultural Feat: Track.

Allegiance: Chaos d6, Balance d10+1, Law d4.

Additional Gear: good kilt, heavy cloak with chased-silver brooch worth 1500 br., extravagant tattoos, cunning dog.

Purple Towns

An island nation home to a bold race of sailors and merchants. Renowned for honesty and seamanship. A powerful merchant class. Once, worship of Lassa



Pikaroydian War Axe

OPEN GAME CONTENT

Soldier feats

SOME YOUNG KINGDOMS armies are developing combat innovations which give their soldiers an advantage on the field of battle.

Close-Order Fighting

You understand how to work with a fighting partner, providing the soldier on your left with a modest bit of cover, not interfering with the blows of your fellows, and taking advantage of the slight cover from the shield on your right.

Requirement: Fighter class, +3 base attack bonus.

Benefit: If two foot soldiers fighting side-by-side both have the *Close-Order Fighting* feat the Fighter on the left gains the benefit of fighting behind one-quarter cover (+2 AC, +1 Reflex save).

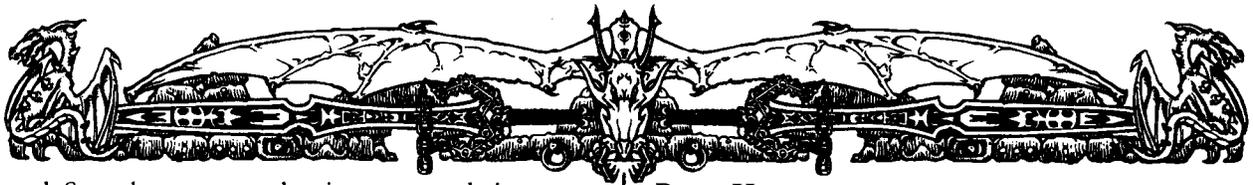
Set Spear

You plunge the butt-end of a spear in the ground and, fighting the urge to panic and run, keep the business-end aimed steadily at an attacker who is charging full-tilt at you. This feat uses the brute force generated by a Charge, Spirited Charge, or Ride-By-Attack against the generally superior mounted combatant.

Benefit: The set spear attack targets either the ridden beast (and its AC) or the rider. A successful attack delivers double the damage.

Special: Successful use prevents the completion of the Ride-By-Attack. The opponent must stop movement.





and Straasha were predominant, now being supplanted by the Lords of Law, especially Goldar.

Ruler: Council of Eight.

Race: Human.

Language(s): Common.

Classes Available: Bard, Fighter, Cleric, Druid, Paladin, Rogue.

Religions: Church of Law, esp. Goldar; Elemental Lords (Straasha and Lassa).

Favored Weapons: Spear, Shield, Sling, Bow.

Armor: Sea Leather (AC +3).

Cultural Skills: Appraise, Balance.

Cultural Feat: Leadership.

Allegiance: Chaos 1, Balance 1d8, Law 2d6.

Additional Gear: you have tradegoods worth 8d8 x 8d8 in hundreds of bronzes—if you can get it to a port on a different continent than the one on which you begin play, and find an appropriate buyer during play.

Shazar

A nation of lush grasslands and rich earth well-suited to raising the remarkable Shazarian steeds that are its major source of income.

Ruler: Ohada the Rider.

OPEN GAME CONTENT

Sailor Class

Expert (Sailor)

The sailor is a subclass of the expert class. A sailor specializes in water travel and in transporting goods and people across the water from one location to another.

All features for the sailor class are identical to those for the expert class. The ten professional skills for the sailor class are Balance, Climb, Intuit Direction, Jump, Knowledge (Nature), Profession (Sailor), Spot, Swim, Tumble, and Use Rope. Common feats are Alertness, Endurance, Great Fortitude, Lightning Reflexes, and Weapon Proficiency. Weapons chosen for proficiency feats are usually sea axe, cutlass, and hunting bow.

Race: Human.

Language(s): Common.

Classes Available: Bard, Cleric, Fighter, Rogue.

Religions: Church of Law.

Favored Weapons: Scimitar & shield, hunting bow.

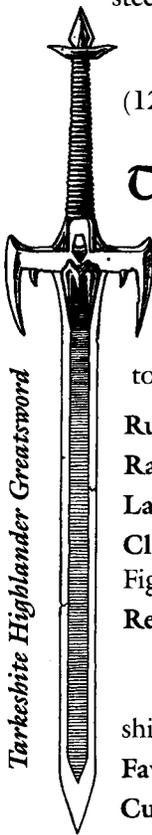
Armor: Studded leather & small shield (AC +4).

Cultural Skills: Animal Empathy (Horse), Ride (Horse).

Cultural Feat: Mounted Combat.

Allegiances: Chaos 1d4, Balance 1d4, Law 2d6.

Additional Gear: You ride your own Shazarian steed (as a Light Horse but +2 CON and +1 Fortitude), plus you have two other horses of similar quality (1250 bronze value each).



Tarkeshite Highlander Greatsword

Tarkesh

A mountainous and thickly forested land of rugged individualists, with hunters, fishers, and raiders to the north; traders, farmers, and herders to the south. A stable monarchy.

Ruler: King Yaris.

Race: Human.

Language(s): Common.

Classes Available: Barbarian (north), Fighter (south), Cleric, Rogue.

Religions: Elemental Lords (Straasha & Grome).

Favored Weapons: Longsword, shield, sling, hunting bow.

Favored Armor: Scale mail (AC +4).

Cultural Skills: Balance, Climb.

Cultural Feat: Endurance.

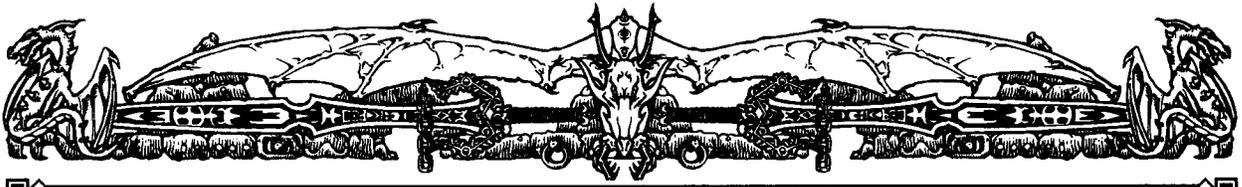
Allegiance: Chaos d4, Balance d10+2, Law d4.

Gear: several bolts of fine cloth, passed down from your parents. Value 1d8+2 hundred bronzes.

Vilmir

The Church of Law holds a sometimes unreasonable influence over this colorless people, primarily through the forceful personality of charismatic Car-





Weapon Classes

THESE CLASSES are used to define demon wardpacts (see page 10). Weapons within a class are similar in function and design.

1. CESTUS, IRON CLAW — a metal glove. A pair might be worn. They might inflict damage as brass knuckles can do, or do damage with sharp metal or animal claws.

2. LONGSWORD, CUTLASS, FALCHION, RAPIER, SCIMITAR, SHORTSWORD — they are roughly a yard long or less, have one or two sharp edges, are usually one-handed weapons, and have sharp points for skewering opponents. This is the broadest weapon class; those interested in arms may wish to place the rapier in its own class.

3. GREATSWORD — in the Elic saga this is the ultimate weapon, between 1.5 and 2 yards long, sharp-pointed, and swung with both hands. Stormbringer is one.

4. CONCEALABLE KNIFE, DAGGER, DIRK, LONG KNIFE — not much difference between a long dagger and a shortsword exists. The usefulness of this weapon class, however, is in its lightness and compactness as a second weapon and, if equipped with a cross-guard, as a parrying weapon.

5. FIRE IRON, GREAT WARHAMMER, HEAVY MACE, LARGE CLUB, LIGHT MACE, MAUL, SMALL CLUB, WARHAMMER — these club-like weapons do smashing damage, though some (like the warhammer) also have a steel spike on the head for punching through armor. There are many designs.

6. QUARTERSTAFF, SHEPHERD'S CROOK, WOODEN STAFF — hardwood poles 2-3 yards in length, used to smash with or (with the hands separated) to parry with. One or both ends might be metal-clad, for weight and durability.

7. THIEVES' BLUDGEON — any short, heavy, blunt object with which to quietly disable someone on the street or in a home. Silence, not death, is the goal. To kill someone, an assassin would prefer a dagger.

8. GRAIN FLAIL, MORNINGSTAR FLAIL, LENGTH OF CHAIN — a disparate class of flexible-headed weapons that do damage by velocity as well as by mass. Short whips such as the cat-o'-nine-tail fall into this class.

9. BATTLE AXE, TIMBER AXE, LORMYRIAN AXE, SEA AXE — heavy cleaving blades mounted on long wooden or metal-clad handles. Designs vary: one sort has one cleaving blade topped by a metal spike for puncturing armor. Another might feature a hook as a second blade, for pulling down cavalrymen.

10. PIKES, POLE ARMS — long-handled

weapons used mostly by trained soldiers to fend off cavalry or to pull down cavalry in open combat. Hooks for snaring riders are common. The Filkharian pike has a counter-weight base which can be swung like a mace.

10 OR 11. LONG SPEAR, SHORTSPEAR, TRIDENT — long spears can be up to three or so yards in length; even the shortest spears are nearly two yards long. Longer ones are more like pikes. All are used as thrusting weapons, most effectively in unit strength, so that attackers confront a bristling wall of spears and shields.

11. CAVALRY LANCE — weighted for balance on horseback, longer than a short spear, to attack foot soldiers without undue leaning, or to target other riders without colliding.

12. HARPOON, POUNCING STICK — a barbed spear, relatively heavy, sometimes made completely of metal for extra impact. Thrown with one hand, or hurled with two, or used in the Myyrrhn Pounce & Strike feat. Employed against whales and other great creatures of the waters and seas, or large land beasts. A very long rope might be attached, so that the prey is not lost.



13. NET — this is the arena net, weighted so that it spins open and then drapes around the target. It is just large enough to thoroughly entangle one opponent. The thrower then quickly advances and captures or kills the momentarily helpless target.

14. BRAWL — an attack natural to every human. Skilled brawlers can be devastating.

15. WRESTLE — an attack natural to every human.

16. BURNING TORCH — a small club which has a chance to ignite clothing. Used as fire or as club, it does 1d6 damage. For fire, see the rulesbook.

17. HAND SICKLE — a short-handled, curved-blade tool that slices plant stalks during a sweep back toward the user. The tip and inside curve of the blade are sharp. Can be as deadly as a dagger, but some designs make clumsy weapons. Curving knives, such as the kukri, trace their origins to hand sickles.

18. SCYTHE — cuts plant stalks near the base like the sickle, but is a much larger tool designed to harvest whole fields of grain, barley, etc. The curving blade is sharp-pointed, and may have a yard or more of cutting edge. The hardwood handle is about two yards long. The scythe typically is swung in broad, rhythmic, descending arcs. Some versions pivot on one or two vertical grips built into the handle.

19. STRANGLE CORD — any strong, thin, flexible rope, narrow enough that the victim finds it very difficult to put his fingers between the cord and his neck. Twine typically cuts the attacker's fingers and palms.

20. DRAYER'S WHIP — a single lash as long as four yards, given extra snap by a yard-long wooden handle. Long enough as a whole to reach out to the lead pair of draft animals. The powerful sound usually gets their attention, leaving the bite of the whip in reserve. By design, whips ordinarily cause pain, not damage. Only a lengthy and unrestrained whipping costs hit points. Damage must be intended before it can occur.

21. THROWING AXE — a small, light single-bladed axe. The leading edge of the blade is typically well ahead of the weapon's socket.

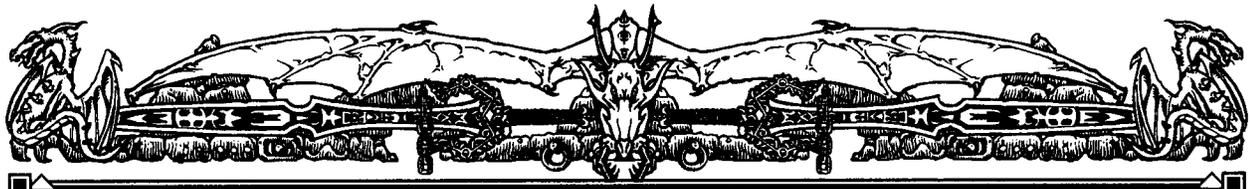
22. THROWING DAGGER — short for a dagger, sometimes front-weighted and without a cross-guard.

23. JAVELIN, THROWN IH SPEAR — these short spears are intended to be thrown against units in battle formation.

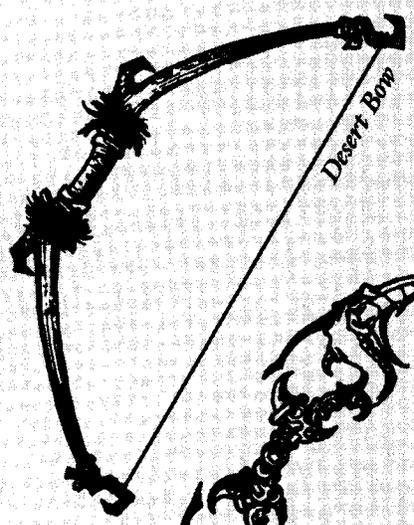
24. SLING, STAFF SLING — a strip of leather with a cup, whirled about for extra velocity and then releasing a small missile from the cup. A staff sling gives even more velocity. Using river pebbles or cast metal shot of regular size and weight, slingers effectively hit targets at great distances. Historically a rare skill because it was difficult to learn.

25. MELNIBONÉAN BONE BOW, DESERT RECURVED BOW, HUNTING BOW — various sorts of bows occur in the saga. The desert recurved bow is shorter than the Melnibonéan, for ease of use from horseback; like it, the desert bow is made partly from bone, for range and for power. The hunting bow is made entirely of wood, and found universally across the Young Kingdoms. The desert bow is mostly unknown in the Young Kingdoms, and the Melnibonéan bow is not available to non-Melnibonéan. The crossbow does not exist in this universe. Dampness and rain stretch unprotected bowstrings, warp arrows, and render bows unusable. *▲





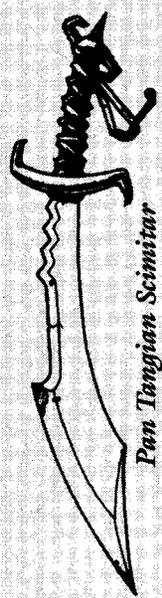
A Young Kingdoms Armory



Desert Bow



Melinhobian Bone Bow



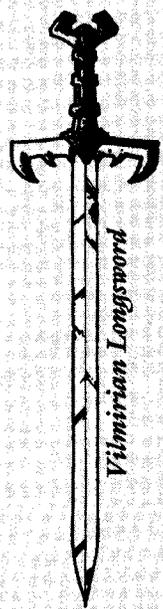
Pan Tangian Scimitar



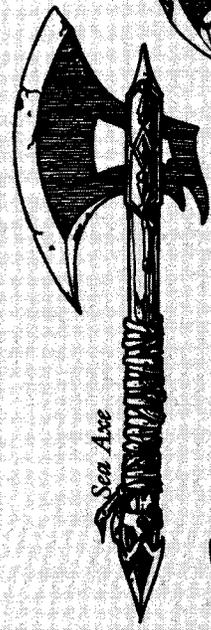
Turkeshite Battleaxe



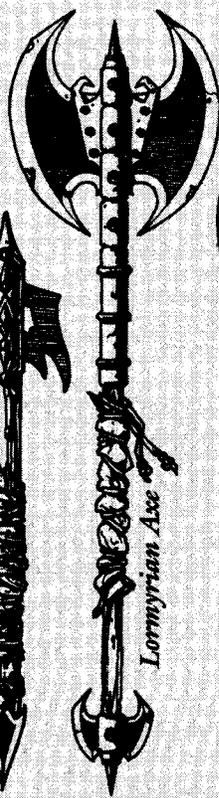
Heavy Mace



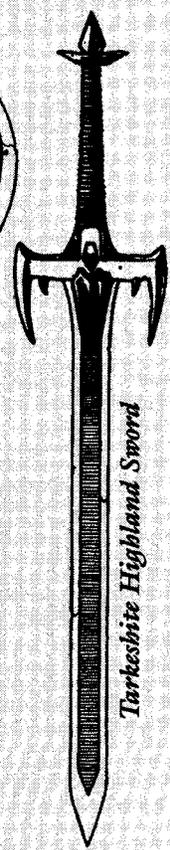
Vilmirian Longsword



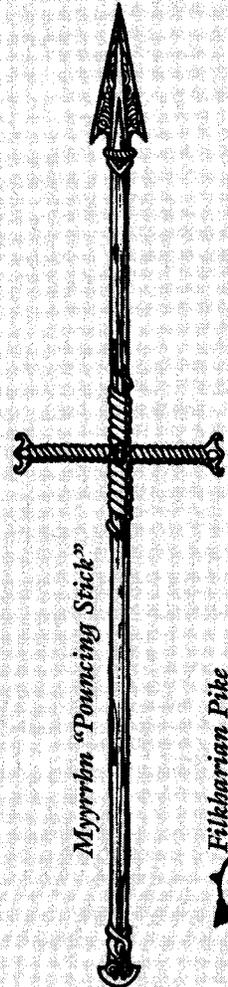
Sea Axe



Lormyrian Axe



Turkeshite Highland Sword

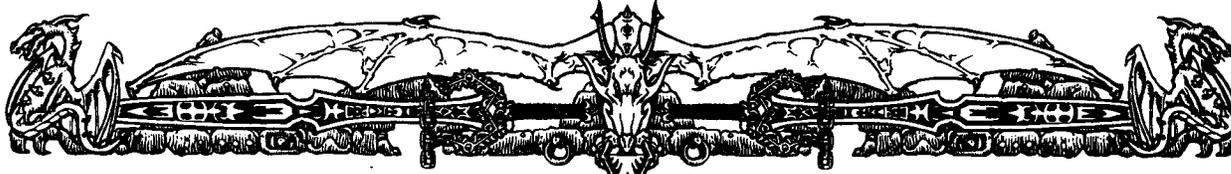


Myrrin "Pouncing Stick"

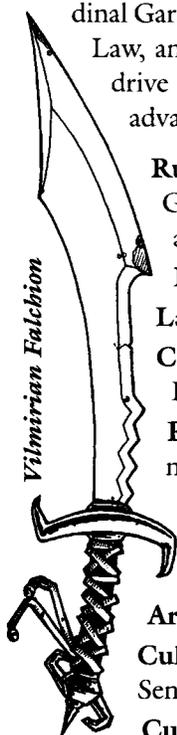


Filkbarian Pike





dinal Garrick. Garrick fosters a fanatical devotion to Law, and to a belief that he alone knows how to drive Chaos from the world. Technologically advanced.



Ruler: King Naclon (though Cardinal Garrick wields comparable influence); the adventurer favors one over the other.

Race: Human.

Language: Common.

Classes Available: Bard, Fighter, Cleric, Paladin, Rogue.

Religions: Church of Law under Cardinal Garrick. Others are strongly discouraged.

Favored Weapons: Spear, Shield, Sling, Bow.

Armor: banded mail (+6 AC).

Cultural Skills: Knowledge (Religion), Sense Motive.

Cultural Feat: Quick Draw.

Allegiance: Chaos 1, Balance d4, Law 2d6+3.

Additional Gear: a small bronzed statuette of Cardinal Garrick worth 1000 br. A marvelous geared do-nothing, with handle that turns and gears that mesh and spin, merely for the entertainment value of watching gears mesh and spin (nominal value 200 br., trebled with successful Bluff vs. DC 13).

he will return to the Waste and take vengeance. His clan and tribal tattoos identify him to anyone who can read the signs. He is tall, thin, quiet, a little sullen at times; his cheekbones are prominent, and his eyes dark and sunken.

Carkan the Younger, male, age 24 Level 1 Rogue

Allegiance: Chaos 1, Balance 1, Law 2

Abilities: STR 12	DEX 15	CON 12
INT 17	WIS 16	CHA 11

HP 7 **Initiative:** +2

Speed: 30 ft.

AC: 16 (+2 DEX, +4 chain shirt)

Attacks: Longsword +1 melee; or hunting bow +2

Damage: Longsword 1d8; or hunting bow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Sneak Attack +1d6

Saves: Fort +1, Ref +4, Will +3

Skills: Appraise +7, Craft (Trapmaking) +5, Disguise +4, Heal +5, Intuit Direction +7, Knowledge (Nature) +5, Listen +7, Open Lock +6, Profession (Sailor) +7, Profession (Scribe) +7, Ride +4, Speak Language (Common), Speak Language (Mong), Wilderness Lore +5

Feats: Quick Draw, Weapon Proficiency (longsword)

Money On Hand: 80 bronzes

Beginning Adventurers

SKILLS NOT LISTED are at base chance. Each has tack and a riding horse, and personal gear. The stories for each have no significance, nor do the names—change them as you wish.

Carkan

HE WAS PICKED up by a ship along the shores of the Weeping Waste. He fled the murderers of his family. When he is ready,

Tabita of Ness

SHE IS SECOND in line to the Thane of Ness, a small property-holder in Vilmir. Outstripping her relatively low station, she is arrogant and pushy, insistent on the ways of Law. Her enemies call her 'Eyebrows,' because of their thickness and the way they try to meet.

TABITA, female, age 22

Level 1 Fighter

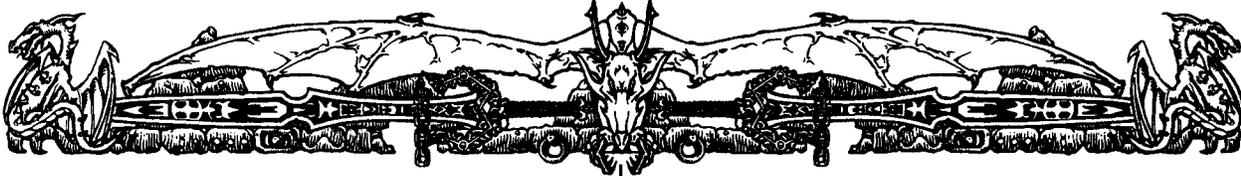
Allegiance: Chaos 1, Balance 3, Law 6

Abilities: STR 13	DEX 18	CON 16
INT 15	WIS 14	CHA 11

Hit Points: 13 **Initiative:** +4

Speed: 30 ft.





AC: 18 (+3 DEX, +5 breastplate)
Attacks: Longsword +3 melee; or shortspear +2/+5
 melee; or hunting bow +5 ranged
Damage: Longsword 1d8+1; or shortspear 1d8+1; or
 hunting bow 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: None
Saves: Fort +5, Ref +4, Will +2
Skills: Climb +5, Intuit Direction +3, Jump +3, Lis-
 ten +3, Move Silently +5, Ride +6, Scent/Taste +3,
 Sense Motive +3, Swim +3
Feats: Dodge, Quick Draw, Weapon Focus
 (Longsword)
Money On Hand: 570 bronzes

Bort of Pïkarayd

BORT IS TALL, thin, intense, ambitious, and aggressive. He enjoys battles of wits; he sees less to be gained by physical fights, though he has plenty of courage. Since he feels himself very clever, Bort is confident that he can pluck the fruits of Chaos without becoming entangled. Though few know much about him, some say that his father was a powerful sorcerer who abandoned his family in Pïkarayd at the bidding of Chaos.

BORT, male, age 21 Level 1 Wizard

Allegiance: Chaos 9, Balance 8, Law 4

Abilities: STR 13	DEX 13	CON 14
INT 17	WIS 14	CHA 13

Hit Points: 6 **Initiative:** +1

Speed: 30 ft.

AC: 14 (+1 DEX, +3 Sea Leather)
Attacks: Shortsword +1 melee
Damage: Shortsword 1d6+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: None
Saves: Fort +4, Ref +1, Will +2
Skills: Alchemy +7, Bluff +2, Concentration +6,
 Diplomacy +2, Knowledge (Arcane) +7, Knowl-
 edge (Nature) +5, Search +4, Spellcraft +7

Feats: Combat Casting, Weapon Proficiency (Short-
 sword), Scribe Scroll, Summon Familiar
Spells: Change Self, Charm Person, Hypnotism, Mage
 Armor, Magic Missile, Magic Weapon, Obscuring
 Mist, Summon Monster I
Money On Hand: 220 bronzes

Vreen

SHE IS THE youngest daughter of an old and wealthy family in the Isle of Purple Towns. Well-known believers in Law, they are nonetheless suspected of Free Thought, tacit support for Balance, and other such crimes as a Lawful regime may dictate. Vreen has vowed to avoid killing whenever possible.

Vreen the Healer, female, age 19 Level 1 Cleric of Mirath (Healing, Law)

Allegiance: Chaos 1, Balance 8, Law 9

Abilities: STR 13	DEX 14	CON 14
INT 14	WIS 15	CHA 13

Hit Points: 10 **Initiative:** +2

Speed: 30 ft.

AC: 17 (+2 DEX, +5 breastplate)
Attacks: Hunting bow +2 ranged; or heavy mace +1
 melee
Damage: Hunting bow 1d6; or heavy mace 1d8+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: None
Saves: Fort +4, Ref +2, Will +4
Skills: Alchemy +4, Concentration +6, Heal +8,
 Knowledge (Church of Law) +6, Spellcraft +4,
 Swim +2
Feats: Skill Focus (Heal), Weapon Proficiency (Hunt-
 ing Bow)
Spells: (level 0) 2 Guidance, 2 Resistance, (level 1)
 Cure Light Wounds, Deathwatch, Protection From
 Chaos
Money On Hand: 660 bronzes *▲



Dragon Lords of Melniboné

Adventurer

Skills

Max. Ranks /
Total Mod. Ranks

Name _____
Title _____
Class _____ Race _____
Deity _____ Church _____
Level _____ Age _____ Sex _____
Homeland _____
Distinctive Features _____

Allegiance



Armor Class

10 + Armor + Shield + DEX + Size + Misc.

Hit Points

Wounds/Subdual

Initiative

DEX + Misc.

Speed

Base Attack

by Class and Level

STR _____
DEX _____
CON _____
INT _____
WIS _____
CHA _____

Fortitude

Base Save + CON + Magic + Misc

Reflex

Base Save + DEX + Magic + Misc

Will

Base Save + WIS + Magic + Misc

Melee Bonus

Base Attack + STR + Size + Misc

Ranged Bonus

Base Attack + DEX + Size + Misc

Weapon _____ Total Attack _____ Damage _____ Crit _____
Range _____ Weight _____ Size _____ Type _____ Special _____
Weapon _____ Total Attack _____ Damage _____ Crit _____
Range _____ Weight _____ Size _____ Type _____ Special _____
Weapon _____ Total Attack _____ Damage _____ Crit _____
Range _____ Weight _____ Size _____ Type _____ Special _____

Armor

Type _____ Bonus _____
Max DEX _____ Check Penalty _____
Speed _____ Weight _____ Spell Failure _____
Special _____

Demon

STR _____ DEX _____ CON _____ Attack _____
INT _____ WIS _____ CHA _____ Damage _____
Feature _____ Hit Dice _____
XP to Summon _____ Hit Points _____

Shield

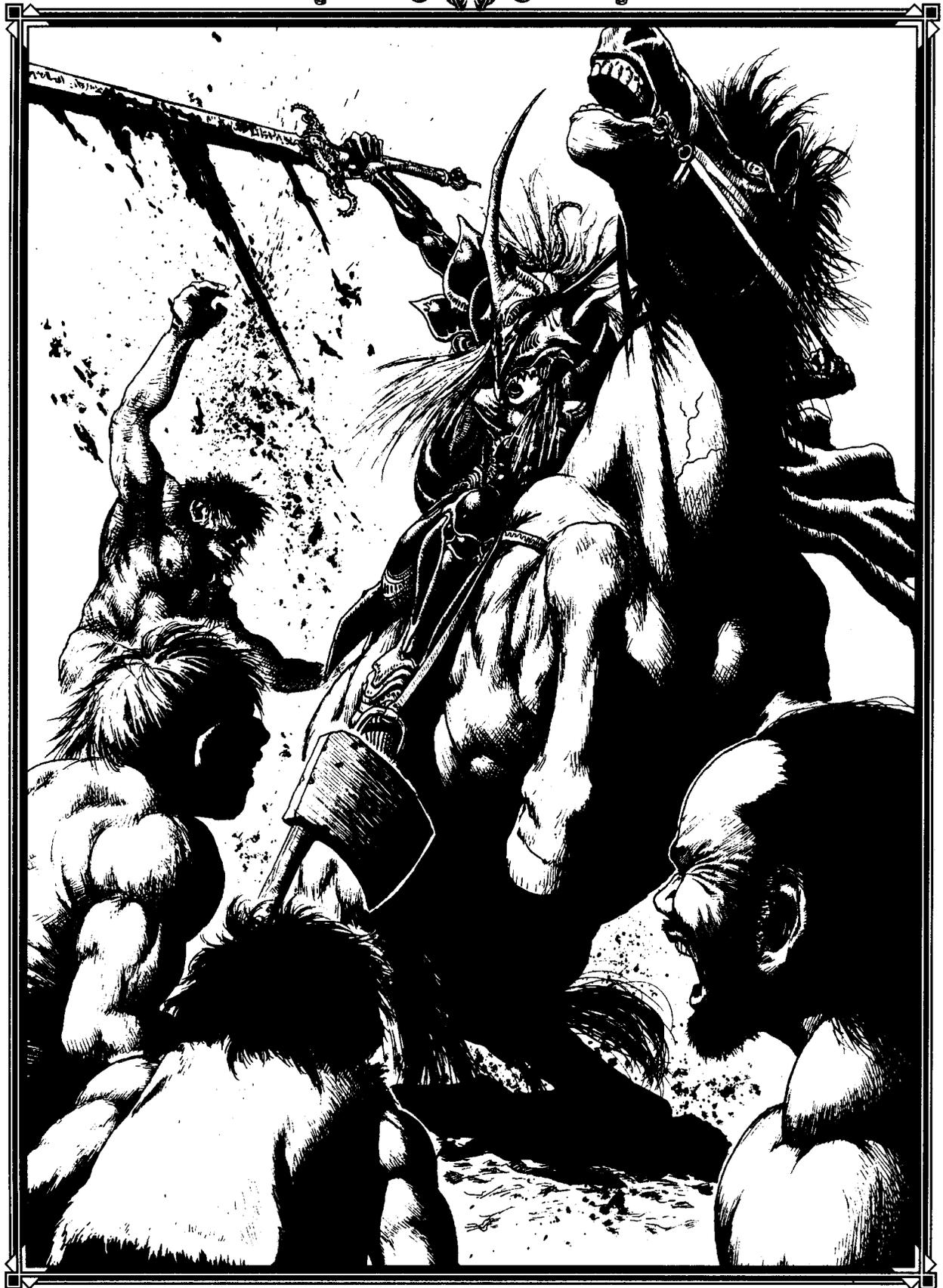
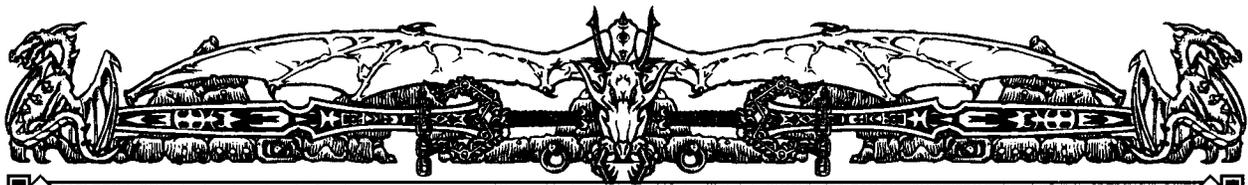
Bonus _____ Check Penalty _____
Weight _____ Spell Failure _____
Special _____

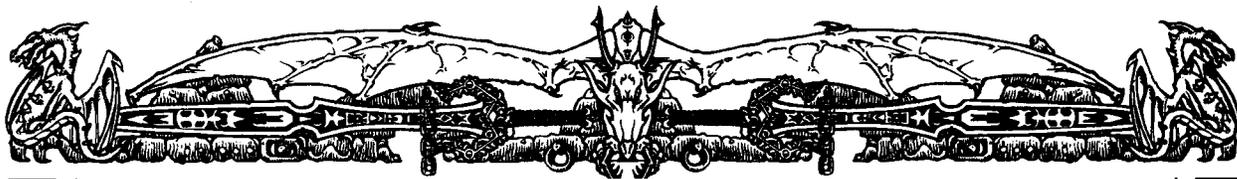
Demon

STR _____ DEX _____ CON _____ Attack _____
INT _____ WIS _____ CHA _____ Damage _____
Feature _____ Hit Dice _____
XP to Summon _____ Hit Points _____

Ammunition

Alchemy (INT) _____
Animal Empathy (CHA) _____
Appraise (INT) _____
Balance (DEX) _____
Bluff (CHA) _____
Climb (STR) _____
Conceal Object (DEX) _____
Concentration (CON) _____
Craft (INT) (_____) _____
Diplomacy (CHA) _____
Disable Device (INT) _____
Disguise (CHA) _____
Escape Artist (DEX) _____
Fly (DEX) _____
Forgery (INT) _____
Gather Information (CHA) _____
Handle Animal (CHA) _____
Heal (WIS) _____
Hide (DEX) _____
Innuendo (WIS) _____
Intimidate (CHA) _____
Intuit Direction (WIS) _____
Jump (STR) _____
Knowledge (INT) (_____) _____
(_____) _____
(_____) _____
Listen (WIS) _____
Move Silently (DEX) _____
Open Lock (DEX) _____
Perform (CHA) (_____) _____
(_____) _____
Pick Pocket (DEX) _____
Profession (WIS) _____
Ride (DEX) (_____) _____
Sailing (INT) _____
Scent/Taste (CON) _____
Scry (INT) _____
Search (INT) _____
Sense Motive (WIS) _____
Spellcraft (INT) _____
Spot (WIS) _____
Swim (STR) _____
Trap (INT) _____
Tumble (DEX) _____
Use Rope (DEX) _____
Wilderness Lore (WIS) _____
(_____) _____
(_____) _____





Game System

OPEN GAME CONTENT

THE FOLLOWING OPEN-GAME content is intended to bring additional flavor from the world of the Young Kingdoms to your gaming table. These work in conjunction with the rules as they are already presented. This chapter comprises the open-game content contributed by Chaosium to the community of the d20 System.

Heroic Actions

IT IS POSSIBLE for your unconscious character to perform a Heroic Action when at zero or fewer hit points—but the effort may be fatal. A heroic action should be a last resort action for your character, used only when all else seems hopeless.

To attempt a heroic action, your unconscious character must attempt a Fortitude save, applying as a penalty the number of hit points that your character is below zero. The DC for the roll is 15.

If failed, your character may not act. If successful, in some deep recess of your character's uncon-

scious mind he or she realizes the immediate danger and temporarily regains consciousness. Your character is permitted one partial action. At the end of that action your character loses d3 hit points and, if not dead, falls again unconscious.

Allegiance

HE CONSIDERS the symbol of the Balance, of that equilibrium which once all philosophers strove to achieve, until, by expediency or by threats to their lives and souls, they began to strike bargains, some with Law but mostly with Chaos, which is an element closer to the nature of most sorcerers. And so they ensured that they could never reach the goal for which they had been trained: for which some of them had been born; for which a few of them were fated. These last were the ones who understood the great perversion which had taken place, who understood all that they had given up.

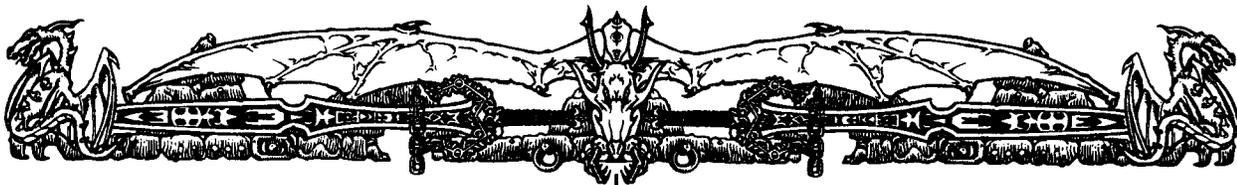
—*Revenge of the Rose II, I.*

The world of the Young Kingdoms pits one against another the forces of Chaos, the Balance, and Law. The Lords of Law and Chaos offer benefits in order to recruit Champions to their causes. The Balance is never personified, but benefits naturally accrue to those who follow the way of the Balance. These benefits differ from one another, roughly correspond in importance in play, yet leave the adventurer free. Allegiance may change many times.

* STORMBRINGER IN COMBAT *

(OPPOSITE) *When used in combat, Stormbringer oftentimes rouses. The sword enjoys the slaughter and begins seeking additional victims.*





Every adventurer starts play indebted to one of the three forces. This indebtedness is reflected when choosing the Young Kingdoms nation from which your adventurer hails (*see the Adventurers chapter*).

Allegiance and Alignment

In the d20 system, alignment is used as a generalized indicator of how your character, or an NPC character, fits into the world.

In *Dragon Lords of Melniboné* we use allegiance to reflect the actions and choices that your adventurer makes during play. Allegiance values will change over the course of time—one of the three forces may hold greater sway over your character than the oth-

ers at any given moment. Some personalities from the saga are tormented by the influence that these forces hold over them.

These forces constantly tug at the actions of a character. On more than one occasion Elric accuses the chaos god Arioch of manipulating his destiny, and Arioch implies that no one truly has free will and a choice of destiny. It may be that all action is foreordained, and that mortals only foster an illusion of free will.

In *Dragon Lords of Melniboné*, use allegiance points to provide a reflection of those actions taken by a player character. At the end of an adventure,

New Skills

Conceal Object (DEX)

Conceal Object is a class skill for aristocrats, Barbarians, Bards, Rangers, and Rogues. To cover or mask an object, use other objects, debris, cloth, or illusion-provoking materials. Using a secret panel, a false compartment, and painting or otherwise changing an item's appearance is possible. With a success, palm-sized or knife-sized objects concealed beneath clothing cause no revealing bulges.

With Conceal Object, a person might be out of sight, but could not be disguised. Larger objects are harder to conceal. Elephantine things should not be concealable by single people, though a group of people could build something that might do the trick.

With a critical, the object might be undetectable except by magic or by a critical Search roll. A fumble might draw the attention of others to the hiding place.

Fly (DEX; Trained Only; Flying Creatures Only; Double Armor Check Penalty)

This skill is used to execute an uninterrupted flight over an extended period of time, to stay aloft in bad weather, to perform aerobatics, etc. It is exclusive to creatures with inherent flying abilities, such as clakers, dragons, giant owls, and winged Myyrrhn. Such creatures automatically receive Fly as a skill inherent to their race. (See also pages 69–70

of the *Dungeon Master's Guide*, "Tactical Aerial Movement.")

Winged Myyrrhn characters have an aerial maneuverability rating of average and treat Fly as a class skill regardless of their chosen character class. Winged Myyrrhn player characters automatically receive Fly +4 for free and treat Fly as a class skill regardless of character class.

Check: For uneventful short to moderate flights in favorable wind conditions (light to moderate wind force), no skill check is needed. Make a successful check to perform a daring aerial maneuver without crashing or losing control, or to outmaneuver a flying opponent in aerial combat.

When attempting to make a lengthy nonstop flight (such as over a large body of water), use CON instead of DEX for Fly checks. For an especially long flight, the DM may call for a series of skill checks and increase the DC incrementally (i.e., DC 10 for the first hour of game time, DC 15 for the second, 20 for the third, etc.).

A check is also necessary when attempting to fly in poor weather (cold and windless conditions, a powerful storm, etc). To avoid losing control in rough weather, use Fly skill ranks as a bonus to the Fortitude save. (For more information on weather conditions and saving rolls, see pages 87–88 of the *Dungeon Master's Guide*, "Weather Hazards.")

DC Task

- 10.....Perform a simple stunt (barrel roll); stay aloft in extended flight.
- 15.....Perform a moderately difficult stunt (roll).
- 20.....Perform a difficult stunt (wingover).
- 25.....Perform an extremely difficult stunt (loop-the-loop).
- +5.....For each flight maneuverability category by which an attempted movement action exceeds the flier's maneuverability.

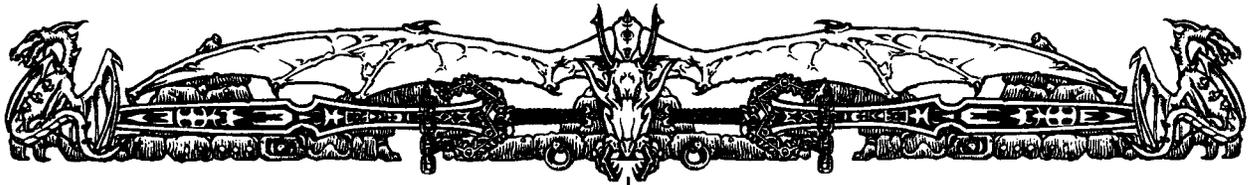
The following weather penalties apply to all Fly checks (see pages 87–88 of the *Dungeon Master's Guide*).

DC Weather Condition

- +0.....Light or moderate wind.
- +3.....Strong wind. (+0 for strong tail wind.)
- +5.....Severe wind. (+3 for severe tail wind.)
- +8.....Windstorm. (+5 for tail wind.)
- +10.....Hurricane-force wind. (+8 for tail wind.)
- +15.....Tornado.
- +3.....Rain.
- +5.....Snow.
- +8.....Sleet.
- +10.....Hail.
- +5.....High altitude/low air pressure/be-calmed.

For extended flying, the frequency of Fly skill checks is dependent on the maneuverability rating of the creature. Creatures with worse maneuverability rat-





awards points to the characters based on the general tone of their actions during play.

For the purpose of using spells that affect and/or relate to Law and Chaos, a character's allegiance is considered to be the highest score from among Balance, Chaos, and Law. A character with a tie in the two highest scores, or in all three of the scores, is considered Balanced.

Gaining Allegiance

The front of the adventurer sheet includes three allegiance circles. A number in each circle shows the character's allegiance to that force. The higher the

number in a box, then the greater the adventurer's disposition to that force.

Most people do not act consistently. In game terms, they rarely build up large scores in just one of the forces. Gains with one in one week are neutralized by gains in another the next week. However, whenever the highest score is 20 points or more above the next highest score and the adventurer wants a stronger relationship, that effort represents enough commitment that the adventurer is said to be an Ally of that force. Benefits accrue while an Ally; see further on.

New Skills

ings need to make checks more often in order to stay aloft.

Maneuverability	Check Frequency
Clumsy.....	1 per 15 min.
Poor.....	1 per 30 min.
Average.....	1 per 1 hr.
Good.....	1 per 3 hr.
Perfect.....	never; auto.

As a guideline for determining base Fly skill ranks for creatures, consult the following table. DMs should feel free to modify these listings as they see fit.

Maneuverability	Fly Skill Ranks
Clumsy.....	+1
Poor.....	+3
Average.....	+5
Good.....	+10
Perfect.....	+20

Perform (Oratory) (CHA)

Successful orators sway crowds to particular moods or actions. To use this skill, the orator must be addressing a group or crowd; for a handful of people use Intimidate or Bluff, instead. Orations are of long duration, twenty minutes to several hours.

A successful oration carries the crowd for the rest of the day, or overnight. A critical success might convince nearly everyone for a week or more, and some would remain convinced for years. A fumble causes the

crowd to mock or stone the adventurer.

Sailing (INT; Trained Only)

This is a class skill for Barbarians, Bards, Druids, Fighters, Rangers, and Rogues. The skill-user understands the behavior of smaller poled, oared, and sailing craft in wind, storms, and tides. He or she can spot hidden obstacles, signs of land, and weather changes.

Sailors of little skill find it difficult to dock a rowboat, while competent sailors can alternately maneuver their craft and swing swords or navigate. Sailors of +8 skill or more can maneuver oceangoing vessels to evade or lessen damage from non-magical attack or force of nature.

In larger vessels, one character is the captain, and should always be +10 or more in Sailing; a first mate should be +6 or more. His or her Sailing skill may decide the vessel's general fate. Other characters may need Sailing to accomplish specific tasks aboard.

Critical successes and fumbles may only trigger or eliminate additional skill rolls. In battles between ships, a critical or fumble always represents advantageous or poor maneuvering.

Scent/Taste (CON, Trained Only)

A success recognizes a particular scent or taste after negligible exposure. The adventurer might detect a poison or

drug in wine or food, or notice the lingering scent of an animal, or identify the origin of a perfume.

Scent/Taste is important in the enjoyment of fine foods and wines; pretenders to culture should have +3 or more in this skill.

With a critical success, the adventurer might expose a poisoner by finding traces of the poison on hand or clothing, or be able to correctly identify every wine served at a banquet. A fumble exposes the adventurer to danger or embarrassment.

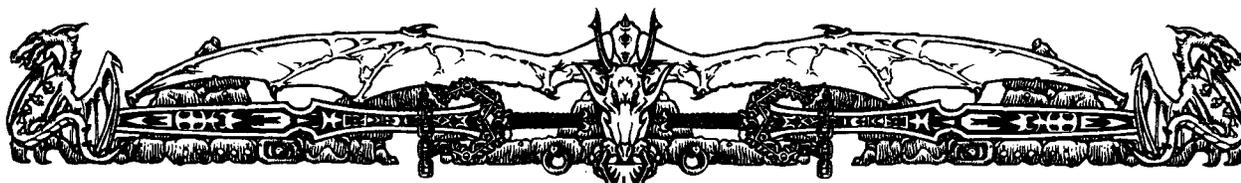
Trap (INT; Trained Only)

With Trap (a Class skill for Barbarians, Bards, commoners, Druids, Rangers, and Rogues) an adventurer can create and disarm mechanical dead-falls, spring-loaded devices, sliding blocks, pitfalls, etc. He or she is familiar with the sorts of traps encountered in the Young Kingdoms. This skill does not include knowledge of potions, nor how to deal with demons and magic.

A success means that the trap works as designed or that the adventurer disarms it as intended. Disarming a trap may not need a roll, but detecting a trap by someone else takes a successful Search roll.

With a critical success, only another critical can disarm the trap. A fumble provokes an accident connected with creating or disarming the trap.





Increasing Allegiance

Actions that favor an adventurer's allegiance in turn increase the allegiance score. After an adventure, provided that the adventurer behaved in an exemplary manner as befitting his or her allegiance, the dungeon master may call for an allegiance check. Roll d%: if the player rolls less than the current allegiance score, then the allegiance points increase by d8 points if Chaos, or by d6 points if Balance or Law.

The dungeon master may, in the midst of action, call for checks or unilaterally assign allegiance point increases.

Multiple Allegiances?

Notwithstanding allegiance, humans have free will, and can act as they please. An adventurer will have scores in one, two, or all three of the boxes. You are *aligned* with the highest of the values. One's *allegiance* is only with the highest of the scores and then only if the score for the highest force exceeds the next highest amount by 20 points or more, and then only if the adventurer acknowledges the allegiance.

The Allegiance Test

When an adventurer acts contrary to the interests of his or her allegiance, the dungeon master may require a d% roll to test the allegiance. If the player rolls above the current allegiance score, reduce the allegiance score by d8 (for Chaos) or d6 (for Balance and Law). If the player rolls equal to or less than the allegiance score, there is no consequence.

Adventurers with allegiance scores of one hundred or more, and who have made commitment to that cause, go against it at their peril. A beholden adventurer may lose the benefits of the allegiance and be held an enemy. At the dungeon master's discretion, punishment may strike or the adventurer may have to undertake a ritual quest of purification in order to see benefits reinstated.

Benefits of Allegiance

Each of the forces provides its own benefits to an adventurer who embraces it.

Allegiance to Chaos

The Lords of Chaos desire absolute freedom. At its best, Chaos grants great opportunity and liberates the individual's impulses; at its worst, Chaos justifies cruel anarchy and selfish behavior. Magic takes force and ubiquity from Chaos, though Lawful magic also exists. Chaos can also grant *apotheosis*; see further below.

BENEFITS: an adventurer who has allied with Chaos may swear by his or her patron Lord and gain the use of one spell within that god's sphere of influence. The adventurer can only do this after using up all of his or her other spells (if any), and only if the situation is grim. This spell functions as if properly learned and prepared for beforehand, and may be of a level up to 1/10th (round up) of current Chaos points. This can be done once per game session. Once cast, the spell is forgotten. An adventurer falls unconscious after using and casting this spell. Whenever using such spells, the adventurer also must undergo a mandatory allegiance test at the end of the adventure.

* *An ally of Chaos also has chance of having an invocation answered by a specific Lord of Chaos, based on the value of his or her allegiance to Chaos.*

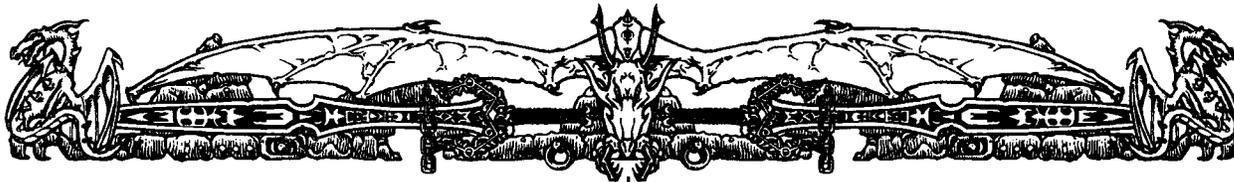
ROLEPLAYING: adventurers may serve Chaos voluntarily, as tricksters and nonconformists, or under duress, like Elric. Pride, vengefulness, and other selfish emotions often motivate them. Reliance on magic signals a disposition to Chaos. Chaos employs some allies who devote themselves to that force. These are called agents of Chaos.

Allegiance to the Balance

The Balance desires harmony between the opposition of Chaos and Law. The Balance combines stability with vitality. Elric and the Eternal Champion in all his incarnations ultimately endorses and works for the restoration of the Balance.

BENEFIT: an adventurer who allies with the Balance learns enough internal harmony and physical control to dodge or ignore some wounds and injuries. He or she may swear upon the Balance, causing the player to use up to 1/5th (round up) of current Balance points as extra hit points once per game session. The





adventurer must undergo a mandatory allegiance check at the end of the adventure.

ROLEPLAYING: servants of the Balance seek inner enlightenment as well as harmony in the world. They may display monastic purity and freedom from conventional vices, or live privately and kindly, or enjoy life as they will, but as unselfishly as possible. Unlike Chaos or Law, the Balance keeps no paid agents abroad in the world.

Allegiance to Law

The Lords of Law assert order and logic. At its best, the rule of Law produces peace, stability, and security, and at its worse provokes totalitarianism, rigid conformity, and sterility of emotion.

BENEFITS: given allegiance with Law, the adventurer owns enough discipline and proud ambition to unconsciously augment a selected ability or skill use. He or she may swear upon his patron Lord of Law and cause the player to momentarily employ up to 1/10 of current Law points as an additional modifier to the next skill or weapons use. This may be done up to three times per game session. Call for this Law Bonus before making the skill roll.

Additionally, should the ally of Law receive a natural 20 during this roll then the use is automatically a critical result (no second roll needed). If receiving a natural 1, the use is automatically a fumble.

Once the extra skill points have been included and the skill use completed, they disappear. The allegiance points do not change during this process.

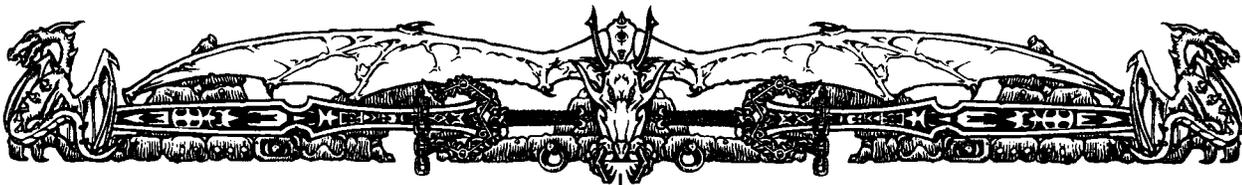
Whenever using the Law Bonus, the adventurer must undergo a mandatory allegiance test at the end of the adventure.

Allegiance Points

ON THE TABLE below, only one force increases per deed. The dungeon master states which force increases, but that should be obvious in nearly all cases. These are unusual rewards, made to recognize special circumstances or unique events. An evening of play might see one such award.

<i>the adventurer:</i>	<i>chaos</i>	<i>balance</i>	<i>law</i>
binds an elemental	—	-1	—
frees someone	1	1	—
gives charity	1	—	—
heals someone mortally ill	—	1	—
imprisons someone	—	1	1
invocation restores someone's life	2	-2	1
kills/releases an elemental	=HD	—	=HD
kills/releases a demon	—	—	=HD
kills sworn enemy			
in battle/fair fight	—	—	1
learns magic (per spell) level 1-9	1	—	—
loves another	—	3	—
makes something			
unique and beautiful	—	1	—
murders	1	—	—
object-binds elemental	—	-5	—
refuses charity	—	—	1
rescues someone from danger	1	2	1
invokes Lord of Chaos or Law	2	—	1
summons a demon	1	—	—
tells significant lie	1	—	1
tells significant truth	—	1	—
takes revenge	1	—	1
takes advantage	1	—	1
speaks with the dead	1	-1	—
steals something important	1	—	—
wounds someone	1	—	—





* An ally of Law also has a chance of having an invocation answered by a specific Lord of Law, based on the value of his or her allegiance to Law.

ROLEPLAYING: the follower of Law believes that the comfort of many outweighs the desires of a few. He or she generally distrusts magic and refrains from its use, for that way Chaos beckons, which fills any ally of Law with loathing and righteous fury. Law employs some allies, who devote themselves to that force. These are called agents of Law.

Apotheosis

AN ADVENTURER WHO reaches one hundred or more in an allegiance score and who is committed to that force may be asked in a vision to become the servant of that force. Scores in other boxes do not matter. Apotheosis is not automatic. The adventurer must demonstrate through the quality of conduct and aspiration that this great honor is warranted, and the force must want him or her.

The vision is of blinding intensity, never to be forgotten. If the offer is accepted an apotheosis (literally *deification* but here a permanent alliance of purpose) occurs, changing the adventurer into a Champion of one of the three forces. Benefits accrue to each sort. He or she maintains free will, however, and conceivably could betray the force.

If the adventurer refuses apotheosis, then his or her points merely continue to mount until death or retirement. Law or Chaos may woo such an adventurer, offering temptations and bribes to gain commitment. The Balance does not intervene directly, but every few sessions test the CHA of the adventurer (DC 15) for the chance meeting his or her true love; the chance to safely protect the love in Tanelorn thereafter exists, as does the chance (if apotheosis is refused) of his or her tragic end.

Accepting apotheosis or not, the benefits of allegiance continue so long as allegiance exists.

Champion of Chaos

A Champion of Chaos becomes invulnerable to death. When death normally would occur, he or she

has two other chances instead. Roll d20. If the d20 result is equal to or less than the adventurer's level, then the Champion evaporates foully and coalesces at the point of his or her apotheosis. Coalescence takes eight days and eight nights of great pain and anguish to complete, and strips one level from the adventurer. After each coalescence, the adventurer takes on a more cadaverous and death-like visage, and loses 1 CHA.

If the d20 roll is more than the product, then the Champion transmigrates to a Higher Plane to become the will-less companion of his or her patron Lord to gleefully do whatever is bid, forever.

Further, a Champion of Chaos must choose a patron Lord of Chaos. He or she has a chance of communicating with that Lord of Chaos when the need is great (see page 84).

The adventurer becomes the chess-piece of Chaos, subject to visions and bargains. Chaos may remove or augment the various adventurer attributes, except experience points, as it will and the Champion must strike new bargains with it to restore or retain abilities, skills, or capacity with spells.

Champion of the Balance

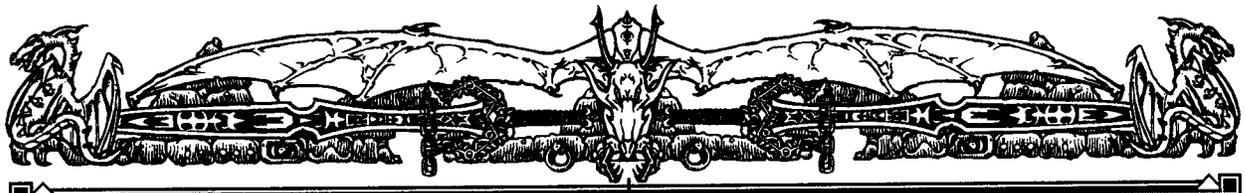
A Champion of the Balance becomes worthy to seek Tanelorn, the city of peace. This usually involves a lengthy quest that reveals the adventurer's role in the world. Having succeeded, the Champion has won the game, and leaves or enters play when he or she wishes, escaping the general doom of the Young Kingdoms.

Further, the adventurer's hit points forever after equal the maximum possible for the number of dice rolled for the Champion's class and level.

Champion of Law

A Champion of Law may create one new land out of unformed Chaos, and assume its rule. The new land is full of natural plants and animals, as the adventurer wishes, and may contain a small population (d6 x1000) of human peasants and villagers for him or her to rule. The player designs and populates the land with the dungeon master's approval, and chooses his or her title.



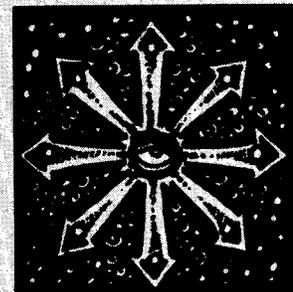


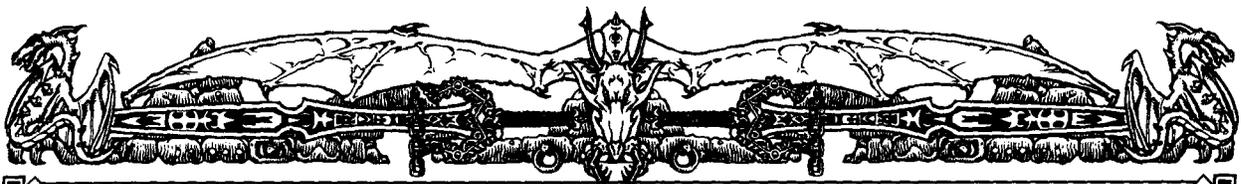
Hand-to-Hand fumbles

STANDARD FUMBLE—weapon drops from your hand and lands at your feet: incur a -5 penalty to initiative during a round to recover. Your enemy may disengage. Roll d%.
01-06 Slip or trip over rocks, etc.—-2 penalty to AC next round; your foe may disengage.
07-12 Slip or trip on a corpse or other obstacle—lose next attack; your opponent may disengage.
13-18 Slip or trip in a pool of blood or water or other hazard—lose next attack and suffer a -2 penalty to AC for next round; your enemy may disengage.
19-24 Sweat in eyes—lose next d3 attacks; your foe may disengage.
25-28 Shield strap breaks—lose Shield Bonus from AC. Inapplicable to a demon shield.
29-32 Distracted—penalty of -3 to next attack roll, in whatever round it occurs.
33-36 Drop weapon—it's at your feet and incurs a -5 penalty to initiative during a round to recover. Your enemy may disengage. Ignore this fumble if you use a shield.
37-40 Weapon knocked away—it is 1D4 yards distant in a 1D8 direction. Ignore this fumble if you parry with a shield.
41-43 Blow to solar plexus—lose DEX bonus to AC and attack for next two rounds; your opponent may disengage. Ignore this fumble if you use a shield.
44-46 Arm cut, dislocated shoulder—you can use a weapon or use a shield (but not both) for the rest of the fight (lose shield

bonus to AC if no shield). Ignore this fumble if you parry with a shield.
47-49 Smash to your face—no attack for the next round as you try to wipe blood from your eyes; enemy may disengage.
50-52 Unexpected blow from the side or rear—you're knocked down; your foe may disengage.
53-55 Heavy hit to head—you lose no hit points, but your senses reel from the buffet.
56-58 Heavy hit to head & helmet knocked off—-4 attack penalty for one full round, and -4 AC penalty until helm recovered (incurs a -5 penalty to initiative during a round to recover). Inapplicable to demon armor.
59-62 Weapon breaks—to get another one, unsheathe one or pick one up; your opponent may disengage. Inapplicable to a demon weapon.
63-65 Your shield is cloven in two—discard shield and lose shield bonus to AC until another shield is secured. If you were not using a shield, parrying weapon breaks. Inapplicable to a demon shield.
66-68 Broken or cut nose—bleed for d6+4 combat rounds; resulting deformity is permanent: lose 1 CHA.
69-71 Foot stepped on, ankle sprained—halve Speed for rest of the battle.
72-74 You lose the little finger from your left or right hand—permanent -1 misc. modifier to both Melee and Ranged attacks.
75-77 Weapon stuck in opponent's shield or armor—

STR check (DC 13) to pull it out.
78-80 Leg cut—lose DEX modifier to AC until a healing skill or spell is successfully applied.
81-83 Lose shoe or boot—you will want it if the day is very hot or very cold, or if the ground is rocky. Disengage plus successful Search to find it.
84-86 Knee smashed or chopped—penalty of -4 to AC, Dodge, Ride, and Swim; halve Speed. Ignore this result if you're using a large shield.
87-89 Bloody cut across one eye half blinds you—penalty of -2 to attack and AC until a healing skill or spell is successfully applied.
90-92 Armor straps cut—AC penalty of -2 for the rest of the battle, until the armor is repaired. Inapplicable to demon armor.
93-95 Portion of armor lost—AC penalty of -4 for the rest of the fight. Inapplicable to demon armor.
96-97 Hit friend or self, determine randomly—roll attack to see if this is a critical hit, does rolled damage.
98-99 Really bad fumble—roll two more results.
00 Worst possible fumble—roll three more times.





Missile Weapon fumbles

MISSILE FIRE IS removed from most of the uncertainties of hand-to-hand combat. The mistakes for missile weapons are more routine, and usually involve only the attacker. Roll d6.

- | | | |
|--|--|---|
| <p>1 Fumbler slips, does not fire this round.</p> <p>2 Fumbler falls, breaking the arrow or spear, or spilling the sling stones. No fire this round.</p> | <p>3 Fumbler drops the missile, picks it up, then fires on the last initiative rank this round.</p> <p>4 Fumbler slips and misfires, hitting a random target on his own side, if available. Roll as though attacking. The target is caught flatfooted.</p> <p>5 Because of improper care, the fumbler's bowstring or sling breaks, or spearhead falls off.</p> | <p>No attack this round. Fix the problem takes 1d4 combat rounds. Inapplicable to demon weapons.</p> <p>6 Fumbler sees that he or she has not unpacked some or all of his or her ammunition, and that this attack is the last possible. If the pack is nearby, 1d3 combat rounds to fetch it.</p> |
|--|--|---|

This new land appears only in the south, at the World's Edge beyond Kaneloon. The bounds of the new land in all equal about two days of persistent riding—d%+100 square miles. Moorcock's story "The Dream of Earl Aubec" contains slightly more information. (Aubec of course added enormous territories, but the world has degenerated in Elric's time.)

In addition, double the ranks of any three skills chosen by the player.

Finally, a Champion of Law must choose a patron Lord if that has not already been done, and now has a chance of communicating with that Lord of Law when the need is great (see page 84).

Criticals & fumbles

THE DUNGEON MASTERS GUIDE (p.92) describes a variant procedure symmetrical with Critical Successes called Critical Failures, called in these rules *Fumbles*. As when a player rolls a natural 20 on a d20 and then rolls again to see if the blow struck was a critical, so too when a player rolls a natural "1" on a d20, he or she should roll again using the same modifiers as the first roll. If this second roll is also a failure then the character has made a critical blunder and suffers a Fumble roll on the table below.

Fumble Table

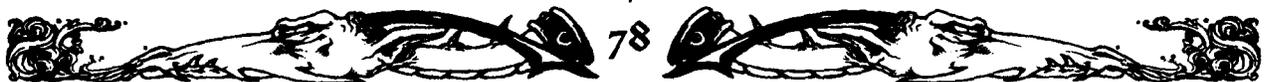
A lot happens in the heat of battle. The fumble table offers ways to encounter many different sorts of mistakes and effects. A few results beg for hit point losses as well. We suggest that the consequences are enough in themselves. Some results may seem more appropriate for attack or for parry, but combatants take and give blows almost simultaneously. If any entry outrages the dungeon master's sense of properness, he or she should change it.

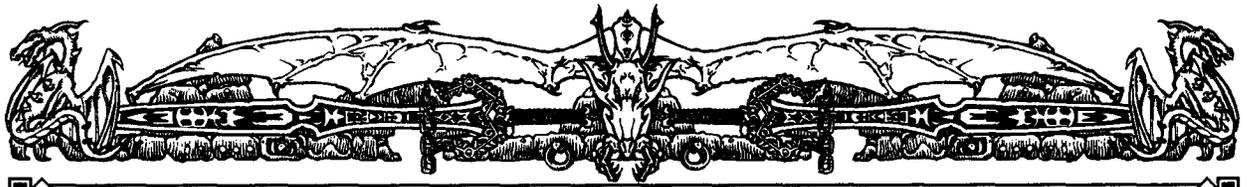
* *Equipped with demon armor, demon shield, or demon weapon, ignore fumble table entries for the ordinary versions of such items: that includes entries 25-28, 56-58, 59-62, 63-65, 90-92, 93-95, and #5 for missile weapons.*

When a dungeon master thinks it reasonable, he substitutes the standard fumble for an inappropriate result, or may choose that no roll on the table is made.

Major Wounds

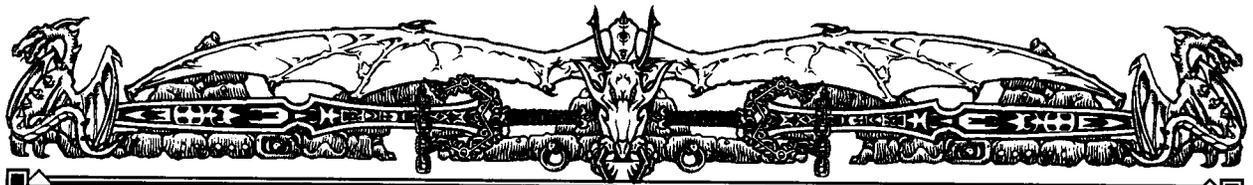
AN ADVENTURER SUFFERING either the result of a critical success or the result of a blow so mighty that he or she suffers a total damage result that is greater than their CON ability score receives a roll on the Major Wound Table.

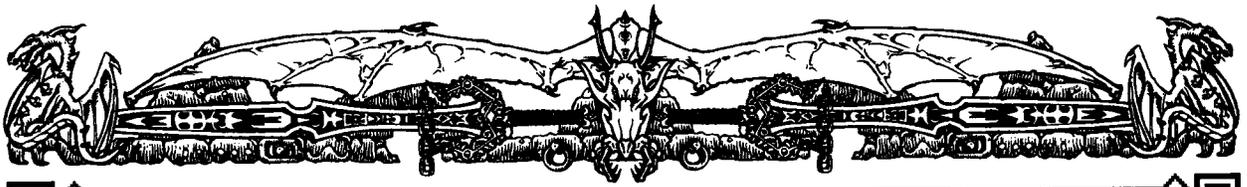




Major Wound Effects

- 01-10** severed leg tendons causing limping, or fused ankle bones causing limping, or back muscles or spinal nerve damage bending the torso to the left or right, or a shattered knee that cannot bend, or make up your own. Lose d3 DEX. Your maximum Speed is now that d3 x5 less. Still able to fight.
- 11-20** much of your nose has been sliced away, or multiple scars deface both hands, or an ear has been cut off, or a livid three-inch scar lends an evil cast to your face, or make up your own. Lose d3 CHA. Your visible and unappealing deformity cannot be disguised. Still able to fight.
- 21-30** wrist or hand damage, or a slab of arm or shoulder muscle has been cut away, or a chunk was hewn from thigh or calf muscles, or you have spinal nerve damage, or several fingers or toes were severed, or make up your own. Lose d3 STR. Still able to fight with a weapon, but not a shield (lose shield AC bonus).
- 41-50** concussion damages hearing and reduces Listen and Insight permanently by 2 each; or cuts to the head thereafter requiring Concentration rolls each time to use the skills Knowledge (Million Spheres), Knowledge (Potions), Knowledge (Unknown Kingdoms), and Knowledge (Young Kingdoms); or blows or cuts which affect depth perception and causes a -2 misc. modifier to ranged weapon skill; or multiple cuts to the face and neck reduce the max ranks for the skills of Bluff, Diplomacy, Gather Information, and Speak Language to one less than normal for the character's level (but raises Intimidate by 2), or make up your own. Lose d3 INT, this loss affects a sorcerer's ability to cast magic. Still able to fight.
- 51-60** see 01-10 for what happened, which now expands to the loss of one or both arms or legs. Lose d6 DEX and reduce maximum Speed by that same amount x5. Unable to fight.
- 61-70** see 11-20 for what happens and reduces Speed by that number of units x5. Unable to fight.
- 91-92** bad facial and vocal-cord injuries. Lose d6 CHA. Still able to fight.
- 93-94** broken bones and severed ganglia. Lose d6 DEX; from now on the adventurer can only use shields and 1H hand-to-hand weapons. Still able to fight.
- 95-96** nerve damage to left or right arm. Lose d6 DEX; hereafter only the other arm can wield weapons or shields (-4 penalty if the off-hand). Still able to fight.
- 97-98** nerve damage to both arms. Lose d6 DEX; though the legs are fine, neither arm nor hand can wield anything. Unable to fight.
- 99** adventurer is mutilated by vicious wounds. Lose d3 points each from CHA, DEX, and CON, and describe the results. Unable to fight.
- 00** adventurer was deliberately mutilated after collapsing. Remove d4 points each from any of four characteristics, and describe the





Magic & Religion

WHILE MAGIC IS COMMON in many modes in the Young Kingdoms, the saga notes that it was not always as common as now. The great forces of the world, notably the concepts of Law, Chaos, and the Balance, control or influence all of the magic in the world and the spiritual lives of her inhabitants. The major religions of the world align themselves with one of these forces. Gods are real, active, and influence events of the world according to a plan that only they comprehend. In the saga, Elric frequently rails against his seeming predestined fate. Great churches organize the lives of the citizenry, provide a conduit and organizing principle for magic and spells, and offer the hope of an afterlife. Remember, in a world of such great magic, eternal oblivion may not be a person's greatest fear after death. Having your spirit or essence captured, imprisoned, and forced to serve another may be a far worse fate.

The following are general notes concerning the availability of certain spells provided in the *Player's Handbook* but which are more limited in availability in the Young Kingdoms.

* **No wishes.** This function is replaced though Invocation

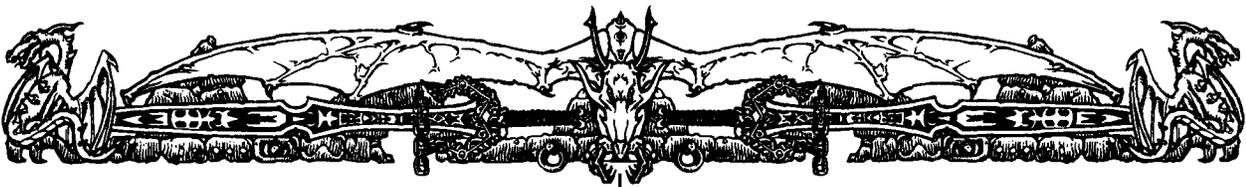
and negotiation with the deity or lord invoked.

- * **Commune** is deity-specific, your character must belong to a church to commune. Non-believers may not use commune to contact a disinterested deity. Deities can answer questions only within their sphere of knowledge.
- * **Consecrate** can be used only by priests of a church, as defined in the religion descriptions later this chapter.
- * The array of **Summon Monster** spells function as described, but be aware that in the world of the Young Kingdoms are various **Beast- and Plant-Lords** who watch over their kind. Adventurers who frivolously and cruelly invoke creatures to fight and die for them risk an appearance by the **Beast-Lord** of that species—

* STRAASHA, LORD OF THE SEA *

(OPPOSITE) *Betrayed by his cousin Tyrkoon, dumped into the sea and left to drown, Elric called upon this Elemental Lord.*





always a Colossal specimen featuring the maximum values for that creature. Once aroused, the Beast-Lord will forbid the future summoning of one of its subjects.

Other spells are available as indicated in the descriptions of the different gods, elemental lords, and beast lords.

The Nature of the Universe

The Balance

Before there was matter, there was the Cosmic Balance. The Balance always was, and always will be. It is a delicate and subtle power, which loves everything in the multiverse, which it created. Philosophers strive to attain the Balance, but most fall toward Law, or more often to Chaos. The Balance is between life and death, and Law and Chaos: it is a harmonious and natural anarchy.

Having created Law and Chaos as well as numerous godlings and deities, the Balance set down the natural laws of conduct by which they must act. Law follows these edicts but often ignores their intent; Chaos seeks actively to disobey these

strictures; both would overthrow the Balance if they could.

Champions of the Balance are rare, special people, spiritually rich and in touch with the multiverse at a primal level. Often they roam from nation to nation, plane to plane, spreading the doctrine of the Balance as they go. They seek at all times stability between Law and Chaos, and equilibrium amongst humanity.

Primary to the Balance's design of the Young Kingdoms plane are the Beast-Lords and Plant-Lords, responsible for aiding and furthering if possible the sway of their progeny upon the earth, and the Elemental Rulers, responsible for the materials of the plane, which support all life. (Lords and Rulers represent different principles of organization, without connection other than in sharing the great plan of the Balance.)

Beast-Lords & Plant-Lords

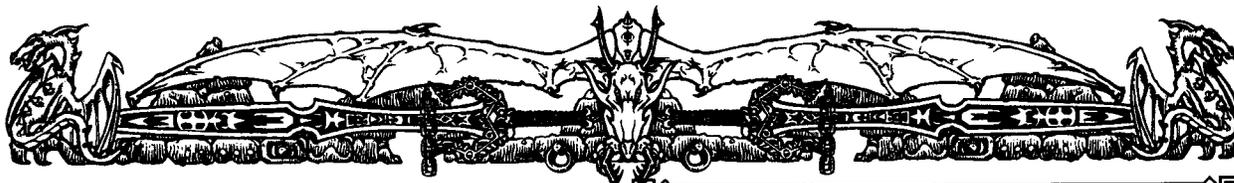
A Beast-Lord rules only its beast-type and has only those capabilities related to that beast-type, though the capabilities are as great as the entity: Haaashaataak the giant lizard swallows a gigantic Chaotic insect, for instance. Similarly, Plant-Lords rule, look like, and are concerned with only their plant-types—grains, grasses, conifers, leafy trees, and so forth. Together, we might term them the Lords of the Archetypes.

Each Lord lives in an alternate space known as a half-world. There only it and its variant progeny exist. These half-worlds are dimly known. They are not planes of existence such as that of the Young Kingdoms, but something more limited. Moorcock does not define them except to suggest that there, instinct is primary. Within the half-worlds exist the archetypes for the varieties of natural forms that inhabit the plane of the Young Kingdoms, and presumably the archetypes as well for all the other



*** TEMPLE TO STRAASHA ***
(LEFT) Initiates of this water god fully submerge themselves in water for an hour. Those accepted by the god survive.





* TEMPLE OF GROME *

(RIGHT) Temples to the earth god are secreted deep belowground. Only new initiates avail themselves of torches or candles to navigate the complex of tunnels.

planes of the multiverse. All these entities are secured from the accidents and wars of existence. A half-world is unreachable except by the will of the Beast-Lord or Plant-Lord of that place. Ordinary magic can neither open a breach to the half-worlds nor have effect there.

The more primitive and barbaric tribes of the Young Kingdoms worship various Beast-Lords and Plant-Lords, hoping thereby to increase their own prosperity. It is unknown what effect, if any, this has on the entities.

Some tribes revere certain Beast-Lords as totem spirits, believing some mystical connection to exist between themselves and the totem; such peoples often have taboos against killing their totem animal. These tribes commonly believe that humans are devolved animals: as evidence, it can be seen that animals are hardy and independent beings, whereas humans are helpless in youth and old age, inferior to their animal cousins.

Elementals

Earth, air, fire, and water make up the elements of the Young Kingdoms. This plane is fresh enough that these elements are still animate, although they are less lively now than in the past. Millions of intelligences make up each element. All feel, think, remember, and communicate. They are by nature friendly to life, though sometimes capricious and arbitrary because they are lively, but they are not born and do not naturally die.

In a world of pure Law, elementals could not exist. They are magical manifestations of the natural world, and Law is the antithesis of magic. But elementals also represent a natural hierarchy of order which Chaos seeks to undermine and constantly recast.

Worship of elemental cults, especially of the Elemental Rulers themselves, is common throughout



the Young Kingdoms, though the forms differ. In the Isle of the Purple Towns, an elaborate church has grown up around Straasha Sea-King and Lassa, Queen of the Winds, whereas the rites of the Weeping Waste are of simple chants, dances, and drummings to Lassa and Grome.

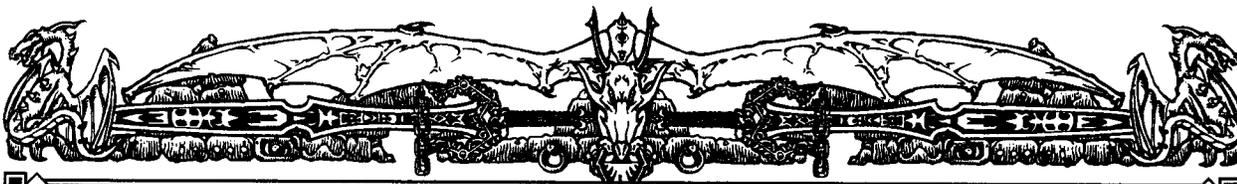
Straasha, who rules water, is often linked with Lassa, who rules air, and of her brings rain (although in the Weeping Waste they say that rain is Straasha's tears, as he weeps for Lassa, his love long since separated from him). Kakatal is the Lord of Fire, and the sun is said to be his palace. His worshipers often enjoy the kiss of flames, and in simple societies his priest is the village blacksmith. Grome is the lord of earth, and has a jealous soul. His rites are always conducted underground, often in darkness.

Many times removed, the children of the Elemental Rulers are the lesser and greater elementals, found everywhere there is a portion of that element. Without magic, they are usually invisible. Salamanders dance in forest fires and in the fireplace, sylphs float past in the breeze, undines sing on the crests of waves, and the laughter of gnomes can be heard in an earthquake, or their teeth seen glinting in quartz.

The Grey Lords

These little known beings are called the Lords of Inertia, and their influence upon the world is great-





Invoking a Lord

AN INVOCATION is a heartfelt appeal or petition directed at a particular Chaos Lord, Lord of Law, Elemental Ruler, Plant Lord, or Beast Lord. Compared to *Invoking & Compelling* a demon (which Elric never attempts), an invocation is fast.

As a Practical Matter...

As a practical matter, invocations may work for a character who is an Ally of a force, who is a Champion of a force, or who is specially connected to a particular Lord or Ruler, as is Elric with Straasha, for instance. Even someone the Lord or Ruler envisions as important in the future may get no aid now. Ordinary people can invoke Lords until their faces are blue, and never get results.

Consider the situation: from the supplicant's point of view, the entity invoked has great reservoirs of power, of which the supplicant needs very little. From the entity's point of view, swarms of supplicants spread across all space and time, leaping like fleas, and clamoring for attention and mutually-exclusive favors. To accomplish its own goals, the Lord or Ruler must choose among these frenetic, momentary things. It should not surprise us that it sometimes chooses wrongly, or that it ignores nearly all of its legion of petitioners nearly all of the time.

An invocation answered is a sure sign of great favor. An invocation answered and then granted shows even greater favor, and endows corresponding obligation upon the adventurer. The Lord or Ruler will demand something important or dangerous in return.

Who Can Be Invoked

Lords of Law, Lords of Chaos, and Elemental Rulers and their nearer relatives can be invoked. They are too strong to compel and will take offense at the attempt. Demons, elementals, and spiritual beings such as ghosts sometimes

can be called forth by a simple declaration, but the caller must know the correct name. To learn the name may take much searching or scholarly research.

Learning Invocations

To learn invocations proven to have worked in the past, seek out grimoires and other sorcerous writings, or buy instruction from other sorcerers. A deity may make a gift of magic, of course, whether an invocation or something else. Such an event should be exceedingly rare, and the reason for it should be exceedingly obvious and believable.

Procedure for Invocation

The supplicant needs an attuned mind, and must know the name of the entity being invoked. He or she also must have prepared verses that define the supplicant's relation to the entity. Great deeds also help commend the adventurer to the entity's attention. These deeds must have occurred in play and must be consonant with what is asked of the deity, or with the adventurer's allegiance.

Only an Ally or Champion of a Force may attempt to invoke a Lord. Each attempt to invoke a Lord of Chaos costs 1d8 Chaos points and 1d8 hours. To invoke a Lord of Law costs 1d6 Law points and 1d6 hours. Invoking a Beast-Lord, Plant-Lord, or Elemental Lord costs 1d6 Balance points and also 1d6 hours.

Roll d% and refer to the petitioner's appropriate allegiance score. If the result is equal to or less than that score, the Lord heeds the request. Granting a request partly depends on the adventurer's negotiating skills. Barrier of Law aside, a Lord or Ruler appears when it wants.

If a Lord or Ruler did not appear, the invocation failed, or it may be answered in some fashion in the future.

The supplicant must bargain seri-

ously, courteously, and in good faith, or risk offense. In negotiating, acceding to the will of a god may not be easy or desirable, and yet to anger it would be unwise. If the sorcerer intends to request something, he or she should be prepared to offer equal value. The sorcerer may be asked to complete a task, make a sacrifice, go on a quest, solve some riddle or puzzle, take vengeance upon someone, bring someone to justice, etc.

Some of Elric's invocations include phrasings recalled from childhood training, so preferable or more effective ways to put things exist. Nonetheless, invocation details are unimportant in the game because the intent of supplicant and god is so much more important. Without clear reason for talking, the chance of an answered invocation is random and unlikely. Not even Elric had every call answered.

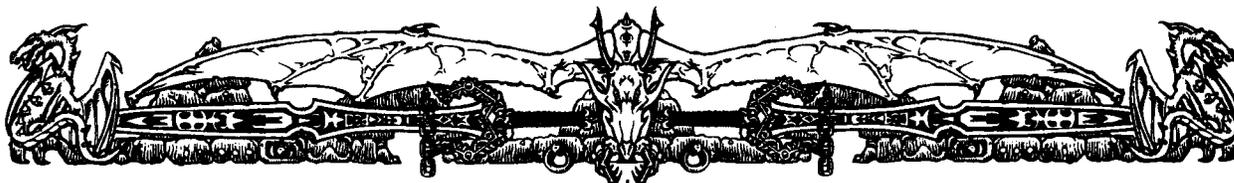
An invocation should concern something in which the Lord or Ruler has an interest, and the adventurer's request should be impossible to achieve in any other way. Typically, an invocation asks for protection of the supplicant, or else for useful information. An invocation can achieve practically anything, from trading characteristic or skill points to returning a fallen comrade to life.

If the supplicant's past behaviour warrants, the DM might allow an increase in the chance to invoke by lowering the d% invocation die roll result by a number of points up to that quantity of appropriate allegiance points greater than the next-highest value.

Having come forth, the particular Lord undertakes one command in the manner of a Miracle spell (for the Churches) or a Wish (for the Elemental, Plant, and Beast cults), including experience point costs.

The Lord then returns to its half-world, out of space and out of time.





est in Tanelorn. They would seem to be servants of the Balance, serving it in its aspect of stability. The Grey Lords are enamored of stagnation and boredom, and so in this manner are not opposed to Law. However, the Lords of Inertia are more akin to Chaos in their whimsy.

Law & Chaos

As well as to the Elemental Rulers, Beast-Lords, and Plant-Lords, people of the Young Kingdoms offer worship to the forces of Law and Chaos. Due to the strictures of the Cosmic Balance, the Lords of Law and Chaos are forbidden to directly interfere with human destiny, and must act through Champions, agents, and pawns. None may manifest upon the earth without being summoned by a mortal. In the saga, Elric's actions tilt the Cosmic Balance, allowing Chaos to increase its influence, and this is reflected by an increase in magic and Chaotic beings present in the Young Kingdoms.

Organized churches and organizations relating to Law and Chaos may not exist everywhere, but partisans of the forces do, and are willing to act upon their beliefs.

Lords of Chaos

KNOWN VARIOUSLY as the Lords of Hell, the Dukes of Entropy, etc., the Lords of Chaos take great interest in human affairs. They are creatures of passion, endless mutability, and almost infinite power. Change and disorder are their essence and being. Although considered evil by humans because of their effect on humanity, they are beyond good and evil as we understand it. They desire that every plane in the multiverse be dominated by Chaos and locked in complete and mindless flux.

In the majority of the Young Kingdoms, worshippers of Chaos are reviled and feared. In nations such as Vilmir and (toward the end of the saga) Argimiliar, the worship of Chaos is forbidden, and its practice is secretive. Devotees of Chaos are often executed upon discovery. Other nations tolerate the worship of Chaos, or actively promote it. Only in

Pan Tang is there an organized Church of Chaos, complete with ceremonies and rituals. As the saga progresses, the power of Pan Tang's theocracy embraces other nations of the Young Kingdoms.

The Variable Eight

Traditionally the number eight represents Chaos. It is also the traditional number of Lords in the Chaos

Elric's Verses

SEVERAL TIMES Moorcock quotes Elric as he summons one Lord or another. In themselves, his choice of words does not seem particularly significant; adventurers can use other verses to the same effect. Rhyming is not necessary, but each set of verses should make clear the relationship of the summoner to the Lord. Flattery couldn't hurt.

TO HAAASHAATAAK, LORD OF LIZARDS

Haaashaastaak, Lord of Lizards,
Your children were fathers of men,

Haaashaastaak, Prince of Reptiles,
Come aid a grandchild now!

Haaashaataak, Father of Scales,
Cold-blooded bringer of life . . . &c.

TO MEERCLAR, LORD OF CATS

Meerclar of the Cats, it is I, your kinsman,
Elric of Melniboné, last of the line that made
vows of friendship with you and your people.
Do you hear me, Lord of Cats?

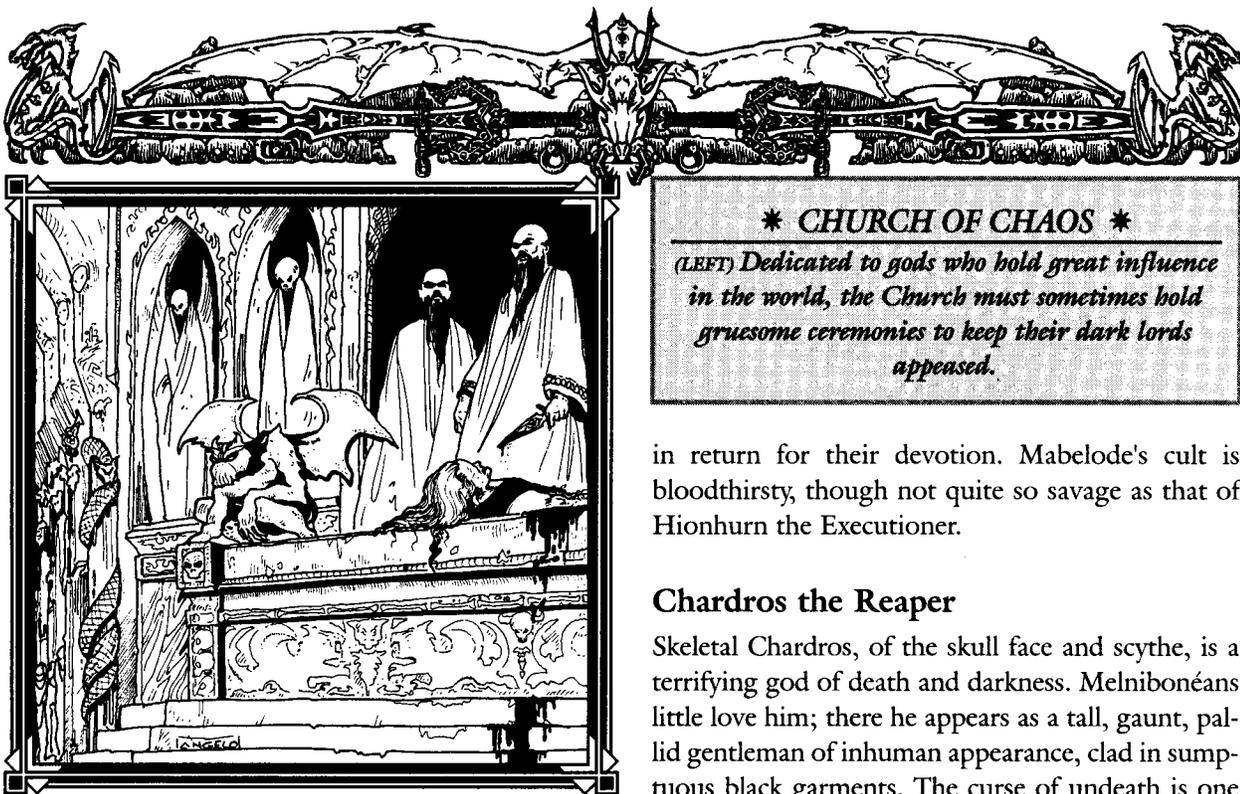
TO FILEET, LADY OF BIRDS

Feathers fine our fates entwined
Bird and man and thine and mine,
Formed a pact that Gods divine
Hallowed on an ancient shrine,
When kind swore service unto kind.

Fileet, fair feathered queen of flight,
Remember now that fateful night
And help your brother in his plight.

Brothers and sisters of the sky,
Hear my voice where'er ye fly
And bring me aid from kingdoms high.





*** CHURCH OF CHAOS ***

(LEFT) Dedicated to gods who hold great influence in the world, the Church must sometimes hold gruesome ceremonies to keep their dark lords appeased.

pantheon. The Lords acknowledged in the pantheon vary from place to place, but the three oldest and most powerful Chaos Lords are always present—Slortar, Chardros, and Mabelode. Countless other minor Chaos gods are worshiped here and there across the Young Kingdoms, including Malohin, Zhorta, Maluk the Silent Watcher, Haborym of the Fires Which Destroy, and Narjhan Lord of Beggars. Rites, services, spellings, and pronunciations vary. On Melniboné, the Lords of Chaos appear in impossibly beautiful forms, while in their rare manifestations in the Young Kingdoms they take on horrid and terrifying guise, appropriate to the human perception of Chaos as intrinsically malevolent.

Slortar the Old

Slortar is the oldest and most beautiful god, a deity of hedonism, debauchery, decadence, and self-indulgence. Cultists of Slortar assiduously follow this credo. On Pan Tang, Slortar's priests disfigure themselves, so as to make more precious the beauty of Slortar in contrast.

Mabelode the Faceless, King of Swords

In some manifestations Mabelode's face is always in shadow. In others, he appears with no face, only a smooth, blank expanse of skin where a face should be. He is the Sword King, a god of warriors and soldiers, whom he is known to bless with berserk rages

in return for their devotion. Mabelode's cult is bloodthirsty, though not quite so savage as that of Hionhurn the Executioner.

Chardros the Reaper

Skeletal Chardros, of the skull face and scythe, is a terrifying god of death and darkness. Melnibonéans little love him; there he appears as a tall, gaunt, pallid gentleman of inhuman appearance, clad in sumptuous black garments. The curse of undeath is one of Chardros' powers. His sphere encompasses all things of the grave, and the fears connected thereto.

Hionhurn the Executioner

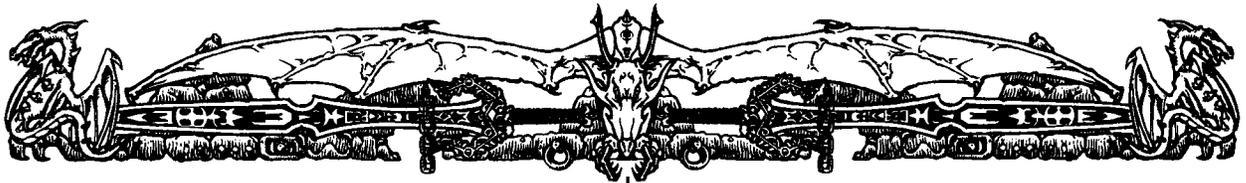
It is the Lord of Gibbets, whose followers take posts as assassins and headsmen. Brutal and cruel, Hionhurn rejoices in bloodshed and guilt, and manifests as a great, shaggy-headed axeman with sunken eyes and a blood-caked beard. Sometimes savage horns sprout from his temples. Even upon Melniboné, Hionhurn's appearance is less than delicate. Souls dedicated to Hionhurn spend all eternity in torment.

Xiombarg, Sword-Queen

Asexual, not female, it usually adopts feminine guise, and the majority of its worshipers are female. The Queen of Swords is another deity of warfare and cunning, favoring subtlety and cruel revenge over violent destruction. Xiombarg is worshiped by those desiring love, as well as those seeking retribution for the slights of former lovers.

Pyaray, Tentacled Whisperer of Impossible Secrets

Its powers are unaffected by the Balance and its strictures. Pyaray's domain is the ocean depths, where sails the Chaos Fleet, a damned navy crewed by drowned sailors. The appearance of the Chaos Fleet upon the surface of the ocean portends the end



of the world. Pyaray is revered by mad sailors and deranged mariners, and those seeking knowledge lost beneath the waves, or power over the sea. His rival is the Elemental Ruler, Straasha, whose reign over the upper reaches, shallows, and pure waters Pyaray challenges.

Balaan the Grim

A god of pain in all its forms. Worshipped by some as a god of ecstatic agony, in other quarters Balaan is revered as the god of torturers. His face is always hidden by a mask of iron or steel which is bolted to his flesh. On Melniboné, Balaan hides his visage behind the flayed face of some mortal beauty, worn as a wet and dripping mask.

Arioch, Duke of Hell, Lord of the Seven Darks, Knight of the Swords

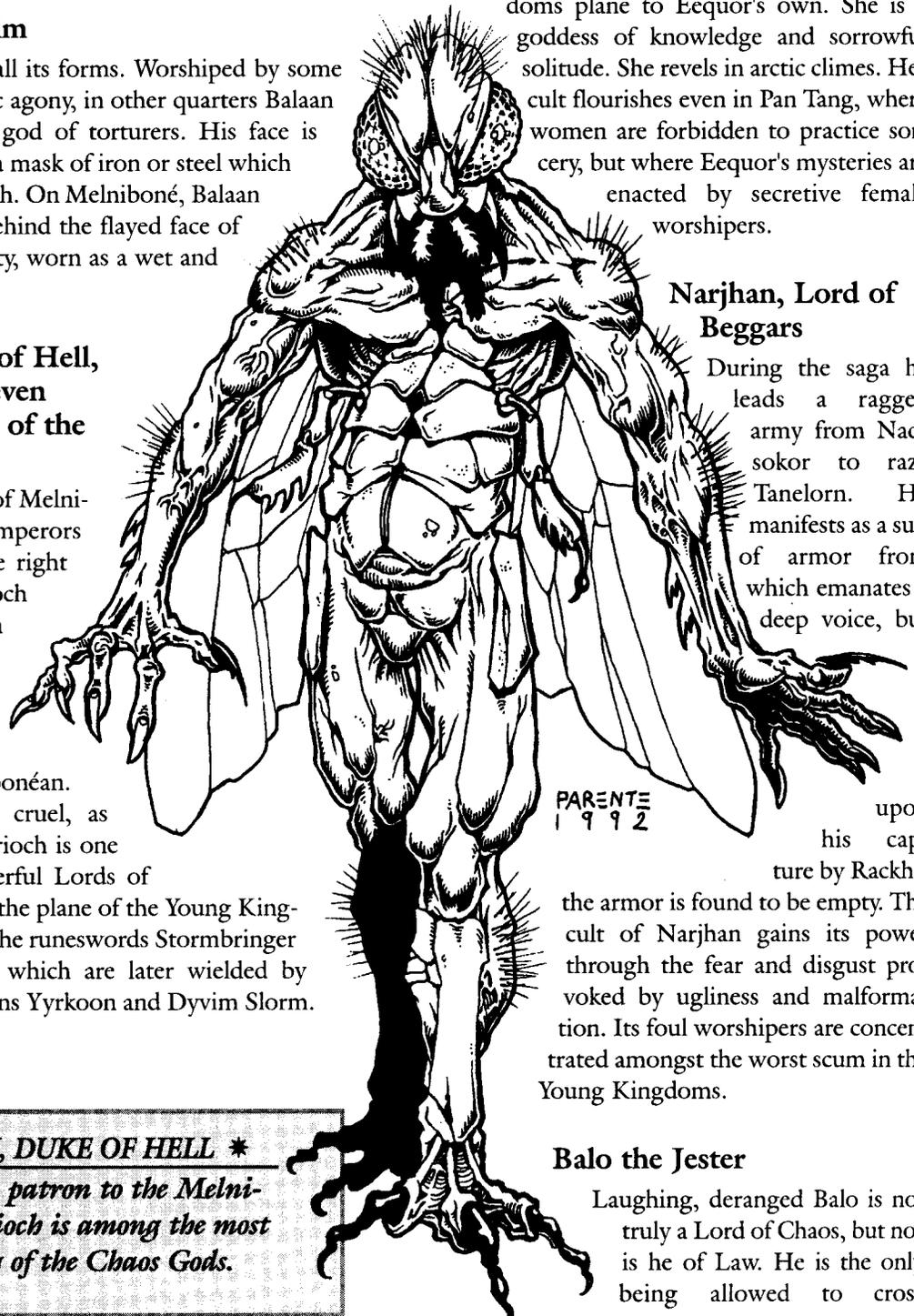
The patron deity of Melniboné, whose emperors have long had the right to call upon Arioch at need, Arioch most often manifests as an impossibly beautiful human or Melnibonéan. He is fickle and cruel, as Elric discovers. Arioch is one of the most powerful Lords of Chaos, at least on the plane of the Young Kingdoms. He guards the runeswords Stormbringer and Mournblade, which are later wielded by Elric and his cousins Yyrkoon and Dyvim Slorm.

Eequor, Blue Lady of Dismay

She is the only female Lord named in the saga, where the wily Sorana worships her. Eequor's domain consists only of shades of blue, a world with no other colors. Her worshipers are sometimes granted the ability to shift from the Young Kingdoms plane to Eequor's own. She is a goddess of knowledge and sorrowful solitude. She revels in arctic climes. Her cult flourishes even in Pan Tang, where women are forbidden to practice sorcery, but where Eequor's mysteries are enacted by secretive female worshipers.

Narjhan, Lord of Beggars

During the saga he leads a ragged army from Nad-sokor to raze Tanelorn. He manifests as a suit of armor from which emanates a deep voice, but



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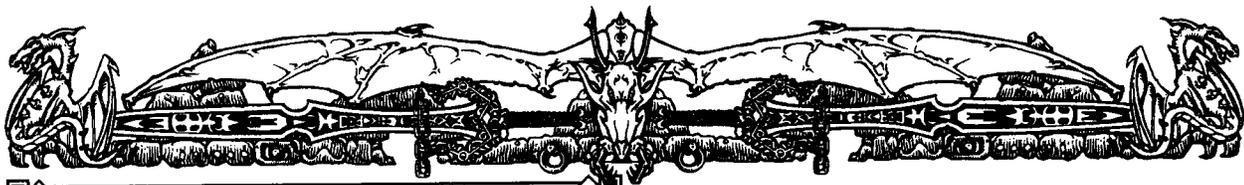
upon his capture by Rackhir the armor is found to be empty. The cult of Narjhan gains its power through the fear and disgust provoked by ugliness and malformation. Its foul worshipers are concentrated amongst the worst scum in the Young Kingdoms.

Balo the Jester

Laughing, deranged Balo is not truly a Lord of Chaos, but nor is he of Law. He is the only being allowed to cross

*** ARIOCH, DUKE OF HELL ***
(RIGHT) Long a patron to the Melnibonéans, Arioch is among the most conniving of the Chaos Gods.





between the domains of Law and Chaos at whim. His jests as often make fun of his fellow deities as they flatter them. Balo's jokes are often less than benign, as Elric discovers. Balo's worshipers are rare, except on Pan Tang. Without exception, every worshiper is insane.

Lords of Law

THE LORDS OF LAW comprise a pantheon whose power embraces the Young Kingdoms, but which is little called upon. Civilized nations such as Lormyr, Vilmir, and the Isle of Purple Towns worship the White Lords, as they are sometimes known. They believe the Lords of Law to be deities of moral righteousness, representing order and stability. In truth, Law is implacable and as inimicable to humanity as Chaos, but constant and inflexible.

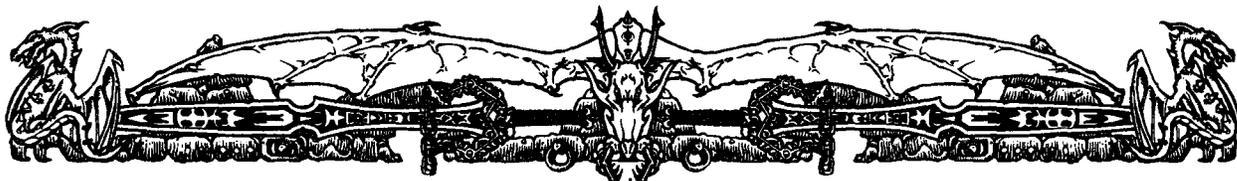
The Lords of Chaos would remold humans into interesting new forms, but the Lords of Law would eliminate that which makes people human—their imperfect souls. In a world of perfect Law, no place exists for individuality and emotion. Law aims for perfection, stability, tradition, order, and structure, which in human terms means stagnation. The single arrow of Law symbolizes the One Way of Law.

In the Young Kingdoms, the Lords of Law are viewed as good, although detached and passionless, and as opposing the mad evil of Chaos. But humanity does not understand the true nature of the multiverse. Melnibonéans oppose Law, correctly believing that Law would stifle the wild and fey pleasures which compose Melnibonéan life. In their manifestations, the Lords of Law adopt the appearance of impossibly flawless, perfectly beautiful humans, almost painful to look upon.

* TEMPLE OF LAW *

(LEFT) Like their emblem, the Arrow of Law, worshipers passionately adhere to the dictates of the Church, blindly some say.





The Unchanging Nine

Chaos reveres the number eight. Law holds several numbers significant. The number one is the most important, for it comes first and is composed only of itself, just as the way of the Law admits no variety. The number three is an early prime number, representative of the triangle, which is the strongest structural form, and can signify as well the powerful trinity of Donblas, Arkyn, and Goldar, the three most important Lords of Law. The number nine is three times three, and so is triply sacred, matching the number of deities in the pantheon of Law. Region to region, demi-gods of Law also are revered, such as Lormyr's cults of Aubec and Symesh, and the Vilmirian cult of T'aargano.

Donblas the Justicemaker

He is also called the Lord of the Law of Righteous Vengeance. Donblas gives victory to those who prove themselves through struggle. He represents the implacable juggernaut of justice, which drives all before it and crushes the guilty. Priests of Donblas are often judges, lawmakers, and counselors to kings, while his priests are paladins, crusaders, fanatics, and those craving righteous revenge.

Arkyn the Meticulous, Lord of Natural Law

The god of philosophers, alchemists, aesthetic hermits, free thinkers, mathematicians, and inventors. He rewards worshipers with scientific successes. The tides, the orbits of planets, and the turn of the seasons are ordered by him. Science is his artifice and power.

Goldar the Profiteer, Lord of Progress and Wealth

His worshipers say that orderly finance is Goldar's great gift to the plane. Goldar is a god of trade, devoutly worshiped upon the Isle of the Purple Towns, less so elsewhere. By accumulating wealth, worshipers better themselves and prove themselves among the virtuous by becoming more god-like and perfect in what they can achieve and consume. Goldar's priests are bankers and financiers as well as guardians of the spirit. Merchants, shopkeepers,

traders, and those others eager for profit are his worshipers.

Mirath of the White Hand, Lord of Mortality

Pale Mirath is the Lawful deity of death and time. She decrees how long each creature lives. All paths eventually end at the gate of her twilight kingdom. Mirath can be compassionate as well as cruel, for she ends suffering and sorrow as well as joy. Her priests are present at weddings, births, deaths, and funerals. They also practice the arts of healing, knowing that no intervention slows Mirath from claiming a destined soul.

Tovik the Relentless, Lord of Violence

He represents the natural law of the animal kingdom. Berserkers, warriors, battle-chiefs, and kings propped up by force of might worship him. His priests are savage and wild-eyed doomsayers who lead armies into the maw of Mirath.

Vallyn the Wise, Lord of Achievement

She is the goddess of knowledge and learning. Like any teacher, she can be stern and domineering; like any lover, she demands faithfulness of her followers. Scribes, scholars, and the wise worship Vallyn. To those she especially loves, she may grant knowledge in the form of dreams. Solutions to puzzles and trials can be glimpsed as ethereal formulae, recalled in the minutes when most dreams fade.

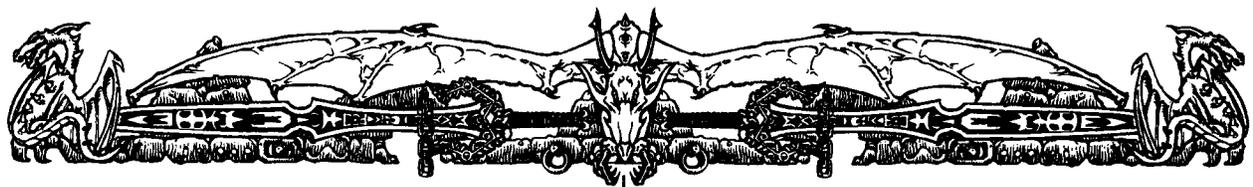
Salik the Potent, Lord of Fertility

He is the deity of agriculture, progenation, and birth. Men pray to Salik for sons, and to make fertile the fields and beasts. He is a god of grape and grain, passion and life. It was Salik who taught the first brewers their art, and showed humanity how to harvest the vine. Salik has few female worshipers.

Theril of the Guiding Hands, Lord of Inspiration

The muse of creative forms for poets, painters, authors, and musicians. Her worship is unpopular in Vilmir. Theril gave musical tablature to humanity, so that songs could be preserved and unchanged





over time. She is quick to abandon slothful artists inattentive to her calls, and never forgives them.

Elgis the Gentle, Lord of Harmony

A deity of peace and civilization. Elgis' worshipers bring love and harmony to the world by means of deeds and words. They drive back the Chaos, which is disorder, and spread civilization and its virtues among the barbarians.

Demon Worlds, and with elementals from this one. Invoking greater powers is much more risky. Beast-Lords and Plant-Lords are a special case; find notes about them later in this chapter.

Demons are Chaotic, but bring with them a wisdom of the nature of the planes. Elementals are of the Balance. The act of invocation is always Chaotic. The Demon Worlds are relatively easy to reach by magic.

Demons & Their Kynde

YOUNG KINGDOMS SORCERERS can learn a complex and dangerous ritual that magically brings an elemental from this world or a demon from another plane to serve the sorcerer for a long period of time. This service takes one of two forms. In the first form, the creature summoned serves in its native state, with its natural abilities and skills. The second form of service magically combines the demon or elemental with a specially-prepared ordinary object, giving that object sentience, abilities, and skills.

After the sorcerer mentally describes the thing sought, the *Invoke & Compel* ritual sifts through the multiverse to retrieve the best fit possible for the experience points that the summoner has sacrificed. This process occurs but a few times in the saga; that of Elric's opening of the way to Arioch (EM II,5) is the saga's best-described summoning.

That summoning is also unique in calling up such a great force; Elric's task is arduous, dangerous, lengthy, and very uncertain, done perhaps only by Fate's champion. Ordinary sorcerers content themselves with entities from the

Invocations originate as gifts from the Lords of Chaos who, in their war with Law, seek to shuffle the constituents of the multiverse. Knowledge of invocation passes from generation to generation. This knowledge is like an infection. Still, the entities that can be invoked are so useful

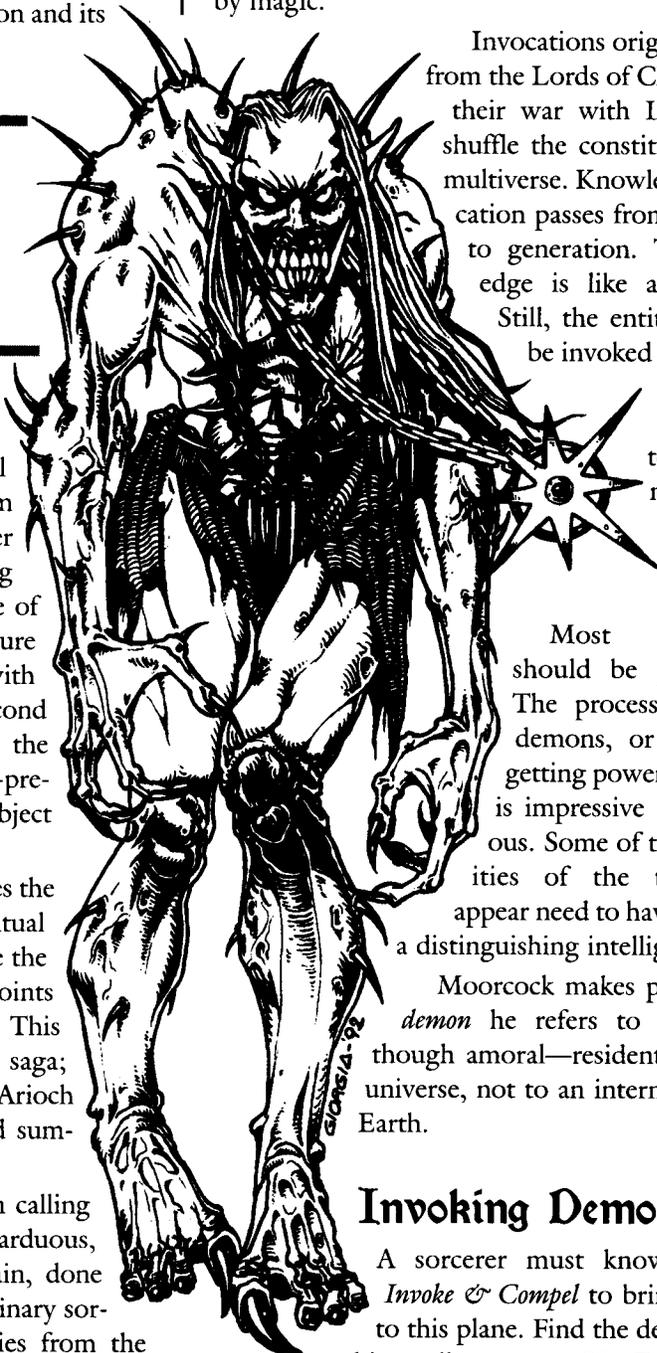
that their possibilities tempt even men and women who despise Chaos.

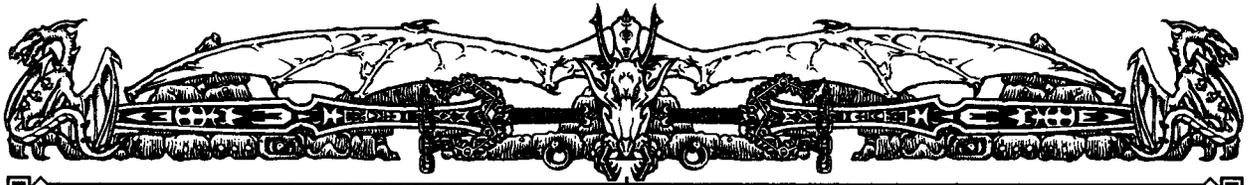
Most invocations should be played out. The process of getting demons, or at least of getting powerful demons, is impressive and dangerous. Some of the personalities of the things that appear need to have depth and a distinguishing intelligence.

Moorcock makes plain that by *demon* he refers to a natural—though amoral—resident of another universe, not to an internal power of Earth.

Invoking Demons

A sorcerer must know the spell *Invoke & Compel* to bring a demon to this plane. Find the description of this spell on page 91. Every demon





Invoke & Compel

Enchantment (Compulsion) —[Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1d8 hours

Range: Close (Octagon of Chaos)

Target: One Demon

Duration: See Text

Saving Throw: No

Spell Resistance: Yes

THIS RITUAL IS CLASSIFIED as an enchantment even though it does involve summoning an other-planar creature. The ultimate result is to secure the control of that creature in order to either negotiate or compel a term of service.

The caster inscribes a large eight-pointed star (two squares, one rotated 45° and then superimposed) in some open space. This is the *Octagon of Chaos*. If known, the summoner also writes the True Name of the thing. If only the name of the breed is known, then write that within the star. If only the desired characteristics or abilities are known, then inscribe them.

The summoner builds a small fire in the center of the Octagon, and in it may burn herbs and other substances necessary to the summoning. The sorcerer may on occasion seek to breathe these fumes, to achieve a special mental state. A summoning also demands some sort of sacrifice, as the dungeon master predefines.

* *Invoking a demon takes 1d8 hours.*

* *Each invocation requires the sacrifice of a minimum 1000 experience points. One hundred are for the spell itself. Three hundred are for the WIS of the demon (3d8). One hundred supply the demon with 1d8 hit points. Apply the remaining five-hundred toward the demon's other abilities (at 1d8 each for STR, DEX, CON, INT, and CHA).*

Additional experience points can be sacrificed to give the demon special features. If the demon is to be compelled, the caster must also sacrifice a permanent ability point (caster's choice).

* *Note the total experience point cost of the demon. This is equal to the base 1000-point cost, plus all experience points sacrificed for extra abilities, features, skills, save bonuses, and hit points.*

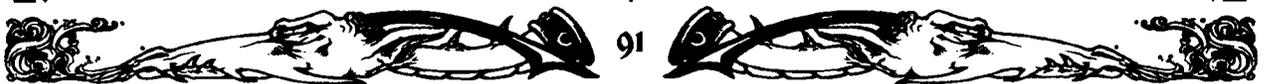
* *A caster is limited in the complexity of demons that he or she can invoke. The maximum number of experience points that a sorcerer may sacrifice for a demon is equal to 1000 times the highest-level spell that he or she may cast.*

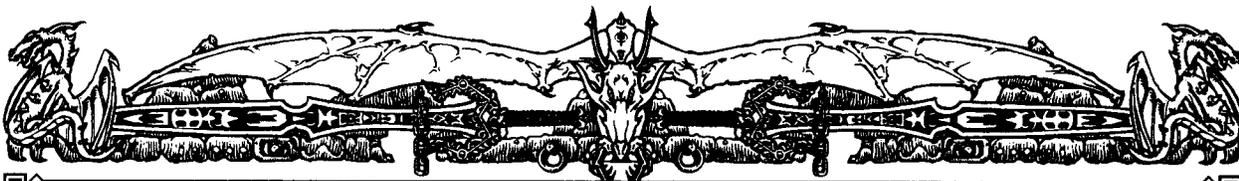
* *Demons are demanding creatures, on many levels. Each demon that is bound, or that is completing a negotiated task, fills one spell slot normally available to the caster. That slot must have a value at least equal to 1/1000 the total experience point cost of the demon (round up).*

* *If known or wanted, specify the demon's breed or its True Name.*

* *Attempt a caster level check (1d20+caster level) at least equal to the total number of experience points to be sacrificed/100. If the roll fails, the entity does not appear. A fumble result bears additional consequences: see the **Invocation Fumble Table**, on the next page. Failure costs both the time and the experience points sacrificed. No ability points are lost since the demon was never compelled. The sorcerer is free to try again immediately.*

* *If the caster level check succeeds, a nebulosity condenses within the octagon, and the sorcerer continues to define the demon.*





Invocation fumble Table

MAGIC-USERS WHO FUMBLE their caster level check when invoking a demon fail magnificently in some sense. Even if the desired creature appears, something else very bad happens. Experience points sacrificed in the invocation always are lost. Dungeon masters should elaborate on the entries below, or create alternate or additional events as they please.

d% event

- 01-05** Violent explosion in octagon deafens those nearby for d% hours, and creates a powerful stench.
- 06** Demon appears as desired, but performs the opposite to each given command.
- 07-29** Demon appears as wanted in octagon, but it is not bound by the octagon. It immediately attacks the caster.
- 30-41** The interior of the octagon is replaced permanently by a well filled with stars; no air escapes, but things thrown down this well fall forever, and occasionally horrible things appear up out of it.
- 42-55** An average bal'boost appears outside the octagon; it attacks until it has killed or captured someone, then returns to its home plane.
- 56-70** Caster disappears, drawn to a random continent from where he or she must get home alone. Roll d6: 1,2 Western continent; 3,4 Southern continent; 5,6 Northern continent. DM chooses the nation.
- 71-80** Chaotic corruption: one of the caster's limbs is replaced with one from another mammal, a gigantic insect, an arthropod, etc. Lose 1d10 CHA as well (to a minimum of one).
- 81-87** Astral corruption: caster's player must move d6 points from WIS to one other caster ability.
- 88-93** Mental corruption: caster's player must move d6 points from INT to one other caster ability.
- 94-95** Demon appears normally and behaves as expected, except that it occupies five spell slots (its natural one and any other four), cannot die at the summoner's behest, and cannot be dismissed.
- 96-97** Caster and bystanders disappear, all drawn to the city of Ameeron on the other side of the Shade Gate, or as the DM chooses. See *Elric of Melniboné* for more about Ameeron.
- 98** Quaolnargn (or an identical sibling, or some equivalent horror) appears.
- 99** A Chaos Lord appears.
- 00** Caster turns inside out. All skill ranks fall to zero; ability modifiers still apply. His or her disgusting body continues to function normally, though it terrifies onlookers. CHA is 1.

must be invoked before the sorcerer can negotiate with it or compel it to a binding object. Rarely, a demon's control can be wrested from its current owner.

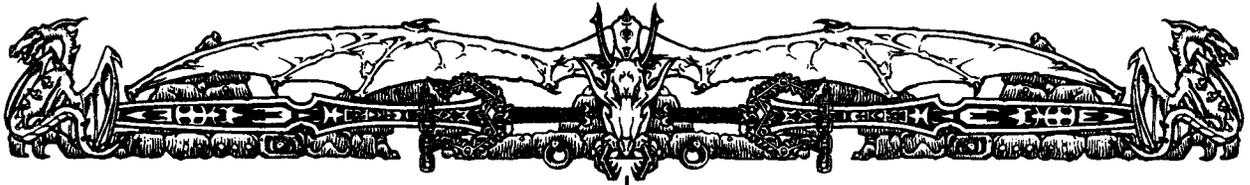
Invoking & Compelling any demon is essentially the same process, but particular breeds or individuals may require special ingredients, procedures, chants, runic inscriptions, or knowledge.

The ritual requires the sacrifice of the caster's life essence (experience points) to bring the demon to the caster's location. These can not be points already committed to increasing the caster's character level, and they must be available at the time that the ritual is conducted.

Once invoked, a demon can then be negotiated with or compelled to provide a term of service to the summoner (or his or her designate). The term for negotiated service is one "job." Compelled service is generally for the life of the caster and requires the sacrifice of an ability point, and a masterwork binding object. (A demon's ego will accept nothing less.) This is a pact, a bargain struck between summoner and demon.

There are limits to the number and strength of the demons that any one caster can invoke and control. The total number of experience points that a caster can sacrifice for a demon is equal to 1000 times highest-level spell that he or she can cast.





Demons also require constant attention to keep them under control. Each demon that a caster compels, or negotiates a service from, fills one spell slot normally available to the caster. This slot must have a value equal to 1/1000 the total experience points sacrificed to the demon, rounding up (some of the demons described in this work are neither appropriate nor possible for an adventurer to bind).

Attitude

Every demon resents being invoked and compelled. You would, if brought magically to another plane and there were forced to perform dull, strenuous, and dangerous actions without end. Only the routine ugliness of demons and their utter lack of consideration even for their own kind prevents them from being sympathetic or tragic characters.

Though negotiations may soothe them, some demons do their best to spite the sorcerers who have called them. Demons love to be cryptic. They love to worm out of their pacts, and to trick or destroy their masters. They reinterpret everything they are instructed to do, causing maximum distress while staying within the letter of the commands. What demons want done always seems to get done, in the end.

A great sorcerer once joked to the effect that every demon is a master of each and every skill and ability, but that they are inherently resentful and lazy, and that most are such superlative fakers that they inveigle sorcerers into believing in their non-existent limitations.

The Basic Demon

All demons begin conception with 1d8 hit points, 3d8 WIS, and 1d8 each STR, DEX, CON, INT, and CHA. They have normal ability modifiers and are untrained at skills. They have darksense with a range of 60 ft. and can speak the summoner's language. The nominal Size of the creature is randomly generated (2d6): 2 Tiny, 3-5 Small, 6-9 Medium, 10-12 Large. This is the basic, beginning demon had for the initial 1000 experience point sacrifice. The ritual builds upon this basis.

Demons are commonly considered to be of two qualities: lesser and greater.

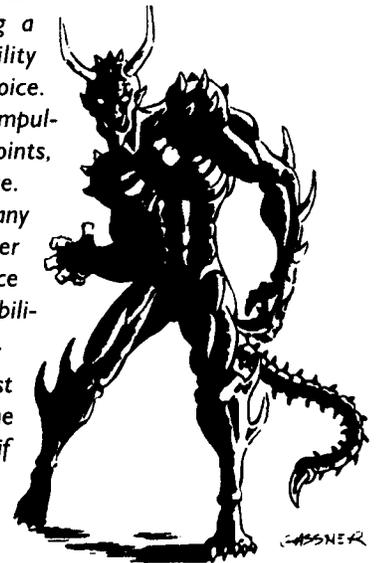
* A lesser demon totals not more than 24 d8s of abilities, and among them must be at least 2d8 in WIS. No attack or skill level ever exceeds +8.

* A greater demon totals not less than 25 d8s of abilities, and among them must be not less than 5d8 WIS and a minimum Wisdom score of 15. An unlimited number of attack or skill bonuses may be at +9 or more.

* In invoking a demon to negotiate, the adventurer need sacrifice no ability points. Invoking and compelling a demon costs one ability point, of the caster's choice. Creating an Eternal Compulsion costs three ability points, also of the binder's choice.

Invoking a demon in any manner, the adventurer also sacrifices experience points for the demon's abilities, hit points, and skills.

* A compelled demon must yield its True Name to the sorcerer. After that, even if dismissed, the sorcerer can use the True Name



Point Sacrifices for Demons

PER d8 STR, DEX, CON, INT, WIS, or CHA: 100 experience points. Lesser demons require at least 3d8 WIS. Greater demons always require at least 5d8 for WIS (with a minimum of 15 score).

PER d8 HIT DIE: 100 experience points.

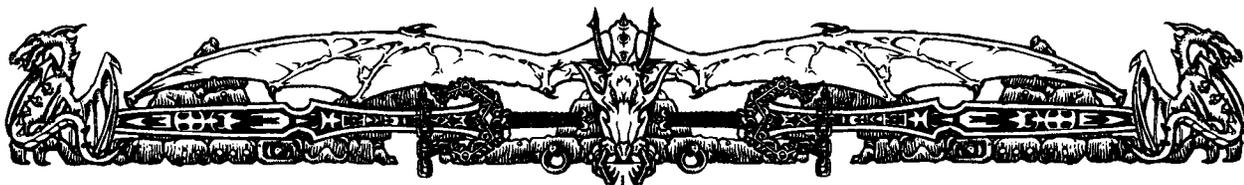
PER SKILL POINT: 50 experience points.

PER SAVE POINT: 50 experience points for +1 to one value (Fortitude, Reflex, or Will).

BIND A DEMON: 1 permanent ability point (binder's choice) plus the necessary experience points.

ETERNAL BINDING: 3 permanent ability points (binder's choice) plus the necessary experience points.





to bring back that particular demon. To invoke a demon of completely known quantity, the True Name of the individual demon must be known.

- * If the invocation is for a breed, such as a Sentinel demon, the entity that appears is a random one within the specifications set. The rolls for the abilities cannot be changed, and the skills, features, and abilities cannot be decreased, though they can be increased. Except for any increased skills, features, and abilities of an individual, the experience point cost for a breed is fixed.
- * A random demon has the configuration of features, skills, and abilities the sorcerer desires. This can include enough extra points for abilities to reasonably guarantee that the demon is usable.

Defining the Demon

The cost to invoke a True Name demon or an unchanged demon breed is given in the breed description. The experience point costs following refer to random demons, but the costs accumulate and total in the same fashion for all demons.

- * Allot experience points for additional d8s of abilities, as specified by the breed's characteristics or as the adventurer requires. Remember that at least 1000 experience points already are dedicated to the basic abilities and hit points.
- * Roll the allotted d8s to fix the demon's abilities. Once rolled, the abilities do not change.
- * Allot skill points.
- * A demon has no spells, at least none effective on this plane. All its attacks are included in its features.
- * A demon breed always comes equipped with the skills and abilities stated, though the caster may add new ones, or may increase the values for skills and abilities already present.
- * Measured in feet per round, base speed equals one-half of DEX for demons up to small size; is equal to DEX for medium and large demons; and is twice DEX for huge demons (and larger). Increase this by sacrificing XP for the Speed feature. Choose the mode of travel—Run, Swim, Fly, or Burrow. Its appearance should suggest how and how fast it moves.
- * Add features. Some vary in strength and potency if more XPs are sacrificed for it. If adding demon armor, note the surface. Is it bone, shell, hide, scales, carapace, fur, slime, or what? Likewise, characterize other features.

- * Calculate the demon's hit points, attack bonus, and saving rolls. The form in the octagon steadies, and the demon is complete. Except for its abilities and appearance, and that it does not routinely heal lost hit points, it now functions like an earthly character.
- * Write the demon's name (or your name for it) on the adventurer sheet. So long as the demon is bound, or while it is completing a negotiated task, it takes up one of the adventurer's spell slots.

Negotiated Service

From the sorcerer's point of view, the best thing about negotiating with a demon is that it costs no points of ability. Especially if the sorcerer fears the power of the invoked thing, he or she should negotiate. The dungeon master plays the demon. The

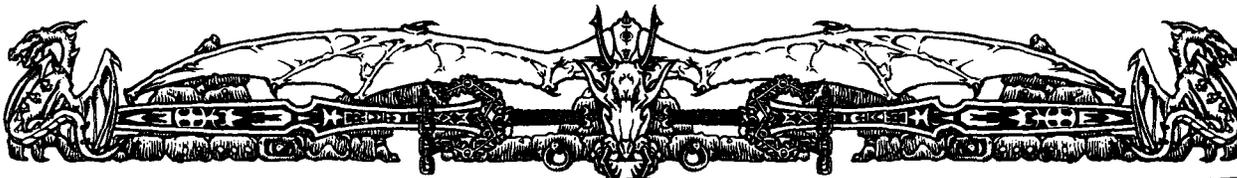


sorcerer should have in mind something to exchange for the demon's services. If the negotiation succeeds, the demon then undertakes one limited task, and does it to the best of its ability. Resolve this with roleplaying, Diplomacy or Intimidate rolls, or bribery, as appropriate.

A limited task is some clearly finite action: "Let no one open this door for a year and a day," for instance. A demon would demand much more for this task than it would to defend the door for one day and one night only. Just as clearly, the task "Conquer the world for me" is so open-ended and of such proportion and danger that no compensation could be adequate.

No necessary penalty for a failed negotiation exists, but dungeon masters should feel free to be devious and ingenious here. Perhaps the entity sneers and departs. Perhaps it prophesies something dire. Sacrificing experience points to it may deflect





its anger. If insulted, it breaks out of the octagon in 1d8 minutes to harm the summoner. (Dismissing a demon also takes 1d8 minutes, roll each die secretly to see who succeeds first.)

A demon does not reveal its True Name for negotiated service.

Compelling a Demon

The act of compelling a demon costs the caster one permanent ability point, or three permanent ability points for an Eternal Compulsion. In this contest of wills, binder and demon make opposed Will:Will rolls. Succeeding, the caster compels the demon to enter a binding object (in which case the demon is magically absorbed by the object), or compels the demon into service in its natural state. Name your demon. Once bound, the caster controls its actions.

An ordinary demon binding is good for the sorcerer's life, or until he or she dismisses the demon. An Eternal Compulsion is a special way to object-bind: it binds the demon forever into a thing or place.

A bound demon responds only to its binder. If bound in an object, that object will be of ordinary use to anyone except the binder. If a binding object is broken, the demon dies.

- * A bound demon counts against the binding sorcerer's known spells, requiring a slot equal to or greater than one-thousandth the total experience point cost of the demon (rounding up). Even if placed in the service of an ally and taken to another plane it still counts.
- * If object-bound, the demon might be within an amulet, a ring, a wall of stone, etc. It needs mainly its INT and WIS. Its other abilities are suppressed while it is bound though it gains the modifiers due those abilities as necessary to its features or skills. In all other things the demon and the object in which it is bound are equivalent. The demon cannot move from the object until it is dismissed. Features with physical effects seem to emanate from the binding object, from appropriately-formed carving or decoration.
- * Once bound, a demon surrenders its True Name to the summoner.
- * Knowing its True Name, the sorcerer can dismiss it, then invoke it again to bind it anew. The demon is now a known quantity, and while not in service to the sorcerer does not count against the number of spells known.

Sacrifice Results Table

THIS TABLE CORRELATES THE experience points sacrificed for a feature and the damage roll, attack bonus, or addition to speed that results. XP must be sacrificed for each value separately. Demons do gain normal ability bonuses, calculated at the moment that abilities are rolled, at the conclusion of the invocation.

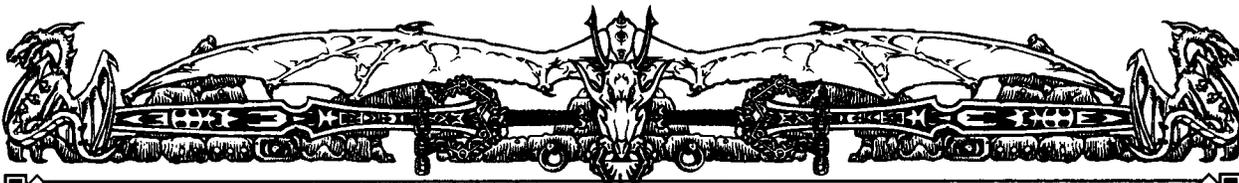
XP's Sacrificed	Damage Roll/Armor Value	Base Attack Bonus	Speed ft./rnd
100	d2	+1	+10
200	d4	+2	+20
300	d6	+3	+30
400	d8	+4	+40
500	d10	+5	+50
600	d10+d2	+6/+1	+60
700	d10+d4	+7/+2	+70
800	d10+d6	+8/+3	+80
900	d10+d8	+9/+4	+90
1000	2d10	+10/+5	+100
1100	2d10+d2	+11/+6/+1	+110
1200	2d10+d4	+12/+7/+2	+120

To calculate values for sacrifices of 1300 and more, subtract the 2d10 increment for 1000 points in the feature, and look for the remainder on the table. Likewise, use the pattern established on the table for the attack bonus and the increase in speed. Thus 1400 XP sacrificed for a feature could result in 2d10+d8 damage, or a +14/+9/+4 attack bonus, or a speed increase of +140 feet per round.

Speaking Demon

EVERY DEMON ARRIVES able to talk to its summoner. Even those bound into objects are aware of their surroundings and able to speak. Usually a demon whispers to its master or mistress, but a surprised or startled demon could shriek or shout as loudly as any human. Startling three or four sorcerers and all their attendant demons causes pandemonium.





Spot Rules for Demons

A LESSER AND A greater demon might have the same skills and features, but only a greater demon can have skill ranks that exceed 8. Only the dungeon master can admit a new skill or feature to the game.

Features & Attacks in a Round

Bound in its own form, a lesser demon can use one feature or skill per round. A greater demon can make multiple attacks if allowed on the Sacrifice Results Table.

Bound into an object and if a lesser demon, the binder wields it with his or her Dexterity. Only the binder can prompt the magical effects of the demon. To anyone else, the object is ordinary.

Bound into an object and if a greater demon, use the higher Dexterity, whether the binder's or the demon's. Again, only the binder gets the benefit of the demon's magic—to anyone else the object is ordinary, though highly decorated.

Appearance

Bound into an object or not, the demon's or the object's appearance should always represent or symbolize in some way the features it has. Straight-forward appearances, such as for Cling, are described. For other abilities, use symbolic appearance. For instance, Absorb Missile could be represented by small dimples or craters that appear and then dissolve on the demon's skin. Such representations can be cryptic and riddle-like.

Base Range

Base range for a feature is equal 3 feet times 1/10 the number of experience points invested in the feature, unless stated otherwise.

Applies to missile and to energy attacks.

Binding Status

Unless a demon has a physical form, it must be bound into an object or place.

Breaking a Demon Item

A *demon item* is a shield, armor, a weapon, or other object within which a demon has been bound. Bound in an item, a demon has no hit points except those of the item. The bound demon defends with features. Whatever the item, and whether or not it is designed to parry, demon points must be exceeded before the item is subject to damage. Calculate such damage as per ordinary combat rules. When a demon item breaks, the demon dies and the broken item becomes entirely normal. The shards or fragments of the object are entirely normal refuse.

Chance to Hit or to Achieve the Effect

Equals 1/10 the number of experience points invested in the attack or feature, at +6 and above the demon gains a second attack at the lower bonus. Some features have fixed chances, as described therein.

Characteristics, Minimum

Every demon has STR, DEX, CON, INT, WIS and CHA. Object-bound demons usually need only INT and WIS, plus any other characteristics necessary to define their features.

Cost of Attacks & Skills

Each extra point of skill costs 50 XP and attack bonus points cost a sacrifice of 100 experience points.

Damage Done by Attack

If not otherwise stated, correlate the experience points invested in the attack with the corresponding die roll on the Sacrifice Results Table. Thus a hit at with an attack bonus of +5 always does 1d10 points of damage, as shown on the Sacrifice Results Table.

Duration of Effects

Unless otherwise stated, demons make melee and ranged attacks as do humans. See particular feature descriptions for other sorts of durations.

Effect of Ordinary Physical Armor

Unless noted otherwise, it has normal AC against attacks.

Effect of Being Bound into an Object

No change in the attack, but the object must represent the attack or feature (an amulet depicting a disgorging mouth for Vomit Acid, for instance). The adventurer should need to compensate each time using certain physical abilities. With Leap, for instance, the adventurer should need a compensating Reflex save to stay upright after the leap (DC depends on the difficulty and distance of Leap).

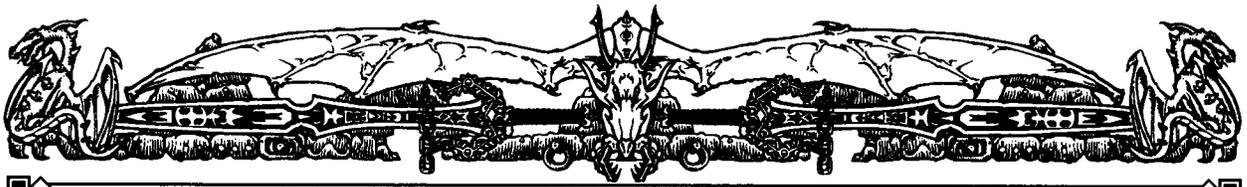
Experience

Demon skills, features, and hit points do not improve. On a demon's home plane they might but while bound in servitude, their personal growth is stunted.

Fumbles, Misses

Works for demons as it does for adventurers. A 01 rolled is an automatically failed attack or skill use.





Spot Rules for Demons (cont.)

and a fumble always occurs with a failed second roll.

Hit Points

A demon in its own form does not regenerate hit points on the plane of the Young Kingdoms. It can do so on its own plane. Exception: the Regenerate feature allows a demon to heal on this plane.

A bound demon has the hit points of the item while bound; it has no hit points of its own.

Criticals & Fumbles

Demon attacks hit as successes and criticals. An adventurer still can

administer a critical hit if using a demon weapon, or if fighting against demons with non-magical tools of war.

Number of Attacks

If discrete attacks use some sort of ammunition (as do Vomit Acid and Quill), the number of attacks possible equals 1/100 the number of experience points invested in the feature. Exhausting those attacks, the demon has no further capacity with the feature until one attack regenerates. That first attack always regenerates at the end of the first game hour. The rest return in puls-

es, one-fourth of them at the end of every six game hours.

See also *Features and Attacks in a Round*, above.

Other Planes

A demon bound into an object or place cannot be sent by itself to another plane; it is bound here, and must remain here. However, it can accompany its master to any plane, if object-bound.

A demon bound as itself, or a free demon serving under terms of negotiation, can be sent to another plane.

Knowing its True Name, a sorcerer can keep the demon bound, send it to its home plane, and then call it back. The process requires one combat round. Saxif D'Aan did this aboard his golden battle-barge, when within a few seconds he manifested a demon on the mainmast to threaten Smiorgan Baldhead. Thus a demon that is already bound and on another plane can reappear in a matter of seconds. Holding a demon in this way counts against the number of spells known. The demon appears through some focusing object touched by the binder, and seems to emerge from it. The focusing object must be visibly marked with the eight arrows of Chaos.

Group Bindings and Summonings

A sorcerer can succeed in summoning a demon more easily with the help of others. Add +1 to the caster level for each participant in an *Invoke & Compel Demon* spell using *dominate monster* or *suggestion*. That demon is bound in common to all, and all must agree how the thing is to be commanded. The summoner speaks the orders. The demon is dismissed only if the summoner dies, or if the group agrees unanimously that it should be dismissed.

For a summoning leading to a negotiation, group knowledge can remain more hazy. All the

summoners must agree to some sort of contribution of effort, but they need not understand or even agree with the purpose of the summoning.

Dismissing, Breaking a Binding

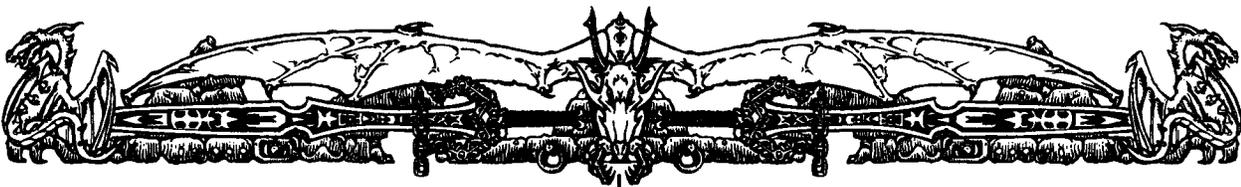
The person or persons who bound the demon can dismiss it at any time. This eliminates the binding, takes 1d8 minutes, and costs no experience points or ability points. The demon slowly evaporates in steam, smoke, and flame, and disappears. The binding party retains knowledge of the True Name, but the thing no longer counts against the number of spells known.

A dismissed bound demon departs the object in which it has been bound. If later summoned again, it would appear in its natural form and not be bound into the object, though it could be bound anew in that manner.

Four sure ways to break an ordinary binding are to dismiss the demon, to kill the demon, to kill the binding sorcerer, or to learn the demon's True Name and successfully rebind it. An eternal binding cannot be destroyed except by destroying the object into which it is bound.

A bound demon which has long been mistreated, or whose needs have long been neglected, might





be desperate enough to be persuaded to grant knowledge of its True Name to a second person. It will seek dismissal by the second person, in exchange for some negotiated task. Since it may be immortal, a demon can afford patience. It will not casually give its True Name to someone.

Rebinding

Occasionally a sorcerer may decide to make a gift of a bound demon. In that case, the demon must be bound anew to the owner-to-be. This requires an hour-long version of the *Invoke & Compel* spell. The new owner must sacrifice a new full payment of ability point(s), experience points, and the opposed Will:Will test.

- * *If the demon fails in its Will test, the transfer succeeds and the thing is now bound to the new owner.*
- * *If the entity wins, it breaks loose from the octagon in d8 minutes, choosing between vengeance here and immediately returning to its home plane.*
- * **CAUTION:** *whoever learns the True Name of a bound demon may call it and attempt to bind it anew. To do so, the present owner must fail an opposed Will:Will contest against the demon stealer. Then the demon stealer may attempt the binding. The re-bound demon has exactly the characteristics and abilities it had before.*

Eternal Compulsion: an eternal compulsion, also sometimes referred to as an eternal binding, binds forever a demon within an object or place. Once the original binder is dead, the demon is still bound, but has no master. To take advantage of its abilities and skills, an adventurer must bind it anew, to himself or herself.

First he or she needs to perceive the object or place as

demon-ridden. Then a successful Diplomacy, Intimidate, or Charisma roll (DC=1/100 XP sacrificed for the demon originally) can open communication with the demon. Once the scope of the demon is understood, the adventurer can attempt to bind the demon through a sacrifice of experience points and a successful opposed Will:Will test.

Should the demon succeed in the Will test, the adventurer must undertake scholarly research to learn more about the demon. Then he or she can try again.

Lesser Demons

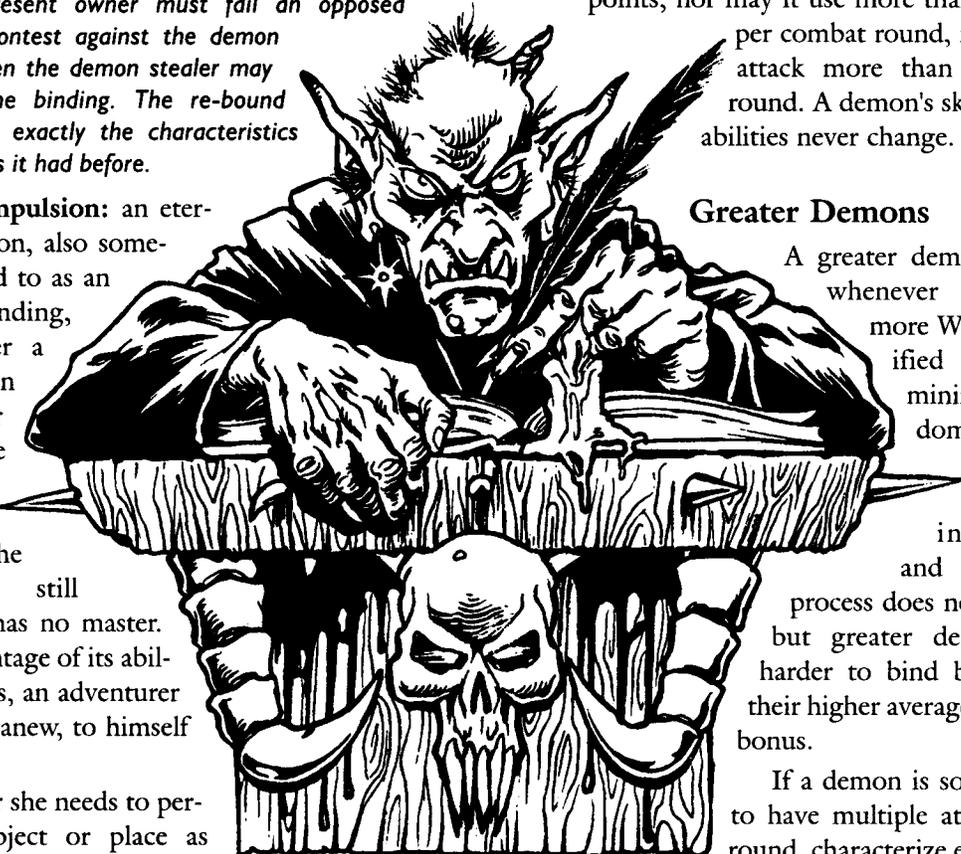
A lesser demon arrives whenever 3d8 WIS, or more, is specified. No demon has less than 3d8 WIS. There is no minimum WIS score for lesser demons. Because of their lower wisdom and knowledge of the planes, lesser demons can be more reliably bound and pose less potential threat while within the Octagon of Chaos.

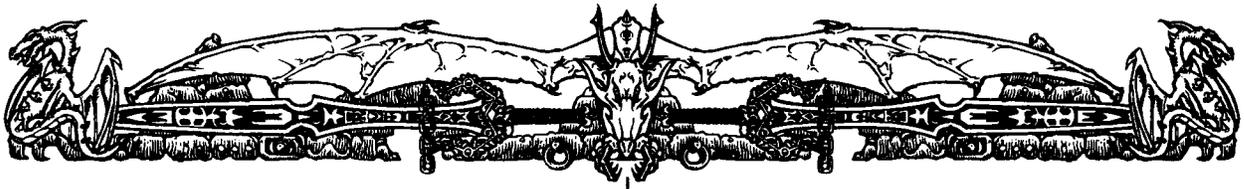
A lesser demon cannot arrive on the plane with a skill higher than 8 ranks, nor more than 8d8 hit points, nor may it use more than one skill per combat round, nor may it attack more than once per round. A demon's skills and its abilities never change.

Greater Demons

A greater demon arrives whenever 5d8 or more WIS is specified and its minimum Wisdom score is at least 15. The invocation and compel process does not change, but greater demons are harder to bind because of their higher average Will save bonus.

If a demon is so skilled as to have multiple attacks in a round, characterize each attack





as a separate mouth, claw, tentacle, etc. Also, some features are available only to greater demons, as stated in the feature description.

Upper limits for the quantity of greater demon features, the bonuses for skills, and for the different attacks may exist, but are unknown.

Demon Skills

A demon may have some of the same skills as its human summoner. Suppose both have Search: if the demon was bound as an individual, then separate skill rolls for each would be made. If the demon was object-bound and worn or carried by the sorcerer, then the player chooses whether to roll the adventurer's skill or the demon's skill. Make only one roll. A wearer of demon spectacles, for instance, would probably choose to benefit from the demon's +6 Search, rather than his own +2 Search.

Should the sorcerer take off his demon spectacles, then treat the object-bound demon as an individual that gets its own skill roll (as long as the spectacles were pointed in the right direction).

The surface of object-bound demons must illustrate necessary skills in order for the demon to use them, such as eyes for Search, ears for Listen, and so on.

Base Skill Levels for Demons

As with adventurers, demons may use any skill not listed in their breed description as untrained—as long as it is not marked with a “No” in the Untrained column of Table 4-2 of the *Player's Handbook*. The demon gains its modifier, if any, for the key ability.

Demons' base chances for communication and knowledge skills are generally zero, with two exceptions.

- * Every demon brings along Knowledge (Own Plane) at 4. This knowledge is free.
- * Every demon arrives able to speak the language of the person who summoned it. This skill is also free.

Demon Needs

Each demon has a need which, if left unsatisfied, causes the demon to become balky and uncontrol-

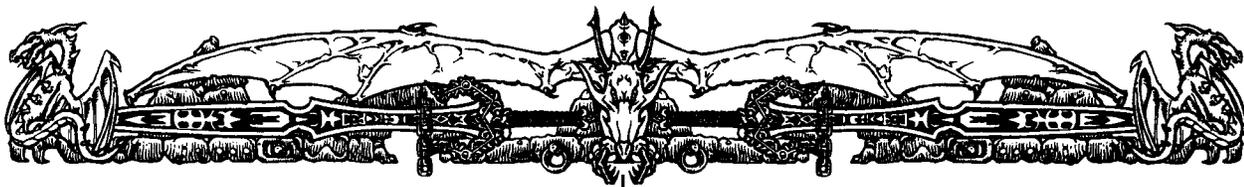
lable. Great neglect should halve a demon's abilities and skills. A demon could die of or rebel against a need long-neglected.

- * Ignoring a need breaks any negotiated contract, and is grounds for personal attack by the demon. Bound demons may not attack, though they may complain

Demon Needs

- | | |
|------------------------------------|--|
| * stand in a fire | * curse frequently |
| * open and close a door repeatedly | * constant punster |
| * talk about philosophy | * ask riddles |
| * stand in water over its head | * belch often |
| * roll in dust | * routinely howl at night |
| * eat a brick | * scorch paper and cloth with touch |
| * eat a boot | * consume a horse, ox, etc., daily |
| * bend a kitchen knife | * eat a gemstone |
| * insult its master | * attack an innocent person |
| * mutter magical-sounding words | * destroy a wall |
| * stand on the ceiling | * burn a tree |
| * sing off-key | * eat something Chaotic or Melnibonéan |
| * bash head against wall | |
| * eat a book | * attack an innocent person |
| * practice a weapon | |
| * challenge for a duel | |
| * pant loudly | |
| * growl at strangers | |
| * mumble in strange tongues | |
| * eat a small animal daily | |
| * exude torrents from its pores | |
| * eat a raw fish daily | |
| * eat a clove of garlic every hour | |
| * look through keyholes | |
| * practice tying knots | |
| * write in a diary | |
- The following are well-suited to demons bound within objects*
- | |
|---|
| * polish the object daily |
| * coat or rub the object daily with a special liquid |
| * expose the object to the sun or put it in flame daily |
| * burn incense or herbs on the object |
| * shove a specific food into an opening in the object |
| * sacrifice experience points daily to the object |





mightily and even plot against neglectful masters.

The dungeon master awards the need. The needs listed in the nearby box are examples: thousands exist. The frequency and intensity of a need should rise with the total competency and effectiveness of the demon. A more powerful demon needs more care. A powerful demon might have several needs, or a need with a greater frequency—assume one need, or increase in need frequency, per 1000 XP sacrifice. The list concludes with a few ideas specifically for demons bound into objects.

Demon features

The features given below follow similar presentations. Notes for selected entries are given below:

- * A **SKILL** is used as described in the rulesbook, successful if overcoming the DC provided in the feature description.
- * An **ATTACK** must overcome the AC of the opponent, then doing the damage indicated.
- * A **DEFENSE** is either a skill that protects the demon in some way or some sort of shield that reduces or eliminates damage caused by an opponent.
- * The **POTENCY (POT)** of a feature equals 1/100 of the total experience points sacrificed for the feature, rounding down.

ABSORB MISSILE — With a successful skill roll (DC=the maximum damage that the missile could do), the demon dissolves and ignores a non-magical missile entering its body; damage from the missile attack costs it no hit points. Each 50 experience points adds 1 point to the skill bonus of neutralizing a successful missile hit. With a +20 Absorb Missile bonus, an attacker will hit with a missile only with a natural attack die roll of 20.

ACID BLOOD — The demon has acid for blood. The strength of the acid is expressed as a die roll, determined by the XP sacrifice and the Sacrifice Results Table. When the demon is attacked and loses at least one hit point, the attacking weapon may suffer acid damage. Roll the acid strength; if the roll total is higher than the hardness of the attacking weapon, then that weapon takes the remaining damage to its hit points. This acid can damage magical and demon weapons.

The attacking adventurer must also make a successful Reflex save (DC=the acid damage roll result) or be splattered with acid, armor does not protect. For the damage done by the acid, consult the Sacrifice Results Table.

BITE — This is a straight-forward snap with gaping jaws and glistening teeth. Sacrifice experience points for the damage done separately from any sacrifice for additional attack bonus on the Sacrifice Results Table.

BURN — A +8 ranged attack (30 ft. range) with a radiant pulse of heat doing fire damage of 1d6+2 to a single target. If hit, the target also needs a successful Reflex saving throw (DC15) to avoid igniting clothing and hair, as per game system fire damage. Because metal transmits heat, ordinary non-magical, non-demon armor helps blocks this damage only for the first round of the attack. The sacrifice for this feature is fixed: 500 XP.

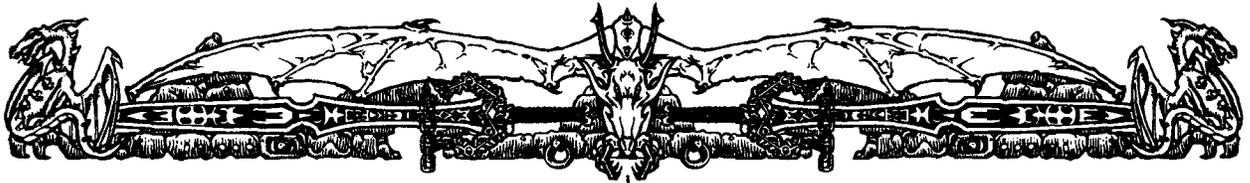
BURROW — The demon can chew through and ingest wood, earth, and stone to clear a tunnel with a diameter accommodating the demon's size. The rate is three feet per hour per 100 XPs invested in the feature. The demon does not burrow through refined metal, flesh, or magical substances.

CARAPACE — Grants a coating of hide, scales, shell, etc., as the player describes. Each 100 XP invested in this armor adds +1 to the armor class of the demon (base AC=10).

CLAW — One of the demon's limbs concludes in an animal claw of the player's description. Two claws could attack in the same round, the second suffering a -5 penalty. The experience point sacrifice for this feature does not change: a claw costs 400 experience points and has a +4 attack modifier. Each claw does fixed damage of 1d8.

CLING — The demon has sticky pads at the ends of its limbs and on its torso. With these it clings to vertical surfaces and lurks upside down on ceilings. Each 100 XPs invested allows the demon to Cling for an additional hour before it must drop to the floor, and also increases its Climb skill by 1 point. One successful Climb roll (normally DC10) reaches any position on a ceiling.





CONFER FEATURE — A Greater Demon feature. The demon is able to enhance an ability or skill of the user of the binding object. For a sacrifice of 300 XP, one feature can be conferred. Example: a sword-demon with a high DEX score could confer its DEX (and DEX bonus) to the user of the sword. Conferred abilities are used instead of the user's natural value. Perversely, demons are able to and jealously will withhold conferred abilities when used to invoke and compel other demons.

DAZZLE — Radiates a tight cylinder of brilliant light that blinds a single target for that number of combat rounds equal to the Dazzle potency. The blinded target sees nothing but white spots and bright starbursts during this time; treat as if in total darkness. The target can attempt a Will save. DC=Dazzle's POT; success indicates that the target's closed or averted eyes avoid the effect.

DEMON ARMOR — The demon may wear the armor, but usually is bound into armor worn by a character. Such armor usually takes on a bizarre or fantastical appearance because of the Chaotic demon presence.

*** If the demon is bound into the armor, the armor retains its normal AC bonus. This feature resists damage—the resistance value equals a die roll total, and can vary from blow to blow. Use the Sacrifice Results Table to correlate the XP sacrifice and the resultant strength of the armor.**

For example, 800 experience points invested in Demon Armor resists 1d10+1d6 points, with normal Half Plate providing +7 to the wearer's Armor Class. The wearer benefits from a minimum total stopping power of two points, and a maximum possible of 16 points.

If points of damage get through demon armor, subtract them from the wearer's hit points. When all the wearer's hit points have been lost (any time the wearer goes to zero or fewer hit points), the demon can try to escape with a successful opposed Will:Will test. If successful, the bound demon is dispelled and the magical effect is ended. Exception: in an Eternal Compulsion the demon can not test.

*** If the demon wears the armor instead of being bound into the armor, the demon enjoys only its natural AC (unless it also has the Carapace feature) plus the damage resistance of this feature. The armor loses magical effect when the demon removes it, or when the demon is dismissed or dies.**

DEMON SHIELD — The demon may carry the shield, but usually is bound into a shield carried by a character.

*** If the demon is bound into the shield, it has the Armor Class bonus normal to it, plus it blocks additional damage in an amount corresponding to the experience points invested, as per the Sacrifice Results Table.**

For example, a normal large wooden shield adds +2 to the wielder's AC, and 800 experience points invested in Demon Shield stops an additional 1d10+1d6 points: its minimum total stopping power is 2 points, and its maximum is 16 points. If points of damage go unblocked, apply the extra points to the wielder's demon armor, if any, then to the wielder's hit points.

The shield demon must succeed in a Fortitude save (DC=damage points passing through) or lose 1 CON. When all the shield demon's CON points have been lost, the shield is broken, the magical effect is ended, and the demon dies.

*** If the demon carries the shield instead of being bound into it, when the shield breaks the demon dies. A shield by a demon holds magical effect for one blow after the demon releases it, or after the demon is dismissed or dies. After that the shield is ordinary in all respects.**

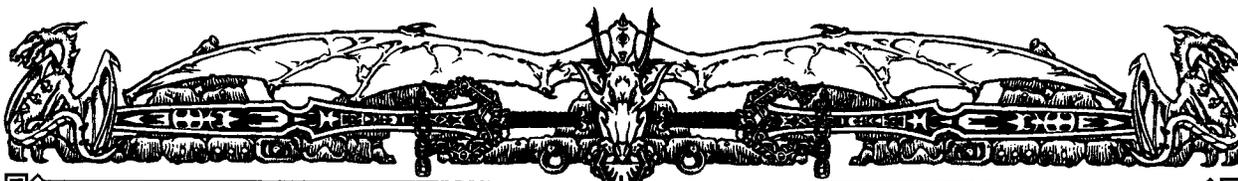
DEMON WEAPON — The demon may carry and use the weapon, but usually is bound into the weapon. Choose any weapon that looks attractive on your demon. This weapon will do normal damage (Table 7-4 in the *Player's Handbook*) plus additional damage by the demon as indicated on the Sacrifice Results Table for the XP sacrificed. The demon's attack bonus (based on its HD, STR or DEX, and any for additional XP sacrificed) can be Conferred to the wielder.

*** If the demon is bound into the weapon, use the adventurer's normal attack bonus with the weapon.**

If a demon weapon is targeted by an opponent or otherwise subject to damage, first determine the total damage affecting the demon-weapon. From this total subtract the weapon's natural hardness and the result of the weapon demon's feature die roll. Subtract remaining damage points from the weapon's hit points. When the weapon breaks, the magical effect is broken and the demon dies.

For a demon bow, the Attack bonus with arrows or sling stones would improve by one point per 100 experience points invested. A demon bow combined with a demon arrow represents two separate abilities: the

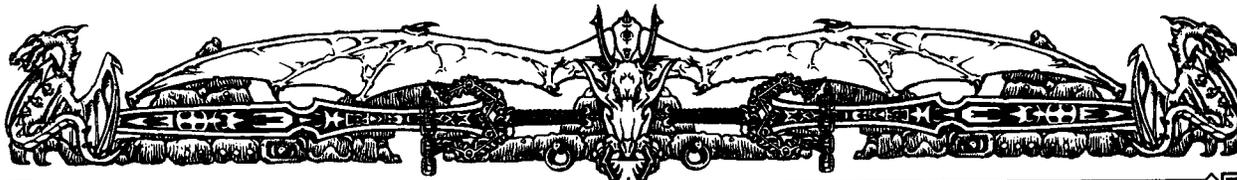




Demon features Summary

feature	XP sacrifice	range	skill	effect summary
Absorb Missile	varies	self	+1/50 XP	defense: skill check stops missile (DC=Missile Max. Damage).
Acid Blood	varies	touch	auto	defense: Sacrifice Results Table damage to weapon; Reflex save (DC=acid damage roll) or attacker is also splattered.
Bite	S.R. Table	touch	Attack bonus	melee attack: Sacrifice Results Table damage.
Burn	500	30 ft.	+8	melee attack: fixed damage 1d6+2, plus ignition chance unless Reflex save (DC15).
Burrow	varies	touch	auto	skill: tunnel through wood, earth, and stones, 3 ft. per hour per 100 XP sacrificed.
Carapace	varies	self	auto	armor: +1 AC per 100 XP.
Claw	400	touch	+4	melee attack: fixed damage 1d8 per claw.
Cling	varies	self	100/hour	skill: clings to ceiling, etc.: 100 XP per hour & +1 Climb.
Confer Feature	300	self	100/hour	feature: use demon's ability or bonus except when invoking or compelling demons.
Dazzle	varies	sight	+1/50	feature: blinds single target (Will save DC=POT) for POT in rounds.
Demon Armor	varies	self	auto	armor: damage resistance, as per Sacrifice Results Table, per experience points sacrificed.
Demon Shield	varies	self	auto	armor: damage resistance, as per Sacrifice Results Table, per experience points sacrificed.
Demon Weapon	varies	touch	varies/auto	melee attack: human wielder uses his/her skill; damage per Sacrifice Results Table.
Dimensions	2000	self	auto	feature: travels between home plane and YK; each leg traveled costs demon 1 CON; can carry own size or less; panic on failed Fort. save (DC15), INT-memory loss on fumble.
Distend	varies	self	auto	feature: distend, enlarge body part x1 length per 100 experience points sacrificed.
Drain Soul	1000 XP	touch	WILL:WILL	touch attack: Will:Will contest robs d8 CON until 1, then robs d8 WIS until 0.
Dust	varies	3 ft./100 XP	auto	feature: obscures vision for remainder of round; clears at start of next round; damage 1d8 per round for single target.
Explode	varies	5 ft.	varies	grenade-like attack: Sacrifice Results Table direct hit damage in 5 ft. radius.
Exsanguinate	varies	touch	+1/50 XP	reflex save (DC=demon DEX bonus+POT) or demon drains 1d3 hit points per round.

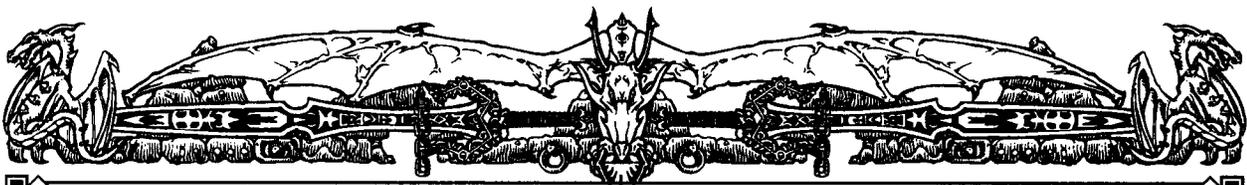




Demon features Summary (cont.)

feature	XP sacrifice	range	skill	effect summary
Feat	300	self	auto	feature: demon gains specified feat; must qualify.
Fog	varies	5 ft./100 XP	auto	feature: exudes stinking obscuring fog, 3 ft. high per HD and 5 ft. wide per 100 XP; 1/2 cover.
Freeze	varies	3 ft/100 XP	+ 1/50 XP	ranged attack: damage 1d6+2 cold; weapons may break when used Fortitude save (DC=POT).
Gore	varies	touch	S.R. Table	melee attack: damage 2d8+8. +2 attack & +1d8 damage if charging.
Gout Fire	varies	3 ft/100 XP	auto	sheet of fire damage 2d8 unless Reflex (DC 15).
Hear	300	sight	CON mod.	skill: can listen to distant sounds; 01 the report is unknowingly misleading.
Knowledge	1000	self	INT mod.	skill: answers reference questions; 01 the report is unknowingly wrong.
Leap	varies	self	auto	feature: jump 10 ft. high or 15 ft. long per 100 XP; add 1 passenger for extra XP sacrifice.
Lift	300	self	auto	feature: lifts and carries normal carrying capacity x25.
Locusts	1000	touch	+ 10	special attack: damage 2d8 per round in tiny bites.
Manipulate	varies	touch	+ 1/50 XP	skill: builds, fixes, or does something.
Paralyze	700	touch	CON:CON	+8 touch attack. Temporary paralysis; Fortitude save to end effect.
Quills	varies	10 ft/100	Ranged bonus	ranged attack, fire 1d3 per attack; max. 3x POT per 24 hrs.; 1d8 damage each.
Regenerate	300	self	auto	feature: regains 1 hit point per round.
Resistance	300	self	auto	resists damage from specified energy type up to POT.
See	300	sight	CON mod.	skill: sees distant objects more closely.
Seer	20/year	place	WIS mod.	skill: views past; DC=10+1/5 yrs; on 01 unknowingly false or cryptic result.
Shape Change	100/form	self	auto	feature: alters to one or more other forms.
Size Enhance	500	self	auto	feature: increases or decreases demon size by one class.
Sleep	500	sight	WIS:CON	puts target to sleep for at least an hour.
Smash	S.R. Table	touch	Attack bonus	melee attack: Sacrifice Results Table damage.
Snout	300	touch	CON mod.	tracks recent scent trail; 01 loses trail.
Soul Sight	varies	60 ft.	auto	as darkvision plus relative WIS indication.





Demon features Summary (cont.)

feature	XP sacrifice	range	skill	effect summary
Speed	S.R. Table	self	auto	feature: increase rate; add mode for 100 XP for 1d8 feet per round.
Stinger	400 base	6 ft.	Attack bonus	melee attack; damage 1d8, plus venom.
Suffocate	100 base	5 ft.	Attack bonus	melee touch attack; CON check, DC= 10+ 1/rnd.
Suture	1HP/100	touch	auto	restores 1 hit point per POT; leaves repulsive scars; costs demon 1 CON.
Teleport	1000	self	auto	as teleport spell; teleports self, and passenger; each trip costs demon 1 CON.
Tentacle	300	5 ft.	Attack bonus	melee attack; damage 1d8; after successful hit armor does not help against this attack.
Terrifying Visage	400	sight	auto	frightens opponent with failed Will save (DC= 10+ 1/2HD-CHA mod), -2 to morale, attack, damage, & saves.
Tongue	S.R. Table	1 ft/POT	Attack bonus	melee attack; grabs target and swallows; one STR:STR chance to get free.
Vomit Acid	S.R. Table	1 ft/POT	Ranged bonus	ranged attack; Sacrifice Results Table damage, damage not lessened by distance.
Wardpact	1000	self	auto	immune to one class of weapon upon approval of Chaos Lord.
Web	S.R. Table	1 ft/50	auto	entangle as net with failed Reflex save (DC= 10+demon DEX mod); hardness & HP equal to Sacrifice Results Table result.
Wings	600	self	auto	fly across the world at 50 mph, carry things.

XP – Experience points.

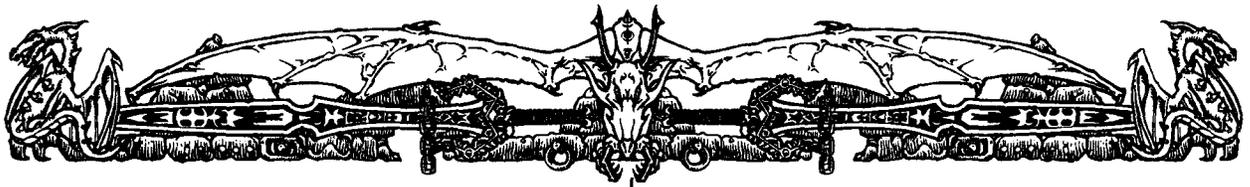
varies – The experience points (XP) sacrificed can vary. More points increases the demon's accuracy as well as potency, etc.

auto – Automatic. The demon performs this feature without fail unless noted. A Resistance Table roll may be needed to take effect.

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

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





former determines the chance to hit, and the latter the damage done as per the Sacrifice Results Table.

* **If the demon carries the weapon** instead of being bound into it, consider it to be a light weapon for combat purposes while the demon wields it. The weapon holds magical effect for one blow or attack after the demon releases it, or after the demon is dismissed or dies. After that the weapon is ordinary in all respects.

DIMENSIONS — A Greater Demon feature. Upon command, the demon can travel between the Young Kingdoms and its home plane. The price of this feature is fixed, at 2000 experience points. Each movement between planes costs the demon 1 CON; reduced to zero CON at the end of a trip, the demon dies cursing the person who forced it to kill itself.

For an additional fare of another CON point, the demon can carry someone up to the demon's own size to the other plane. A human can survive this trip.

Though Champions of Chaos are unaffected, the trip through the awful void and swirling, leering vortices terrifies everyone else. Make a Fortitude save each time passage is made (DC15). Failure results in a panicked adventurer suffering a -2 morale penalty on saving throws and attacks for d8 rounds; and a fumbled roll indicating that all spells and summonings in INT-memory are forgotten, and all bound demons are released.

DISTEND — Allows the demon to temporarily enlarge, stretch, or magnify its stated body part. For each 100 experience points invested, the demon increases size or reach by the part's original size again. For instance, 1000 experience points spent for Distend Arm, and the arm could zoom out to ten times normal length and width. Each length takes about half a second to grow.

DRAIN SOUL — The demon must touch the target first. Each round of the attack requires a successful opposed Will:Will check; foiled by a failed roll, the jolted demon drops its target as if hit by lightning. The sacrifice for this feature is fixed, at 1000 XP. Armor does not defend against this feature.

In attacking, the demon first tries to drain the target's CON, at 1d8 points per round of success. With CON drained to a minimum of one and the target unconscious, the demon drinks the target's

WIS at 1d8 points per round to a minimum of zero, and leaves him or her a will-less zombie. Each point of WIS drained increases the thing's hit points by one. These hit points can be spent but do not regenerate.

Should this attack be halted before the victim reaches WIS 0, the losses are temporary.

DUST — (100 XP min) The demon belches out a blast of dry dust and sand in a 180° attack, at a range equal in yards to the Potency of the feature. The attack automatically succeeds in forcing closed the targets' eyes. If the demon concentrates on a single target, the Dust attack does 1d8 damage per combat round; 1d4 damage if the target wears heavy armor. Such an attack lasts the remainder of the combat round. The target can see again at the beginning of the next round, but the demon can inhale and also begin again. Make the Dust attack for up to that number of rounds in an hour equal to its Potency.

EXPLODE — the demon approaches and attempts to Grapple the target. Succeeding, it holds on and explodes on its initiative rank in the next round. It deals the grappled target damage equal to the Damage Roll entry for the experience points sacrificed for the feature on the Sacrifice Results Table. Splash from the explosion affects all within 5 feet, equal to the minimum damage that the demon could do.

The demon's grapple attack bonus can also be enhanced via the Sacrifice Results Table for an additional sacrifice.

The demon exploded, it returns to its own plane, freed, and cannot return to this plane. Armor does not defend against this feature, as it transmits the shock of the explosion.

EXSANGUINATE — The experience point sacrifice for this feature increases its Potency only. Spotting a victim, the demon attaches itself to the target unless the target makes a Reflex check (DC=demon's DEX+feature's POT). The touch of the thing feels like clammy wet cloth; only attacks with magic or magical weapons can damage it. Armor defends fully against the attack for the first round, but after that the demon's tendrils find a way through. Damage for each round of attack is 1d3 hit points. The demon can drain blood only up to its





hit points per 24 hours. This feature includes Speed: Fly 80 ft.

FEAT — For a fixed expenditure of 300 XP the demon gains the General Feat specified by the summoner. The demon must abide by any prerequisites given in the Feat description.

Not available are feats specific to spellcasters, metamagic feats, or feats that require of the recipient a certain character class level.

FOG — From the demon's vents pour a noxious wet vapor. Too thick and too unmoving to aim missiles through or to allow coordinated attacks it obscures all sight, including darkvision, beyond 5 feet and provides one-half concealment to those within the cloud. Non-magical bowstrings and slings stretch and rot after a single combat round of exposure. The stink clings to the targets and makes them easy to track for the next 24 hours. The ragged area of effect is roughly cylindrical, three feet high for each demon HD and five feet wide for every 100 XP invested in the feature. The same demon cannot possess a feature that includes effects of wind, fire, or heat.

FREEZE — Radiates a cone of intense cold doing damage of $1d6+2$ hit points per round. The Potency determines the range in yards. If a target survives such an attack, he or she needs successful Fortitude saves for exposed weapons ($DC=POT$) the first fight after that; failing, the weapon has lost its temper and snaps on the first blow. Shields, armor, and magical or demon weapons are unaffected.

GORE — The demon grows a pair of horns somewhere on its body. It uses them like a bull to gore targets for $2d8+8$ damage. The number of experience points sacrificed determines the demon's melee attack bonus with the horns. Add a $+2$ attack bonus and $1d8$ damage bonus if the demon charges the target (as described in the game rules).

GOUT FIRE — Radiates a 180° fan of flame doing $2d8$ fire damage per round to all targets within base range; Reflex save ($DC 15$) for half damage. Figure the base range at 3 feet per 100 experience points sacrificed. Hair and clothing also ignites, as per game system fire damage. Up to twice base range, no damage occurs with a successful Reflex save for the target ($DC 10$); without it, $1d3$ scorching but no

ignition occurs. Armor helps block this attack in the first round only. Make the Gout Fire attack for up to that number of rounds in an hour equal to the Potency of the feature.

HEAR — The demon overhears any conversation it witnesses, and then reports to the summoner the gist of what's said. Its ability to do this starts as its CON modifier, for a sacrifice of 300 experience points. The DC equals the number of yards between the demon and the conversants. On a result of 1 its report is inaccurate and misleading. If the demon is bound in an object, the object must include the image of one or more eyes and one or more ears if the demon is to be able to witness. Range is line of sight.

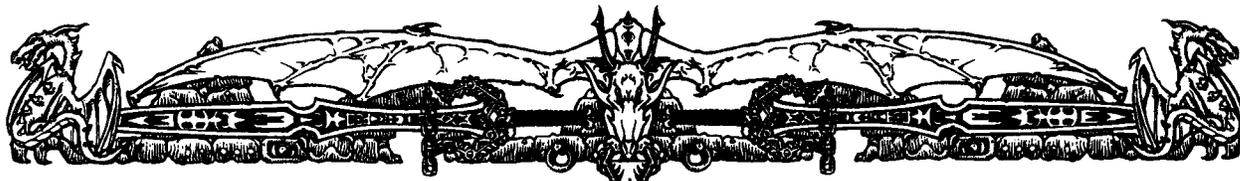
KNOWLEDGE — The demon listens to a specific question concerning the plane of the Young Kingdoms, then vanishes to seek the answer. It reappears in $1d8$ hours to answer, or to report that the answer could not be found. The question must concern a specific category of intellectual knowledge ("things that hop," "legends of Vilmir," etc.) to which a systematic answer exists. It will not provide knowledge of spells. The question must concern the plane to which the demon has been summoned.

The demon has no way to learn personal secrets, hidden locations, or similar kinds of private, one-of-a-kind knowledge. The demon's chance to answer starts at its INT modifier, the DC for finding an answer depends on the difficulty of the question (5=easy, popular culture; 10=average, book knowledge; 15=hard, legendary; 20=very hard, nearly forgotten). If it fails, it knows it has, and reports failure. On a result of 1 it mistakenly reports the wrong answer, believing it correct. The experience point sacrifice for this feature is fixed, at 1000 XP.

LEAP — The demon has frog's legs, a springy tail, or other physical means which lets it safely leap. It hops horizontally for fifteen feet or leaps vertically for ten feet per 100 XP invested. This feature is unaffected by wearing armor.

The demon can carry one passenger if the summoner sacrifices additional experience points equal to the following maximum passenger sizes: 100-Diminutive, 200-Tiny, 400-Small, 500-Medium,





1000-Large, 2500-Huge, 5000-Gargantuan, 10000-Colossal.

LIFT — The demon can lift and carry twenty-five times its normal carrying capacity for its STR (in pounds) for an hour, then must rest for ten minutes. If walking, its rate can be up to Speed 30. If it is lifting itself, it moves through the air at Speed 60, then must rest for ten minutes. The sacrifice for this feature is fixed, at 300 experience points.

LOCUSTS — The demon manifests itself as a cloud of locusts, milling about to compose a vaguely human form. This demon may not have any other feature.

Attacking, the demon enfolds itself around a single target, its hungry mouths doing 2d8 damage per round with a melee Attack bonus of +10.

Ordinary weapons do not affect this demon; magical weapons do only the magical damage component with a successful hit. A flame attack or immersion in water causes the demon to retreat. The attack that lowers the demon's hit points to zero dispels the demon. The sacrifice for this feature is fixed, at 1000 experience points.

MANIPULATE (Substance) — Allows the demon to create a simple physical object of the stated substance, or to repair or revise it in an hour. Define "simple" as that work achievable by an average human craftsman in seven days and seven nights of unceasing labor. The demon must be equipped at least with

Small size. The demon gains a modifier for this skill of 1 point per 50 XPs sacrificed.

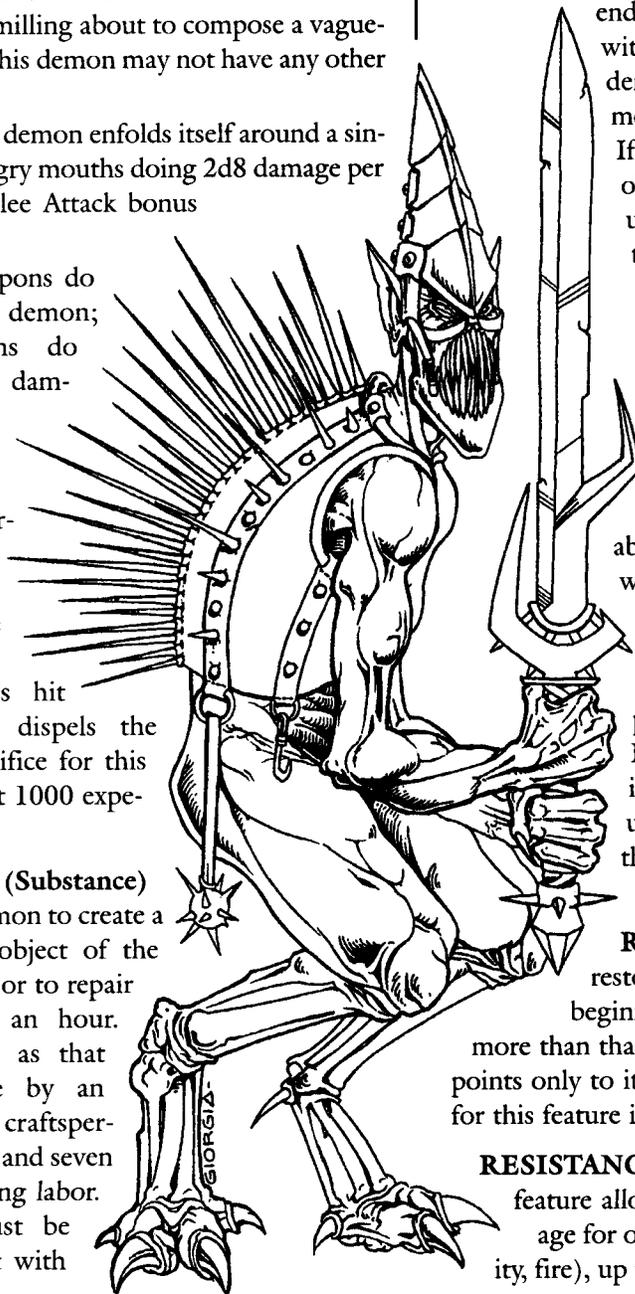
Contrast this feature with the Craft skill. Craft involves more-complex decision-making. Manipulate is simpler, more mindless, and repetitive.

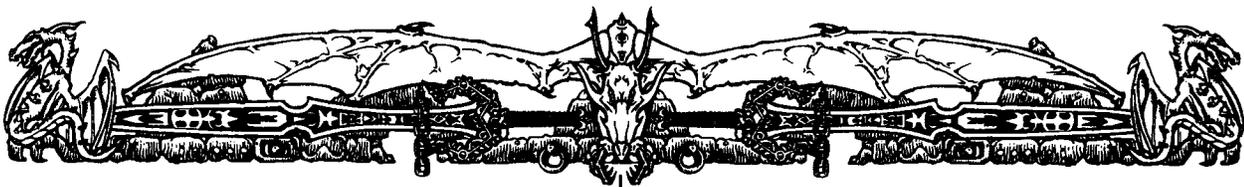
PARALYZE — A Greater Demon feature. The range is touch. The demon attacks the target's CON with its own, via an opposed attack. With a success, the demon paralyzes the target. The victim cannot move, but can think normally. Paralysis ends when the target's player succeeds with a Fortitude save (DC=10 + 1/2 demon's HD + demon's CON mod.); he or she can try each round. If the target carries or wears an object-bound demon, that demon is unaffected—this feature hits one target at a time. If the target was a bound demon, that demon could not attack while paralyzed. The XP cost for this feature is fixed, at 700 experience points.

QUILLS — With this ranged attack the demon hurls 1d3 ugly-looking mottled black quills, each about a forearm long and equipped with nasty harpoon-like barbs (*see illustration to left*). Each quill that hits does 1d8 damage, plus imposing a -1 circumstance penalty to attack, save, and checks. Base range is 10 feet per 100 XP invested. The total number of quills usable in 24 hours equals 3x POT of the feature. Pro-rate the regeneration of the quills over 24 hours.

REGENERATE — Automatically restores one hit point per round at the beginning of its initiative rank, never more than that. The demon contributes these hit points only to itself. The experience point sacrifice for this feature is fixed, at 300.

RESISTANCE — For a base cost of 300 XP this feature allows the demon to ignore the damage for one energy type (acid, cold, electricity, fire), up to POT. Beginning POT equals the





demon's CON modifier; +100 XP per additional point of Potency.

SEE — The demon can distinguish things far away, such as the identity of a distant rider, the deployment of troops, or an inscription on a wall. It reports what it sees. Its ability to do this starts at its CON mod. Dust, fog, smoke, or darkness does not block its vision. If bound into an object and worn, the binder can see in this fashion. Within a yard, the demon can see larger than life, up to ten times. Only on a result of 1 is its report flawed or wrongly perceived. The base experience point sacrifice for this feature is fixed, at 300.

SEER — The demon can scan through and choose to witness particular times in the past, within its "range" of vision. It always experiences the past from where it stands, so the sorcerer must move it to the location needed. For each 20 experience points sacrificed, the demon's range reaches back one year further into the past. The chance for success begins as the demon's WIS modifier; the DC equals 10+1 per five year increments. A result of 01 always is unknowingly faulty, cryptic, or indistinct.

This process requires the demon to spend one hour per year just to get to the year to scan, then one hour to scan that year. Thus, if powerful enough, a demon could witness the moment that the proto-Melnibonéans first landed on the shores of Melniboné 10,000 years ago by first spending about 417 days in a trance, then one more hour for the scan of that year.

If the demon is bound into an object, the binder sees with his or her own eyes.

SHAPE CHANGE — Once per 24 hours, the demon can alter its form to resemble some living thing of the Young Kingdoms. The shapes to be changed to must be chosen at the time of invocation; each guise costs 100 XPs. The physical characteristics of the demon do not change, so the demon could be a huge canary, but without the ability to Fly would be a grounded huge canary. The demon also could look like a human, Melnibonéan, etc., but not any person in particular. A demon with this feature cannot be bound into an object. Success is automatic; duration can be any amount of time. In addition to the cost of the guise, the experience

point sacrifice for this is fixed depending on the demon's size: 100-Diminutive, 200-Tiny, 350-Small, 500-Medium, 750-Large, 1250-Huge, 2500-Gargantuan, 5000-Colossal, plus any number of experience points for any number of shapes.

SIZE ENHANCE — A sacrifice of 500 XP causes the demon to add or subtract mass and dimension so as to increase or decrease one size class from the natural size dictated upon the demon's creation. This feature can be applied once per demon conceived.

SLEEP — A demon attack causing its target to feel irresistibly sleepy. The demon pits its Will against a victim's Fortitude; failing, do not repeat the attempt for an hour. Succeeding, the target falls asleep for 20 minus CON hours, or for one hour, whichever is more. Range is sight. The sacrifice for this feature is fixed, at 500 experience points.

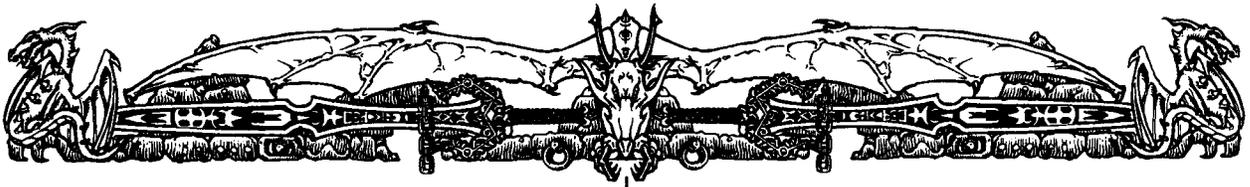
SMASH — The demon hurls itself, or a part of itself, against a target in this bludgeon attack. The Sacrifice Results Table correlates the experience point sacrifice with the damage of the smash. A separate sacrifice can add to the melee attack bonus. The demon never incurs damage from its own attack.

SNOUT — Provides the demon with an animal-like snout that gives it the ability to track by smell with a beginning skill equal to its CON modifier. On a result of 01 it loses the trail utterly, or starts following the wrong person; on a natural 20 then it follows the trail impeccably. Unlike the skill Wilderness Lore, the Snout feature can trail substances that have no odor, such as diamonds or gold. The sacrifice for this feature is fixed, at 300 experience points.

SOUL SIGHT — This feature functions as the darkvision ability, but also superimposes a nimbus about each creature that is a reflection of its Wisdom score. This aura tells the demon the relative strength of the creature's Wisdom ability: within six points of the demon's score or more than six points lower or higher. It does not reveal an exact value.

SPEED — Demons are naturally slow and laconic unless otherwise dictated by its breed description. This feature increases the speed of a demon's mode





of travel by the value indicated on the Sacrifice Results Table. The basic travel modes are Run, Swim, Fly, and Burrow. To add a second mode of travel, sacrifice one hundred more experience points and begin this second mode at 1d8 feet per round. A demon may have any or all of the modes.

STINGER — The demon comes equipped with a prehensile stinger of up to six feet in length. It does 1d8 damage to a target. This feature costs a base of 400 experience points. XPs sacrificed on the Sacrifice Results Table decide the attack modifier. An attack that wounds the opponent also causes venom damage. The target needs a Fortitude save against the potency of the venom ($DC=10+1/2$ demon's HD+demon's CON modifier). With a failure, the demon venom costs the target the demon's CON in hit points. With a success, the target loses half the demon's CON in hit points (round up), but is immune to further Stinger venom damage.

SUFFOCATION — The demon can smother a target to death. (For an example, see the hoojgnurp breed description on pages 133-134). The demon must make a successful melee touch attack against a target; if the target is wearing a helmet that covers the mouth and nose, the target receives a +4 bonus to AC. On a successful attack, the demon covers or obstructs the target's breathing passages, and the victim must make a Constitution check every round, as per the drowning rules. The initial DC is 10 and it increases by 1 each round until the victim fails the check. Once the victim fails, the victim falls unconscious on the first round thereafter, is reduced to -1 hit points on the second round, and dies on the third.

The victim or another character can grab the demon (automatic success) and attempt to pry it off by making a STR:STR check against the demon. The victim and each helper can make one such attempt per round.

This feature costs 100 XP plus points spent on the Sacrifice Results Table for additional attack bonus points. This feature has no effect on constructs, the undead, and any other creatures that do not need to breathe.

SUTURE — The demon magically seals and restores the hit points for wounds left by weapons,

tools, claws, and so on. The feature does not work for internal injuries, burns, poisons, or asphyxiation. The target can be the demon's master or someone designated by the master. The demon cannot sew up beings from other planes, including itself. Range is touch. Suture is complementary with the skill Heal. Hit points restored per wound equal the Potency of the feature. Every application of Suture leaves a prominent scar disgusting in odor, color, or shape, one always suggesting Chaos, on both the patient and on the demon. Each use costs the demon 1 permanent CON point.

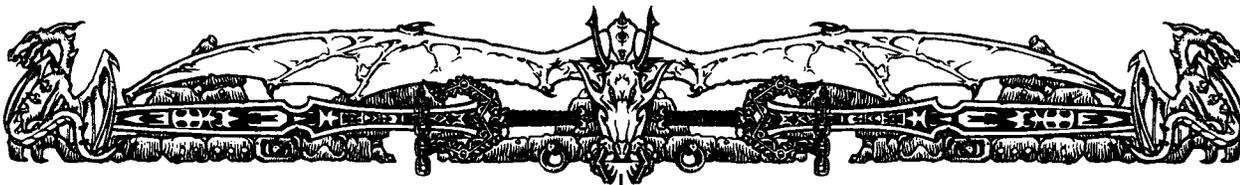
TELEPORT — A Greater Demon feature. Within the Young Kingdoms, the demon can teleport itself and passengers or cargo of a weight in pounds up to 25 times its strength. It will not arrive closer than a hundred yards to an individual with HD greater than its own. The disorienting trip takes only a few seconds. Subtract 1 CON from the demon for each trip it makes: when the demon's CON reaches zero, it has expended itself completely and perishes. The experience point sacrifice for this feature is fixed, at 1000.

TENTACLE — The sinuous, slimy, sucker-tipped tentacle can grasp and crush for 1d8 damage per combat round. Range is 5 ft. The base cost for this feature is 300 experience points. The chance to hit is determined by an experience point sacrifice and reference to the Sacrifice Results Table.

TERRIFYING VISAGE — Add this feature for a base cost of 400 experience points. It affects opponents with fewer hit dice or levels than the total of demon hit dice + POT. This feature causes opponents to become *frightened* (-2 morale, attack, damage, & saves) for 1d8+2 rounds. Will save ($DC=10+1/2$ demon's HD - CHA mod) to negate and to make opponent immune to the demon's presence for one day.

TONGUE — The demon has a 3 foot long prehensile tongue. This is a melee attack with the demon gaining its normal attack bonus. Hitting, the tongue retracts and pulls the target to its mouth. A target can wriggle free with an opposed STR:STR roll. Failing, he or she is swallowed whole, and in the next combat round takes stomach acid damage commensurate with the XP sacrifice and the Sacri-





fice Results Table. The demon must be at least one size category larger than the thing it tries to Tongue, or it cannot swallow the target. Additional XP can be sacrificed for Potency, each adding another foot to the range of this weapon.

VOMIT ACID — The demon regurgitates stomach acid. This is an aimed attack against a single target, potentially damaging weapons, armor, items, and adventurer at once. The gelatinous contents do the same damage at any distance. Use the Sacrifice Results Table to correlate experience points sacrificed with acid damage. The range equals the Potency, in feet.

WARDPACT — A wardpact is a magical agreement made among demons to join in defense against attacks of a specific type. Of the one guarding Urish's hoard, Moorcock says, "he is a representative of all demons who would mass with him to preserve his wardpact." Such a defense is proof against nearly anything, even Stormbringer, who is not eager to attack this demon. In the saga, the clever Hackmeat smashes to pieces against the wardpact held by the demon, who watches calmly and then distends its jaws. Urish, who had wielded the cleaver, is swallowed whole.

* To create a wardpact, invoke a Lord of Chaos. The Lord exacts 1000 experience points and some additional payment or exchange, or else denies the wardpact. The agreement of Chaos is vital, for a wardpact links and obligates many demons.

* Striking the demon, a wardpacted weapon always breaks, even if a demon weapon. Roll damage for the attack as if the attack hit, but subtract the hit points from the attacker. Wardpacts are supernatural: armor and shields do not absorb, deflect, or lessen the reflected damage.

* A wardpact can be made against any one earthly attack or demonic feature. In game terms, make a wardpact against one class of weapon as defined by the Weapons Classes box in the Adventurers Chapter, pp. 56-57.

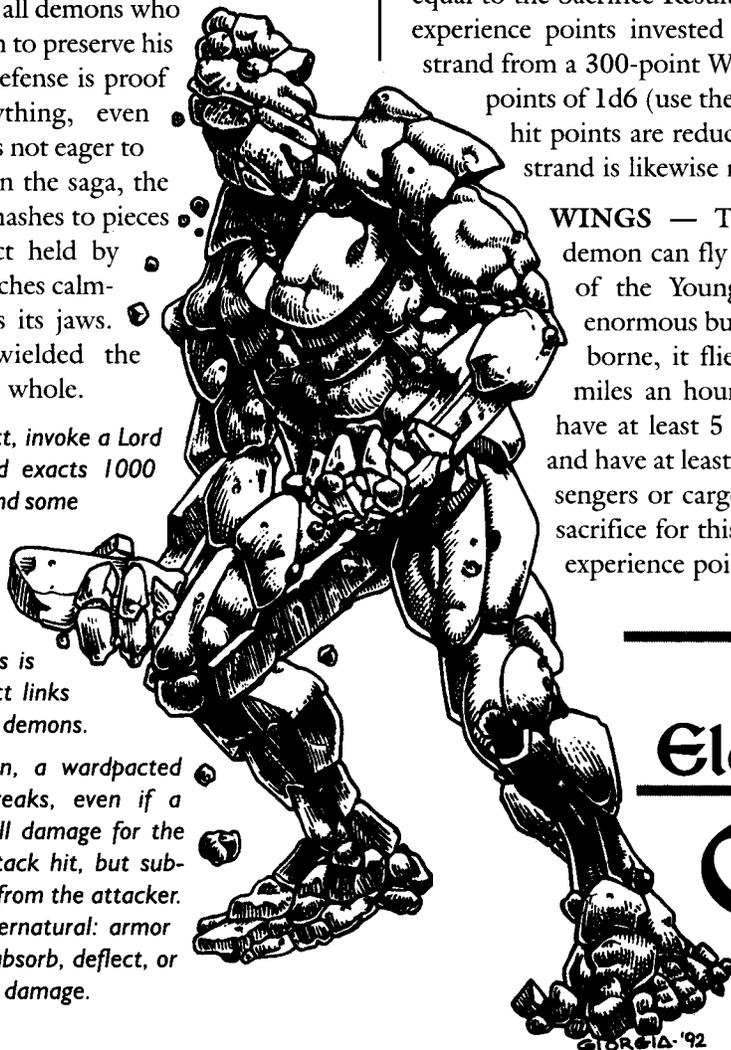
* A demon may have one wardpact per eight points of WIS.

* A wardpacted thing cannot attack until first attacked.

WEB — The demon spews a strand as sticky as spider-webbing; these wind around and immobilize the target. A Reflex save avoids entanglement in the strand (DC=10+demon DEX mod).

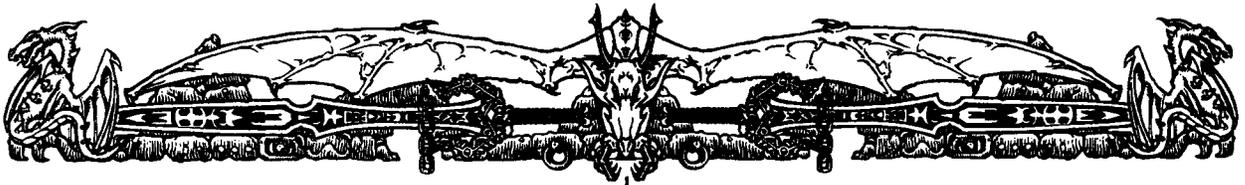
Entangled, roll d20 to determine the location hit: 1-4 R-Leg; 5-8 L-Leg; 9-11 Abdomen; 12 Chest; 13-15 R-Arm; 16-18 L-Arm; 19-20 Head. To escape, the target or a rescuer must cut the strands. The strands have hardness and hit points equal to the Sacrifice Results Table damage for the experience points invested in the feature: thus a strand from a 300-point Web has hardness and hit points of 1d6 (use the same roll for both). As hit points are reduced, the hardness of the strand is likewise reduced.

WINGS — The range is self. The demon can fly anywhere on the plane of the Young Kingdoms, flapping enormous buzzing insect wings. Airborne, it flies at speeds up to fifty miles an hour. For stability, it must have at least 5 STR per size category, and have at least DEX 10. It carries passengers or cargo equal to its size. The sacrifice for this feature is fixed at 600 experience points.



Of Elementals

OF THE FOUR elements, earth, air, fire, and water, one family rules each. The head of each family is the



Elemental Ruler. He or she and his or her nearer relatives choose their own destinies: they can be invoked, but not summoned. As Emperor of the Melnibonéans, Elric is heir to ten thousand years of lore, pact, and experience. He can invoke the greatest in each family, but mere adventurers do not have Elric's connections or knowledge. Even if adventurers learn how to invoke them, the great of the four families will not respond without good reason, for they are strong and proud. Humans may worship one or more Elemental Rulers.

They act in ways corresponding to the elements from which they spring. Summoned elementals are often friendly and sometimes polite. Sorcerers who have murdered or enslaved elementals get no cooperation.

Elementals resemble humans in what they can do. They attack and parry physically, attacking as described in the rules.

Elementals have gender: Lassa is the only female Elemental Ruler, but both sylphs and undines have female forms. Straasha, Grome, and Kakatal are male Elemental Rulers; only gnomes and salamanders are spoken of as male.

Though the saga names few, many children of the Elemental Rulers exist. Two are Misha and Graoll, lords of strong winds, also called Wind Giants and Lasshaar.

The following information provides additional flavor to the descriptions of elementals from the *Monster Manual*. All other details are provided in the *Monster Manual*, pp. 81-84.

Gnomes (Earth)

They are the dullest and least sensate of the elementals, and are inclined to be surly and withdrawn. Gnomes are as stiff and strong as moving statues, and they are ill-suited for tasks needing dexterity. In appearance, they are randomly of stone, mineral, earth, or of some mixture of the three. Gnomes grow mosses on their heads for hair, or coat their heads with crystal or oxide, or cap them with jagged pebbles.

Because they are of the earth, gnomes know its lore, and thus can identify the best places within sight to look for particular minerals or gemstones.

They can guide adventurers to find the lowest mountain pass, find an exit or entrance to a cavern and so on.

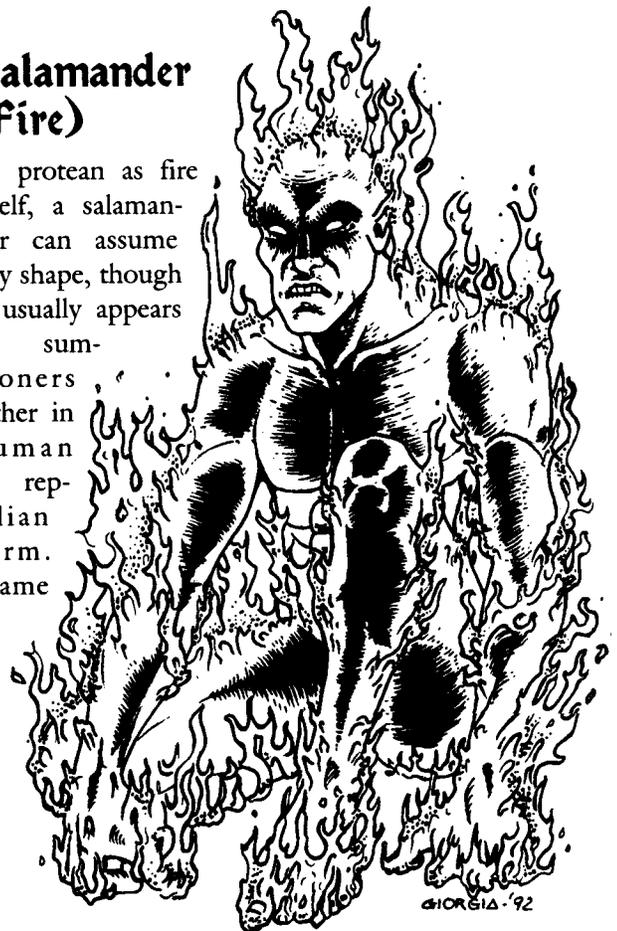
Because they are one with the earth, gnomes can sink into or rise out of earth and stone at will, and can travel through it at surface speeds. If it wishes, each can take a human with it to safety, escape, or to a terrible entombment far below the surface of the earth.

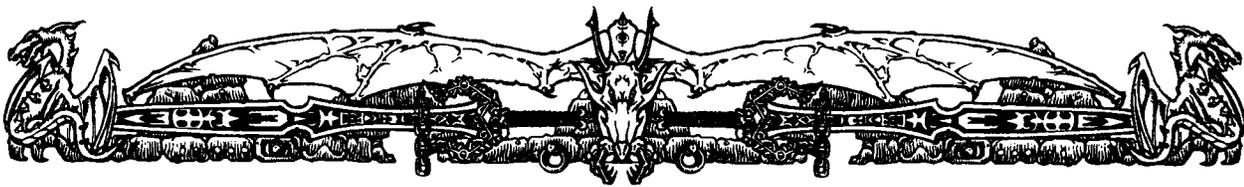
Many gnomes might join to produce an avalanche, a sudden deep slump in the earth, a local earthquake, or similar phenomenon. The amount of earth and stone displaced in pounds equals twenty-five times the total carrying capacity of the gnome or gnomes involved.

Because of an ancient feud between their rulers, gnomes and undines are hostile to each other. A gnome or undine can seize and automatically destroy the other, as long as both are within one size class of the other, at the cost of its own existence.

Salamander (Fire)

As protean as fire itself, a salamander can assume any shape, though it usually appears to summoners either in human or reptilian form. Flame





wreaths all forms, intense enough that a dozen scholars could read by the light of one salamander. (Do not confuse with the *Monster Manual* Salamander, p. 159).

Salamanders are quick to take offense. They are also easily flattered. Their better natures can be appealed to, but they enjoy hunting down and incinerating those who deceive them.

Permanently fiery, salamanders ignite whatever flammable items they touch. They do normal fire damage per round. Sorcerers can use a bellows or other furnace techniques to raise salamander heat by several times, becoming hot enough to melt bronze or steel.

The fires of a salamander are inexhaustible before death.

This elemental also can herd a previously-burning fire, wind or not, if the size of the fire in square yards does not exceed ten times the salamander's WIS. The salamander will refuse to extinguish any fire, even if bound, for that would be disrespectful to Kakatal.

Fire elementals can link efforts, producing or herding larger blazes.

Because of an ancient feud between their rulers, salamanders and sylphs are hostile to each other. A salamander or sylph can seize and automatically destroy the other at the cost of its own existence if within one size class.

Sylphs (Air)

Elegant and prim, sylphs manifest as semi-transparent females, some in fluttering gowns, and others clad in nothing at all. Even without breeze, their long hair continues to wave and eddy.

Sylphs are the most talkative of elementals. They range freely through the air, laughing and overhearing conversations. Since the air moves constantly, sylphs are everywhere and see everything. They like to talk about it, but they have little concept of time. A day or a century is all the same to them.

Coarse words and rowdy or brutal behavior offend them.

A sylph can produce a breeze which can move an object or objects equal in pounds to five times its STR, for minutes equal to its CON. Then the sylph must rest for an equal time. Lesser sylphs can add their characteristics together to blow harder. For storm winds that can topple trees, the summoner should call up an elder sylph or a member of Lassa's noble house.

A sylph can supply enough air to keep one person breathing. The air lasts for the sylph's CON in minutes, and in that time the sylph's CON diminishes by one each minute. Reaching CON 1, the elemental vanishes, to save herself.

Because of an ancient feud between their rulers, sylphs and salamanders are hostile to each other. A sylph or salamander can seize and automatically destroy the other at the cost of its own existence, as long as they are within one size category of each other.

Undines (Water)

An undine appears as a small, beautiful woman with blue-green skin, nude or clad for swimming, finned or not. On dry land, her footprints are always wet, and her skin is always dewy with water, as though just emerged from the sea. Within water, the undine is invisible, though she can speak in normal tones.

Undines are the least capricious and most deep-thinking of the elementals, and are sometimes interested in conversing with mortals. Conversations tend to be serious, long-winded, and inconclusive.

An undine can restore and revive a person dying of thirst, at a cost to her of 1 CON point per person.

This elemental could buoy a person far enough out of the water to be able to breathe. The person can be up to twenty times her STR in pounds — she can tow a person or object through the water at her maximum Speed.

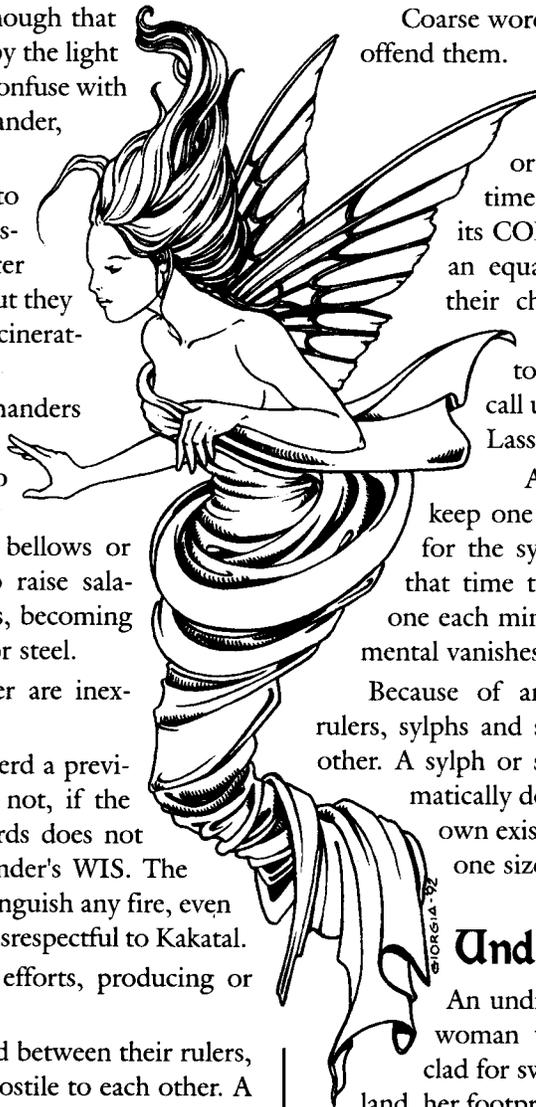
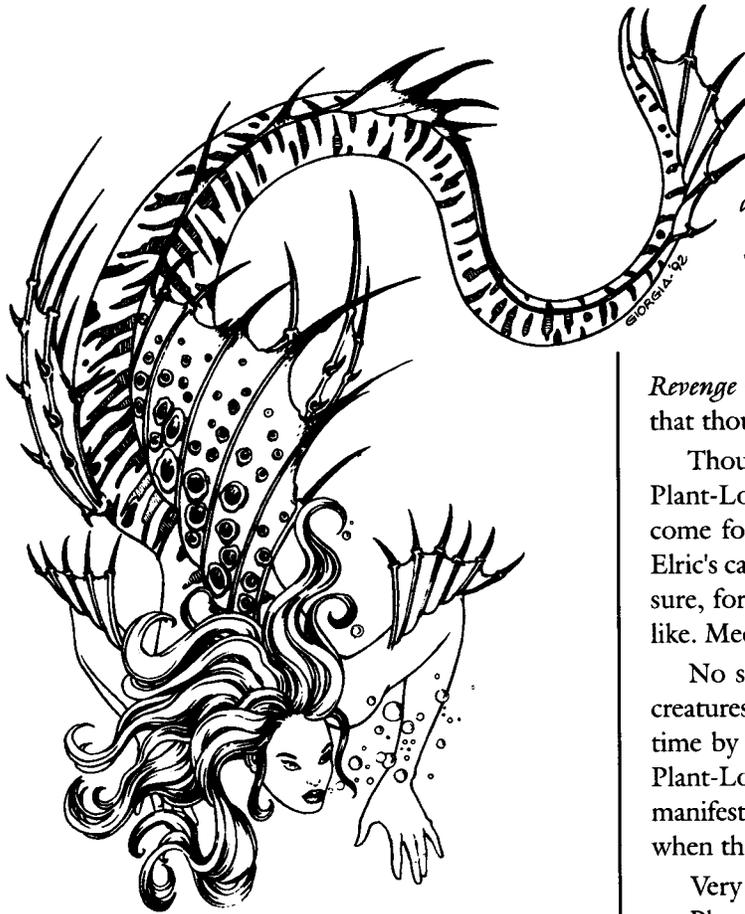
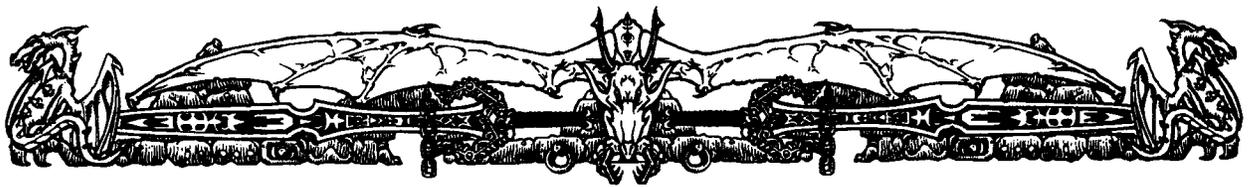


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men and gods possessed, but an awareness which served it as well if not better. It was brother, on this plane, to such entities as Meerclar, Lord of the Cats, Roofdrak, Lord of the Dogs, Nuru-ah, Lord of the Cattle, and many, many others.

-The Weird of the White Wolf 111, 5.

Named separately is Fileet, Lady of the Birds. Only one Plant-Lord is named, the Tangled Woman in *Revenge of the Rose*. The rule of archetypes suggests that thousands more exist.

Though it can be invoked, a Beast-Lord or Plant-Lord cannot be called automatically. If it does come forth, it must obey the summoner. Hearing Elric's call, Meerclar Lord of Cats answers with pleasure, for Elric is Melnibonéan, and that race is cat-like. Meerclar knows the meeting will be enjoyable.

No spell or invocation brings hordes of natural creatures. Individual beasts can be caught up for a time by spells such as Rat Vision. A Beast-Lord or Plant-Lord could cause some or many of a kind to manifest. Fileet blackens the sky with defending birds when the Oonai threaten Elric and Moonglum.

Very few know the names of many Beast-Lords or Plant-Lords. As Emperor-to-be, Elric received special instruction from his father. Elric also wears the *actorios*, the Ring of Kings, which proves his identity and lends him strength. Elric's access to powerful entities such as Haaashaastaak is much easier than it would be for an adventurer. No one else on earth has such aid. It may be Moorcock's intent that only Elric can accomplish these invocations. For game purposes we assume that any sorcerer has a tiny chance to succeed.

Invoking Beast-Lords & Plant-Lords

The caster must know the Lord's name and know the proper rhythms to chant, as Elric did. As for other magic, discover and accumulate such arcane information in play. It comes from research, from grimoires and other writings, from other sorcerers, or by gift of the Beast-Lord or Plant-Lord.

Only an Ally or Champion of the Balance may attempt to invoke a Beast-Lord or Plant-Lord. Each attempt costs 1d6 Balance Allegiance points and requires 1d6 game hours. Roll d% and refer to the

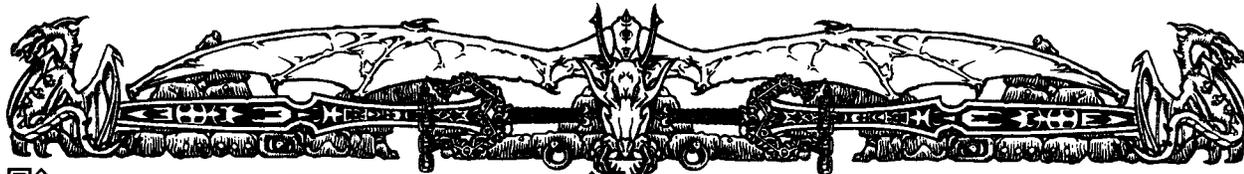
Several or many undines might join to produce a flood, a tidal wave, a river emerging from nowhere, rain from a cloudless sky, or similar phenomenon. The amount of water displaced equals in gallons twenty times the STR of the undines involved.

Because of an ancient feud between their rulers, undines and gnomes are hostile to each other. An undine or gnome within one size class can seize and automatically destroy the other at the cost of its own existence.

Beast-Lords & Plant-Lords

IN THE HALF WORLDS, where dwelt the master-types of all creatures other than man, an entity stirred, hearing its name. The entity was called Haaashaastaak; and it was scaly and cold, with no true intellect such as





Elemental Runes



Earth



Water



Air



Fire

equal to or less than that score, the lord heeds the request.

The chance for an answer may be improved if the adventurer or his ancestors have done significant good works for that Lord. This might be extending the range of that Lord's charges, saving many of its kind from destruction, and so forth. A Lord is unmoved by promises; its range of perception is instinctive, and it exists almost entirely in the present. Offers must be made good immediately.

If the adventurer's past behavior warrants, the dungeon master might allow an increase in the chance to invoke by lowering the d% invocation die roll result by a number of points up to that quantity of Balance points exceeding the higher of his or her Law and Chaos points.

The invoker continues to chant descriptions and flattering words appropriate to the Lord, and in the proper rhythm, coaxing it until the Beast-Lord or Plant-Lord deigns to appear.

Having come forth, the particular Lord has dominion only over its own. It undertakes one command proper to its role, nature, and domain in the manner of a Wish spell (*Player's Handbook*, p.273), including experience point costs.

The Lord then returns to its half-world, out of space and out of time. It refuses commands that are too general or too complicated. Elric's cry of "Save me from the huge butterfly" is just about right.

Gigantic Haaashaastaak promptly swallows Theleb Ka'arna's gigantic malevolent butterfly, then departs.

The Nature of Spells

He remembered a minor spell [which] he might be able to employ. He began to sing [and took up] a handful of sand and passed it through the air with strange, graceful movements. Gradually, from the grains of the dunes, a spiral of sand began to move upward.

— *The Fortress of the Pearl I, 3.*

THE SAGA SOMETIMES REFERS to minor magical spells which Elric quickly casts, needing no intervention by a Lord of Chaos or Law, or by an Elemental Ruler. The working of these spells reflects the influence of Chaos, lingering here despite the barricade of Law.

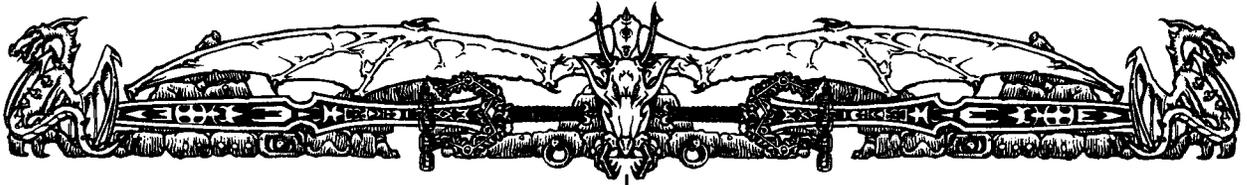
The Young Kingdoms associate sorcerers with the arrogance and cruelty of Melnibonéan rule. The Young Kingdoms have newly cast off the Bright Empire, and most places bitterly remember it. Those adventurers who openly use magic will be shunned, expelled, and isolated in most places, as Elric was after he began adventuring in the Young Kingdoms.

Lawful or Chaotic?

All demons and nearly all spells are Chaotic. Spells and magic are specialties of Chaos, for magic makes all things mutable and temporary. Anyone can learn and use Chaotic magic. Chaos prefers it that way, since the repeated user tilts toward Chaos.

In game terms, a given spell is Chaotic unless otherwise specified; however, there are degrees of Chaos inherent in magic. The most Chaotic magic is that which specifically summons, or invokes the power of, the Lords of Chaos or Chaos demons. Among these spells are Bull's Strength, Cat's Grace, Chaos Warp, Curse of Chaos, Dispel Balance, Endurance, Enlarge, Invoke & Compel Demon, Magic Circle against Balance, Protection from Balance, Reduce, Soul of Chardros, Visage of Ariocho, Wisdom of Slortar, and all Chaos domain spells





from page 163 of the *Player's Handbook*. Demon items are also extremely Chaotic, as are any magical items specifically forged by the forces of Chaos. Magics and magical items that fall outside of this category are still Chaotic, but to a lesser extent; this is reflected in the description of how certain spells, such as Detect Chaos, operate in *Dragon Lords of Melniboné*. (See page 118 for more details.)

A few spells can be learned and cast only by someone of Lawful allegiance. Law is much more exclusive about magic. Lawful adepts try not to use it, since magic undermines the impulse toward stability and permanence intrinsic to Law. In fact, learning even a Lawful spell adds a Chaos point to the adventurer's score, no matter how great is his or her allegiance to Law or to the Balance.

Occasionally a Champion of Law such as Myshella casts some great spell, but only when the need is great. Presumably she later spends a corresponding amount of time atoning for a deed that is contrary to the rigor of Law. To a follower of Law, ends never justify means.

Day by day, a follower of Law prefers to hone skills toward perfection, and so be in that way as like the great Lords of Law as possible.

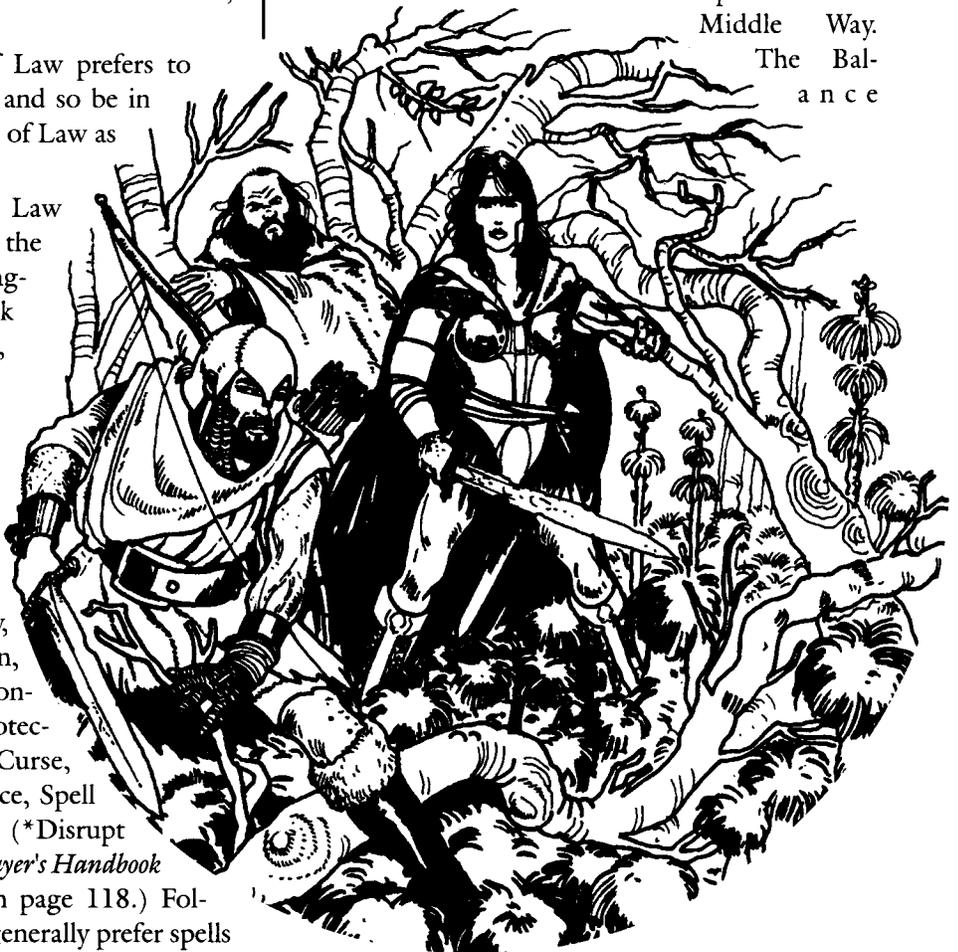
Lawful spells include all Law domain spells on page 164 of the *Player's Handbook*, plus Antimagical Field, Banishment, Break Enchantment, Detect Chaos, Dimensional Anchor, Dismissal, Dispel Magic, Disrupt Undead*, Field of Law, Freedom, Globe of Invulnerability, Greater Dispelling, Invisibility Purge, Mark of Justice, Membrane of Law, Mind Blank, Minor Globe of Invulnerability, Mordenkainen's Disjunction, Negative Energy Protection, Non-detection, Obscure Object, Protection from Spells, Remove Curse, Spell Immunity, Spell Resistance, Spell Turning, and Zone of Truth. (*Disrupt Undead is modified from its *Player's Handbook* description, and is detailed on page 118.) Followers of Law who use magic generally prefer spells

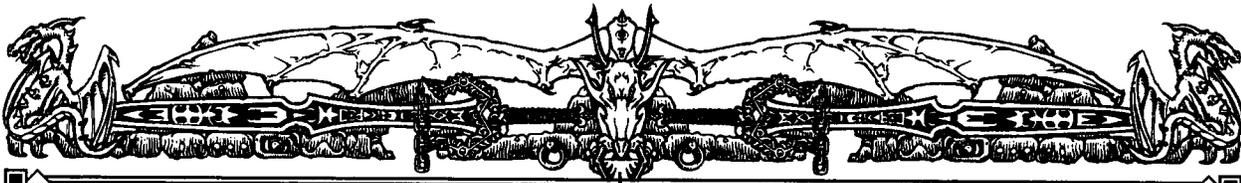
that counteract other magics or banish supernatural beings, and thereby eliminate the contaminating influence of Chaos. Lawful Wizards—what few there are—are usually abjurers. Lawful spells specific to *Dragon Lords of Melniboné* are described as such on the following pages.

Clerics and Paladins of Law and Chaos may include Lawful or Chaotic spells, respectively, as domain spells in addition to those listed in the *Player's Handbook*. For instance, a 5th level cleric of Law can choose Dispel Magic as a level 3 Law domain spell instead of Magic Circle against Chaos.

No magic of the Balance exists, though the design of its planes allows magic in moderation. Followers of the Balance accept systematic change. They see it in the progression of life and death, the evolution of life and thought, and the balance of the elements necessary to life. Where Chaos would change everything, and Law would change nothing, and both would follow those ends forever, the Balance

represents the
Middle Way.
The Balance





Spells

Bounty of Straasha

School: Conjuration (Creation)

Level: Drd 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: 1600 cu. ft. of water

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

* Causes a sudden torrent in a room or small portion of open space. The water continues to cascade at a rate of 160 cubic feet per melee round for approximately one minute (10 rounds). By the spell's end, enough water has fallen, condensed, and/or erupted from nowhere to fill an average room (1600 cubic feet). The spell ended, the water stays and behaves naturally. The caster can specify whether the water is fresh or salt water. (Fresh water created with this spell is drinkable.) Gift of Gnome and Dispel Magic can both be used as counterspells, but water already present does not disappear. If very far from a body of water, the caster needs a successful Concentration roll before the spell takes effect. (DC=10 for a typical inland area, 15 for a dry inland area, 20 or higher for the middle of the Sighing Desert.)

Note: water weighs approximately 8 pounds per gallon. One cubic foot of water contains about 8 gallons and weighs around 60 pounds.

Material Component: a few drops of water or some of the caster's spittle.

Brazier of Power

School: Transmutation

Level: Clr 4, Sor/Wiz 4

Components: V, S, F, XP

Casting Time: 1 hour

Range: Touch

Target: One object up to 125 cu. ft. in volume (see text)

Duration: permanent

Saving Throw: None

Spell Resistance: No

* Lets an adventurer create a reservoir of experience points to draw upon when creating magic items or casting spells with XP costs. This spell is useful for spellcasters who want to be able to "set aside" experience points over time in order to cast powerful magics in the long term. It cannot be used with Chain of Being; only the caster of Brazier of Power can spend experience points to create the receptacle, or store points in it once it is created. The focus and reservoir is usually a large brazier because many believe that fiery things are more compatible with sorcery, but it could be any sturdy, solid place or thing—a large rune inlaid in a floor, a statue, a column of a building, and so on. If the focus is moved, the attunement is lost, and a new focus must be established from scratch.

The first time Brazier of Power is cast, the caster must sacrifice 500 XP to attune the focus. This done, the caster can store up to all his or her remaining experience points in the focus. The focus accepts new experience points at any time up to the maximum of the caster's total XP (not just spare XP) when the focus was created. (For instance, a level 8 Wizard with 29,500 XP who casts Brazier of Power can store up to 29,500 XP in the focus.) When the sorcerer wishes, he or she may sacrifice the stored XP along with any he or she has acquired. The experience points in the focus are always the first spent. To make a focus of greater capacity, the sorcerer must have more XP.

Example: Grick has 1800 spare experience points. He places a large iron brazier in his laboratory, then casts Brazier of Power, sacrificing 500 XP. Grick stores all 1300 of his remaining experience points in the brazier. A month later he casts Invoke & Compel to summon a passing demon, spending the 1300 XP in the brazier (leaving it empty of points) and 2700 XP of his own that he acquired in the meantime. When the demon appears, Grick has spent a combined total of 4500 XP, 4000 of which apply to the demon summoning.

To refill the focus, Grick spends several weeks adventuring to accumulate more spare experience points, then sacrifices 1200 points into the focus. Several weeks after that, Grick has accumulated 1700 more spare experience points, plus the 1200 in the brazier. If he sacrifices all of his spare points into the focus again, he then has $1700+1200=2900$ points stored and ready to use.

Focus: the brazier (or other object) itself.

XP Cost: 500 XP.

Buzzard Eyes

School: Enchantment (Compulsion)

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One Small or Tiny bird

Duration: 10 minutes/level

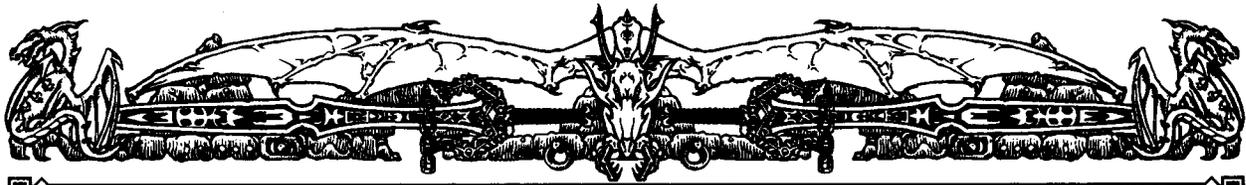
Saving Throw: None

Spell Resistance: Yes

* Controls the direction of and shares in the vision of one carrion-feeding bird (crow, vulture, eagle, etc.) chosen from within eyesight. If the bird is lost from view, the spell continues in effect and can be extended. If no bird is present, the spell cannot work.

The bird controlled by this spell cannot be commanded to engage in combat. Any command that would obviously place it in peril negates





Spells (cont.)

the spell. (A bird controlled by this spell would not be considered imperiled if it were to spy on someone or something potentially dangerous from a safe distance, from hiding, etc.)

Chain of Being

School: Evocation
Level: Clr 4, Sor/Wiz 4
Components: V, S
Casting Time: 2 rounds (see text)
Range: Touch
Effect: 2 to 8 individuals
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

* Allows up to eight individuals to pool their experience points, useful when casting a spell with an XP cost (such as Invoke & Compel Demon, Miracle, etc.) or enchanting a magic item. Participants must be linked by touch while the points are being spent; usually they hold hands in a circle. The caster of Chain of Being must then immediately cast the other spell, or begin enchanting the item, and spend the donated XP. Just one cast of Chain of Being is needed per item enchanted or spell cast. Only the caster must know this spell. Experience points spent are drawn as uniformly as possible from each participant, starting with the caster. If any participant is killed or incapacitated during the casting, or is forced to make a Concentration check (from being wounded, for example) and fails, the chain is broken, the spell ended, and the experience points lost. Chain of Being cannot be used with Brazier of Power.

If an entity is bound via Chain of Being, the participants hold it in common, and must agree upon the action or actions it takes. If they cannot agree after it is bound, the

entity does nothing. If its service is to be negotiated for, only the caster need negotiate. For any other spell, such as Commune or Miracle, the participants must all agree upon the desired question, miracle, etc., or else nothing happens. For a magic item, only the enchanter of the item determines the nature of the enchantment.

Example: eight people participate in using Chain of Being to create a magic item with an enchantment cost of 900 XP. This works out to $900 / 8 = 112.5$ XP per person. Therefore, seven of the participants each spend 112 XP, while the caster spends $900 - (7 \times 112) = 900 - 784 = 116$ XP. The caster now has the 900 spare XP necessary to enchant the item, and begins work immediately.

Chaos Warp

School: Transmutation [Chaotic]
Level: Chaos 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

* The caster permanently endows the target with a demonic feature selected from among those on pages 102-104. The target must pay the experience point cost for the feature, as indicated in the description of that feature. The target also receives 1 Chaos point for every 100 XP, or fraction thereof, so sacrificed. (For instance, if the target spends 150 XP on a feature, he or she acquires 2 Chaos points.) Among humans, Mabden, and Melnibonéans, treat this feature as a skill that can rise with experience, but never above +10; among Myyrrhn, the skill cannot rise at all. Visible features cost 1d6 CHA. Those reduced to zero CHA

become gibbering creatures of Chaos, droolsome spawn of the Dukes of Disorder.

Material Component: a small image of the arrows of Chaos.

Cloak of Cran Liret

School: Transmutation
Level: Trickery 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

* The target of this spell gets a +30 bonus on Hide checks for the duration.

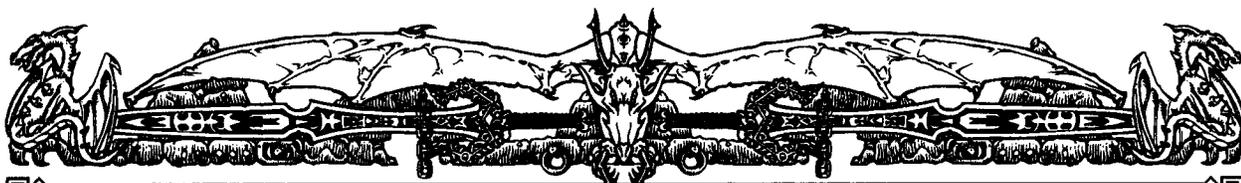
Material Component: a small piece of black cloth.

Curse of Chaos

School: Transmutation [Chaotic]
Level: Chaos 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: Until caster dies (see text)
Saving Throw: Fortitude negates
Spell Resistance: Yes

* The caster can endow part of the target's body with some Chaotic quality, such as being extra warm to the touch, slimy, always wet, scaly, extra hairy, warty, multicolor, and so on. With a second failed Fortitude save by the target, the body part takes on the appropriate physical appearance of a tentacle, a crab leg, a condor wing, and so on costing 1d6 CHA and possibly reducing the part's usefulness. (The altered body part does not confer any natural or supernatural powers, regardless of its form.) This spell is





Spells (cont.)

applicable only once per target. The spell's effect ends when the caster dies.

Material Component: a small piece of modeling clay.

Demon's Eye

School: Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

* Allows the target to see something or everything twice as close as it is. While the spell is active, each additional cast of it doubles the closeness again.

Demon's Eye also allows the affected character to subtract one range increment from the total range of a target when calculating an attack roll in ranged combat. For instance, a Wizard with a hunting bow (range increment = 60 feet) who cast Demon's Eye on himself or herself could shoot at a target 140 feet away as if it were $140 - 60 = 80$ feet away. This bonus does not stack through multiple castings, nor does it apply at a range of equal to or less than a single range increment.

Material Component: a small piece of parchment or papyrus with an eye drawn or painted on it.

Detect Balance

School: Divination

Level: Chaos 1, Clr 1, Rgr 2

* As Detect Chaos, below, except that this spell detects Balanced entities, allies, Champions and magic items. (There are no spells of the Balance.) It does not detect the undead. This spell is most frequent-

ly used by Chaos worshipers, as Chaos more actively opposes Balance than Law does.

Detect Chaos

School: Divination

Level: Clr 1, Law 1, Rgr 2

* This spell is modified from its description on pages 192-193 of the *Player's Handbook*. It detects entities, allies, Champions, and other manifestations of Chaos.

Creature/Object	Chaotic Power
Chaotic Creature (1)	Chaotic points /10
Undead Creature (2)	HD /2
Magic item or spell (3)	Caster level /5
Chaotic magic spell (4)	Caster level /2
Demon item	XP cost/100
Chaos demon or		
other outsider	HD
Cleric or Champion		
of Chaos	Level

(1)—A Chaotic creature is one whose Chaos score is the highest score from among Balance, Chaos, and Law; this includes, but is not limited to, allies, Clerics, and Champions of Chaos.

(2)—Undead creatures are inherently Chaotic, as their existence perverts the natural cycle of life and death.

(3)—Includes Lawful spells and magic items.

(4)—Chaotic magic specifically summons, or invokes the power of, the Lords of Chaos or Chaos demons. Chaotic spells include Bull's Strength, Cat's Grace, Chaos Warp, Curse of Chaos, Endurance, Enlarge, Invoke & Compel, Reduce, Soul of Chardros, Visage of Arioch, Wisdom of Slortar, and all Chaos domain spells from page 163 of the *Player's Handbook*. For all other magics, use the caster level/5 power rating.

This spell is otherwise the same as in the *Player's Handbook*.

Detect Law

School: Divination

Level: Chaos 1, Clr 1, Rgr 2

* As Detect Chaos, above, except that this spell detects Lawful entities, allies, Champions, spells, and magic

items. It does not detect the undead. In this context, Lawful spells include all Law domain spells from the rulesbook plus Antimagic Field, Banishment, Break Enchantment, Detect Chaos, Dimensional Anchor, Dismissal, Dispel Magic, Disrupt Undead, Field of Law, Forbiddance, Freedom, Globe of Invulnerability, Greater Dispelling, Invisibility Purge, Mark of Justice, Membrane of Law, Mind Blank, Minor Globe of Invulnerability, Mordenkainen's Disjunction, Negative Energy Protection, Nondetection, Obscure Object, Protection from Spells, Remove Curse, Spell Immunity, Spell Resistance, Spell Turning, and Zone of Truth.

Dispel Balance

School: Abjuration [Chaotic]

Level: Chaos 5

* As Dispel Evil, except that you are surrounded by pulsing red energy, and the spell affects Balanced creatures and spells rather than "evil" ones. This spell is most frequently used by Chaos worshipers, as Chaos more actively opposes Balance than Law does.

Disrupt Undead

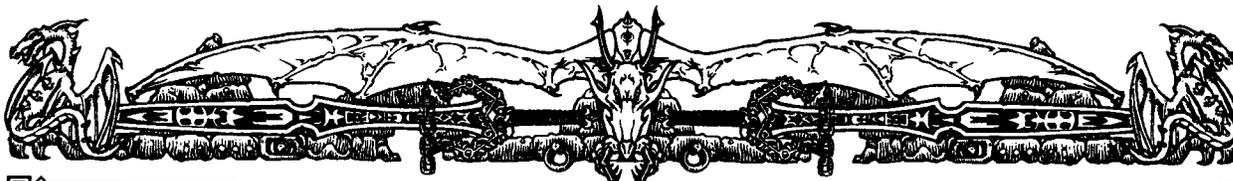
School: Necromancy [Lawful]

Level: Law 0, Sor/Wiz 0

* This spell is modified from its description on page 197 of the *Player's Handbook*. It is available to Clerics of Law as an orison, and is considered a Lawful spell when used in that context. (Undead creatures are antithetical to Law, as they violate the natural cycle of life and death.) This spell is otherwise the same as in the *Player's Handbook*.

Field of Law

School: Abjuration [Lawful]



Spells (cont.)

Level: Law 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 minute/level or until physical contact is broken, whichever comes first

Saving Throw: None

Spell Resistance: No

* This spell is Lawful, and may only be learned or cast by those of Lawful allegiance. The caster touches a person or object and makes a dispel check of $1d20 + 1$ per caster level (maximum of +10) against a DC of $11 +$ the caster level of the most powerful spell cast on the person or object. When touching a demon, the DC is $11 +$ (the XP value of the demon's most powerful feature /100). If the dispel check succeeds, no spell affects the target, nor does any demon feature. If the target is a demon, its features are negated, although it can still function otherwise. Skills, including demon skills, operate normally. A new dispel check must be rolled whenever someone attempts to cast a new spell on the target. Elementals are unaffected. Removed from the spell's interdiction, other spells and features operate normally, and as though uninterrupted: thus a spell cast before being touched resumes effect after touch is broken.

Forbiddance

This spell is modified from its description on page 206 of the *Player's Handbook*. If cast by a Cleric of Law, it hedges out creatures of Balance and Chaos and inflicts 3d6 and 6d6 damage upon them, respectively. If cast by a Cleric of Chaos, it hedges out creatures of Balance and Law and inflicts 3d6 and 6d6 damage upon them, respectively.

This spell is otherwise the same as in the *Player's Handbook*.

Four-In-One

School: Transmutation, [Lawful]

Level: Law 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Two to eight creatures

Duration: 1 minute/level

Saving Throw: No

Spell Resistance: Yes (harmless)

* This spell is Lawful, and may only be learned or cast by those of Lawful allegiance. With it, those adventurers of pure motive (but not necessarily allies of Law) can combine into a single silvery, whirling humanoid form of great fighting capability. Only the caster needs to know the spell.

Despite the spell's name, from 2-8 adventurers may combine. The caster only needs to touch one of them while casting the spell, but all of them must be close enough to touch each other or to touch their weapons (if any) together. If a participant does not have Lawful intent in coming together, then the spell does not work, and is lost.

* Every adventurer attack that is +11 or higher can be made by this single figure. The figure rolls for initiative at DEX 21 or the highest DEX rating from among the adventurers, whichever is higher. Any adventurer initiative bonuses are included, but do not stack (for instance, if two adventurers combined through this spell have the Improved Initiative feat, it only counts once, but if one of them has some other special initiative bonus, it stacks with Improved Initiative). Weapons held simply transform as needed, without preparation or thought. Similarly, use only the highest attack skill of each participating in the spell. If a given adventurer has two or more non-Chaotic weapons with equal attack

values, use the one that does the most damage.

- * Attempt no skill or attack of +10 or less. It is too imperfect.
- * The best single non-Chaotic armor among the adventurers defends against all attacks. (In this context, magic armor is not considered Chaotic unless it is specifically described as such, or it has a demon bound into it.)
- * The player whose adventurer has the highest number of Law points decides what to do or whom to attack.
- * Each player rolls for his adventurer's eligible attacks. Hit point losses are allotted equally, starting with the adventurer with the highest hit points. Ignore the effects of hit point losses—including death—until the spell ends. (The exception is if all of the adventurers are killed, in which case the spell automatically ends.)
- * Four-In-One negates other spells currently cast by the adventurers. Contact with most summoned elementals and demons is broken and lost. Demons and elementals bound into items are not lost, nor are magic items, but bound demons and specifically Chaotic enchantments do not add to or participate in combat while Four-In-One is cast. Other magic items function normally.

Four-In-One should have an arbitrary, miraculous feel about it that causes the adventurers to glory in what they can do. When the spell ends, the combined adventurers find themselves separate and equipped as before, remembering only vaguely their exaltation of the moment before.

Fury

School: Enchantment (Compulsion) [Mind-Affecting]

Level: Chaos 1, Clr 1, Sor/Wiz 1

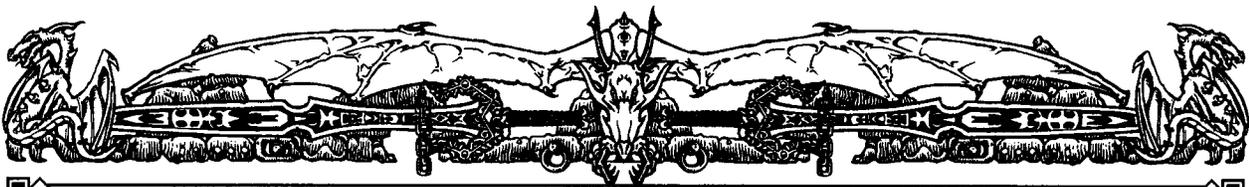
Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: You or creature touched





Spells (cont.)

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

* Causes the caster or his target to begin to fight and to fight unceasingly for the duration. The target always chooses whom to attack. Otherwise, the spell has the same effects as a Barbarian's rage feature. The maddened target receives bonuses of +4 to STR, +4 to CON, and +2 to Will saves, while suffering a -2 AC penalty. Once the spell wears off, the target suffers -2 to STR and DEX, and is unable to charge or run; the fatigue lasts for a period of time equal to the duration of the Fury spell.

If the caster is 15th level or higher, the Fury spell has the same effects as a 15th level Barbarian's rage feature (+6 to STR and CON, +3 to Will saves, -2 to AC). If the caster is 20th level or higher, the target is not winded after the spell's duration expires.

Material Component: A piece of horn from a horned animal (as in the horns of Hionhurn).

Gift of Grome

School: Conjuration (Creation)

Level: Drd 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: 1600 cu. ft. of earth

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

* Causes a mass of dust, soil, and sand to suddenly appear and accumulate quickly in a small room or small area of open space. The earth continues to appear at a rate of 160 cubic feet per melee round for approximately one minute (10

rounds). At its end the spell has transmitted more than 1600 cubic feet of new earth, enough to fill an ordinary room.

Dispel Magic and Bounty of Straasha can both be used as counterspells; any earth already arrived remains. If the caster is far out on a body of water, he or she also may need a successful Concentration roll to complete the spell. (DC=10 for the middle of a wide river, 15 for the center of a large lake, 20 or higher on the Eastern Ocean with no land in sight.)

Material Component: a handful of dust, sand, or gravel, or a small pebble.

Hell's Bulwark

School: Conjuration (Creation) [Force]

Level: Brd 1, Chaos 1, Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Area: Object touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless)

* This spell is identical to Mage Armor, except that it adds a +4 AC bonus to a single shield or a single object used as a shield. If Hell's Bulwark is cast on a magical shield (including a shield with a demon bound into it) with a magical enhancement bonus of +3 or less, the bonus is superseded by Hell's Bulwark, i.e., a +3 shield becomes a +4 shield for the duration of the spell. The spell remains in effect for its duration even if the shield is passed from one individual to another. If an individual is the subject of Mage Armor and is carrying a shield with Hell's Bulwark on it,

the bonuses stack.

Focus: the target object.

Hell's Hammer

School: Transmutation

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Area: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

* This spell adds +4 to the damage done by a bludgeoning weapon. If cast on a magic weapon with an enhancement bonus of +3 or less, the enhancement bonus to damage is superseded by Hell's Hammer, i.e., a +3 mace becomes a +3 to hit/+4 to damage mace for the duration of the spell. If cast on a demon weapon, or a magic weapon with an enhancement bonus of +4 or higher, the spell has no effect.

Focus: The weapon.

Hell's Razor

This spell is the same as Hell's Hammer (above), except that it applies to slashing weapons.

Hell's Sharp Flame

This spell is the same as Hell's Hammer (above), except that it applies to piercing weapons.

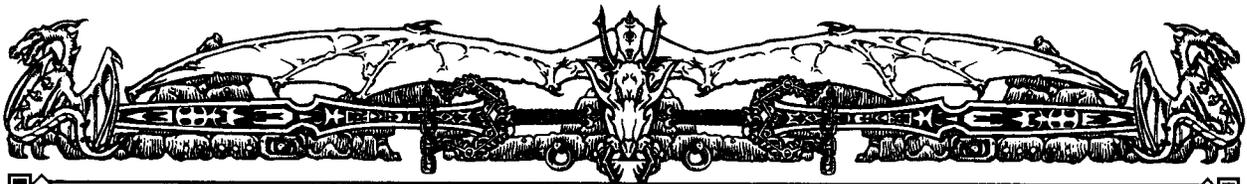
Hell's Talons

Area: Weapon or person touched

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)





Spells (cont.)

* This spell is the same as Hell's Hammer (above), except that it applies to unarmed strike attacks (if cast on a person), gauntlets, spiked gauntlets, and iron claws. Damage from unarmed strikes enhanced by Hell's Talons is still subdual damage.

Magic Circle Against Balance

School: Abjuration [Chaotic]
Level: Brd 3, Chaos 3, Sor/Wiz 3

* As Magic Circle Against Evil, except that it is similar to Protection from Balance instead of Protection from Evil. This spell is most frequently used by Chaos worshippers, as Chaos more actively opposes Balance than Law does.

Make Fast

School: Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One object of up to roughly hand size
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

* Causes one specific thing of roughly hand size or less to weld indissolubly to one other thing. Does not work on living or dead flesh, or on enchanted or demon-infested things.

Make Whole

School: Transmutation
Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: 10 ft.

Target: One object (see text)
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

* A more powerful version of Mending. Make Whole mends some broken thing, a weapon or wagon, for instance, but nothing of size and bulk much greater than that of a boat of 15-18 feet keel, or of that length of stone wall. The target should be mostly of the same material. The effect lasts for 1d6 hours; with a successful Concentration roll (DC=11) after casting the spell, the effect is permanent. This spell does not work on living tissue, nor on demons or demon weapons, or on enchantments. Dispel Magic can break this spell.

Membrane of Law

School: Abjuration [Lawful]
Level: Law 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One portal, up to 20 sq. ft./level
Duration: Permanent (D)
Saving Throw: Special (see text)
Spell Resistance: No

* This spell is Lawful, and may only be learned or cast by those of Lawful allegiance. The spell creates a thick membrane across some opening, filling it fully like the skin of a drum. This membrane is permanent, unless its caster releases it. Things allied with Chaos pass through the membrane in one direction, but cannot pass back the other way. The caster designates which side holds and which side allows passage. Those of Law pass freely from either side.

Every membrane has a DC

equal to the caster's WIS. If the WIS of the prisoner is equal to or greater than the WIS of the caster, then the player of the prisoner may once per game-day make a Will save to escape. Succeeding, the membrane is penetrated and the prisoner released, or the seeker gains admittance.

Only allies, Champions, and Lords of Law may cast this spell. If an ally learns it and then loses allegiance, he or she forgets this spell and it vanishes from his or her spell book.

Pox

School: Necromancy
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

* A successful use of this spell removes 1d6 CON points from the target's total, with an additional -1 CON per two caster levels (maximum additional penalty of -5). Beings poxed to zero CON points fall unconscious.

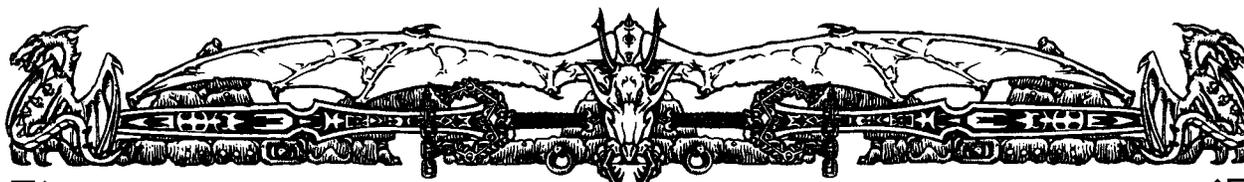
Once the spell duration ends, lost CON points regenerate at the rate of 1 point per round.

Protection from Balance

School: Abjuration [Chaotic]
Level: Brd 1, Chaos 1, Sor/Wiz 1

* As Protection from Evil, except that the deflection and resistance bonuses apply to attacks from Balanced creatures, and Balanced summoned or conjured creatures cannot touch the subject. This spell is most frequently used by Chaos





Spells (cont.)

worshippers, as Chaos more actively opposes Balance than Law does.

Rat Vision

School: Enchantment (Compulsion)

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One Small or Tiny rodent

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

* Controls the direction of and shares in the vision of one rat, mouse, or similar rodent, chosen from within eyesight. If the target animal is lost from view, the spell continues in effect, and can be extended. If no such animal can be seen on which to cast the spell originally, the spell cannot work.

The rodent controlled by this spell cannot be commanded to engage in combat. Any command that would obviously place it in peril negates the spell. (A rodent controlled by this spell would not be considered imperiled if it were to spy on someone or something potentially dangerous from a safe distance, from hiding, etc.)

Soul of Chardros

School: Transmutation [Chaotic]

Level: Brd 2, Chaos 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Area: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

* The spell increases WIS by 1d4+1 points for the duration, providing

the appropriate benefits to Will saves and WIS-based skill checks. Clerics, Druids, Paladins, and Rangers receive appropriate bonuses to spell slots and to the maximum level of spells that they can cast.

Arcane Material Component: an owl's feather, or a pinch of owl dung. Chaos worshippers use a tiny bone, such as a finger bone.

Invoke Beast-Lord/Plant-Lord

School: Conjuraction (Summoning)

Level: Drd 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1d6 hours

Range: Close (25 ft. + 5 ft./level)

Effect: One summoned god

Duration: Special (see text)

Saving Throw: None

Spell Resistance: No

* The caster must know the Lord's name and know the proper rhythms to chant.

Only an Ally or Champion of the Balance may attempt to invoke a Beast-Lord or Plant-Lord. Each attempt costs 1d6 Balance Allegiance points and requires 1d6 game hours. Roll d% and refer to the petitioner's Balance Allegiance score. If the result is equal to or less than that score, the lord heeds the request.

If the adventurer's past behavior warrants, the dungeon master might allow an increase in the chance to invoke by lowering the d% invocation die roll result by a number of points up to that quantity of Balance points exceeding the higher of his or her Law and Chaos points.

(Eric is able to invoke such Lords in minutes, but he wears the Ring of Kings and benefits from an ancient ancestral connection with such beings.)

Arcane Material Component:

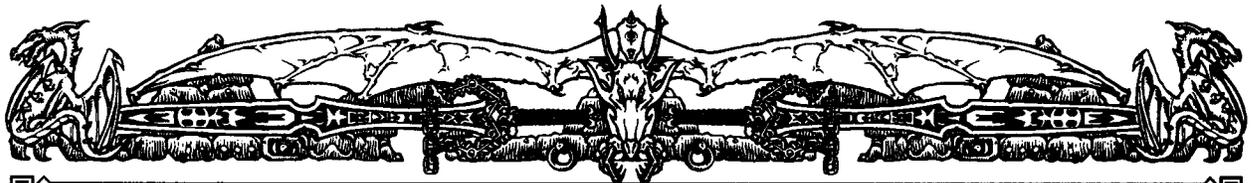
For Beast-Lords, a piece of hide, a feather, a few hairs/scales/etc. from an appropriate animal. For Plant-Lords, a bit of root or several leaves/flowers/etc. from an appropriate plant.

Summon Monster I-IX

The Summon Monster spells are modified from their descriptions on pages 258-260 of the *Player's Handbook*. A summoner who is not an ally or Champion of Law, Chaos, or Balance may learn and cast any of the Summon Monster spells listed. A summoner who is an ally or Champion of one of the three forces can only summon creatures appropriate to his or her allegiance. A character's allegiance can rule out an entire level of Summon Monster spells; this is the price the spellcaster pays for his or her dedication to a force.

Allegiance	Available Creatures
Balance	animals, elementals
Chaos	all except animals, celestials, and "good" or "lawful" non-animal creatures
Law	all except aberrations, beasts, and "evil" or "chaotic" non-animal creatures
None	animals, elementals, "neutral" outsiders

In *Dragon Lords of Melniboné*, the "good/evil/neutral" alignment system does not apply; it is simply referred to as a way of distinguishing which monsters can be summoned according to a spellcaster's allegiance. Furthermore, the Summon Monster descriptors "fiendish" and "celestial" do not apply to animals or beasts. A spellcaster may learn and cast Summon Monster spells for any animal or beast available, according to his or her allegiance (or lack thereof).



Spells (cont.)

When the spell is cast, the caster's highest score—Balance, Chaos, or Law—determines the creature's allegiance and the spell's allegiance. (If a caster's highest scores are tied, the summoned creature is Balanced.)

Example: a Wizard with Balance 12, Chaos 12, and Law 10 can learn and cast *Summon Monster I* (Hawk), and will automatically summon a Balanced hawk. However, if the same Wizard becomes an ally of Chaos, he or she can no longer use that spell, as allies and Champions of Chaos cannot summon animals. If the Wizard becomes an ally of Law (unlikely but possible), he or she can still cast the spell, but the summoned hawk will now be Lawful. Furthermore, the Lawful Wizard will be barred from casting *Summon Monster IV* (Imp), as an Imp is "evil," or from casting *Summon Monster IV* (Magmin), as a magmin is Chaotic, and both are opposed to the rigor and stability of Law.

An individual of a given allegiance who "falls from grace" for misbehavior or incompetence is considered to be without an allegiance for purposes of casting this spell. (However, allegiance status does not necessarily affect the character's ability to cast other spells, such as *Invoke & Compel*.) If the fallen character completes a ritual quest of purification, he or she is redeemed and can once again summon allegiance-specific creatures—and only those creatures.

Note: devout followers of Law and Chaos can summon elementals but rarely do so, as elementals are of the Balance and dislike serving Law or Chaos. (DM's discretion as to whether this causes problems for Lawful or Chaotic summoners.)

Monster Manual demons and devils summoned through this spell are considered to be separate races from Moorcock's Chaos demons.

DMs who want to make *Monster Manual* creatures available through the *Invoke & Compel Demon* spell will need to devise their own point costs for them.

A creature summoned through a *Summon Monster* spell will not attack other creatures of the same allegiance, with the exception of opposed types of elementals (i.e., undines and gnomes, salamanders and sylphs).

Tread of Cran Liret

School: Transmutation
Level: Trickery 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

* This subject gets a +30 bonus on Move Silently checks for the duration.

Material Component: a small piece of shoe or boot leather.

Visage of Arioch

School: Transmutation [Chaotic]
Level: Brd 2, Chaos 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

* The spell increases CHA by 1d4+1 points for the duration, providing the appropriate benefits to INT-based skill checks. Bards and Sorcerers receive appropriate bonuses to spell slots and to the maximum level of spells that they can cast.

Arcane Material Component: a few fox or mink hairs, or a pinch of fox or mink dung. Chaos allies who are not Clerics use a small replica of a sword.

Wisdom of Slortar

School: Transmutation [Chaotic]
Level: Brd 2, Chaos 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

* The spell increases INT by 1d4+1 points for the duration, providing the appropriate benefits to INT-based skill checks. Wizards receive appropriate bonuses to spell slots and to the maximum level of spells that they can cast.

Arcane Material Component: a bit of animal (or human) brain matter, or some monkey hairs. Chaos worshipers use a piece of sugared fruit, as an offering to Slortar.





desires systematic, measured change to produce tranquil souls and peaceful, joyful lives.

Good or Evil?

Because the alignment system does not apply to *Dragon Lords of Melniboné*, spells that focus on “good” and “evil” either do not exist, or else exist in modified forms. The following spells do not exist on Elric's Earth: Blasphemy, Detect Evil/Good, Dispel Evil/Good, Holy/Unholy Aura, Holy Smite, Holy Word, Magic Circle against Evil/Good, Protection from Evil/Good, and Unholy Blight. Other spells related to allegiance operate differently in the *Dragon Lords of Melniboné* universe; they are described on pages 116-123.

Player's Handbook spells that affect and/or relate to Law and Chaos still exist in *Dragon Lords of Melniboné*. For purposes of using these spells, a character's alignment is considered to be his or her *highest* score from among Balance, Chaos, and Law; a character with a tie in the two highest scores, or in all three scores, is considered Balanced. Therefore, a character with Balance 99, Chaos 99, and Law 100 is considered Lawful, and is vulnerable to the effects of such spells as Chaos Hammer, Detect Law, Dispel Law, Protection from Law, Word of Chaos, etc.

* *Note: Lawful and Chaotic spells from the Player's Handbook that specifically affect anyone not of Lawful or Chaotic alignments, respectively, also have full effect against Balanced creatures unless otherwise stated. For example, Balanced creatures are fully vulnerable to both Chaos Hammer and Order's Wrath. This is the burden characters must bear for walking the middle path between Law and Chaos.*

A DUNGEON MASTER OPTION:

Transmutation Spells & Permanent Chaos Effects

In the world of Elric, certain transmutation spells that improve abilities or alter certain personal characteristics require invoking the power of specific Chaos lords. The spells are: Bull's Strength (Mabelode), Cat's Grace (Xiombarg), Endurance (Hionhurn), Enlarge (Balo), Reduce (Balo), Soul of Chardros, Visage of Ariocho, and Wisdom of Slortar. Because the Lords of Chaos are inherently capricious, the DM may wish to incorporate this capriciousness into the business of casting these spells. If

a casting of one of these spells results in the maximum possible alteration (such as plus or minus 50% of target size, or +5 to the relevant ability), roll 1d100. On a result of 00, the Lords of Chaos have tired of such entreaties and made the grant permanent. After that the spell in question does not affect that caster, nor may he or she cast it again. In recompense, the target (whether or not that person is the caster) must subtract 5 points from his or her other abilities, in any combination. (For extra Chaotic fun, the player could be allowed to reduce the character's size by increments of 10 percent and count each increment as a 1 point ability reduction.) Add 1d8 Chaos points to the target for a permanent grant.

Spells in Play

This section offers a selection of spells balanced for play. Few are reflected in the saga. Most are quite limited and personal. They are specific to the plane of the Young Kingdoms. All spells from the *Player's Handbook* are available in the world of the Young Kingdoms, unless otherwise specified; a few are modified for use with *Dragon Lords of Melniboné*.

The spells in this chapter have effect within the plane of the Young Kingdoms, if cast by any of Earth's mortal races. Demons, elementals, and other supernatural creatures cannot use them, though Earthly spells affect them. Demons have their own magic, their features. Only the dungeon master can admit a new spell to the game.

Churches & Cults

ORGANIZED RELIGION is found wherever people live in large numbers and have raised a civilization. There are two major pantheons in the Young Kingdoms that dominate organized worship: the Church of Law and the Church of Chaos. Each of these religions is antithetical to the other, and is intent on the other's destruction or diminution.

Additionally, there are many less-organized religions and cults. Major among these are the worship of the Elements, widespread and individualistic. The worship of the Beast-Lords and Plant-Lords is





more localized and personal, and does not tend to foster large hierarchies.

One can not be a member of both the Church of Chaos and the Church of Law. To belong to one is to renounce the other. More accommodating is the relationship between the Elements, the cults of the Beasts or Plants, and the Churches. Law and Chaos Church worship is more modern than reverence given to the Elements, Plants, or Beasts, considerably older and old-fashioned. Unlike our world, however, in the world of the Young Kingdoms there are living bits of ground, air, water and fire, acting every bit as instinctively and unexpectedly as do the wild creatures. So while an adventurer might vow strict adherence to the dictates of his Church, he will no doubt give a prayer to the Straasha, King of the Sea, when a huge wave swoops down upon his boat.

Purpose of the Religions

The churches and cults exist primarily to channel worship, and the energies that such worship imparts, directly to the deity. Deities can not long exist without worshipers.

Secondarily, churches and cults maintain and improve the god's standing in the world, and provide the worshipers with guidance, a code of conduct, a system of support and responsibility, and an explanation of the unfortunate events that occur in everyone's life.

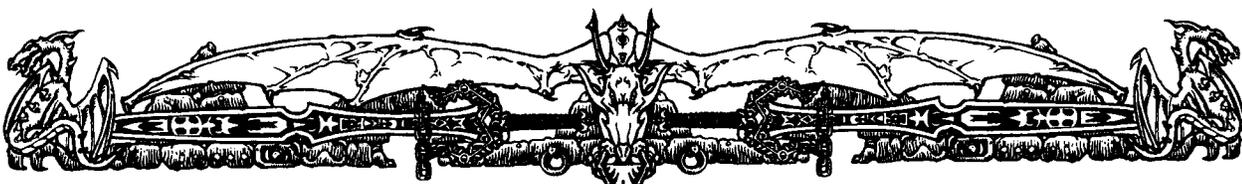
Membership in the Churches & Cults

All Young Kingdoms churches and cults support three levels of membership. The first and lowest is the common worshiper, or *lay member*. Including the great mass of the worshipers of any particular god, these are ordinary people. They attend the rites and rituals, pay their tithes, make the appropriate sacrifices, do what their priests tell them to do, and understand almost none of the history and theology of their deity. They do not have a direct rela-



*** ELRIC AND CYMORIL ***
(RIGHT) Among the happiest times in Elric's tragic life is the time he spent with beautiful Cymoril. Though a saviour to Elric, Stormbringer slays his lover.





tionship with their god, and as a force in the play of the game can be ignored.

The *priesthood* is the second level. All adventurers belonging to the Cleric, Paladin, Druid, or Ranger class belong to a church or cult appropriate to their nationality and personal inclination. Priests see to all of the secular details of managing the religion, as well as conducting services and sacrifices and ministering to the spiritual details of the worshippers. They get the temples built. They collect knowledge. They scheme for greater power and influence for their deity in the secular affairs of their nation. They speak directly with their god and its representatives. They are powerful characters.

The third and highest level is the *agent*. Agents are individuals who have promised their souls to their chosen deity, and who act in the interest of their gods in all they do. Some agents are priests, some are not. These are the people that interest a god, for better or worse.

Beast-Lords

The Beast Lords are numerous, one for each type of creature in the world. When invoked, all are Colossal versions of their animal type, magical and displaying capabilities far greater than their lesser brethren. Worshipers of the Beast or Plant Lords use the Druid progression path and the spells listed. Spells affecting or involving animals or plants would specifically affect, summon, or involve the creature or plant of worship.

Typically worshipers live in harmony with the animals and plants around them, guardians of nature.

Elemental Lords

There are four primary elemental lords. These have generated numerous offspring, but those are beyond the scope of this work. When invoked these appear as colossal, humanoid approximations of the lesser elemental appearances.

Worshipers of the Elemental Lords use the Druid or Ranger progression paths and the spells listed. Spells affecting or involving animals or plants

or elements specifically affect, summon, or involve the appropriate element or elemental.

Grome

The Lord of the Earth and master of the earth elementals. Long ago Grome and Straash cooperated to construct the marvelous Ship of Land and Sea, that sails across land as easily as across water. Grome lost the ship in a dispute, and Grome and Straasha are now enemies. Grome worshipers will resist water magic first.

Kakatal

Lord of Flame and master of fire elementals. All spells will involve, affect, or influence fire. Kakatal and Lassa are enemies, and Kakatal worshipers will always undermine the air cults.

Lassa

The lady of air and mistress of sylphs is a gentle creature, but would never let herself be taken advantage of and Kakatal always threatens. She and he are

Invocation to Straasha, Ruler of the Sea

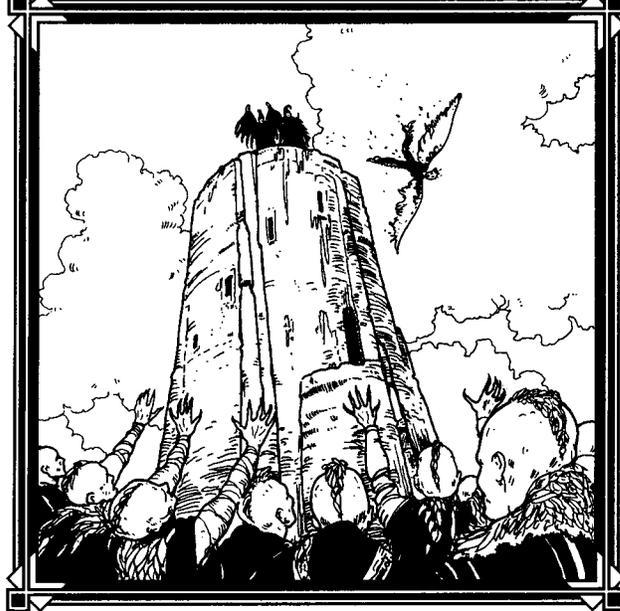
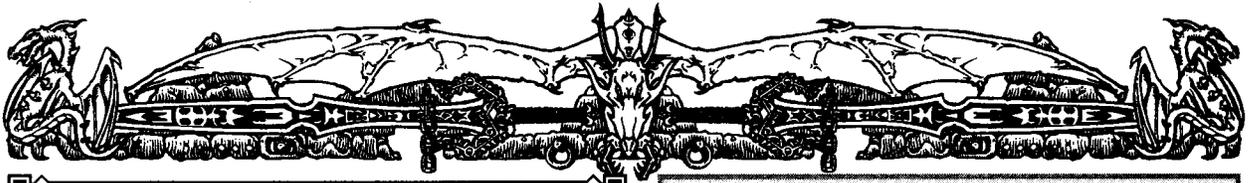
*Waters of the sea, thou gave us birth
And were our milk and mother both*

*In days when skies were overcast
You who were first shall be the last.*

*Sea-rulers, fathers of our blood,
Thine aid is sought, thine aid is sought,
Your salt is blood, our blood your salt,
Your blood the blood of Man.*

*Straasha, eternal king, eternal sea
Thine aid is sought by me;
For enemies of thine and mine
Seek to defeat our destiny, and drain away
our sea.*





*** TEMPLE TO LASSA ***

(LEFT) Priests of this elemental cult fling prospective initiates from a high tower or cliff-edge, testing the initiate's relations with the sylphs of the air.

enemies, and air worshipers will always seek the undoing of the fire cults. All spells that involve or affect an element or creature will specify air and sylphs, as appropriate.

Straasha

The Lord of the Seas is a favored god of sailors, coastal dwellers, farmers, and anyone else to whom bountiful water is essential to life. Elementals are his children. All spells that specify, affect, or involve an element or creature will specify water and undines, as appropriate.

Church of Chaos

Clerics and Paladins devote themselves to the following gods and patrons. There are many other gods of Chaos, most minor. The entries suggest appropriate Cleric spell domains.

Paladins of Chaos should use the Blackguard prestige class, dedicating themselves to the nature of their patron Lord of Chaos.

Arioch

This patron of Melniboné can provide much to his worshipers, but is content to let his priests administer spells for the domains of Chaos and Trickery.

Balaaan

A god of pain whose worship base is understandably small, except among the citizens of the isle of Pan Tang. His domains are Chaos and Destruction. His worshipers are all mad.

Balo

Often considered a Lord of Chaos, Balo allows no rigid boundaries. His followers live this credo, and are madmen, rogues, tricksters, and thieves. He provides worshipers with spells from the Law, Chaos, Trickery, and Luck domains.

Chardros

The Reaper has power over the forces of life and death. He grants his worshipers spells from the domains of Chaos, Death, and Earth. The scythe is his symbol. He is master of the undead.

Eequor

This goddess of knowledge specializes in bringing the powers of magic to women. Her domains are Chaos, Knowledge, and Magic.

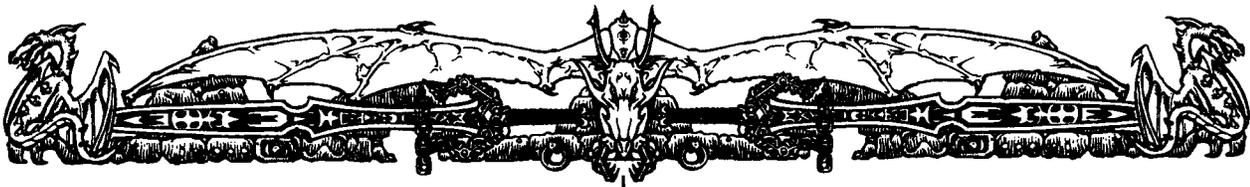
Hionhurn

The Executioner, Lord of Gibbets, Guardian of Guilt is worshiped by those few who seek to know death and remorse. His domains are Chaos, Death, and Destruction.

Mabelode

The King of Swords is the god of warriors, soldiers, and captains. The armies of the Chaos nations pay him homage. His magic domains are Chaos, Strength, and War.





Narjhan

The Lord of Beggars revels in the revulsion felt by all good folk of the pretty towns and houses. His domains are Chaos, Luck, and Trickery.

Pyaray

From his Chaos Fleet, Pyaray's worshipers terrorize the oceans. His domains are Chaos, Death, and Water. His worshipers favor the trident.

Slortar

This oldest god revels in decadence and debauchery. His domains include Chaos, Animal, and Trickery.

Xiombarg

The Queen of Swords is an asexual god of war. Favoring revenge and cunning, she offers the domains of Chaos, War, and Trickery.

Cords of Law

Clerics and Paladins of Law devote themselves to the following gods and patrons. There are many other gods of law implied in the saga; few are actually detailed. The entries suggest appropriate Cleric spell domains.

Paladins should dedicate themselves to the nature of their patron Lord of Law.

Arkyn

The Lord of Natural Law explores the world and seeks to understand. He governs the domains of Animal, Knowledge, Law, and Strength.

Donblas

The Lord of the Law or Righteous Vengeance governs the domains of Law, War. His worshipers are Fighters and Paladins, who favor the longsword.

Elgis

This deity of peace and civilization governs the domains of Good, Law, and Protection. He is worshiped by enlightened rulers and diplomats.

Goldar

The Lord of Trade is favored by any who live by making a profit from business transactions, especially merchants, bankers, and shopkeepers. Goldar draws on the domains of Law, Magic, and Travel.

Mirath

This goddess of death is present throughout our lives. Healers and women are her particular worshipers. She provides Law, Death, and Healing domain spells.

Salik

The Lord of Fertility is, of course, a favorite of farmers or anyone who derives their living from the earth. Salik provides spells in the domains of Law, Earth, and Luck.

Theril

The Lord of Inspiration provides dominion spells of Law, Protection, and Healing. Artists hear her calling.

Tovik, Lord of Violence

He specializes in the Destruction and War domains. He is the god of Fighters and Barbarians.

Vallyn the Wise

She is the goddess of scholars and scribes, and provides spells in the domains of Protection and Knowledge. She stresses the learning of languages.

Sodality of Tanelorn

THE SODALITY IS AN exclusive society dedicated to keeping balance among the forces influencing the Young Kingdoms and other planes upon which you can find the eternal city of Tanelorn. Not a religion as such, the Sodality provides many benefits and responsibilities to its members, and is religion-like in its structure.

Most highly prized is the quality of equanimity—careful, measured emotion, thought, and action. Sodalists take care never to inadvertently act





on behalf of Chaos or Law, and strive to temper the actions of their comrades. As a result, Sodalists are commonly regarded as aloof, detached, and unfriendly.

On the other hand, Sodalists are generally regarded as neutral parties, and frequently serve as arbiters of disputes.

The Sodality of Tanelorn utilizes the Monk character class once accepted by the membership. From that time forward Monk becomes the adventurer's favored class, and does not count when determining XP penalties for multiclassing.

Sodalists will work elements of the sign of the scales into the ornamentation of their weapons and armor, believing that through such ornamentation they imbue their equipment with the power of the Balance.

Initiation

The society constantly seeks new members quietly, looking for those who are thoughtful, even-tempered and who bear a sense of justice. Taking a new initiate, they teach him or her to see beyond the self, to consider the greater needs of the world.

Initiates to the society must renounce allegiance to the forces of Law or Chaos, and must swear to never join a church or cult. Prospects must demonstrate certain basic skills: Sense Motive +8, Speak Language (other than Common or the adventurer's native tongue), +8 attack skill with an edged weapon (preferably an Axe). The initiate must also have a Balance allegiance advantage of at least 10 points.

Characters of other classes who seek to join the society undergo the Ritual of Adjustment, wherein other society members gather in a kiva, along with the prospect who stands in the center of the group. Through chants, taunts, insults, compliments, and songs the group psychologically tears down the training and beliefs of the initiate and brings about a psychic rebirth into the light of the Balance.

Mediators

A mediator of the society carries a reputation for fair thought and justice. They are sometimes sought by others to resolve disputes. Each mediator is

required to craft an account of some event, current or historical, in as fair and as balanced a manner as possible. Knowing that the winner in any conflict will slant the description of event to suit their own goal, Mediators will frequently be found at the site of battles, recording events, documenting atrocities, and constructing as accurate a history of the battle as possible.

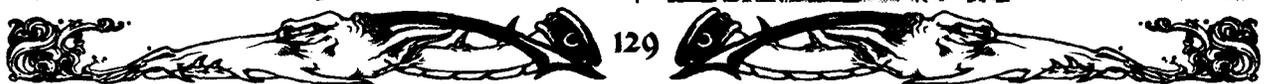
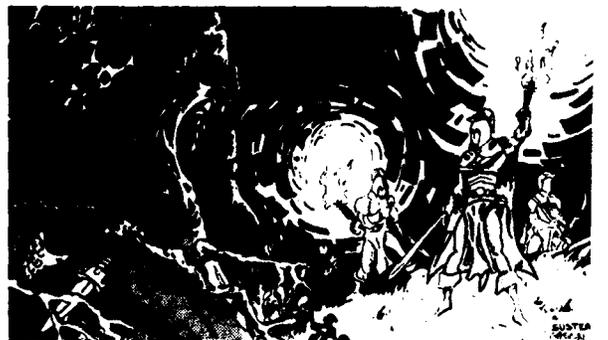
Master

The Sodalists of Tanelorn are ruled by a council of the most skilled, wise, and experienced members. The council employs a network of informants and advisers, gathering as much news of the world as is possible. Upon the death or retirement of an elder, the other council members will invite prospects to join the council.

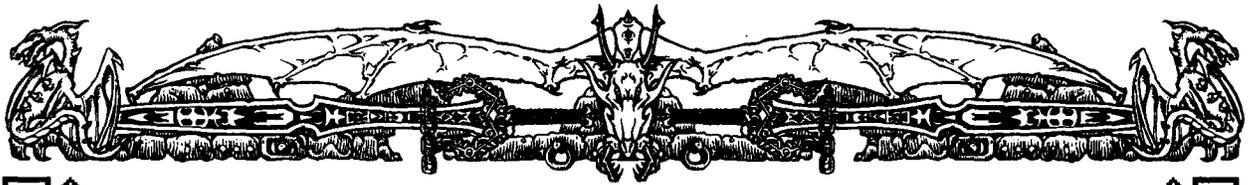
Cult Associates & Enemies

Sodalists have a number of enemies, namely those members of the great religions of Chaos and Law who feel that the society thwarts the goals of their churches.

In the event of betrayal by a member, other members of the fraternity will take justice into their own hands, trying to balance the transgression with a considered response. *▲







Demons, Monsters, Folk & Heroes

THOSE CREATURES presented here include most of the ones against which significant fighting occurs in the saga, or to whom (in the case of the dragons) Moorcock gives space and loving attention.

* *Important information concerning demons and elementals, and their place in the Young Kingdoms universe, occurs in the "Magic & Religion" chapter.*

In this chapter are collected all game statistical entries for creatures and personalities, divided into sections of like information.

The first is "Demon Breeds" where are detailed a sampling of demon species, suitable for invoking and compelling. The "Young Kingdoms Bestiary" presents various monsters and creatures as well as unique demons from the saga—especially those things Chaotically-created from natural forms, such as the Chaos Butterfly or the Pigs. "Young Kingdoms Digest" contains statistics for common NPCs with which to populate your adventures. The final section, "Saga Personalities," reveals stats for the major personalities from the saga.

Game statistics for natural animals, including dogs, horses, cows, and pigs are already provided in

the game rulesbooks. Creatures presented here are unique to the world of the Young Kingdoms.

In play, dungeon masters may want to create weaker entities than given here. Many of these apparitions were almost too powerful for Elric, let alone for novice adventurers.

Explanation of Entries

Each entry has the same general content. First comes the name of the entity, and sometimes an additional phrase. Then follows one or more descriptive quotes to portray the entity or species, and the source of the quote is given. Appended to the quote is the book title, and the internal book and chapter location of the quote.

Next occurs new commentary concerning the entry. Its general aim is to integrate the saga with the game system. Except in a few cases, we have not added new attacks, skills, etc. These entries are matched to Moorcock's intents. A small illustration of the entity occurs near its statistics.

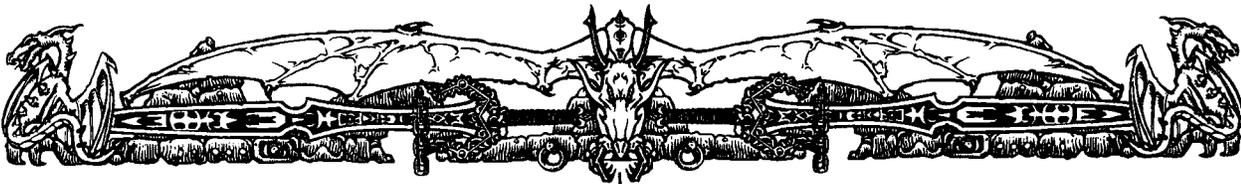
There are two sorts of statistics. If for a species, the die rolls and averages allow the dungeon master to generate any number of different individuals. Or he or she can eyeball the averages and vamp away if needing a quick single stat. **NOTE:** we have rounded up averages for simpler presentation.

The values given for attacks and skills as well should be understood as being the average for adults who are likely to be found armed.

* **URISH & THE DEMON** *

(OPPOSITE) King Urish of Nadsokor wields Hackmeat, his magical axe. The demon scoffs—a wardpact protects him—and he swallows poor Urish.





If for an individual, the statistical information given is specific to the individual—another representative might be very different.

* *Allegiance values are provided where appropriate for the personalities and Digest NPCs. Creatures struggle less with these conflicting forces, and values are not needed for their use.*

Demon Breeds

A RANDOM DEMON has the d8s of abilities, hit points, and the skills and features as requested, but its temperament may be inadequate to the job. With reference to the breeds following, imagine a bal'boost as an unlikely valet, or a servant demon employed as an inept assassin. At the same time, novice sorcerers probably know no demon's True Name, and so cannot select the best individual.

Demon breeds offer middle ground. The sorcerer knows the attitudes of the breed, and knows how many experience points it takes to invoke the breed. Though it is true that the ability roll results can vary widely, a patient sorcerer may learn the True Names for entities who can be of great help.

Most demons are not of any breed. In their individuality they are truest to their Chaotic heritage. About one in ten is of a breed. If not already specifying a breed, a critical result roll during summoning indicates a representative of a new breed. The discoverer should name it. The dungeon master can create any sort of breed.

A breed's listed features and skills always must be accepted, though additional experience points can increase them. The d8s of abilities for a breed cannot be changed.

The concept of breed does not occur in the saga. The following breeds represent a few of the approaches that might arise during play.

Bal'boosts

Swaggering and arrogant, the boastful bal'boost stands seven or eight feet tall. Its serpent-like hide is of glistening black, and glowing fire drips from between its scales. Its eyes are sullen rubies. Its long,

barbed tail twitches, tiger-like. A bal'boost's swords never break, and it never fumbles with them. Only magic or another demon can long withstand such a thing. Lacking both, flee.

Large Outsider
(Lesser Demon Breed:
Bal'boost, a steadfast
humanoid fighter)



Hit Dice: 5d8+30 (52-53 hp)

Initiative: +4 (DEX)

Speed: 32 ft.

AC: 21 (-1 Size, +4 DEX, +8 Carapace)

Attacks: Bite +10 melee, 2 sword-hands +8 melee

Damage: Bite 1d8+6, sword 2d8+6 right, 2d8+3 left (crit x2, 19-20)

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Darkvision 60 ft.

Saves:	Fort +10	Ref +8	Will +8
	range	average	av. modifier
Abilities:	STR 5d8	23	(+6)
	DEX 4d8	18	(+4)
	CON 5d8	23	(+6)
	INT 4d8	18	(+4)
	WIS 4d8	18	(+4)
	CHA 1d8	5	(-3)

Features: Bite, 1D8 damage +4 melee

Carapace, AC +8

Demon Weapon x2, sword 1d8 damage +1d8 feature damage

Feats, 4

Regeneration, 1 HP per round

Listen, +5

Spot, +5

Skills: Knowledge (Own Plane) +8, Search +5, Speak Language (Summoner's Tongue), Wilderness Lore +5

Feats: Ambidexterity, Dodge, Track, Two-Weapon Fighting

Climate/Terrain: Any

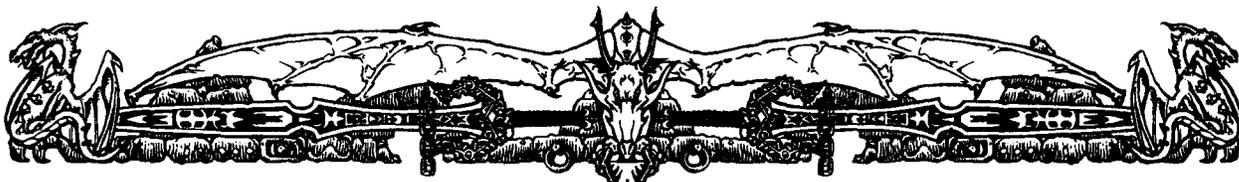
Organization: Solitary (1)

Challenge Rating: 5

Treasure: 10% nanorion

Alignment: Chaotic Neutral





Advancement: N/A

XP to Invoke: 6900

Need: to daily consume one ox, horse, or other large mammal.



Dhzutines

The dhzutines are small, hairless, feisty demons. A sorcerer sometimes binds one into an eight-fingered glove, to enhance the quickness and dexterity of the hand on which the item is worn, especially when



lengthy hand gestures must accompany a ritual. The dhzutine's head and two arms

and hands become fingers six, seven, and eight. Tasks done

with that hand then increase

by the dhzutine's own STR

and DEX modifiers. For instance, a

person with STR10 augmented with STR 8 from the demon has STR 18

with that hand. Add the demon's Manipulate feature to Open Lock, Disable Device, Craft, and Pick Lock.

Diminutive Outsider

(Lesser Demon Breed: Dhzutines, brash humanoid)

Hit Dice: 1d8-3 (1-2 hp)

Initiative: +2 (DEX)

Speed: 12 ft.

AC: 16 (+4 Size, +2 DEX)

Attacks: bite +4 melee

Damage: bite 1d8-3

Face/Reach: 1 ft. by 1 ft./0 ft.

Special Qualities: darkvision 60 ft. (unusable unless See feature is added)

Saves: Fort -1 Ref +4 Will +4

range average av. modifier

Abilities: STR 1d8 5 (-3)

DEX 3d8 14 (+2)

CON 1d8 5 (-3)

INT 2d8 9 (-1)

WIS 3d8 14 (+2)

CHA 1d8 5 (-3)

Features: Bite, 1D6-3, -3 melee

Confer Feature, STR

Confer Feature, DEX

Manipulate, +3

Skills: Hide +4, Knowledge (Own Plane) +1, Open Lock +6, Profession (Scribe) +3

Feats: Dodge

Climate/Terrain: Any

Organization: Solitary (1)

Challenge Rating: 1/5

Treasure: 1% nanorion

Alignment: Chaotic Neutral

Advancement: N/A

XP to Invoke: 3200

Need: eat daily a living mouse, bird, or other pitiable creature.

Hoojgnurps

A hoojgnurp is a large, disgusting glob of greenish flesh. Black arteries pulse viscously just below the skin. In attacking, a hoojgnurp typically smothers its unsuspecting target, dropping down from the ceiling and forcing its fluid mass down the suffocating target's throat.



Large Outsider

(Lesser Demon Breed: Hoojgnurps, non-humanoid assassin)

Hit Dice: 5d8+40 (65 hp)

Initiative: -3 (DEX)

Speed: 23 ft.

AC: 7 (-1 Size, -3 DEX, +1 Carapace)

Attacks: Suffocation +9





Damage: death by Suffocation (*see Features*)

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: darkvision 60 ft.

Saves:	Fort +12	Ref +1	Will +10
	<i>range</i>	<i>average</i>	<i>av. modifier</i>
Abilities: STR	4d8	18	(+4)
DEX	1d8	5	(-3)
CON	6d8	27	(+8)
INT	1d8	5	(-3)
WIS	5d8	23	(+6)
CHA	1d8	5	(-3)

Features: *Carapace*, AC 1

Cling, +3, can stay of ceiling for 3 hours

Leap, 45 FT. horizontal, 10 ft. vertical

Suffocation, +9 target is smothered unless demon is removed

Vomit Acid, 1d6, range 4 ft.

Skills: Climb +7, Knowledge (Own Plane) +1, Listen +7, Search +3, Speak Language (Summoner's Tongue)

Feats: None

Climate/Terrain: Any

Organization: Solitary (1)

Challenge Rating: 4

Treasure: 3% nanorion

Alignment: Chaotic Neutral

Advancement: N/A

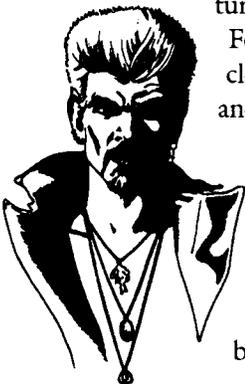
XP to Invoke: 3950

Need: daily absorb a flagon of ale and produce sulfurous odors.

Passing Demons

Passing demons look like ordinary humans, except that each has one major Chaotic feature, easily noticed if seen naked.

Features include horns, tails, cloven hooves for feet, extra arms, and so on. Used as an agent, the demon would try to conceal its feature. If such demons have not long been in earthly service, they will know little of this place, and may be detectable by interrogation or behavior.



Passing demons are expensive, for they cost ability points. Some jobs call for nothing less.

Medium Outsider
(**Lesser Demon Breed:** Passing, human-like agent)

Hit Dice: 2d8+4 (13 hp)

Initiative: +3 (DEX)

Speed: 34 ft.

AC: 13 (+3 DEX)

Attacks: Drain Soul, touch melee

Damage: drain CON, then WIS

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: darkvision 60 ft.

Saves:	Fort +5	Ref +5	Will +5
	<i>range</i>	<i>average</i>	<i>av. modifier</i>
Abilities: STR	3d8	14	(+2)
DEX	3d8	14	(+2)
CON	3d8	14	(+2)
INT	3d8	14	(+2)
WIS	3d8	14	(+2)
CHA	3d8	14	(+2)

Features: *Drain Soul*, opposed Will:Will

Regenerate, 1 HP per round

Speed, +20 ft. per round

Skills: Knowledge (Own Plane) +6, Listen +3, Move Silently, +3, Speak Language (Summoner's Language)

Feats: None

Climate/Terrain: Any

Organization: Solitary (1)

Challenge Rating: 2

Treasure: 15% nanorion

Alignment: Chaotic Neutral

Advancement: N/A

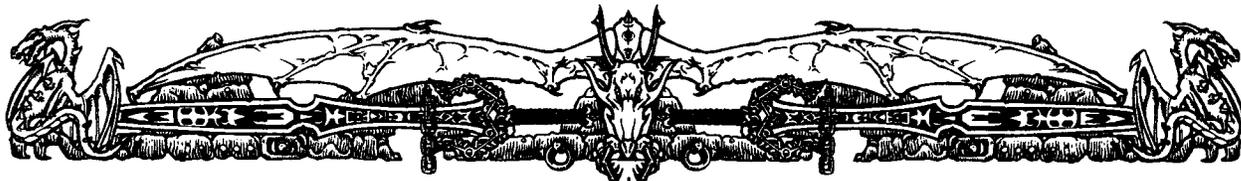
XP to Invoke: 3900

Need: summoner must sacrifice one ability point upon arrival, and one ability point per day thereafter.

Sentinel Demons

This shambling, faceless breed exudes foul lumps as it goes. Because of its keen hearing, the sentinel demon often is bound like a bas-relief into a wall, floor, or door.





Owners find its immobility to be pleasing. Bound, the sentinel demon waits for someone to move within range of its stinger. That scorpion-like appendage arches up over its back, striking out of the relief into which it is bound, and is always movable.



Medium Outsider
(Lesser Demon Breed: Sentinel, disgusting humanoid)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2 (DEX)

Speed: 23 ft.

AC: 14 (+2 DEX, +2 Carapace)

Attacks: Stinger +3, Bite +4

Damage: stinger 1d8-1 plus poison; bite 1d8-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: darkvision 60 ft.

Saves:	Fort +5	Ref +5	Will +5
	<i>range</i>	<i>average</i>	<i>av. modifier</i>
Abilities: STR 2d8	9	(-1)	
DEX 3d8	14	(+2)	
CON 3d8	14	(+2)	
INT 1d8	5	(-3)	
WIS 3d8	14	(+2)	
CHA 1d8	5	(-3)	

Features: *Bite*, 1d8-1 damage +4 melee
Carapace, +2 AC
Hear, +5
Regenerate, 1 HP per round
See, +4
Stinger, 1d8-1 damage + poison POT 13, +3 melee

Feats: None

Climate/Terrain: Any

Organization: Solitary (1)

Challenge Rating: 2

Treasure: 15% nanorion

Alignment: Chaotic Neutral

Advancement: N/A

XP to Invoke: 4000

Need: eats a goat or equivalent fresh-kill daily.

Servant Demons

A demon breed of docile temperament. It is humanoid, with bulging eyes, vulpine teeth, dangling skinny arms, and red-gold, black, or blue-green glittering scales. Use this breed to complete repetitive household or laboratory chores, or to do the caster's bidding on minor errands.



Small Outsider
(Lesser Demon Breed: Servant, bootlicking humanoid)

Hit Dice: 1d8-3 (2 hp)

Initiative: -3 (DEX)

Speed: 20 ft.

AC: 7 (-3 DEX)

Attacks: bite +1 melee

Damage: bite 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: darkvision 60 ft.

Saves:	Fort -1	Ref -1	Will +4
	<i>range</i>	<i>average</i>	<i>av. modifier</i>
Abilities: STR 1d8	5	(-3)	
DEX 1d8	5	(-3)	
CON 1d8	5	(-3)	
INT 1d8	5	(-3)	
WIS 3d8	14	(+2)	
CHA 1d8	5	(-3)	

Features: *Bite*, 1d10-3 damage +4 melee
Lift, 2000 lb. max.

Feats: None

Climate/Terrain: Any

Organization: Solitary (1)

Challenge Rating: 1

Treasure: 5% nanorion

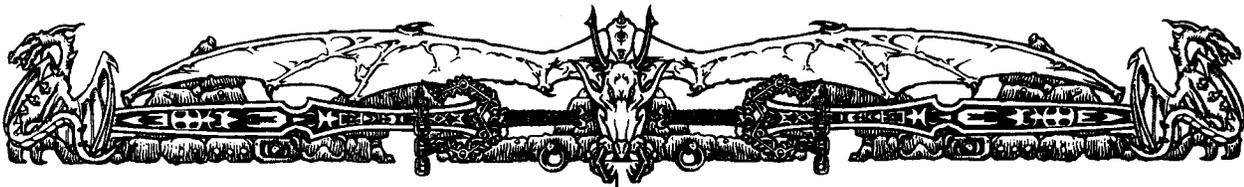
Alignment: Chaotic Neutral

Advancement: N/A

XP to Invoke: 2500

Need: consume one gourd of green tea leaves daily.





Young Kingdoms Bestiary

Baboons, Giant Orange

Elric saw large fierce eyes peering out of the gloom ahead. He heard a rattling noise, a rushing noise, and the eyes grew larger and larger. He saw a red mouth, yellow fangs, orange fur . . . The creature was a baboon, but huge, and there were at least a dozen others following the first.



— *The Sailor on the Seas of Fate I, 4.*

* The mystery ship having reached an island on another plane, Elric and three other incarnations of the Eternal Champion must fight a succession of foes before destroying Agak and Gagak, alien sorcerers. They meet the baboons just after vanquishing the Servants of Agak (see p. 157). Moorcock records the largest of the baboons as being much taller than Elric, more than twice normal size. Unlike most of the other creatures fought during that adventure, they did not seem to be part of the weird physiognomy of the sorcerers, but seemed more like natural creatures defending their territory.

The baboons attack in a dark, narrow corridor, and a particularly gritty fight ensues in which the Champions are handicapped by the close quarters and cannot back away to pull their swords free. These hominids have little chance in the open, but in the narrow hall they can launch all of their attacks.

A baboon may either Bite and Claw simultaneously, or Bite and Grapple.

Large Animal

Hit Dice: 4d10+12 (34 hp)

Initiative: +2

Speed: 40 ft., climb 30 ft.

AC: 13 (+2 DEX, +2 natural, -1 size)

Attacks: 2 claws +7 melee & bite +2 melee or grapple
+7 melee & bite +2 melee

Damage: Claw 1d8+4, bite 1d6+4

Face/Reach: 5ft. by 5ft./10ft.

Special Attacks: Grapple

Special Qualities: Scent, Blindsight

Saves: Fort +7 Ref +6 Will +2

Abilities: STR 19	DEX 14	CON 17
INT 2	WIS 12	CHA 4

Skills: Climb +15, Move Silently +4, Spot +5, Listen +5

Climate/Terrain: Other Plane

Organization: Solitary troop (4-40)

Challenge Rating: 5

Treasure: None

Alignment: Neutral

Advancement: 5-12 HD

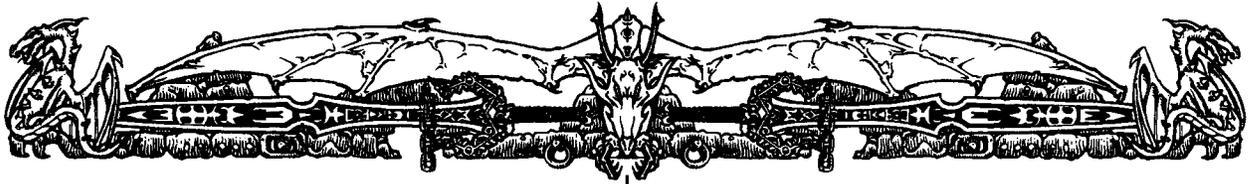
Chaos Butterfly

CHAOS BUTTERFLY, Created by Theleb K'aarna. A great shape was winging its way towards them. It had the appearance of a butterfly, but a butterfly with wings so huge they blotted out the sun. . . it had a man's body, covered with hairs or feathers hued like a peacock. . . The air whistled as it descended, its fifty-foot wings dwarfing the seven feet of head and body. From its head grew two curling horns, and its arms terminated in long talons. . . the wings folded in to protect its neck and Storm-bringer became entangled in the strange, sticky flesh. . . Elric realized that this was no true supernatural denizen of the nether worlds, but a once-human creature warped by Theleb K'aarna's sorcery.

— *Weird of the White Wolf III, 5.*

* A human transmuted by high-level sorcery, the Chaos Butterfly proves a formidable foe until Elric remembers how to invoke Haaashaastaak. The Lord of Lizards manifests as a huge iguana, curls its huge tongue around the Chaos butterfly, and gulps it down. Until then the huge butterfly has had the





best of the fight, ripping Elric's arm to the bone and drawing him in with its Talon Grasp and Wrestle attacks, intending to ultimately impale the albino with its horns.

In the illustration nearby, the human has been further degenerated by Chaos.

Large Monstrous Humanoid

Hit Dice: 8d8+40 (104 hp)

Initiative: +7 (+3 DEX, +4 Improved Initiative)

Speed: 20 ft., fly 50 ft. (average)

AC: 22 (-1 Size, +3 DEX, +10 Natural)

Attacks: 2 claws +12 melee, Horns +7 melee

Damage: Claws 1d6+4, 2 Horns 1d8+4 (crit x3, 19-20)

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved Grab

Special Qualities: Wings

Saves: Fort +11 Ref +9 Will +3

Abilities: STR 19	DEX 16	CON 20
INT 10	WIS 11	CHA 4

Skills: Search +5, Spot +8, Listen +8

Feats: Improved Initiative, Power Attack

Climate/Terrain: Any

Organization: Solitary (1)

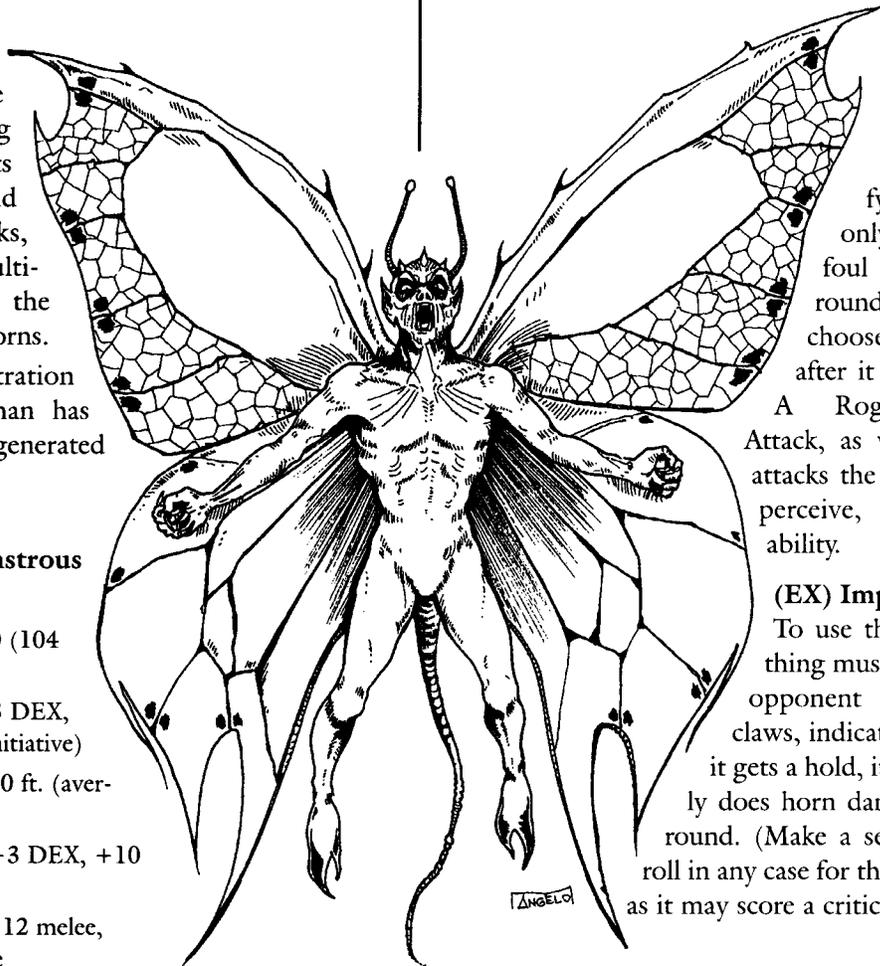
Challenge Rating: 10

Treasure: None

Alignment: Chaotic Neutral

Advancement: N/A

(EX) Wings. The weird wings of the thing act to shield it from harm. If it can make a Reflex saving



throw (DC 20), it can foul the attack, effectively nullifying it. It can only attempt to foul one attack a round, but it may choose to do so after it has been hit.

A Rogue's Sneak Attack, as well as other attacks the thing cannot perceive, negates this ability.

(EX) Improved Grab.

To use this ability the thing must hit the same opponent with both claws, indicating a hold. If it gets a hold, it automatically does horn damage for that round. (Make a separate attack roll in any case for the horn attack, as it may score a critical.)

Clakars

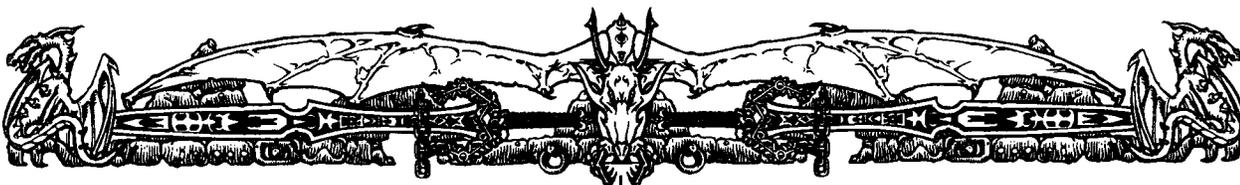
Massive ape-like creatures, borne on great leathery wings. . . . mouthing and gibbering, showing long fangs in [their] slaving snouts.

— *Weird of the White Wolf II, 4.*

* Elric and Moonglum encounter these beasts in an underground world during Elric's search for the Dead Gods' Book. Judging by appearance, attitude, and the Chaos symbol above the entrance of the tunnel leading to their world, they are Chaotic in origin, though Sharilla, a wingless woman of Myyrrhn, also notes that "they are the primeval ancestors of my people, older in origin than recorded time."

The attacking clakars show little caution in their attacks, perhaps because they are able to ignore the shock of major wounds. Their world neutralizes Stormbringer's magic, and makes their encounter with Elric a genuine battle—were a





clakar summoned to the surface world, it would not have that benefit.

In the saga, these things attack from the sky, hovering and then landing or dropping down directly on an unsuspecting targets. Their large wings are disadvantageous in broken or bushy terrain.

Large Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +2 (DEX)

Speed: 30 ft., fly 50 ft. (poor), climb 20 ft.

AC: 15 (-1 Size, +2 DEX, +4 Natural)

Attacks: Dive & slam +11 or 2 claws +9 melee and bite +43 or grapple +9 and bite +4

Damage: Slam 1d4+6 or Claw 1d8+6 and bite 1d8+3

Face/Reach: 5ft. by 5ft./10ft.

Special Attacks: Rend 2d6+12

Special Qualities: Scent

Saves: Fort +6 Ref +6 Will +2

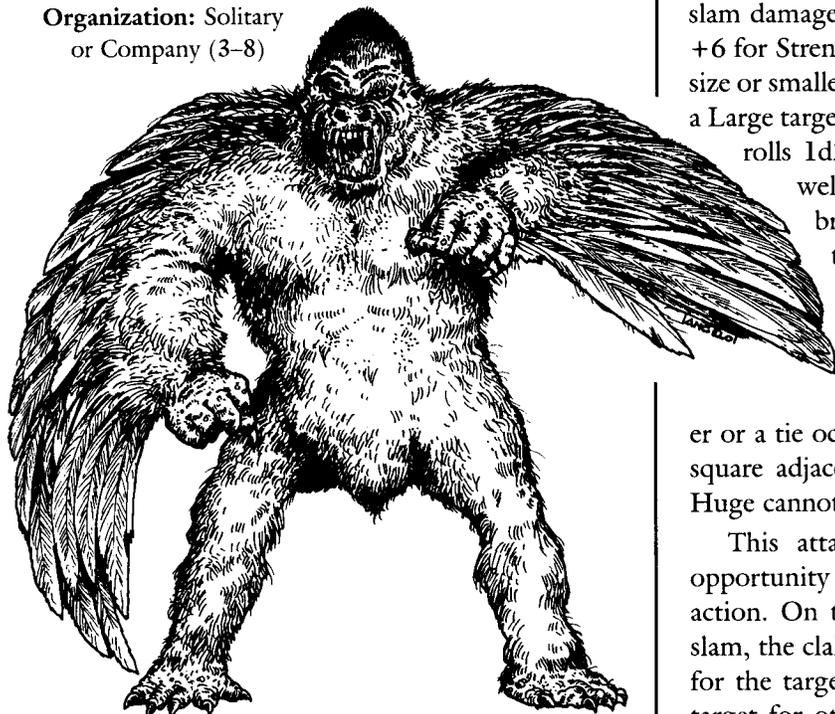
Abilities: STR 22 DEX 15 CON 14

INT 3 WIS 12 CHA 7

Skills: Climb +9, Move Silently +7, Listen +6, Spot +9

Climate/Terrain: Other Plane

Organization: Solitary
or Company (3-8)



A clakar subtype, bearing feathered wings rather than the more common bat-like type.

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

Advancement: 5-14 HD (Large)

These creatures, resembling enormous apes with leathery wings, are said by Sharilla to be the ancestors of her people, the Winged Folk of Myyrrhn. It is doubtful that they exist anywhere but the Cavern of the Dead God's Book. They might also be encountered if the players go back in time to the ancient primeval days of the world of the Young Kingdoms.

Combat

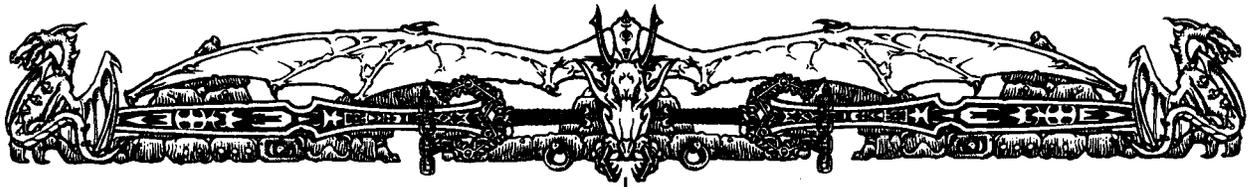
Dive and Slam (Ex): Most Clakars attempt to swoop down on their foes by surprise, but most hear the beating of their great leathery wings before and so are able to avoid their deadly grip. Roll the Move Silently of the Clakars vs. the Listen (or Spot at +4, if the characters are "watching the skies") of the players. If the Clakars win, they receive a surprise partial action. If the Clakars lose, roll initiative as normal.

On the round of the dive, the creature has +2 to its attack, but is at a -2 to AC. If the beast hits, roll slam damage normally, but then roll 1d20, adding +6 for Strength. Also add +8 if the target is Small size or smaller, +4 for a Medium-size target, +0 for a Large target, -4 for a Huge target. The target also rolls 1d20 and adds their Strength bonus, as well as an additional +2 if the target is braced, and a +4 if the target has more than 4 legs.

If the Clakar rolls higher, then the target has been knocked down, and the Clakar is considered to be on top of the target. If the target rolls higher or a tie occurs, the Clakar is knocked down in a square adjacent to the target. Targets larger than Huge cannot be knocked down.

This attack does not provoke an attack of opportunity if executed during a surprise partial action. On the round after a successful dive and slam, the clakar will either grapple and bite (at +4 for the target being on the ground), holding the target for other clakars to claw, bite and rend or





they will attempt to claw, bite and rend the target themselves.

Rend (Ex): If a clakar hits with both claws, it latches on to the opponent's body and automatically does an additional 2d6+12.

Creature of Matik

From the fissures in the ground, monstrous shapes sprang up! Vulture-headed lions, fifteen feet high, prowled in hungry anticipation towards them, their feathered manes rustling as they approached . . . But Elric was familiar with this ghoulis pack since his own ancestors had formed it for their own purposes a dozen centuries before . . . Feathered tails lashed, claws worked in and out of pads, scraping great gashes in the rock.

— Stormbringer II, 4.

* These things lurk “on the borders between Chaos and Earth,” a resource for any sorcerer who finds them. Even so potent a sorcerer as Jagreen Lern did not know their origin nor their special relation to Melniboné. Elric is able not only to dispel them, but to send them against the assembled Dukes of Hell in Hwamgaarl itself.

It has been proposed that these creatures were created by Matik of Melniboné to aid in the wars against the Dharzi, but the time of creation antedates the disappearance of the Dharzi by some 200 years. Perhaps the date for the Dharzi wars represents only the ultimate struggle in a longer conflict.

Huge Beast

HD: 8d10+40 (84 hp)

Initiative: +1 (+1 DEX)

Speed: 75 ft.

AC: 17 (-2 Size, +1 DEX, +8 Natural Armor)

Attacks: 2 Claws +14 melee, 1 Bite +9 melee

Damage: Claws 2d6+8; Bite 2d6+14



Face/Reach: 10 ft x 20 ft/10 ft.

Special Attacks: Pounce, improved grab, rake 2d6+8, scent

Special Qualities: Low-light vision, Darkvision 60 ft.

Saves: Fort +11 Ref +7 Will +2

Abilities: STR 27 DEX 13 CON 21

INT 4 WIS 10 CHA 10

Skills: Listen +5, Obey Melnibonéan +10, Scent/Taste +8, Spot +5, Wilderness Lore +5

Feats: Dodge, Track, Scent

Climate/Terrain: Any

Organization: Solitary, pair or pride (6–10)

Challenge Rating: 10

Treasure: None

Alignment: Chaotic Neutral (Always)

Advancement Range: 9–16 HD (Huge), 17–24 HD (Gargantuan)

These creatures respond to the High Tongue, recognizing it as the language of their creators and masters.

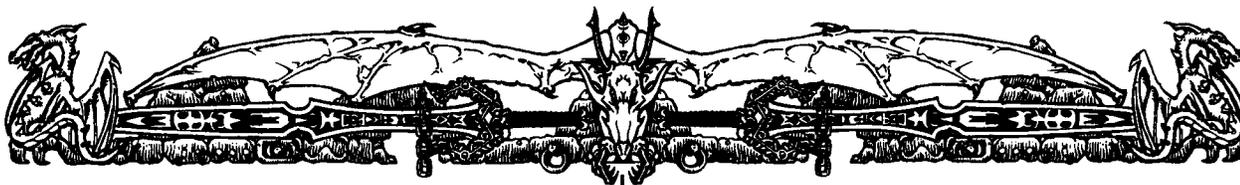
Combat: In general, a Creature will take a full move action (sometimes at triple or quadruple speed) to close on its target, pouncing at the last minute, and attacking with its claws and bite on the first round. If the bite attack hits, it will also attempt to rake, doing an average of 81 points of damage in one round, if it succeeds with all attacks.

Pounce (Ex): If the creature leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the creature must hit with its bite attack. If the attack hits the target, then it can rake.

Rake (Ex): Against a target it has bitten, the creature can make two rake attacks (+12 melee) with its hind legs for 2d6+8 damage each.





Devil Lizard

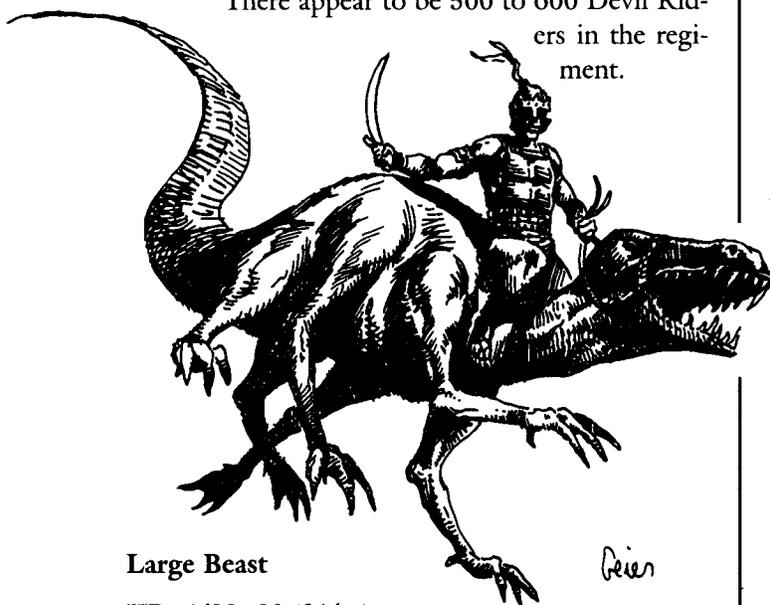
Behind them . . . came the Devil Riders of Pan Tang on their six-legged reptilian mounts, bred by sorcery it was said. Swarthy and with introspective expressions on their sharp faces, they carried long, curved sabers, naked at their belts. Prowling among them came over a hundred hunting tigers, trained like dogs, with tusk-like teeth and claws that could rend a man to the bone with a single sweep.

—Stormbringer I, 3.

* When Queen Yishana of Jharkor and her allies resist Chaos, the Devil Riders are among those Pan Tangian units fighting alongside Dharijor.

In marching order, trained handlers keep separate the tigers from riders and mounts. Forming for battle, each Devil Rider leashes his own tiger and then waits in open formation with it. Battle joined, the unit sometimes launches the tigers as skirmishers, each man attempting to control his tiger by voice (once a command fails, the tiger ravages where it will until a handler can recall it). More frequently, the Devil Riders accompany their tigers into the fray as a potent shock unit. The lizard mount usually attacks only when prompted by the Devil Rider.

There appear to be 500 to 600 Devil Riders in the regiment.



Large Beast

HD: 4d10+12 (34 hp)
Initiative: +1 (+1 DEX)
Speed: 40 ft.

AC: 16 (-1 Size, +1 DEX, +6 Natural Armor)

Attacks: 1 Bite +7 melee, 1 Tail Spike +7 slam

Damage: Bite 1d6+4 melee, Tail Spike 1d4+4 melee

Face/Reach: 5 ft x 10 ft/5 ft.

Special Attacks: none

Special Qualities: Low-light vision, Darkvision 60 ft., Scent

Saves: Fort +7 Ref +5 Will +1

Abilities:	STR 19	DEX 13	CON 17
	INT 4	WIS 10	CHA 10

Skills: Intimidate +2, Listen +4, Scent/Taste +4, Spot +4, Wilderness Lore +2

Feats: Scent, Track

Climate/Terrain: Temperate Hills

Organization: Solitary

Challenge Rating: 5

Treasure: (None)

Alignment: Neutral (Usually)

Advancement Range: 5-8 HD (Large), 9-12 HD (Huge)

Combat

Tail Attack (Ex): The beast may take a tail attack every round at no additional penalty, though the target must be different than the target of the bite attack.

Dragon of Melnibone

Slender snout, gleaming greens and reds: razor teeth; saliva hissing as it struck the ground; faint smoky breath streaming from its flaring nostrils, while a long, thick scaly tail lashed behind.

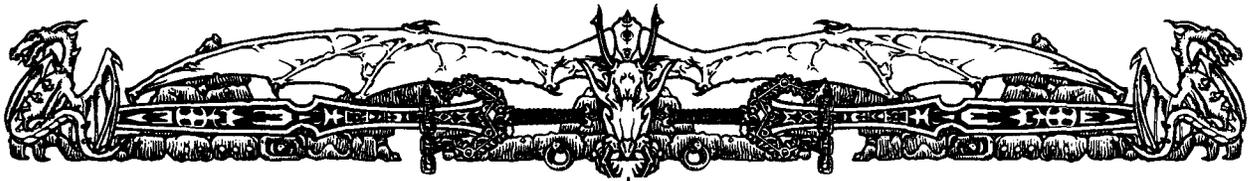
—Revenge of the Rose I, 1.

The average wingspan of these near-extinct monsters was some thirty feet across. Their snake-like bodies, beginning in a narrow-snouted head and terminating in a dreadful whip of a tail, were forty feet long and although they did not breathe the legendary fire and smoke, Elric knew that their venom was combustible and could set fire to wood or fabric on contact.

—Weird of the White Wolf I, 4.

The great recumbent forms of the sleeping dragons lay, their folded leathery wings rising into the shadows, their green and black scales glowing faintly, their clawed feet





folded and their slender snouts curled back, even in sleep, to display the long, ivory teeth that seemed like so many white stalactites. Their dilating red nostrils groaned in torpid slumber. The smell of their hides and their breath was unmistakable.

—*Stormbringer IV, 1.*

* Of all the entities in the Elric saga, Moorcock returns again and again only to one species, crimson on gold the symbols of the Melnibonéan throne, envenomed slumberers and aerial serpents, the dragons. Though their origin is a matter of dispute, dragons have slumbered within Melniboné's caverns since before the isle gained that name.

They represent “the first significant sorcery of our race and the purest, the dragon-sorcery” (*RR I, 2*). In those days the numbers of dragons were

great, and in controlling them the Melnibonéans ruled the world. Yet choosing to employ the might of dragons required wisdom and careful judgment, for a dragon must sleep a hundred years for each day of activity. In the last millennia, the dragons have dwindled, paralleling the decline of Melniboné from Bright Empire to Dreaming City. When Elric blows the Horn of Fate, only ninety-eight dragons waken and fly east with him to the final battle.

A Melnibonéan dragon does not breathe out fire. Instead it exudes an acid-like venom of POT equal to its CON. In flight, the dragon attacks by repeatedly spraying this venom over wide areas. Everything burnable that the spray touches then catches fire. A dragon can make many such attacks, but the number is finite—Elric's dragon-steed Flamefang seems to have exhausted himself in thirty to sixty minutes. Calculate the number of attacks as equal to the dragon's CON.

Caught in a steel helmet or similar container, a droplet of dragon venom cools and hardens into a pastel which (taken with water) can “bring courage to the weak and skill to the strong, [and let a man] fight for five days and five nights and feel no pain” (*RR I, 2*), but only Melnibonéans know this lore. With substantial immersion in dragon venom, the damage done per round would be the dragon's CON in hit points.

Dragons live for many thousands of years, most of those years asleep, or what we imagine as sleep. It is also known that ordinarily one warrior rode each dragon using a heavy saddle custom-made for that dragon. Moorcock mentions softer scales half way up the neck where a sword might penetrate.

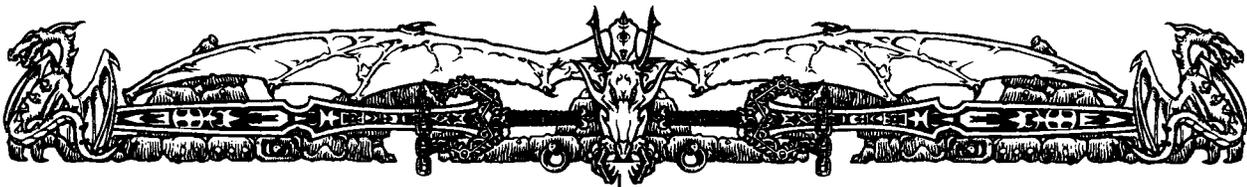
Huge Dragon

HD: 27d12+135 (310 hp)

Initiative: +0

Speed: 40 ft, fly 150 ft. (poor)





AC: 33 (-2 Size, +25 Natural Armor). AC 23 for its neck (-2 Size, +15 Natural) requiring a Reflex roll to target (failure means no attack possible).

Attacks: Bite +35 melee, 2 Claws +30 melee, 2 Wings +30 slam, Crush +30 slam, Tail Slap +30 slam

Damage: Bite 2d8+10; Claws 2d6+5; Wings 1d8+5; Crush 2d8+15; Tail Slap 2d6+15

Face/Reach: 10 ft x 20 ft/10 ft.

Special Attacks: Breath Weapon, Frightful Presence

Special Qualities: Low-Light Vision; Darkvision 500 ft., Blindsight, Keen Senses

Saves: Fort +20 Ref +15 Will +20

Abilities: STR 30	DEX 11	CON 21
INT 14	WIS 20	CHA 14

Skills: Intimidate +18, Intuit Direction +18, Jump +27, Listen +18, Search +18, Spot +18, Wilderness Lore +18

Feats: Power Attack, Flyby Attack, Wingover

Climate/Terrain: Any Underground

Organization: Flight (25-100)

Challenge Rating: 18

Treasure: (None)

Alignment: Neutral (Usually)

Advancement Range: 28-39 HD (Gargantuan), 40+ HD (Colossal)

Combat: Melnibonéan dragons are organized into flights, which are led by dragons ridden by trained Melnibonéans. Those dragons not ridden are controlled by horns especially designed for such a purpose. In general, an individual dragon will pass over an enemy and use its fiery venom, then land and mop up any resistance.

Breath Weapon (Ex): Often described as a venom or acidic spittle, this jet (a line of 100 ft.) of POT 21 poison causes all combustibles (including people and almost all sorts of supernatural creatures, unless immune to both fire and acid) it strikes to immediately combust, doing 2d6 damage per round for 10+1d10 rounds. The fire can only be extinguished before this time by use of magic. A Reflex save (DC 20) avoids the jet and any damage from it.

Frightful Presence (Ex): A dragon can unsettle foes with its mere presence. This ability takes effect whenever the dragon attacks, charges, or flies overhead. Creatures within 300 ft. radius of the dragon

are affected if they have fewer Hit Dice than the dragon.

A potentially affected creature that succeeds at a Will save (DC 23) remains immune to that dragon's presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Elenoin, 8th Plane foes of the Grabluk

"They are not women. They are Elenoin. They come from the Eighth Plane—and neither are they human." . . . Red-haired women whose tresses fell almost to their knees and covered their otherwise naked bodies. And then he saw their teeth—long, pointed teeth which glinted like metal. . . . The singing grew louder until it made their ears fill with sharp pain and made their stomachs turn. The Elenoin raised their slender arms and began to whirl their long swords about their heads again, staring at them all the while through beastlike, insensate eyes — malicious, unblinking eyes.

— *The Vanishing Tower II, 5.*

* The eyes of these dire creatures also are large and orange. The elenoin are cannibals, and pause in the heat of battle to eat tempting human victims after they have laughed to see them die.

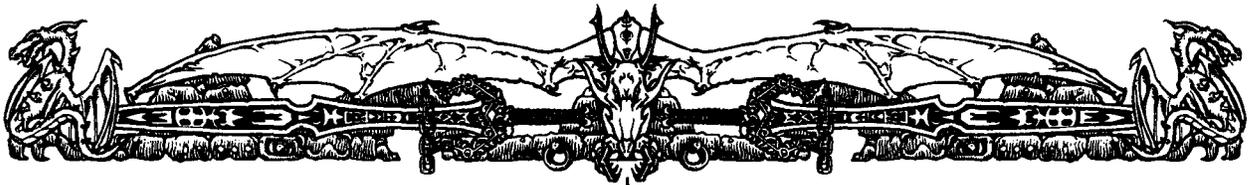
The book portrays a sequence to their charge, first keening with the effect of a Confusion spell, then closing to wield their five-foot greatswords, and then grappling with their animate hair to snare targets and finally bring their bite attacks home. Being so Chaotic, the elenoin are particularly hard to kill. Even Stormbringer requires two strokes to dispatch one glaring fiend. Elric is surprised to see that the men of Tanelorn in losing half their number have been able to slay several elenoin.

The elenoin have three Chaotic abilities—resilience, an



Bein





unnerving wail or keen that panics mortals, and long hair that can animate and grasp nearby targets.

Elric counters the elenoin by summoning their ancient foes, the grahluk. Just as the elenoin seem to represent stereotypes of femininity, so the Grahluk can represent a parody of masculinity. The summoning of the mass of elenoin represents one of Theleb K'aarna's mightier feats.

Medium-Size Outsider (Chaotic)

Hit Dice: 4d8+16 (36 hp)

Initiative: +4 (DEX)

Speed: 30 ft.

AC: 17 (+4 DEX, +3 Natural)

Attacks: Greatsword + 8 melee; or Bite + 8 melee

Damage: Greatsword 2d6+4; Bite 1d4+2

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Keen, Animate Hair

Special Qualities: Resilience

Saves: Fort +8 Ref +8 Will +5

Abilities: STR 18	DEX 18	CON 18
INT 6	WIS 13	CHA 10

Skills: Climb+5, Jump+5, Listen +3, Scent/Taste +5, Spot +3

Feats: Alertness, Dodge

Climate/Terrain: Any Land

Organization: Band (3–10); or force (5–24), or army (20–100)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5–8 HD (Medium-sized)

Combat

In combat the elenoin's ultimate goal is to feed on their opponents, and their tactics reflect this. They use their unholy keen to stun their foes into submission, swing their greatswords with wild abandon in order to force foes to close, then grapple with their hair and begin to feed. Given the chance, an elenoin will halt combat to tear the flesh from a victim with her bite, but if her life is in danger, she will abandon the personal touch and return to her sword.

Keen (Su): Once every minute an elenoin can let out a great shriek that serves to disorient her opponents. This ability operates exactly like the Confusion spell except it affects anyone within a 50-ft. radius of the keener, lasts for 10 minutes, and has a DC of 15. Elenoin are immune to the effects of their own and their sisters' keen.

Animate Hair (Su): If a foe moves within 5 ft. of an elenoin, her wild red hair acts as an enveloping third hand. In addition to any other attacks made by the demon, the hair will attempt a grapple at +8 melee with an equivalent Strength of 21. A foe caught by the hair can no longer be attacked by the greatsword but can be hit automatically with the elenoin's bite. The thick strands can be cut by the victim or outside help, and will part after taking 20 points of slashing damage (AC of 15).

Resilience (Ex): The elenoin's chaotic nature gives them incredible resistance to damage. After a successful attack, and all damage is calculated, the total is halved before being applied to the elenoin's hit points. Only physical attacks are halved, not damage from spells or supernatural abilities.

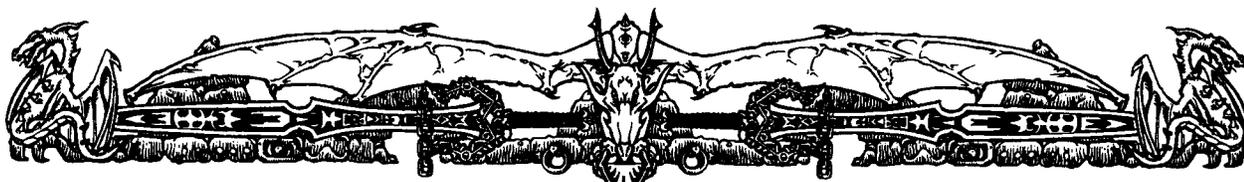
Firebeetles, of the Sighing Desert

A massive, flesh-coloured body on a dozen legs, its mandibles clattering as it chased the rats which were clearly its natural prey . . . By some trick of biology the gigantic beetles secreted oily pools in their heavy [pink and gray] carapaces. These pools, exposed to the sunlight and the flames already burning on other backs, would catch fire so that sometimes as many as twenty spots would be burning [and] only be extinguished when a beast dug its way deep underground during its breeding season.

— *Fortress of the Pearl I, 3.*

* When the oil on their backs catches fire, the smoke can be seen from far away, and nearby the stink of the fires is nauseating. As you would expect of surfaces often in flame, their carapaces are exceptionally armored—with Stormbringer, Elric hacks at the back of one and does not much damage at all. Later he sees that they are vulnerable beneath.





Elric is accidentally caught up in and almost killed by a sweep of these things, who are single-mindedly intent on corralling and eating a flock of rodents.



Humans are not normal prey for firebeetles.

Thick, disgusting swarms of flies characteristically accompany firebeetles, feeding on scraps and beetle dung, and probably developing from larvae nourished in the oils on the beetles' backs.

Large Magical Beast (Fire)

Hit Dice: 4d10+16 (38 hp)

Initiative: 0 (DEX)

Speed: 50 ft., burrow 15 ft.

AC: Carapace 25 (+16 Natural, -1 Size); underbelly 11 (+2 Natural, -1 Size)

Attacks: Bite + 8 mele

Damage: Bite 1d8+3

Face/Reach: 5ft. by 5 ft./5 ft.

Special Qualities: Damage reduction 50 (carapace only), fiery oil

Saves: Fort +8, Ref +4, Will +1

Abilities: STR 30	DEX 11	CON 18
INT 4	WIS 10	CHA 6

Skills: Listen +3, Search +4, Spot +2, Wilderness Lore +3

Feats: Track

Climate/Terrain: Warm or temperate desert

Organization: Swarm (2-40)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement: 6-7 HD (Medium-sized); 8-12 HD (Large)

Combat

Firebeetles have very little interest in combat for combat's sake, and it is easy to avoid conflict. The only thought in their minds is hunting the rodents that serve as their primary food source. They only attack if they think something is interfering with that goal.

Fiery Oil (Ex): Firebeetles secrete highly flammable and slow-burning oil through pores in their outer carapace. This oil ignites in sunlight and burns until smothered (usually when the firebeetle burrows underground). Any character who attacks or is attacked by one of the beetles risks being splashed with some of this oil. After each attempted attack (by or against the firebeetle) the beetle's opponent must make a Reflex save vs. a DC of 12 or be splashed with the oil. The oil does 1d4 points of damage each round for 1d6 rounds unless it is immediately smothered with sand, dirt, or cloth.

Ghouls, of Limbo and of Org

But now he was held by clammy hands and when he saw his captors he shuddered. Shadowy creatures of limbo held him—ghouls summoned by sorcery. Their dead faces smiled but their dead eyes remained dead. Elric felt the heat and the strength leaving his body and it was as if the ghouls sucked it from his own body to theirs.

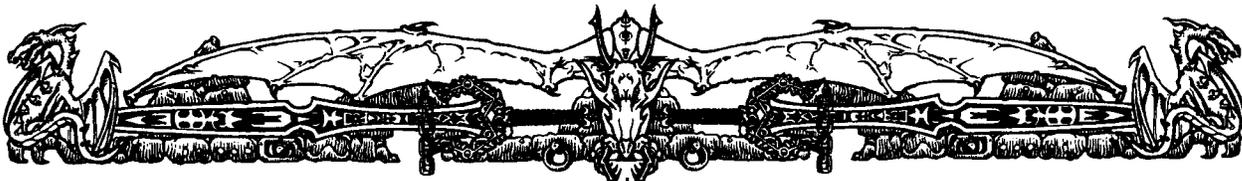
— *The Vanishing Tower II, 3.*

Leprous-white ghouls . . . white-faced, bloodless ghouls . . . These were the living dead ancestors of those who now reveled in the Great Hall. Perhaps these were actually the Doomed Folk. Was that their doom? Never to rest? Never to die? Just to degenerate into mindless ghouls?

— *Bane of the Black Sword II, 3.*

* Clearly ghouls must first be human, but the saga does not explain how ghouls come to be. The two sorts quoted above do not seem to be much different. The ghouls sap life force





from the living, apparently to make cannibalizing them easier.

In attacking, a ghoulish drains the CON of the target each round that it touches the target, but this loss is temporary and without much consequence unless all CON is drained.

Bellbane the Mist Giant is also referred to as a ghoulish; see that entry for more.

Medium-Sized Undead

Hit Dice: 2d12 (13 hp)

Initiative: -2 (DEX)

Speed: 15 ft.

AC: 10 (+2 Natural, -2 DEX)

Attacks: 2 Claws +5 melee, Bite +0 melee

Damage: Claw 1d3+4, Bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Vitality Drain

Special Qualities: Undead

Saves: Fort +0 Ref -2 Will +3

Abilities: STR 18	DEX 7	CON -
INT 1	WIS 10	CHA 1

Skills: Listen +3, Move Silently +5, Spot +3

Climate/Terrain: Any land or underground

Organization: Pack (4-7)

Challenge Rating: 1

Treasure: Twice standard

Alignment: Usually neutral evil

Advancement: 3-4 HD (Medium-sized)

Combat

Ghoulish attack slowly and almost mindlessly, throwing themselves in waves against their opponents until they're destroyed or the foes are overwhelmed.

Vitality Drain (Su): Every successful attack by a ghoulish also drains 1d3 points of temporary CON.

Golem, of Castle Kaneloon

A huge, manlike thing with hands like grappling irons. . . . It was a foot or so taller than he, with oval, multifaceted eyes that, by their nature, seemed blank. Its face was angular and had a grey, metallic sheen. Most of its body was comprised of burnished metal jointed in the

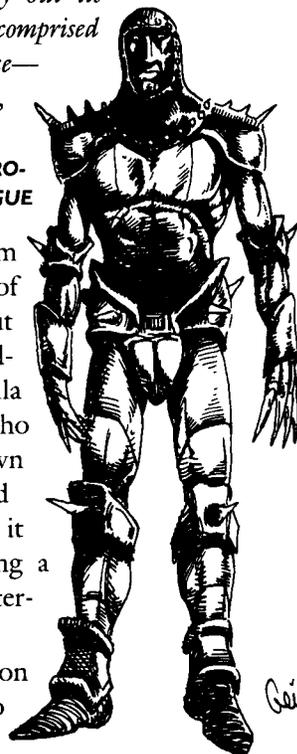
manner of armour. Upon its head was a tight-fitting hood, studded with brass. It had about it an air of tremendous and insensate power though it did not move.

. . . . The golem did not reply but its hands—which were in reality comprised of four spikes of metal apiece—began slowly to flex themselves, and still the golem grinned.

— *Weird of the White Wolf, PROLOGUE*

* The golem was entirely from within Aubec's mind, for all of the castle's defenses were but images taken from the intruder's imagination. Myshella observes, "It is a rare man who can face and defeat his own imagination." Aubec defeated the thing by imagining what it would fear, the answer being a mirror—to show it a foe as terrible as itself.

Aubec became a Champion of Law and was able to advance into the Chaos, directing it with his imagination. By implication, Aubec created some of the Southern Continent and perhaps some of the West. Aubec's golem was taller and quicker than himself, and impervious to his thrusts and cuts.



Large Construct

Hit Dice: 6d10 (33 hp)

Initiative: +4 (DEX)

Speed: 25 ft.

AC: 23 (+10 Natural, +4 DEX, -1 Size)

Attacks: 2 spiked gauntlets +14 melee

Damage: Spiked gauntlets 1d8+10

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Damage reduction 30/+3, mirror fear

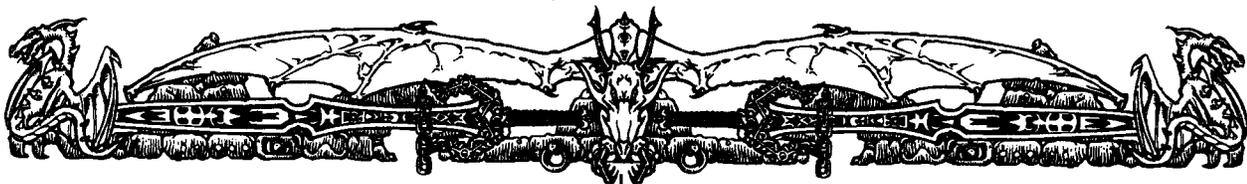
Saves: Fort +2 Ref +6 Will +2

Abilities: STR 30	DEX 19	CON -
INT 10	WIS 10	CHA -

Skills: Be Implacable +10, Intimidate +13

Climate/Terrain: Castle Kaneloon





Organization: solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 7-9 HD (Large); 10-12 HD (Huge)

Combat

The golem enters combat more as an object lesson than to truly defeat its opponent, so often does not utilize its abilities to their fullest. It often toys with its foes before finally entering combat, using its impressive intimidation bonus to good effect.

Mirror Fear: showing it its own face defeated Aubek's golem, but as the beast is more a reflection of its opponent's own mind, this tactic may work for everyone. If it does, the golem reacts to a mirror as if it was turned by a Cleric, and will not willingly approach that opponent again.

Grahluk, 8th Plane foes of the Elenoin

They were apelike creatures as bestial as the Elenoin. They carried nets and ropes and shields. Once, it was said, both Grahluk and Elenoin had intelligence—had been part of the same species which had devolved and divided. . . . "They live only to destroy the Elenoin. Once that is done, they have nothing left for which to exist."

— *The Vanishing Tower* 11, 5.

* Elric is able to invoke the mass of grahluk because he uses "the energy [of the Burning God] to perform the invocation" and make the gateway for them. And he is able to perform the invocation only because he remembered how to do it from a grimoire of his father's.

The shambling grahluk and the shrill elenoin had been "part of the same species which had devolved and divided." Grahluk have one tactic, to close with and entangle the elenoin using shield and net, and then to bite and crudely devour their foes. Their mission accomplished, they fall on the swords of the dead elenoin and die. See also the elenoin, pages 142-143.

Medium-Sized Outsider (Chaotic)

Hit Dice: 4d8+16 (34 hp)

Initiative: +4 (DEX)

Speed: 30 ft.

AC: 19 (+4 DEX, +3 Natural, +2 Shield)

Attacks: Grapple +11 melee; or bite +11 melee; or net +8 ranged, or rope +8 ranged touch

Damage: Constrict (see Combat) 1d8+7; bite 1d4+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Constrict, Resilience, keen immunity

Saves: Fort +10 Ref +8 Will +5

Abilities: STR 24	DEX 18	CON 18
INT 4	WIS 13	CHA 6

Skills: Spot +3, Listen +3

Feats: Endurance, Great Fortitude

Climate/Terrain: Any land

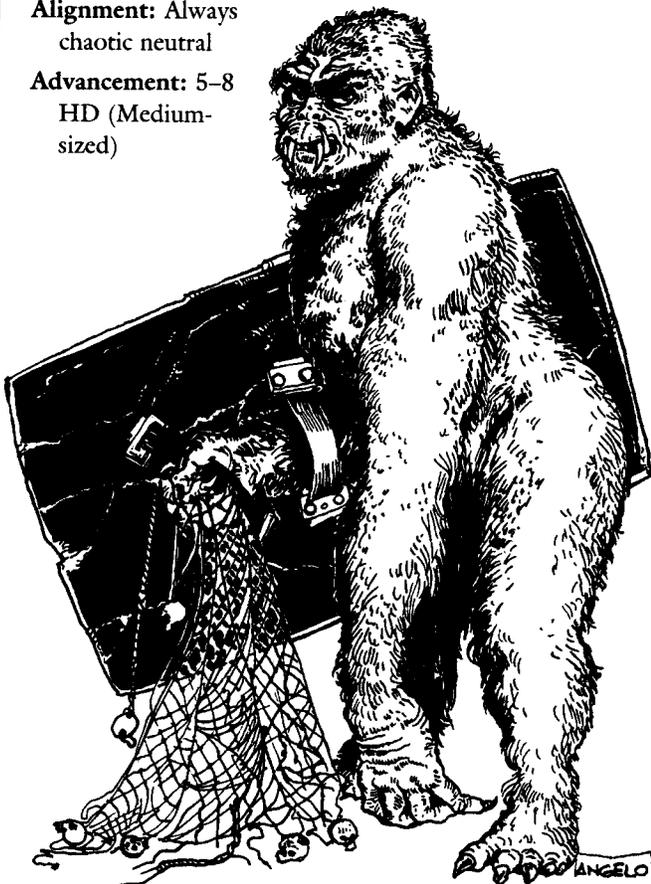
Organization: Band (3-10); force (5-24), army (20-100)

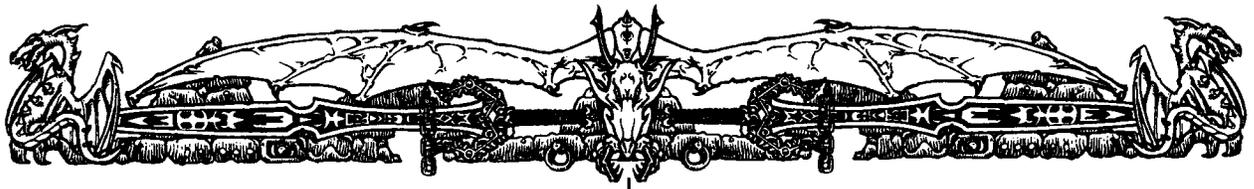
Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: 5-8 HD (Medium-sized)





Combat

The grahluk combat tactics are simple and effective. They first seek to immobilize their prey with a net, close to grapple, and when they have their foes in hand, squeeze and bite until the combatant is dead.

Resilience (Ex): The grahluk's chaotic nature gives them incredible resistance to damage. After a successful attack, and all damage is calculated, the total is halved before being applied to the grahluk's hit points. Only physical attacks are halved, not damage from spells or supernatural abilities.

Keen Immunity (Ex): The grahluk are completely immune to the keen of the elenoin.

Rope: This rope has a noose at the end. On a successful ranged touch attack, it acts as a stranglecord. Maximum range is 15 feet with no range penalties.

Guardian Demon of Ashaneloon

... red-rimmed eyes full of insensate malice.

— *The Vanishing Tower I, 6.*

* It has long teeth, scaly claws, a serrated tail, a homed head, and bovine nostrils. It bellows, but does not speak. Even armed with Stormbringer, Elric must fight with determination to kill it. Theleb K'aarna sets this thing at the gate of Castle Ashaneloon, to keep Myshella from it.

After slaying it, Elric notices "something gleaming amongst the black and yellow entrails . . . It was the demon's heart—an irregularly-shaped stone of deep blue and purple and green. It still pulsed, though its owner was dead."

The heart is wet, and almost hot enough to burn his hand.



Medium-sized
Outsider
(Chaotic)

Hit Dice:
9d8+54 (95 hp)

Initiative: +3 (DEX)

Speed: 25 ft.

AC: 21 (+6 Natural, +5 DEX)

Attacks: 2 claws +16 melee, bite +14 melee, tail lash +14 melee

Damage: Claw 2d4+7, bite 1d8+7, tail lash 1d6+7

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Regeneration 1

Saves: Fort +12 Ref +11 Will +12

Abilities: STR 24 DEX 20 CON 22

INT 14 WIS 14 CHA 16

Skills: Climb +8, Listen +5, Jump +8, Knowledge (Own Plane) +3, Move Silently +7, Speak Language (Summoner's Tongue), Spot +5, Wilderness Lore +3

Feats: Dodge, Multi-Attack, Power Attack, Track

Climate/Terrain: Any land

Organization: solitary

Challenge Rating: 8

Treasure: Special

Alignment: Always chaotic neutral

Advancement: 10–16 HD (Large); 17–22 HD (Huge)

XP to Invoke: 7750

Combat

The guardian demon is a cunning opponent, and will use his abilities to maximize his tactical advantage, though its role as guard often prevents it from using its preferred tactics of ambush.

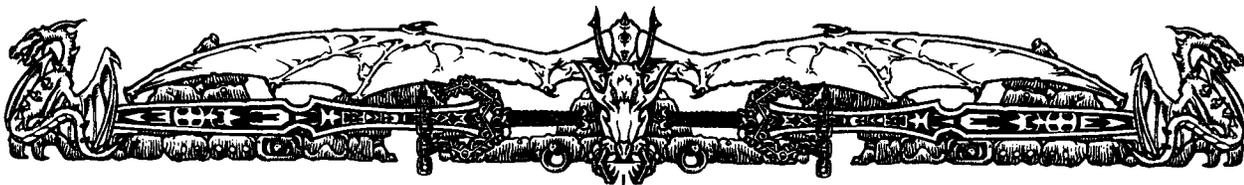
Hunting Dogs of the Dharzi

[The pack was] half-dog and half-bird, with the lean snaggy bodies and legs of dogs but possessing birdlike talons in place of paws and savagely curved beaks which snapped where muzzles should have been.

— *Weird of the White Wolf II, 2.*

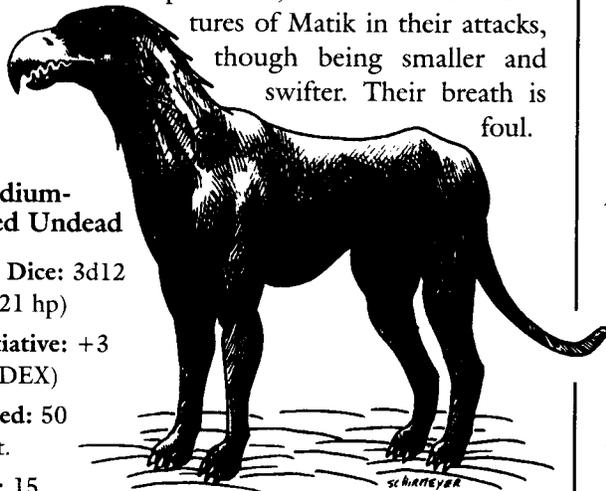
* The Dharzi are vanquished foes of Melniboné, dead a thousand years. The Lords of Chaos ("Entropy" in the tale) opposed Elric's quest for the Dead Gods' Book; among the obstacles they raised against him were two attacks by these all-too-tangible ghosts. Stormbringer is effective against them, but Elric disposes of the Dharzi and their dogs by getting the Earth Kings (Grome and his elementals)





to swallow up these entities which in death had become their rightful property.

The hunting dogs have the heads and talons of raptor birds, and resemble the Creatures of Matik in their attacks, though being smaller and swifter. Their breath is foul.



Medium-sized Undead

Hit Dice: 3d12
(21 hp)

Initiative: +3
(DEX)

Speed: 50
ft.

AC: 15
(+2 Natural, +3 DEX)

Attacks: Bite +3 melee, claws +0 melee

Damage: Bite 1d8+1, claw 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead

Saves: Fort +0 Ref +4 Will +3

Abilities: STR 14	DEX 16	CON -
INT -	WIS 10	CHA 14

Skills: Climb +3, Jump +6, Listen +2, Move Silently +3, Scent/Taste +8, Spot +2, Wilderness Lore +5

Feats: Dodge, Spring Attack, Track/Scent

Climate/Terrain: Any land

Organization: pack (2-7)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral evil

Advancement: 4-5 HD (Medium); 6-7 HD (Large)

To use the Dogs before they became restless dead, change their type to "beast," Hit Dice to 3d10+6, remove "undead" from special qualities, change alignment to "usually neutral," saves to Fort +5 Ref +6 Will +1, and give them a CON of 14.

Combat

The hunting dogs attack like most packs of predators. They harry and weaken their foes using their superior speed and spring attack feat, closing for the

kill when the prey is exhausted and no longer able to defend.

Khorghakh, the demon toad

Two enormous green-lidded eyes set in a gnarled reptilian head whose nostrils flared and whose long scarlet mouth opened to reveal a pink, flickering tongue, while the extraordinarily dense weight of scaly flesh was supported on massive webbed feet, limbs as thick as elm trunks, the whole thing shuddering with the effort of its breathing.

— *The Revenge of the Rose II, 3.*

* Prince Gaynor brought this thing along when sailing across the Heavy Sea. It cleaned up after the battle with the Dramian Toad-Hunters.



Large Outsider (Chaotic)

Hit Dice: 13d8+26 (91 hp)

Initiative: +2 (-2 DEX, +4 Improved Initiative)

Speed: 30 ft., swim 30 ft.

AC: 13 (+6 Natural, -1 Size, -2 DEX)

Attacks: Tongue +23

Damage: Tongue special

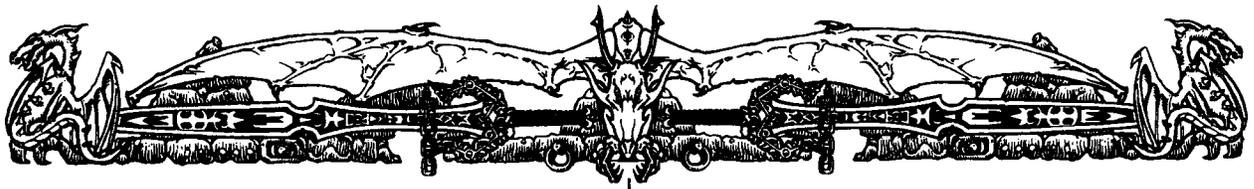
Face/Reach: 5 ft. by 10 ft./5 ft. (tongue 17 ft.)

Special Attacks: Digest, 1d10+1d6 per round

Special Qualities: Distend Tongue x7 for 7 rounds

Saves: Fort +12, Ref +6, Will +9





Abilities: STR 30 DEX 6 CON 15
 INT 8 WIS 12 CHA 10

Skills: Jump +12, Knowledge (Own Plane) +2, Speak Language (Summoner's Tongue), Spot +6, Swim +12

Feats: Endurance, Great fortitude, Improved bull rush, Improved initiative

Climate/Terrain: Any land or aquatic

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic neutral

Advancement: 14–16 HD (Huge); 17–24 HD (Gargantuan)

XP to Invoke: 7600

Combat

The demon toad attacks with little imagination. It chooses a target, grabs it with its tongue and bite until its foe is dead. It then turns to the next enemy and repeats until all foes are dealt with.

Tongue (Ex): Khorghakh's tremendous toad-like tongue can reach foes 17 ft. away. An enemy so struck will be drawn toward the beast in one round and swallowed. A successful STR check lets the victim squirm free. Inflicting 13 points with a slashing weapon can sever the tongue. It has an effective AC of 16. When an enemy has been completely drawn into the demon, Khorghakh automatically digests its captive for 1d10+1d6 damage per round. Khorghakh cannot attack another opponent while pulling in a foe with its tongue, and can release a foe as a free action.

Hunger: In order to function well, the demon toad must consume 1/5 its weight in meat a day. For each day it is provided with less, it loses 1 HD and becomes more difficult to control [-1 penalty per day]. If Khorghakh falls below 3 HD, it returns to the Chaotic plane that spawned it.

The Kyrenee, a thing from chaos

Huge as a storm-cloud, black as its native Hell, the Kyrenee grew from the surrounding air and moved its shapeless bulk towards the Ships of Xerlerenes, sending out flowing tendrils of poison towards them. Boatmen groaned as the coils curled around . . . and crushed them.

—*The Bane of the Black Sword, EPILOGUE.*

* Lord Narjhan of Chaos raised an army in Nad-sokor and ventured against Tanelorn, summoning the Kyrenee, a great demon, during its siege. Lam-sar caused many fire elementals to come together as one against the Kyrenee, and elementals and monster were destroyed in a great explosion.

The thing is like a great cloud, by degrees vaporous and semi-solid where its tentacles form. Directly beneath, it rains a poisonous dew.

Colossal Outsider (Chaotic, Air)

Hit Dice: 15d8+150 (218 hp)

Initiative: -1 (DEX)

Speed: Fly 16 ft. (clumsy)

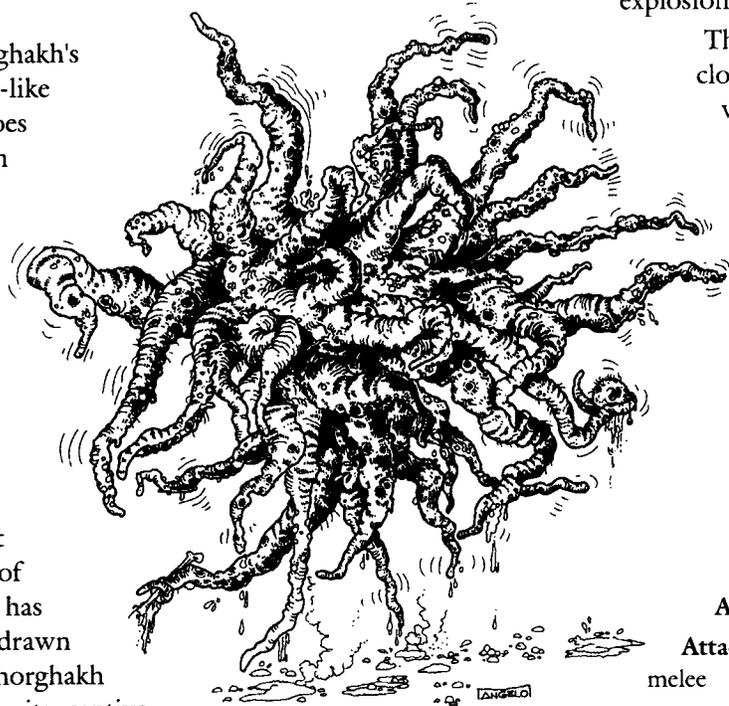
AC: 1 (-1 DEX, -8 Size)

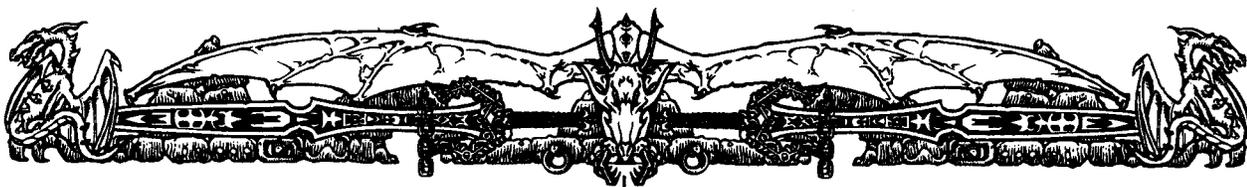
Attacks: 1d8 tentacles +30 melee

Damage: Tentacle 2d8+15 + poison

Face/Reach: 100 ft. by 100 ft. (or greater)/300 ft.

Special Attacks: Poisonous dew, poison





Special Qualities: Insubstantial, Vulnerability (Fire)

Saves: Fort +23 Ref +17 Will +24

Abilities: STR 45 DEX 8 CON 16
INT 16 WIS 18 CHA 17

Skills: Spot +10, Listen +10

Feats: Cleave, Great Cleave, Power Blow

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always chaotic neutral

Advancement: 16–30 HD (Gargantuan)

XP to Invoke: 10,800

Combat

Kyrenee is less a monster than a force of nature, and combat with it often seems as futile as battling a storm or earthquake. Because of its power, the demon typically employs no tactics, choosing victims within range at random.

Poisonous Dew (Ex): Any creature beneath the Kyrenee's great bulk must make a Fortitude save vs. its poisonous dew (DC 12). A failed save results in 12 points of damage while a successful save results in 6 points of damage plus an immunity to the Kyrenee's poison.

Poison (Ex): A successful attack from one of the Kyrenee's tentacles also covers the target with a more concentrated version of his poison. The victim must make a Fortitude save (DC 18) to avoid the effects. A failed save inflicts 18 points of damage, and a successful save results in 9 points of damage and an immunity to the poison and to the poisonous dew.

Insubstantial (Ex): Kyrenee shifts from the solidity of vapor to less. The only portions that ever approach solid form are its tentacles, and attacks on those

do no damage to the demon. All non-magical weapons are ineffective against the Kyrenee, and magical damage (save that by fire, see below) is halved.

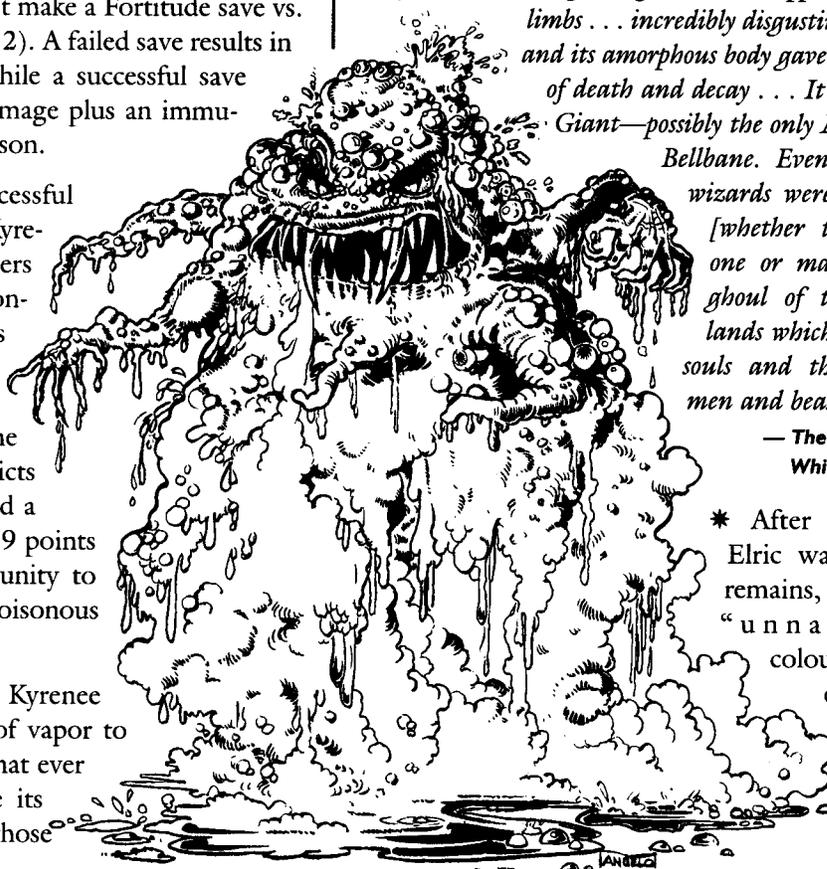
Vulnerability to Fire: Kyrenee takes double damage from fire or fire-based attacks. (Though one of Kyrenee's sub-types is air, it takes no extra damage from earth-based attacks. The vulnerability to fire replaces this.)

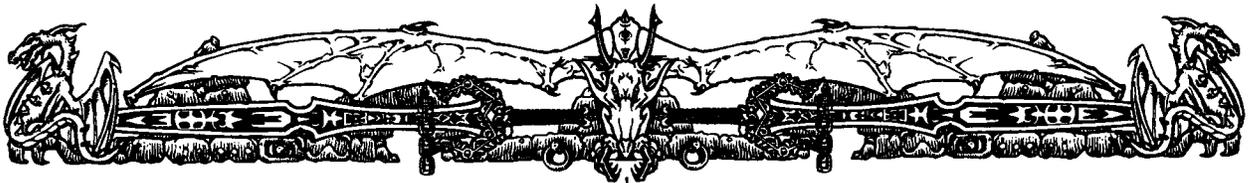
Mist Giant, or Bellbane

It was white, like the mist, yet somehow darker. It stretched high above Elric's head. It was nearly eight feet tall and almost as broad. But it was still only an outline, seeming to have no face or limbs—only movement: darting, malevolent movement! . . . Two eyes, the colour of thin, yellow wine, were set high in the thing's body, though it had no separate head. A mouthing, obscene slit, filled with fangs, lay just beneath the eyes. It had no nose or ears that Elric could see. Four appendages sprang from its upper parts and its lower body slithered along the ground, unsupported by any limbs . . . incredibly disgusting to behold and its amorphous body gave off a stench of death and decay . . . It was a Mist Giant—possibly the only Mist Giant, Bellbane. Even the wisest wizards were uncertain [whether there were] one or many . . . a ghoul of the swamplands which fed off the souls and the blood of men and beasts.

— *The Weird of the White Wolf II, 2.*

* After killing it, Elric wakes to its remains, a pool of "unnamable" colouring . . . evaporating, giving off a foul





odour.” So little is known about it that Elric does not know whether it is a single Chaotic thing or a member of some rare, cruel species.

The mist giant is a vaporous creature against which even magical weapons do halved damage. It attacks by grasping a target and then slowly killing it with its bite, apparently consuming the target's soul as it munches.

It is not affected by the loss of hit points until all are gone (whereupon it dies). It does not break off an attack because of damage. If a target struggles free, the monster may choose to pursue or to dematerialize until its hit points have regenerated.

The mist giant apparently can create the mist from which it launches its attacks, but nonetheless is characteristically reported in swamps, marshes, and beside rivers. The meaning of the name “Bellbane” is unknown.

Large Aberration

Hit Dice: 4d8+24 (46 hp)

Initiative: +3 (DEX)

Speed: 25 ft.

AC: 13 (+1 Natural, +3 DEX, -1 Size)

Attacks: Grapple +10 melee; or bite +8 melee

Damage: Bite 1d6+7, or grapple drain CON

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Drain CON

Special Qualities: Evoke mist, insubstantial

Saves: Fort +7 Ref +4 Will +4

Abilities: STR 25	DEX 17	CON 22
INT 6	WIS 10	CHA 4

Skills: Move Silently +8, Scent/Taste +6, Spot+3, Wilderness Lore +5

Feats: Track, Multiattack

Climate/Terrain: Any swamp

Organization: solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 7-14 HD (Huge)

Combat

The mist giant fights with silent determination and always to the death. It uses its four arms to grab an

opponent and hold him while it uses its Drain CON quality and bite. If successfully evaded, the beast will not necessarily pursue. It has a short attention span, and is just as likely to move on.

Drain CON (Su): On any successful attack a target must make a Fortitude save (DC 18) or lose one point of Constitution, and continue this loss each round grappled or held (one save per round). At zero Constitution the victim falls unconscious. Lost Constitution returns at one point per hour.

Evoke Mist (Su): The mist giant is constantly surrounded by a thick white fog which reduces visibility to 10 ft. Night vision and dark vision do nothing to improve this, but creatures with blind sight can see normally.

Insubstantial: Bellbane is something of the mist. All non-magical weapons are ineffective against Bellbane, and magical or demon damage is halved.

Olab, reptilian jungle-dwellers

The things were essentially reptilian but with feathery crests and neck wattles, though their faces were almost human. Their forelegs were like the arms and hands of men, but their hindlegs were incredibly long and stork-like. Balanced on these legs, their bodies towered over the water. They carried great clubs in which slits had been cut and doubtless these were what they used to hurl the crystalline disks. . . . Although from the legs upward they were only slightly larger than a tall, well-built man, they had more vitality than any human and the deepest cuts hardly seemed to affect them, even when administered by Stormbringer.

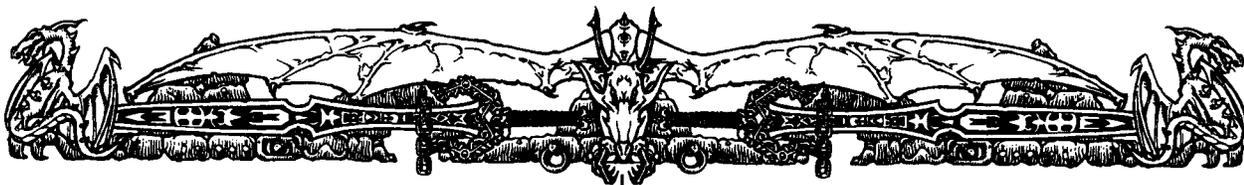
— *The Sailor on the Seas of Fate, III, 3.*

* They also have scaly bodies, red mouths, and black, black blood, and in agony and rage they hiss their defiance. In their first attack they are intent upon pulling the ship apart as well as slaughtering the crew.

These fierce warriors are among the toughest foes that Elric faces in the entire saga. Elric invokes King Nnuurrrr'c'c of the Insect Folk, who reluctantly promises aid this once: he sends a cloud of giant dragonflies who eat all the olab who cannot flee.

Undeterred by Stormbringer or by supernatural intervention, the olab return to attack again when





Elric and a handful of companions penetrate overland to the lost city of R'lin K'ren A'a. In the end, only Elric and Smiorgan survive.

The olab club is an interesting dual-purpose weapon, for bashing as well as for hurling the foot-wide crystalline disks. Judging from the description of the olab, these clubs must be six to seven feet long, to grant adequate leverage for hurling. A club of that length would outrange any Young Kingdoms weapon except short spear and bow-and-arrow. The humans fought at great disadvantage: the razor-edged disks can be hurled with enough force to decapitate a man, though the shape of such missiles must make their accuracy suffer.

Each warrior carries 1d8 of them. All disks hurled, the olab then closes and engages with his club.

Large Humanoid

Hit Dice: 2d8+16 (25 hp)

Initiative: +3 (DEX)

Speed: 35 ft.

AC: 17 (+5 Natural, +3 DEX, -1 Size)

Attacks: Olab Sling-Club +4 melee; or Olab Sling-Club +4 ranged

Damage: Olab Sling-Club (melee) 1d10+3, (ranged) 2d6+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Battle-luck, jungle adaptation

Saves: Fort +11 Ref +3 Will +2

Abilities: STR 16	DEX 16	CON 26
INT 13	WIS 15	CHA 12

Skills: Climb +5, Hide +5, Move Silently +6, Scent/Taste +3, Search +5, Spot +2, Listen +2, Wilderness Lore +4

Feats: Dodge, Exotic Weapon Proficiency (olab sling-club), Track

Climate/Terrain: Any jungle

Organization: Band (2-5); force (9-20)

Challenge Rating: 3

Treasure: Standard

Alignment: Often neutral evil

Advancement: By character class

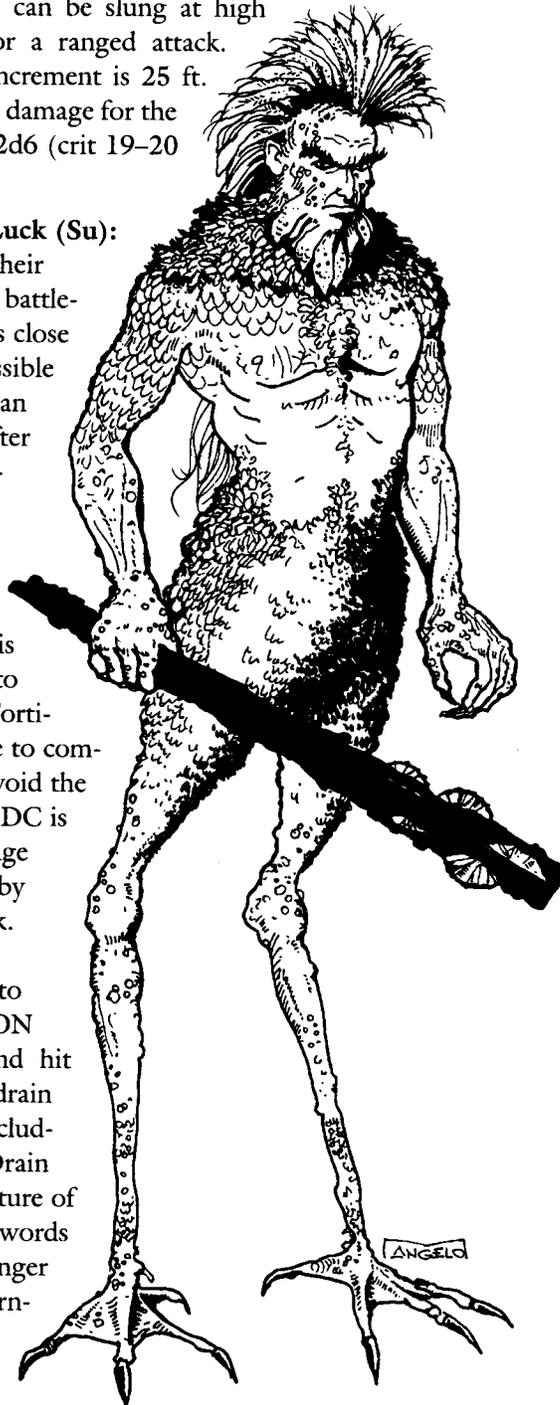
Combat

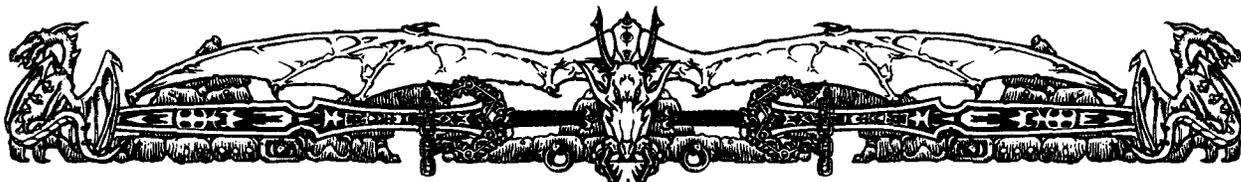
The Olab use the club-sling almost exclusively. The Olab club-sling is an exotic dual-purpose weapon. It is wielded two-handed and requires Strength of 15 and a size of Large (or more) to use effectively. It has a reach of 15 ft., does damage as a great club, and has a slot in which sharp crystalline disks can be slung at high speed for a ranged attack.

Range increment is 25 ft. and base damage for the disks is 2d6 (crit 19-20 x2).

Battle-Luck (Su):

Due to their amazing battle-luck, it is close to impossible to harm an Olab. After each successful melee or ranged attack, an Olab is allowed to make a Fortitude save to completely avoid the damage. DC is the damage inflicted by the attack. They are immune to Drain CON effects, and hit dice/life drain effects including the Drain CON feature of the runeswords Stormbringer and Mourblade.





Jungle Adaptation (Ex): The oolab are completely at home in their jungle environment. They suffer no penalties while moving, fighting, or any other activity from anything associated with a jungle terrain.

Oonai, dread creatures of chaos

For now, in mid-air the shapes had changed. No longer did they have the appearance of dragons, but this time they seemed to be like multicoloured swans, whose gleaming feathers caught and diffracted the few remaining rays of light. . . . "They can change shape at will. A sorcerer of great mental discipline, of superlative powers, who knows the apposite spells can master them and deter-



mine their appearance." . . . [One is badly wounded.] It fell to its knees and the lustre faded from its feathers, died from its scales, disappeared from its skin. It kicked out once and then was still—a heavy, black piglike creature whose lumpen body was the ugliest Elric and Moonglum had ever seen.

— *The Vanishing Tower*, 1, 2.

* Elric quickly recognizes the flight of oonai. These creatures are well-known to Melnibonéan sorcerers, as they are able to become bewildering successions of different entities. In attacking Elric and Moonglum, they turn into dragons, huge fanged swans, and a dozen more creatures before they even finish eating the horses. Only when dead do they take their own form, related in the end quote above.

Medium-sized Shapechanger

Hit Dice: 3d8+21 (35 hp)

Initiative: +2

Speed: As current form (35 ft. natural)

AC: 12 (+2 DEX), or as current form

Attacks: As current form +10 melee; or +3 ranged

Damage: As current form +8

Face/Reach: As current form

Special Attacks: As current form

Special Qualities: Shapechange, as current form

Saves: Fort +10 Ref +5 Will +7

Abilities: STR	26	DEX	14	CON	24
		INT	8	WIS	18
				CHA	-

Climate/Terrain: Any land

Organization: flight (4-24)

Challenge Rating: 4

Treasure: None

Alignment: Usually chaotic neutral

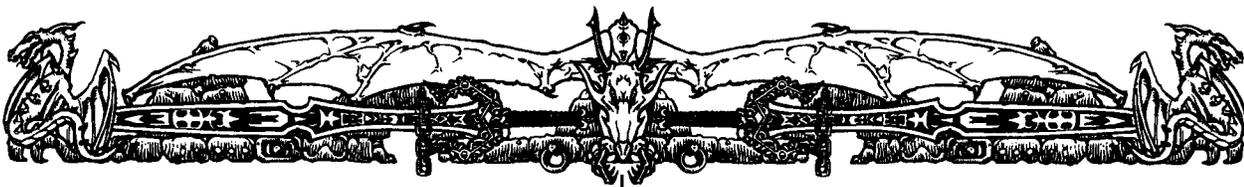
Advancement: 4-6 HD (Large)

Combat

An oonai's combat tactics follow whatever form it is currently wearing, and is as varied as the DM's imagination.

Shapechange (Su): An oonai can shapechange as per the spell an unlimited number of times per day, with the following modifications. It can take on the AC, speed, attacks, extraordinary abilities, supernatural abilities, and feats of any creature up to Huge size. It can also take on a form mixing the body parts (and appropriate abilities) of multiple creatures, such as a winged whale or an elephant with the head of a crocodile. All other features—including ability ratings, creature type, hit points, saving throw modifiers, initiative, and attack bonuses—remain unchanged regardless of the form. An oonai could change into a Melnibonéan dragon of Huge size and be able to fly, breathe venom, and see in the dark for 500 feet, but would still have only 35 hit points, and its own ability scores. Furthermore, shapechanging does not heal injuries inflicted upon the oonai, and aggravates serious ones: an oonai that has lost at least half of its hit points suffers 1 HP of damage for each new form it takes on. In spite of this, a badly injured oonai may continue to change shape from one moment to the next, and





thereby help kill itself (oonai are not noted for their sense of self-preservation).

Pigs, Snake, & Thing, five foes in Ameeron

A face with tusks in it emerged from a patch of darkness formed by a fallen slab of masonry. The face grunted again. . . . "Pig," said the face with tusks in it. . . . Where his head would have been sprouted the bodies of about fifteen good-sized snakes. The head of each snake glared at Elric. The tongues flickered and they all opened their mouths at exactly the same moment to say again: "Snake." . . . Snake was bad enough with its fifteen darting heads hissing and snapping with teeth which dripped venom, but Thing kept changing its form—first an arm would emerge, then a face would appear from the shapeless, heaving flesh which shuffled implacably closer.

— *Elric of Melnibonéan III, 2.*

* Arioch sends Elric through the Shade Gate to a desert plane in pursuit of Yyrkoon and the Two Swords. There Elric and his new friend Rackhir enter the bizarre and decadent exile city of Ameeron. Prompted by Yyrkoon, Pigs, Snake, & Thing accost them there.

We show a picture only of Thing and a Pig, but give statistics for all five. An earlier speech by Rackhir notes that "many of [these demons] were once human before electing to bargain with Chaos. Now they are mentally and physically warped into foul, demon shapes."

Since Rackhir shoots down two Pigs immediately, and Elric quickly punctures a lung of the third, we don't learn much about them—probably they were swordsmen used to working together. Each Pig gets one attack per round.

Fifteen snake heads and fifteen long snaky necks sprout from Snake's single human body. Each of Snake's attacks is made by two heads, so up to seven attacks could be launched in a single round. Concentrating on a single target, Snake can move, dodge, etc., normally, but while against two or more targets Snake must stay in one general location, since the heads are sending contradictory instructions.

Thing keeps metamorphosing to new chaotic forms; each form lasts four combat rounds.

PIGS, three chaotic tusked swordsmen, medium-sized humanoid

Hit Dice:

- 1) 1d10 (10 hp)
- 2) 2d10+2 (20 hp)
- 3) 3d10+6 (27 hp)

Initiative:

- 1) +1
- 2) +2
- 3) +3

Speed: 20 ft. (banded mail), 60 ft. running, base speed 30 ft.

AC:

- 1) 17 (+6 Banded mail, +1 DEX)
- 2) 18 (+6 Banded mail, +2 DEX)
- 3) 19 (+6 Banded mail, +3 DEX)

Attacks:

- 1) Longsword +1 melee, or tusk gore +1 melee
- 2) Longsword +4 melee, or tusk gore +3 melee
- 3) Longsword +6 melee, or tusk gore +5 melee

Damage:

- 1) Longsword 1d8, or tusk gore 1d6-1
- 2) Longsword 1d8+1, or tusk gore 1d6
- 3) Longsword 1d8+2, or tusk gore 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves:

- | | | | |
|----|---------|--------|---------|
| 1) | Fort +2 | Ref +1 | Will +2 |
| 2) | Fort +4 | Ref +2 | Will -1 |
| 3) | Fort +5 | Ref +4 | Will +2 |

Abilities:

1)	STR 10	DEX 13	CON 10
	INT 11	WIS 15	CHA 10
2)	STR 12	DEX 15	CON 12
	INT 10	WIS 9	CHA 12
3)	STR 14	DEX 17	CON 14
	INT 10	WIS 12	CHA 13

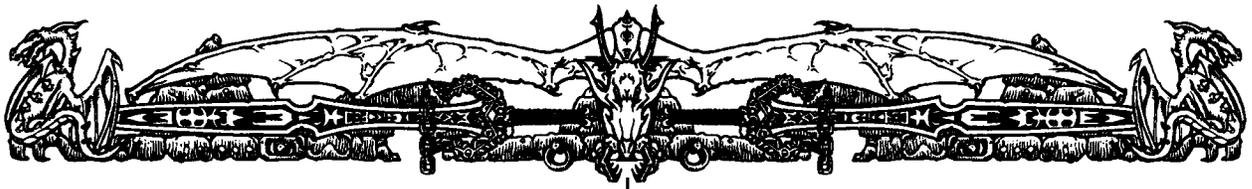
Skills:

- 1) Climb +3, Intimidate +1, Jump +3, Move Silently +2, Search +1
- 2) Climb +4, Intimidate +2, Jump +4, Move Silently +3, Ride +3, Search +1
- 3) Climb +4, Intimidate +3, Jump +4, Move Silently +6, Ride +4, Search +3

Feats:

- 1) Combat Reflexes, Dodge
- 2) Combat Reflexes, Dodge,





Weapon Focus (longsword)

- 3) Combat Reflexes, Dodge, Mobility, Weapon Focus (longsword)

Climate/Terrain: Any land

Organization: Brotherhood of three, appears with Snake and Thing

Challenge Rating:

- 1) 1
- 2) 2
- 3) 2

Treasure: None

Alignment: Always chaotic neutral

Advancement: By character class (Fighter)

Combat

Pigs fight as a team, taking full advantage of their numbers for flanking and forcing attacks of opportunity.

SNAKE, Medium-Sized Monstrous Humanoid

Hit Dice: 4d8+20 (38 HP)

Initiative: +5 (DEX)

Speed: 30 ft.

AC: 18 (+5 Breastplate, +3 DEX)

Attacks: 7 bites +9 melee

Damage: Bites 1d3+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Poison

Special Qualities: Armor Effectiveness

Saves:	Fort +6	Ref +9	Will +4
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Abilities:	STR 20	DEX 20	CON 20
	INT 10	WIS 10	CHA 10

Skills: Spot +2, Intimidate +3, Listen +2, Move Silently +6, Scent/Taste +4, Search +3

Feats: Weapon finesse (heads)

Climate/Terrain: Any land

Organization: solitary, appears with Pigs and Thing

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic neutral

Advancement: 5–6 HD (Medium-sized); 7–8 HD (Large)

Combat

Snake will attempt to stay just out of reach of his opponent, using his greater reach to full advantage. He will focus on more lightly armored foes so his poisonous bites can be used to full advantage. While his heads can strike multiple opponents at once, this reduces Snake's mobility. When attacking more than one foe, he may not move.

Poison (Ex): With each successful strike, Snake's opponent must make a Fortitude save (DC 17). Failure does 10 HP initial damage; success results in a 5 HP loss but the victim is immune to this venom.

Armor Effectiveness: Because of his short fangs, Snake has trouble causing damage to an armored foe. His opponent's armor bonus to AC is doubled for purposes of bites (not including magical bonuses). Example: Snake is fighting a warrior with banded mail +2 and a Dexterity of 12. For purposes of his bite attacks his foe's AC (normally 19) would be 25 (+12 [+6 doubled] banded mail, +2 magic bonus, +1 DEX).

THING, Medium-Sized Shapechanger

Hit Dice: 5d8+20 (43 HP)

Initiative: +3 (DEX)



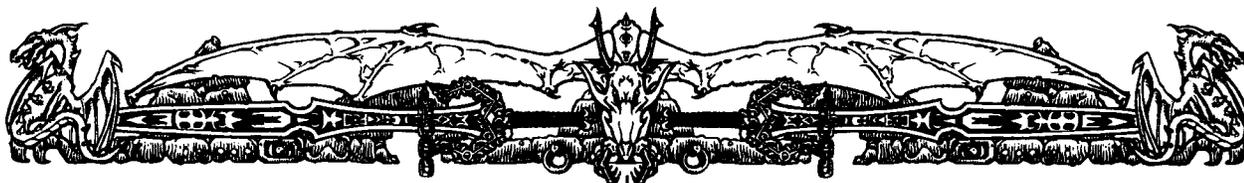
Speed:

- 1) 15 ft.
- 2) 20 ft.
- 3) 30 ft.
- 4) Fly 20 ft. (clumsy)

AC:

- 1) 15 (+2 Natural, +3 DEX)
- 2) 16 (+3 Natural, +3 DEX)
- 3) 18 (+5 Natural, +3 DEX)
- 4) 20 (+7 Natural, +3 DEX)





Attacks (Damage):

- 1) Bite +6 melee (1d6+3)
- 2) 2 claws +6 melee (1d4+3)
- 3) Claw +6 melee (1d4+3)/bite +1 melee (1d6+1)
- 4) Bite +6 melee (2d4+3)/2 claws +1 melee (1d3+1)

Face/Reach: 5 x 5ft. / 1-3) 5 ft. 4) 10 ft.

Special Qualities: Chaotic change

Saves: Fort +8 Ref +7 Will +3

Abilities: STR 16	DEX 16	CON 18
INT 8	WIS 9	CHA 1

Skills: Spot +2, Listen +6, Search +6

Climate/Terrain: Any land

Organization: solitary, appears with Pigs and Snake

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic neutral

Advancement: 6-10 HD (Large)

Combat

Thing's variable nature makes tactics hard for it. Typically, Thing wades into melee using whatever abilities it has available.

Chaotic Change (Su): At the start of every fourth round of combat, the DM should roll 1d4 for each of Thing's variable characteristics (Speed, AC, Attacks, and Face/Reach); these will be Thing's statistics for the next four rounds.

Quaolnargn, the blind assassin

A great green toad-thing which hopped along the trail obscenely, moaning to itself in its Earth-fostered pain. It towered over Elric so that the albino was in its shadow before it was ten feet away from him.

—*The Bane of the Black Sword I, 3.*

* On the Young Kingdoms plane, Quaolnargn can sense only the soul-force of a victim and hunts down that signal. The target captured, it drains Wisdom then consumes the husk. Theleb K'aarna sent it against Elric.

Huge Outsider (Chaotic)

Hit Dice: 12d8+84 (132 hp)

Initiative: +1 (dex)

Speed: 24 ft.

AC: Body 12 (-2 size, +1 dex, +3 natural); Head 18 (+2 size, +1 dex, +5 natural)

Attacks: 2 claws +22 melee, bite +17 melee

Damage: claw 1d8+10, bite 1d6+5

Face/Reach: 10 ft. by 5 ft. (15 ft.)

Special Attacks: Drain Soul

Special Qualities: Demon Armor 5d10 (does not protect the head); Soul Sight 60 ft.

Saves: Fort +15 Ref +9 Will +11

Abilities: STR 30	DEX 12	CON 25
INT 6	WIS 17	CHA 8

Skills: Search +5, Spot +8, Listen +8

Feats: Blind-Fight, Endurance, Great Fortitude, Power Attack

Climate/Terrain: any land

Organization: Solitary stalker

Challenge Rating: 15

Treasure: None

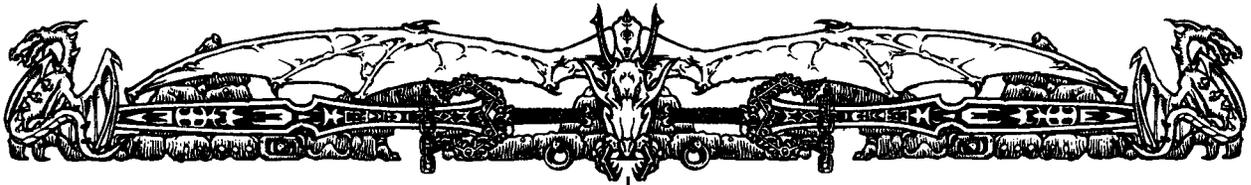
Alignment: Always Chaotic Neutral

Advancement: 13-15 HD (Huge); 16 HD (Colossal)

XP to Invoke: 10,900

Combat: The Blind Assassin is a very focused combatant. It travels in a straight line to its intended target, only attacking others if they get in its way. It strikes with both claws until it succeeds with both in a single round. When it completes a successful grapple, the beast performs its soul drain and, when finished, eats the corpse of its victim. This meal takes 1d4+1 rounds, with Quaolnargn ignoring other attacks until it finishes, at which point the beast turns to its next target.





Soul Sight: Quaolnargn is entirely blind, but possesses the ability to see beings with Wisdom. Any creature or object possessing a Wisdom score can be attacked as if they were fully visible.

Demon Armor: Quaolnargn's demon armor does not apply to any blow specifically targeting its head.

Servants of Hgak & Gagak

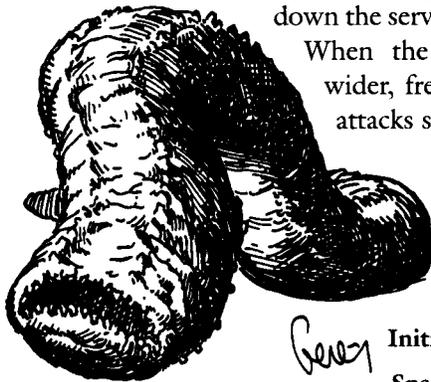
The beasts were of a primitive sort, mostly gaping mouth and slithering body, but there were many of them oozing toward the twenty men. . . . The creatures made a dreadful slushing sound as they approached and the ridges of bone which served them as teeth clashed as they reared up to snap.

— *The Sailor on the Seas of Fate I, 4.*

* These stinking things are like antibodies inside the gigantic body of Gagak, one of two alien sorcerers Elric and his companions wish to destroy.

The Servants are easy to kill, but Elric discerns the subtle trap. If the heroes stand and fight, hundreds of corpse Servants will accumulate, their stench will rob the passageway of air, and the men will collapse unconscious and be eaten. The proper course is to keep moving and cut down the servants as they come.

When the party reaches a wider, fresher corridor, the attacks stop.



Small Aberration

Hit Dice: 1d8 (5 hp)

Initiative: 0

Speed: 15 ft.

AC: 12 (+1 natural, +1 size)

Attacks: Bite -3 melee

Damage: 1d10-3

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Miasma of Death

Saves: Fort +2 Ref +0 Will +0

Abilities: STR 4 DEX 10 CON 10

INT 4 WIS - CHA -

Climate/Terrain: any land

Organization: swarm 10-100

Challenge Rating: 1/2

Treasure: None

Alignment: Always Chaotic Neutral

Advancement: —

Combat: The Servants are all but mindless, and their combat tactics consist of swarming over their opponents, nipping their foes apart with their bites, or overwhelming them with the noxious fumes given off by the dead.

Miasma of Death: When slain, each servant gives off a noxious stench that fills the local area, making it difficult to breathe. As the dead stack up the power of the gases increases. An opponent overcome by the Miasma will fall unconscious and lose a point of temporary Constitution per minute he remains in the vicinity of the gases. Constitution returns at the same rate when the subject is removed from the gas. A creature must breathe to be affected by the gas. DC is 1 for every two Servants slain. (12 dead Servants = a DC of 6; 50 dead = a DC of 25, etc.) And combatants must make a new save each round they remain within 20 feet of a corpse. The gases remain for a full day after the Servants are slain.

Steeds of Nihrain

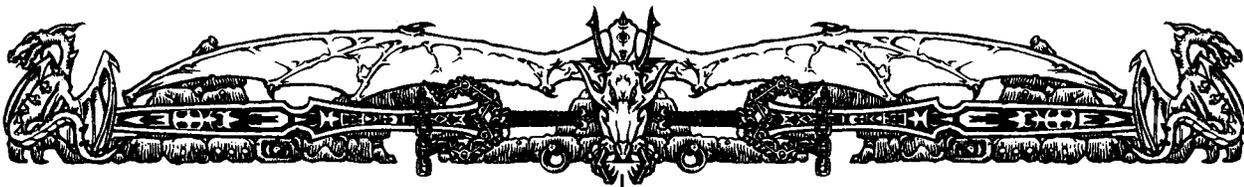
Elric and Moonglum [rode] astride sturdy Nihrain steeds that seemed to need no rest and contained no fear. The Nihrain horses were a special gift, for they had certain additional powers to their unnatural strength and endurance. Sepiriz had told them how, in fact, the steeds did not have full existence on the earthly plane and that their hooves did not touch the ground in the strict sense, but touched the stuff of their other plane. This gave them the ability to appear to gallop on air—or water.

—*Stormbringer II, 4.*

* The steeds of Nihrain gallop equally well over land and water and, just before the walls of Hwamgaarl, Elric commands them to rise into the air, which they do immediately.

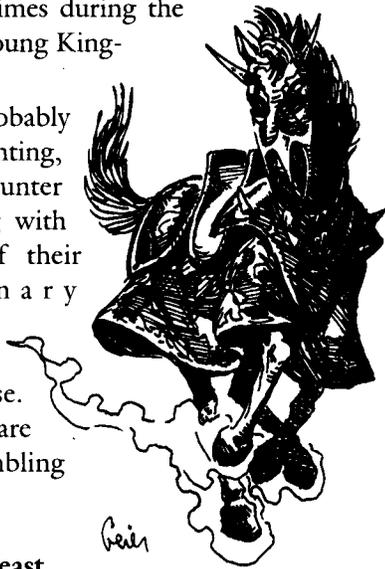
The Nihrain are a race older than the Melni-bonéans; of them only the Ten are left. Sepiriz is their leader, and he provides these marvelous steeds





to Elric several times during the last days of the Young Kingdoms.

They were probably equipped for fighting, should an encounter arise. In keeping with the portrayal of their extraordinary endurance, we have added magical defense. These horses are large, resembling warhorses.



Large Magical Beast

Hit Dice: 4d10+20 (42 hp)

Initiative: +6 (+2 dex, +4 improved initiative)

Speed: 50 ft.

AC: 25 (-1 Size, +2 DEX, +4 Natural, +10 magical plate barding), Damage reduction 10 (barding)

Attacks: 2 hooves +10 melee; bite +5 melee

Damage: Hoof 1d6+6 melee; bite 1d4+3 melee

Face/Reach: 5ft. by 10 ft. / 5 ft.

Special Qualities: Scent, Walk on Air, Walk on Water

Saves: Fort +11 Ref +6 Will +5

Abilities: STR 22	DEX 15	CON 20
INT 6	WIS 15	CHA 10

Skills: Jump +11, Listen +9, Spot +9, Move Silently +9, Scent/Taste +9

Feats: Endurance, Great Fortitude, Iron Will, Improved Initiative, Dodge

Climate/Terrain: any land

Organization: Domesticated (10 individuals in existence)

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral good

Advancement: —

Combat: The steeds fight at the direction of their riders, each serving as an exceptionally well-trained mount, and providing a +4 on any necessary Ride checks. If one of the Steeds loses a rider, it will stay to protect him unless it was ill-treated.

Walk on Water: The Steeds can ride on the surface of water as if it were solid ground.

Walk on Air: In times of need, the Steeds can also treat the air as ground. They can travel on a flat plane (from a cliff side, etc.) with no penalty, or raise or lower their altitude at a rate of 5 ft. vertically per 10 ft. traveled horizontally.

Magical Plate Barding: This masterwork horse armor provides +10 AC (as listed) and incurs no penalties to DEX or to any skills. In addition, it provides damage reduction of 10.

Urish's Bane, The Mocker

[There sat on Urish's throne] a fat, scaly thing of yellow and green and black. Brown bile dripped from its grinning mouth and it raised one of its many paws in a mockery of a salute.

— *The Vanishing Tower II, 4 and 6.*

* An illustration of Urish and the demon is at the beginning of this chapter. Having eaten Urish, the demon proves to be Arioch in disguise, who had taken over the demon's form a little while before.

Large Outsider

Demon Breed: unknown, humanoid guardian.

Hit Dice: 4d8+40 (58)

Initiative: +2 (-1 size, +2 DEX)

Speed: 23 ft.

AC: 21 (-1 Size, +2 DEX, +10 Natural [scales])

Attacks: 6 Claws +5, bite +10 melee

Damage: 1d8+6, swallow whole, claw 1d8+3

Face/Reach: 5 ft. by 5 ft./ 10 ft.

Special Attacks: Swallow whole, 1d10 per round digestion

Special Qualities: darkvision 60 ft.

Saves: Fort +14 Ref +6 Will +11

Abilities: STR 22	DEX 14	CON 30
INT 22	WIS 25	CHA 3

Features: *Absorb Missile*, + 8

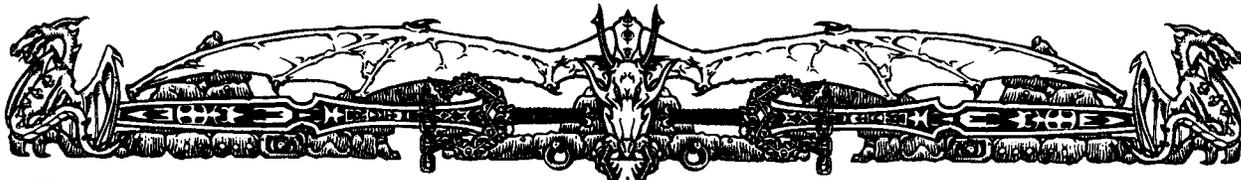
Bite, 1d8 damage +10 melee

Carapace, scales +10 AC

Claw x6, 1d8 damage +5 melee

Distend, mouth x5 for 5 rounds





Feat, Improved Grab
Regenerate, 1 HP per round
Wardpact, against swords: breaks sword and reflects attack damage

XP to Invoke: 9,650

Need: riddles and puns are consistent with its character, but no need is noted.

Young Kingdoms Digest

USE THESE AS MAJOR non-player characters in your adventures, or draw from their pool when you need somebody extra. Are your players always wandering off your carefully constructed path and heading somewhere entirely unexpected? Does one adventurer wish to seduce a tavern wench while another wants to pick a fight with the town watch? The statistics below help improvise many encounters.

A few characters have bound demons or elementals, which should be hand-crafted for the situ-

ation. For yet more complex statistics, see the "Personalities" section.

Some characters come equipped with skills not present in the "Skills" chapter of the rulesbook. These additional skills may provide the character with more skill levels than he or she should have according to the rules, but this should not be a problem as they are for the DM's convenience, and represent character tendencies. Bonuses or penalties for ability scores are already figured into skill listings.

No allegiance points exist for characters, since the DM must choose their allegiances.

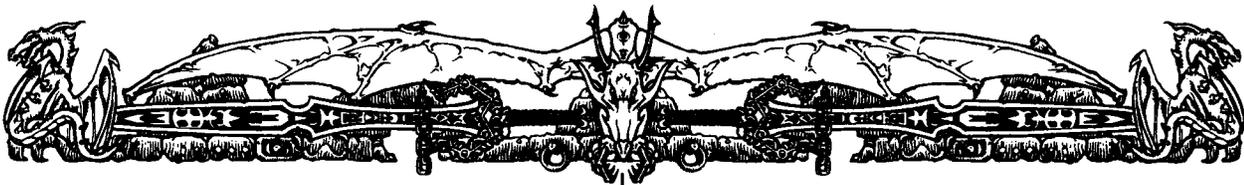
The DM should always add to or change statistics to suit his or her sense of appropriateness.

All NPC professions listed are assumed to be human, but can be modified for other races as appropriate. Racial modifications for Melnibonéan and Myrrrhon NPCs are listed below.

Modifications to skills for special gear are indicated in parentheses next to the modified skills. For instance, a standard city guard and a sergeant of the guard (p. 164-165) both have a base move silently skill of +1, but this is reduced to -3 while wearing a breastplate.

For NPCs with multiple possible levels listed in their descriptions, statistics for lower- and higher-level characters are separated by a slash. For example, a standard city guard/level 2 warrior has a Fortitude save of +4, a Reflex save of +1, and a Will save of +0. A sergeant of the guard/level 4 warrior has a Fortitude save of +5, a Reflex save of +4, and a Will save of +1.





Modifications for Melnibonéan NPCs

Common Classes: Aristocrat, Expert, Fighter, Sorcerer, Wizard, Warrior; multiclass characters are common.

Abilities: STR +0 DEX +0 CON -2
 INT +2 WIS +2 CHA +0

Hit Points: +0 **Initiative:** +0

Speed: base 30 ft.

AC: +10 Melnibonéan plate for Fighters and Aristocrats. +6 masterwork breastplate for warriors.

Attacks: barbed spear (masterwork) +1 melee; or longsword (masterwork) +1 melee; or Melnibonéan bone bow (mighty, masterwork) +1 ranged; or barbed spear +1 ranged

Damage: barbed spear 1d8+1; or longsword 1d8; or Melnibonéan bone bow 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: hated by humans (negative penalties to Bluff, Diplomacy, Gather Information, and Perform rolls against many humans), possible psychological disorder(s) or substance addiction disorder(s), deep seeing

Saves: Fort +0, Ref +0, Will +0

Skills: Alchemy +2, Knowledge (Arcana) +2, Spellcraft +2

Feats: by character class

Spells: can cast Detect Magic a number of times per day equal to INT bonus

Gear: great wealth, a lavish estate in Imrryr (before the sack of Imrryr only), possibly a bound demon with one ability, able to buy items as needed (with the exception of extremely expensive or rare magical items)

Modifications for Myyrrhn NPCs

(* = applies to winged myyrrhn only)

(** = applies to wingless myyrrhn only)

Common Classes: Druid, Expert, Fighter, Ranger, Rogue, Warrior.

Abilities: STR -1 DEX +2 CON -1
 INT +0 WIS +0 CHA +0

Hit Points: +0 **Initiative:** +0

Speed: 30 ft.*/35 ft.**; fly 40 ft.* (average)

AC: -1 size*, +1 feathers*

Attacks: shortspear +0 melee; or hunting bow +0 ranged

Damage: shortspear 1d8; or hunting bow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Large size*, cannot take Ride skill*

Saves: Fort +0, Ref +0, Will +0

Skills: Fly +1*, Search +2

Feats: by character class

Spells: by character class

Gear: possible masterwork shortspear and/or hunting bow

Agent of Chaos, Age 25

Level 4 Fighter/Level 5 Wizard

An agent is an ally of Chaos who receives a stipend from Chaos-aligned people in return for services rendered. Alignment is the most important thing about his or her life, and this religious streak colors every action. An agent may or may not be able to cast magic. (The example shown here is one possibility.) An agent with enough allegiance points may become a Champion of Chaos with the approval of Chaos. An experienced agent probably possesses some Chaotic feature—a tail or something else relatively easy to conceal.

Abilities: STR 12 DEX 16 CON 12
 INT 14 WIS 12 CHA 12

Hit Points: 50 **Initiative:** +7

Speed: 30 ft.

AC: 19 (+3 DEX, +6 chain shirt [magic, +2])

Attacks: Rapier (magic, +2) +11/+6 melee

Damage: Rapier 1d6+5

Face/Reach: 5 ft. by 5 ft./5 ft.

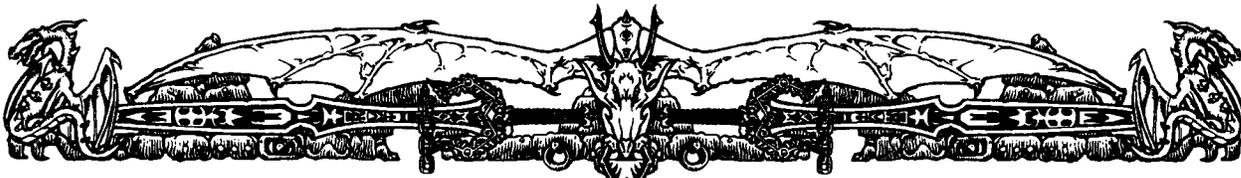
Special Qualities: Chaos Feature (see above), Scribe Scroll, Summon Familiar

Saves: Fort +6, Ref +5, Will +6

Skills: Alchemy +3, Bluff +3, Concentration +3, Diplomacy +6, Disguise +5 (+6), Hide +6 (+3), Knowledge (Church of Chaos) +6, Knowledge (Nature) +4, Knowledge (Young Kingdoms) +4, Move Silently +6 (+3), Perform (Oratory) +5, Sense Motive +4, Spellcraft +4

Feats: Combat Casting, Dodge, Improved Initiative, Mobility, Silent Spell, Still Spell, Weapon Finesse (Rapier), Weapon Focus (Rapier), Weapon Specialization (Rapier)





Spells: 2 Alter Self, Detect Magic, 2 Mage Armor, Magic Missile, 2 Message, Read Magic, 2 Resistance, Summon Monster III (Chaos Demon)

Gear: dhzutine demon bound into a glove, disguise kit (masterwork), symbol of Chaos, possibly other equipment provided by sponsor

Agent of Law, Age 25

Level 5 Cleric/Level 4 Rogue

An agent is an ally of Law who receives a regular stipend from someone aligned with Law. Alignment is the crucial fact of his or her life, and this religious streak colors every action. An agent with enough allegiance points may become a Champion of Law if the Church of Law approves. An agent spends much time in training skills and characteristics, in volunteering for missions in order to improve his or

her skills, and in atonement for the possession of Chaotic spells and magic items.

Abilities: STR 12 DEX 12 CON 14
 INT 12 WIS 16 CHA 12

Hit Points: 58 **Initiative:** +1

Speed: 20 ft. (breastplate); base speed 30 ft.

AC: 15 or 18 (+1 DEX, +4 chain shirt [masterwork] or +7 breastplate [magic, +2])

Attacks: Longsword (magic, +2) +10/+5 melee

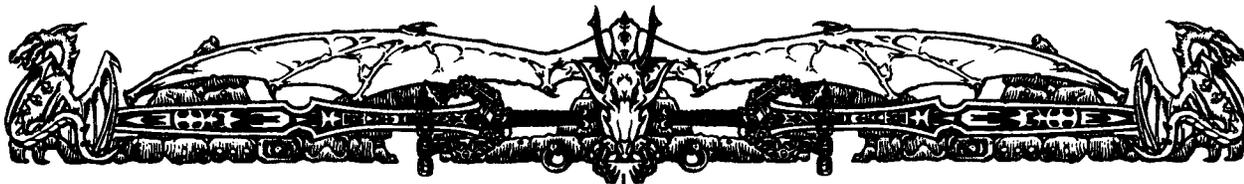
Damage: Longsword 1d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Evasion, Sneak Attack +2d6, Uncanny Dodge, Turn Undead 8/day

Saves: Fort +7 (+11 for feats of stamina), Ref +6, Will +8





Skills: Climb +7 (+6 or +4), Concentration +8, Diplomacy +6, Disguise +8 (+9), Heal +9 (+10), Hide +8 (+7 or +5), Knowledge (Church of Law) +6, Knowledge (Nature) +5, Knowledge (Young Kingdoms) +5, Listen +6, Perform (Oratory) +6, Move Silently +8 (+7 or +5), Ride +6, Scry +6, Sense Motive +6, Spellcraft +6, Spot +6, Swim +5 (0 or -1)

Feats: Endurance, Extra Turning, Iron Will, Martial Weapon Proficiency (Longsword), Weapon Focus (Longsword)

Spells: Bless, Calm Emotions, Consecrate, 2 Cure Moderate Wounds, Create Water, 2 Detect Chaos, 2 Detect Magic, 2 Guidance, 2 Magic Circle Against Chaos, 2 Protection from Chaos, Summon Monster III (Small Elemental)

Gear: disguise kit (masterwork), healer's kit (masterwork), symbol of Law, possibly a small elemental bound into a ring, possibly other equipment provided by sponsor

Archer, Age 31

Level 3 Warrior

Since drill training is not so important for archers as for hand-to-hand fighters, archers often are militia volunteers rather than professional soldiers. Archery units mostly use volley fire, and aim at an area, not an individual target.

For a tougher archer, add 2 points to each of the ability scores and/or make the character a Fighter.

Abilities: STR 12	DEX 14	CON 12
INT 14	WIS 12	CHA 11

Hit Points: 20 **Initiative:** +2

Speed: 30 ft.

AC: 14 (+2 DEX, +2 leather)

Attacks: Dagger +4 melee; or longsword +4 melee; or hunting bow +6 ranged

Damage: Dagger 1d4+1; or longsword 1d8+1; or hunting bow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +4, Ref +3, Will +2

Skills: Hide +5, Move Silently +5, Knowledge (Nature) +5, Poach Deer +7, Search +3, Spot +2, Wilderness Lore +5

Feats: Dodge, Weapon Focus (hunting bow), Track

Gear: possibly a potion of cure light wounds, and/or a masterwork longbow

Assassin, Age 30

Level 6 Rogue/Level 5 Wizard

He or she is skilled at the craft, but the craft is death. Performing contracted murders without remorse and for the highest bidder, the assassin is a dangerous villain and a worthy opponent.

Abilities: STR 12	DEX 16	CON 14
INT 15	WIS 16	CHA 13

Hit Points: 59 **Initiative:** +7

Speed: 30 ft.

AC: 19 (+3 DEX, +4 leather [magic, +2], +2 ring of protection)

Attacks: Dagger (magic, +2) +11/+6 melee; or shortsword (magic, +1) +8/+3 melee; or strangle cord +7/+2 melee; or thrown dagger (magic, +2) +11/+6 ranged

Damage: Dagger 1d4+3+poison; or shortsword 1d6+2; or strangle cord suffocation

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Evasion, Sneak Attack +3d6, Summon Familiar, Scribe Scroll, Uncanny Dodge

Saves: Fort +5, Ref +9, Will +9

Skills: Alchemy +10, Bluff +10, Climb +10, Concentration +10, Diplomacy +10, Disguise +10, Forgery +11, Hide +11, Knowledge (Arcana) +7, Listen +11, Move Silently +11, Open Lock +11 (+12), Search +11, Spellcraft +10, Spot +11

Spells: Alter Self, 2 Cat's Grace, 2 Detect Magic, Detect Poison, Hold Person, 2 Mage Armor, Expeditious Retreat, Resistance, Spider Climb, Summon Monster III (Viper)

Feats: Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Weapon Finesse (Dagger)

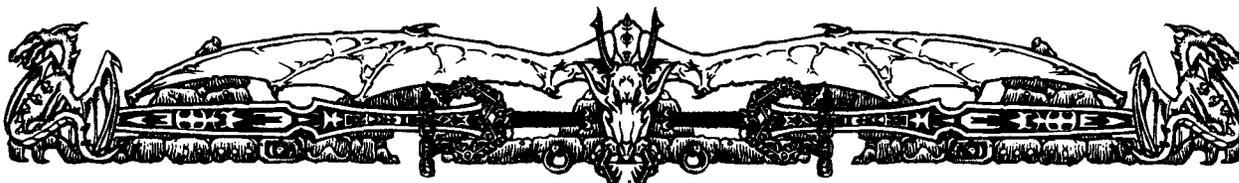
Gear: disguise kit (masterwork), 2 potions of cure moderate wounds, ring containing a bound demon with teleport or wings feature, thieves' tools (masterwork)

Barbarian Warrior, Age 21

Level 2 Barbarian

He or she belongs to some outland tribe, perhaps in Oin or Yu. This kind of fighter might be big,





dumb, and untrained, but in numbers is a real threat to interlopers.

Abilities: STR 14	DEX 10	CON 15
INT 10	WIS 9	CHA 8
Hit Points: 23		
Initiative: +0		

Speed: 30 ft.

AC: 15 or 16 (+3 studded leather or +4 barbarian leather and wood, +2 large wooden shield)

Attacks: Battleaxe +5 melee; or shortspear +4 melee; or shortspear +2 ranged

Damage: Battleaxe 1d8+2; or shortspear 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Fast Movement, Rage 1/day, Uncanny Dodge

Saves: Fort +3, Ref +0, Will -1

Skills: Climb +4, Craft (Trap making) +5, Jump +5 (+2), Knowledge (Nature) +5, Wilderness Lore +4

Feats: Track, Weapon Focus (Battleaxe)

Gear: none

Capable Noble, Age 30

Level 8 Aristocrat

He or she selects competent people to manage his or her day-to-day affairs, and so is often free for adventure. This noble is of high rank, an earl or a duchess, and is able to handle almost any situation. He or she makes a fine ally or enemy for the adventurers.

Abilities: STR 13	DEX 16	CON 13
INT 15	WIS 14	CHA 17
Hit Points: 48		
Initiative: +3		

Speed: 30 ft.

AC: 19 (+3 DEX, +4 chain shirt [masterwork], +2 ring of protection)

Attacks: Dagger (masterwork) +10/+5 melee; or rapier (magic, +2) +11/+6 melee

Damage: Dagger 1d4+1; or rapier 1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +3, Ref +5, Will +8

Skills: Appraise +6, Craft (Calligraphy) +6, Concentration +4, Diplomacy +8, Gather Information +7, Knowledge (Nature) +5, Knowledge (Young Kingdoms) +7, Listen +8, Perform (Declaim Poetry) +9, Perform (Oratory) +8, Ride (Horse) +8,

Search +6, Sense Motive +8, Spot +8, Take a Dare +10

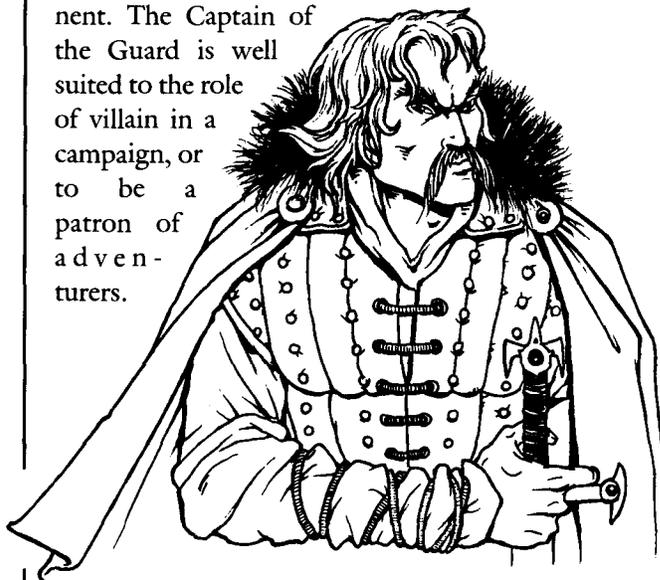
Feats: Ambidexterity, Dodge, Weapon Finesse (Dagger), Weapon Finesse (Rapier)

Gear: excellent horse (maximum hit points, +2 to all ability scores), well-kept estate, can buy other items as needed (with the exception of extremely expensive or rare magical items)

Captain of the Guard, Age 28

Level 7 Fighter

He's handsome, dashing, of noble birth, and popular with his troops. He is smooth and quick. He makes a dangerous opponent. The Captain of the Guard is well suited to the role of villain in a campaign, or to be a patron of adventurers.



Abilities: STR 16	DEX 14	CON 14
INT 14	WIS 14	CHA 16
Hit Points: 57		
Initiative: +6		

Speed: 20 ft. (full plate), 60 ft. running; base 30 ft.

AC: 23 (+1 DEX, +10 full plate [magic, +2], +2 large steel shield)

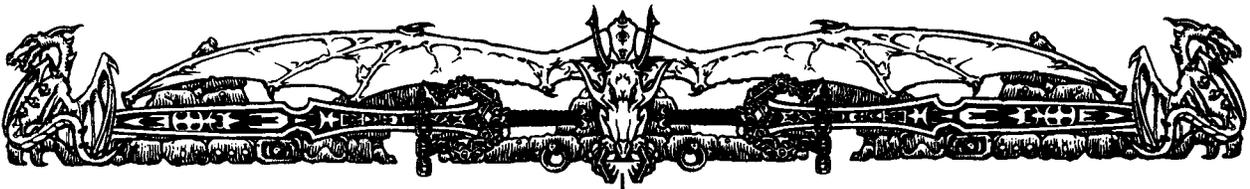
Attacks: Bastard sword (magic, +1) +12/+7 melee; or hunting bow (mighty, masterwork) +11/+6 ranged; or dagger +10/+5 melee; or greatsword (masterwork) +11/+6 melee

Damage: bastard sword 1d10+6; or hunting bow 1d6+3; or dagger 1d4+3; or greatsword 2d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none





Saves: Fort +7, Ref +4, Will +4

Skills: Diplomacy +6, Intimidate +4, Knowledge (Young Kingdoms) +4, Perform (Oratory) +6, Ride (Horse) +8, Search +7, Seduce +8, Sense Motive +5, Spot +4, Wilderness Lore +5

Feats: Dodge, Exotic Weapon Proficiency (One-Handed Bastard Sword), Improved Initiative, Leadership, Point Blank Shot, Track, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword)

Gear: 20 arrows (masterwork), potion of *cure moderate wounds*, potion of endurance, excellent heavy warhorse (maximum hit points, +2 to all ability scores), possibly a small bound demon or elemental of the DM's choice

Cavalryman, Age 25

Level 3 Fighter (standard or shock cavalry)/Level 5 Fighter (heavy cavalry)

Hungry for glory and full of bravado, they catch every eye when parading through the city gate. Standard (level 3) cavalymen are usually assigned to escort, patrol or skirmish duty. Shock cavalry are standard cavalry with breastplates and heavy lances.

Abilities: STR 13 DEX 13/14 CON 12
 INT 12 WIS 11 CHA 11

Hit Points: 24/37 **Initiative:** +5/+6

Speed: 30 ft. (studded leather)/20 ft. (full plate), 60 ft. running; base speed 30 ft

AC: 15 or 17 (+1 DEX, +3 studded leather or +5 breastplate, +1 small steel shield)/20 (+1 DEX, +8 full plate, +1 small steel shield)

Attacks: Light lance +5 melee; or longsword +5 melee/Heavy lance +7 melee; or longsword (masterwork) +8 melee

Damage: Light lance 1d6+1/heavy lance 1d8+1; or longsword 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +4/+5, Ref +2/+3, Will +1/+1

Skills: Knowledge (Nature) +3, Ride (Horse) +5/+8, Search +3/+4, Spot +3/+4, Wilderness Lore +4/+5

Feats: Dodge, Improved Initiative, Track, Weapon Focus (Heavy Lance) (heavy cavalry only), Weapon Focus (Light Lance), Weapon Focus (Longsword)

Gear: Light warhorse (standard cavalry only), potion of cure moderate wounds (heavy cavalry only), heavy warhorse (shock or heavy cavalry only)



City Guard, Age 23

Level 2 Warrior (standard guard)/Level 4 Warrior (sergeant of the guard)

He is big, dumb for the most part, and often indecisive if alone. Properly led, and accompanied by his friends, he can be a threat to any but the finest fighters. For a sergeant of the guard, use the level 4 character statistics.

For a tougher city guard, add 2 to each of the ability scores and/or make the character a Fighter.

Abilities: STR 12 DEX 12 CON 12
 INT 10 WIS 10 CHA 9/10

Hit Points: 15/26 **Initiative:** +5

Speed: 20 ft. (breastplate); base 30 ft.

AC: 16 (+1 DEX, +5 breastplate)

Attacks: Longspear +3 melee; or longsword +3 melee/longspear +5 melee; or longsword +5 melee

Damage: Longspear 1d8+1; or longsword 1d8+1

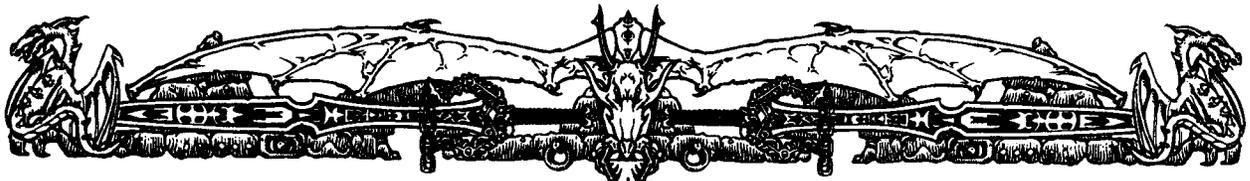
Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +4/+5, Ref +1/+4, Will +0/+1

Skills: Ask Annoying Questions +4/+6, Intimidate +2/+4, Listen +3/+3, Move Silently +1/+1





(-3/-3), Ride (Horse) +3/+4, Search +2/+2, Sense Motive +1/+2, Spot +3/+4

Feats: Alertness, Improved Initiative, Lightning Reflexes (sergeants only)

Gear: Possibly a warpony (for mounted guards), potion of cure light wounds (sergeants only, 50% chance)

Customs Official, Age 40

Level 4 Expert

He or she inspects ships and wagons at the borders or other entry points of a kingdom, or does some other bureaucratic job involving value and money. Hired for reliability and trust as much as intelligence, but just intelligent enough to chafe under arbitrary and changeable command, or to be tempted or intimidated by bribes and threats. He or she has the knowledge and ability to forge useful documents.

Abilities: STR 10 DEX 13 CON 11
 INT 13 WIS 11 CHA 10

Hit Points: 17 **Initiative:** +1

Speed: 30 ft.

AC: 11 (+1 DEX)

Attacks: Dagger +4 melee

Damage: Dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +1, Ref +2, Will +4

Skills: Appraise +6, Diplomacy +7, Forgery +6, Knowledge (Young Kingdoms) +6, Knowledge (Local Politics) +6, Listen +3, Profession (Bureaucrat) +7, Profession (Scribe) +6, Search +6, Sense Motive +7, Spot +3, Speak Language (DM's Choice)

Feats: Alertness, Dodge, Weapon Focus (Dagger)

Gear: none

Decadent Noble, Age 45

Level 4 Aristocrat

Fat and lazy, lecherous and vain, demanding and imperious, he or she would make a good patron for adventurers. The decadent noble would also make a good villain, ineptly orchestrating events behind the scenes, but saved by his or her noble rank from the consequences of ineptness.



Abilities: STR 10 DEX 10 CON 11
 INT 12 WIS 11 CHA 9

Hit Points: 22. **Initiative:** +0

Speed: 30 ft.

AC: 10

Attacks: Dagger (masterwork) +5 melee; or short sword (masterwork) +5 melee

Damage: Dagger 1d4; or short sword 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +1, Ref +1, Will +4

Skills: Appraise +7, Blame Underlings +6, Bluff +5, Conversation +8, Diplomacy +6, Knowledge (Young Kingdoms) +5, Perform (Oratory) +5, Sense Motive +4

Feats: Weapon Focus (Dagger), Weapon Focus (Short Sword)

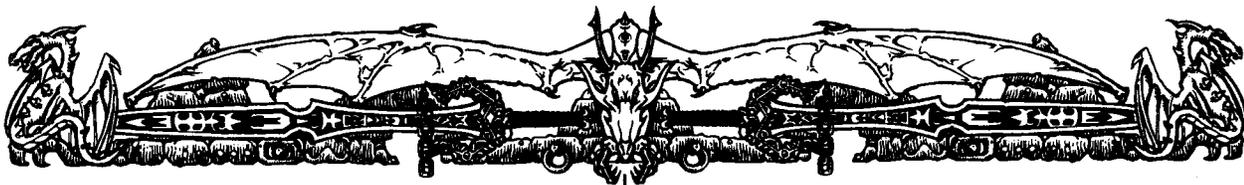
Gear: none, but can buy items as needed (with the exception of extremely expensive or rare magical items)

Innkeeper, Age 40

Level 7 Commoner

Cunning but unambitious and slovenly, the innkeeper spends life defending his or her investment, praying for customers, and searching out





drudges to do the inn's work. The innkeeper of a small establishment is also the cook; large inns boast separate cooks.

Abilities: STR 10 DEX 10 CON 12
 INT 10 WIS 9 CHA 10

Hit Points: 26 **Initiative:** +0

Speed: 30 ft.

AC: 10

Attacks: Butcher knife +4 melee

Damage: Butcher knife 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +2, Ref +2, Will +1

Skills: Cook +5, Diplomacy +4, Gossip +3, Profession (Innkeeper) +5, Sense Motive +3, Scent/Taste +3

Feats: Loud Voice, Weapon Specialization (Butcher Knife)

Gear: none

Marine, Age 22

Level 3 Warrior

A marine is a warrior specially trained for shipboard service. Large sea-going vessels usually carry a dozen or so. They are trained both as hand-to-hand fighters and as archers. A marine's job is not to sail a vessel, though he or she has learned something of ships in order to fight more intelligently.

For a tougher marine, add 1–2 points to each of the ability scores and/or make the character a Fighter.

Abilities: STR 13 DEX 12 CON 14
 INT 10 WIS 9 CHA 11

Hit Points: 23 **Initiative:** +1

Speed: 30 ft.

AC: 15 (+1 DEX, +3 sea leather, +1 small wooden shield)

Attacks: Cutlass +4 melee; or sea axe +5 melee; or hunting bow +5 ranged

Damage: Cutlass 1d6+1; or sea axe 1d10+1; or hunting bow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +5, Ref +2, Will +0

Skills: Balance +2, Climb +5, Jump +4, Profession (Sailor) +3, Swim +4 (+2)

Feats: Dodge, Weapon Focus (Longbow), Weapon Focus (Sea Axe)

Gear: possibly a potion of cure light wounds or a potion of water breathing (25% chance of the latter)

Merchant, Age 40

Level 4 Expert

A merchant buys and sells, but does not himself make anything. He or she could be the sole storekeeper in some free village, or specialize in some line of goods (wine, hides, etc.) in a town or city.

Abilities: STR 11 DEX 11 CON 10
 INT 13 WIS 13 CHA 12

Hit Points: 17 **Initiative:** +0

Speed: 30 ft.

AC: 10

Attacks: Dagger +4 melee

Damage: Dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +1, Ref +1, Will +5

Skills: Appraise +8, Conceal Object +4, Craft (Calligraphy) +5, Diplomacy +8, Forgery +4, Gather Information +5, Knowledge (Young Kingdoms) +6, Listen +6, Profession (Merchant) +8, Sense Motive +5, Spot +7

Feats: Alertness, Run, Weapon Focus (Dagger)

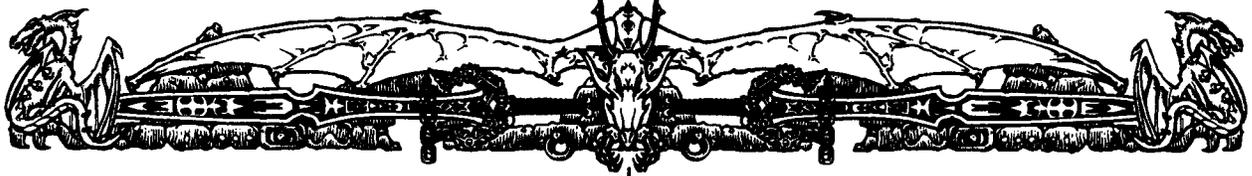
Gear: none, but may be able to buy items as needed (with the exception of extremely expensive or rare magical items)

Nomadic Raider, Age 21

Level 4 Expert

Nomads have contempt for farmers and city-dwellers, for civilized folk have so many material goods and accomplish so little with them. Nomads have honor instead, and beside that any crime a nomad might commit means little. The nomad is skilled in the ways of nature and the wastes. He or she makes a dangerous opponent, sweeping across the land to raid, plunder, and enslave.





For a tougher nomad, add 1–2 points to each of the ability scores and/or make the character a Barbarian, Ranger, or Rogue.

Abilities: STR 13 DEX 14 CON 14
 INT 11 WIS 10 CHA 10

Hit Points: 25 **Initiative:** +2

Speed: 30 ft.

AC: 17 (+2 DEX, +4 barbarian leather and wood, +1 small wooden shield)

Attacks: Scimitar +4 melee; or desert recurved bow +5 ranged

Damage: Scimitar 1d6+1; or desert recurved bow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +3, Ref +3, Will +4

Skills: Craft (Trap making) +5, Handle Animal +5, Heal +5, Hide +5 (+2), Intuit Direction +5, Knowledge (Nature) +5, Listen +5, Move

Silently +5 (+2), Ride (Horse or Camel) +8, Wilderness Lore +7

Feats: Martial Weapon Proficiency (desert recurved bow), Martial Weapon Proficiency (scimitar), Track

Gear: potion of cure moderate wounds, possible masterwork or magic weapons

Peasant, Age 35

Level 4 Commoner

The economic foundation of the Young Kingdoms, the bricks upon which the nobility builds empires, and everywhere despised. Without money, prospects, and spending most of each day in the fields.

Abilities: STR 10 DEX 11 CON 10
 INT 10 WIS 10 CHA 9

Hit Points: 12 **Initiative:** +0

Speed: 30 ft.

AC: 10

Attacks: Handaxe +2 melee; or grain flail +2 melee; or scythe +3 melee

Damage: Handaxe 1d6; or grain flail 1d6; or scythe 2d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +1, Ref +1, Will +1

Skills: Hide +4, Knowledge (Nature) +5, Plead and Grovel +5, Till and Plant +8

Feats: Weapon Focus (Scythe)

Gear: none

Sailor/Pirate, Age 32

Level 3 Expert

A sailor's job is to help move the ship from port to port; if need be, a sailor fights as readily as anyone. Pirates are more inclined to violence, but like all predators they try to attack victims who are outnumbered or out-sized and unlikely to offer serious resistance.

For a tougher sailor, add 1–2 points to each of the ability scores and make the character a Rogue.

Abilities: STR 12 DEX 14 CON 13
 INT 12 WIS 10 CHA 10

Hit Points: 16 **Initiative:** +2

Speed: 30 ft.

AC: 12 (+2 DEX)

Attacks: Dagger +3 melee; or cutlass +3 melee

Damage: Dagger 1d4+1 or cutlass 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

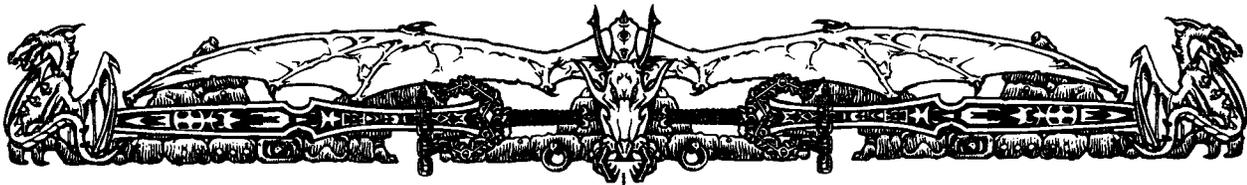
Saves: Fort +2, Ref +5, Will +3

Skills: Appraise +3, Balance +4, Climb +8, Intuit Direction +2, Jump +5, Knowledge (Nature) +4, Listen +3, Profession (Sailor/Pirate) +6, Spot +3, Swear +4, Swim +7, Tell Tall Tales +5, Tumble +4, Use Rope +4

Feats: Lightning Reflexes, Martial Weapon Proficiency (cutlass)

Gear: possibly a potion of cure light wounds or a potion of water breathing





Scholar, Age 55

Level 4 Expert

A man or woman who thrives on intellectual question and debate. Removed from the practical world, no sense of urgency forces resolutions to the question at hand. Experienced in consulting ancient lore—Melnibonéan books and scrolls surviving the collapse of the Bright Empire continue to turn up.

Abilities: STR 10 DEX 12 CON 11
 INT 17 WIS 15 CHA 11

Hit Points: 17 **Initiative:** +1

Speed: 30 ft.

AC: 11 (+1 DEX).

Attacks: Torch +3 melee; or thrown ink pot +4 ranged

Damage: Torch 1d6 (flame+impact); or thrown ink pot 1d2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +1, Ref +2, Will +6

Skills: Appraise +7, Diplomacy +7, Gather Information +7, Knowledge (Nature) +7, Knowledge (Young Kingdoms) +8, Listen +7, Perform (Courtly Manners) +7, Perform (Oratory) +7, Profession (Scribe) +8, Search +7, Sense Motive +7, Speak Language (High Speech), Speak Language (Low Melnibonéan), Spot +7

Feats: Alertness

Gear: Assorted tomes and scrolls of esoteric information

Serving Wench, Serving Boy, Age 17

Level 2 Commoner

Youthful and obliging, but not necessarily unambitious. Has a good sense of humor undercut by coarse ignorance.

Abilities: STR 10 DEX 11 CON 10
 INT 12 WIS 11 CHA 16

Hit Points: 7 **Initiative:** +0

Speed: 30 ft.

AC: 10

Attacks: Chair Leg +2 melee

Damage: Chair Leg 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +0, Ref +0, Will +0

Skills: Cook +4, Diplomacy +4, Dream +6, Gather Information +4, Search +4, Seduce +4, Be Seduced +9

Feats: Weapon Specialization (Chair Leg)

Gear: none

Ship's Captain, Age 35

Level 9 Expert Sailor

He has a swashbuckling sort of sly intelligence, and is a good leader. He or she could captain an elite naval vessel, or trade and pirate as opportunity affords. This captain prefers to fight with two weapons, rapier and dagger together.

Abilities: STR 13 DEX 16 CON 15
 INT 15 WIS 16 CHA 15

Hit Points: 52 **Initiative:** +3

Speed: 30 ft.

AC: 20 (+3 DEX, +5 sea leather [magic, +2], +2 ring of protection)

Attacks: Rapier (magic, +2, main hand) +8/+3 melee; or dagger (masterwork, off-hand) +6 melee

Damage: Rapier 1d6+3; or dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: none

Saves: Fort +5, Ref +6, Will +9

Skills: Appraise +5, Balance +7, Climb +9, Intimidate +5, Intuit Direction +10, Jump +9, Knowledge (Nature) +6, Knowledge (Naval Tactics) +5, Knowledge (Young Kingdoms) +6, Listen +8, Profession (Sailor/Pirate) +10, Wilderness Lore (Sea) +7, Search +5, Sense Motive +5, Spot +9, Swim +9 (+6), Tumble +6, Use Rope +7

Feats: Ambidexterity, Leadership, Martial Weapon Proficiency (Rapier), Two-Weapon Fighting, Weapon Focus (Rapier)

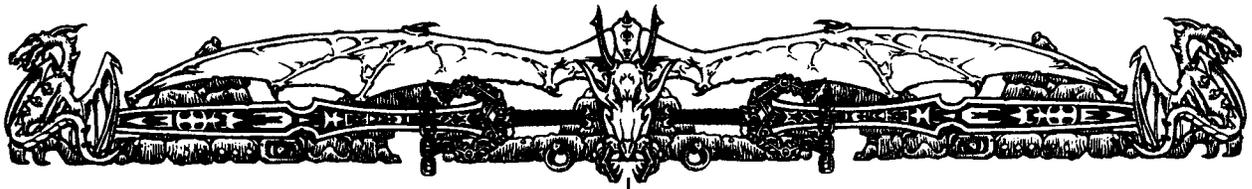
Gear: 3 potions of cure serious wounds, ring of Straasha (as a ring of water elemental command, but lacks wall of ice and ice storm powers)

Thief, Age 25

Level 3 Rogue

He or she is a pure opportunist, without ambition. Just the type of character to annoy the adventurers





by stealing something priceless. A good thief could also be a useful ally for adventurers.

Abilities: STR 9	DEX 17	CON 10
INT 15	WIS 12	CHA 12
Hit Points: 13	Initiative: +7	

Speed: 30 ft.

AC: 13 (+3 DEX)

Attacks: Dagger +5 melee

Damage: Dagger 1d4-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Evasion, Sneak Attack +1d6, Uncanny Dodge

Saves: Fort +1, Ref +8, Will +2

Skills: Appraise +6, Balance +6, Bluff +6, Climb +8, Conceal Object +8, Hide +8, Listen +5, Move Silently +6, Open Lock +9, Pick Pocket +7, Search +7, Spot +5, Swim +3, Tumble +8

Feats: Improved Initiative, Lightning Reflexes, Weapon Finesse (Dagger)

Gear: thieves' tools, possibly a potion of cure light wounds

a good reputation. He has traveled to the World's Edge and the Unknown East, and faced many dangers. Duke Avan makes Elric's acquaintance on a journey to the Unnamed Continent, and is there slain by Stormbringer.

Level 5 Aristocrat/Level 5 Fighter

Chaos 13, Balance 38, Law 62

Abilities: STR 15	DEX 14	CON 16
INT 14	WIS 13	CHA 12
Hit Points: 84	Initiative: +2	

Speed: 20 ft. (breastplate); base speed 30 ft.

AC: 19 (+2 DEX, +5 breastplate [masterwork], +2 large steel shield [masterwork])

Attacks: Greatsword (masterwork) +12/+7 melee; or longsword (masterwork) +11/+6 melee; or shortspear (masterwork) +11/+6 melee; or shortspear +11/+6 ranged

Damage: Greatsword 2d6+4; or longsword 1d8+2; or shortspear 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +8, Ref +4, Will +8

Skills: Appraise +6, Climb +4 (+0), Diplomacy +7, Heal +7, Intuit Direction +8, Jump +9 (+5), Knowledge (Church of Law) +3, Knowledge (Nature) +7, Knowledge (Unknown Kingdoms) +3, Knowledge (Young Kingdoms) +8, Move Silently +5 (+1), Perform (Oratory) +8, Profession (Sailor) +4, Ride (Horse) +9, Search +8, Sense Motive +4, Speak Language (Common Tongue), Speak Language (Lesh), Speak Language (Melnibonéan), Speak Language (Mong), Swim +5 (-4), Wilderness Lore +6

Feats: Dodge, Endurance, Iron Will, Leadership, Mounted Combat, Track, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

PRINCESS CYMORIL, Elric's Doomed Lover. *She knows that he [Elric] is bored and she knows, too, that she is one of the few people of Melniboné whose conversation interests him.*

—*Elric of Melniboné, I, 1.*

Cymoril is Elric's cousin, and sister to the villainous Prince Yyrkoon. Her love for Elric maddens her brother. Cymoril is strong-willed and sure of herself, with a questioning mind and keen intellect. She is not without sorcerous skills. Cymoril's love for Elric

Saga Personalities

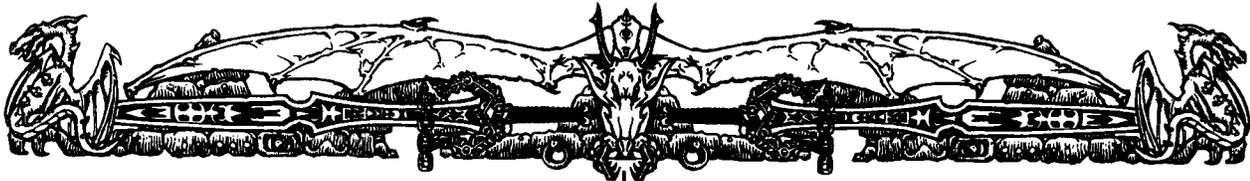
In the descriptions below, only the pertinent abilities are provided for accessory demons. Also, the demons have needs, but for a need to be worth mentioning in a scenario, the DM should choose it according to the situation.

DUKE AVAN ASTRAN, adventurer, explorer, trader. *Duke Avan laughed. "I went alone to Elwher when my men deserted me in the Weeping Waste. It is not in my nature to know physical fear."*

—*The Sailor on the Seas of Fate, III, 1.*

Avan is the ruler of Old Hrolmar, a city in Vilmir, and is possessed of considerable fame and





dooms her, and she meets death on Stormbringer's blade, upon which she is flung by her brother.

Level 1 Aristocrat/ Level 6 Wizard

Chaos 41, Balance 35, Law 10

Abilities: STR 11 DEX 17 CON 12
 INT 18 WIS 19 CHA 18

Hit Points: 30 **Initiative:** +3

Speed: 30 ft.

AC: 13 (+3 DEX)

Attacks: Dagger (masterwork) +8 melee; or dagger +8 ranged

Damage: Dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +3, Ref +5, Will +11

Skills: Alchemy +5, Appraise +8, Diplomacy +6, Heal +6, Knowledge (Church of Chaos) +5, Knowledge (Million Spheres) +6, Knowledge (Nature) +7, Knowledge (Young Kingdoms) +6, Listen +7, Move Silently +5, Perform (Conversation) +13, Perform (Song) +7, Ride (Horse) +8, Scent/Taste +6, Sense Motive +14, Speak Language (High Speech), Speak Language (Melnibonéan), Spellcraft +10, Swim +7

Feats: Dodge, Silent Casting, Weapon Finesse (Dagger), Weapon Focus (Dagger)

Special Qualities: Scribe Scroll, Summon Familiar

Spells: 2 Alter Self, 2 Cat's Grace, 2 Charm Person, 2 Detect Magic, Gust of Wind, 2 Ray of Enfeeblement, 2 Read Magic, Summon Monster III (Small Sylph), Water Breathing

CYMORIL'S LESSER DEMON EARRING:

Lyret, bound in a gold earring, who whispers and soothes when bid.

Abilities: INT 15 WIS 16

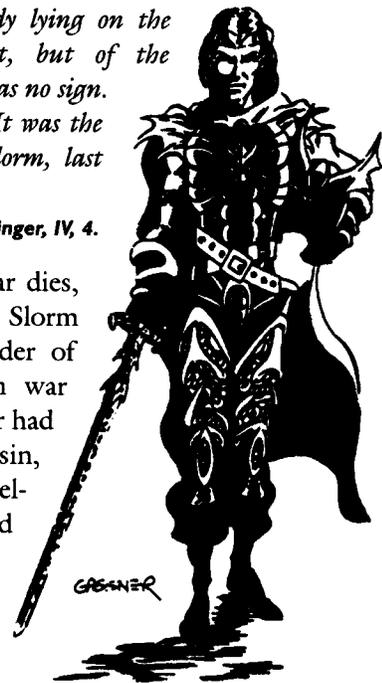
Skills: Perform (Conversation) +10, Perform (Courtly Manners) +10, Perform (Declaim Poetry) +10, Perform (Song) +10, Perform (Tell Story) +10

DYVIM SLORM, Doomed Companion. [Elric] battled his way through the milling warriors of Chaos and none could withstand him, until he came at last to the fallen dragon. There

was a broken body lying on the ground beside it, but of the runeblade there was no sign. It had vanished. It was the body of Dyvim Slorm, last of his kinsmen.

—Stormbringer, IV, 4.

After Dyvim Tvar dies, his son Dyvim Slorm becomes the leader of the Melnibonéan war band Dyvim Tvar had led. Elric's cousin, Slorm is a true Melnibonéan, tall and slender, with eldritch features and honey-colored hair. He aids Elric against a rampaging Eastern barbarian army, and again at the end of the world, where he dies in the battle against the host of Chaos, wielding Mournblade.



Level 8 Aristocrat/Level 7 Wizard

Chaos 132, Balance 75, Law 13

Abilities: STR 17 DEX 16 CON 17
 INT 20 WIS 19 CHA 14

Hit Points: 80

Initiative: +7 (+12 when wielding Mournblade)

Speed: 20 ft. (Melnibonéan demon plate); base speed 30 ft.

AC: 23 (+2 DEX, +10 Melnibonéan demon plate, +1 small steel shield [masterwork])

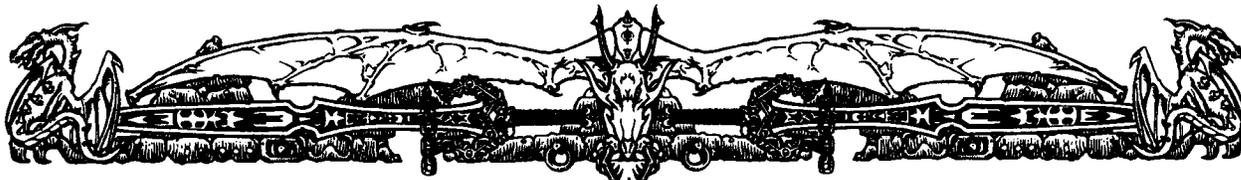
Attacks: Barbed longspear (masterwork) +13/+8 melee; or battleaxe (masterwork) +13/+8 melee; or greatsword (masterwork) +13/+8 melee; or Mournblade +23/+18 melee; or bone bow (mighty) +14/+9 ranged

Damage: Barbed longspear 1d8+4; or battleaxe 1d8+3; or greatsword 2d6+3; or Mournblade 2d6+3+4d10+drains 1d100 CON; or bone bow 1d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +7, Ref +7, Will +15





Skills: Alchemy +6, Appraise +6, Balance +7 (+3), Bluff +6, Climb +8 (+4), Concentration +4, Diplomacy +8, Heal +6, Hide +5 (+1), Intuit Direction +10, Jump +10 (+6), Knowledge (Church of Chaos) +6, Knowledge (Million Spheres) +6, Knowledge (Nature) +6, Knowledge (Young Kingdoms) +6, Listen +5, Move Silently +4 (+0), Perform (Courtly Manners) +8, Perform (Oratory) +8, Ride (Dragon) +9, Ride (Horse) +8, Search +8, Sense Motive +8, Speak Language (High Speech), Speak Language (Melnibonéan), Spellcraft +10, Wilderness Lore +7

Feats: Combat Casting, Dodge, Improved Initiative, Mounted Combat, Spell Mastery (5 Spells), Track, Weapon Focus (Melnibonéan Bone Bow)

Special Qualities: Scribe Scroll, Summon Familiar

Spells: 2 Bull's Strength, Clairaudience/Clairvoyance, 2 Detect Magic, Dispel Magic, 2 Endurance, 2 Expeditious Retreat, Greater Magic Weapon, 2 Mage Armor, 2 Message, 2 Read Magic, 2 Summon Monster IV (Magmin)

DYVIM SLORM'S LESSER DEMON ARMOR:

ornate Melnibonéan plate armor, gold fancy-work on black steel, demon within.

Abilities: INT 11 WIS 15

Features: *Demon Armor*, damage reduction 1d10+1d6 hp

DYVIM SLORM'S LESSER DEMON HORSE

BARDING: ornate barding in the Melnibonéan style, gold on black to match Dyvim Slorm's body armor.

Abilities: INT 5 WIS 14

Features: *Demon Armor*, provides AC +8, damage reduction 1d10+1d6 hp, counts as medium armor

MOURNBLADE: the legendary twin of Elric's runesword. Its statistics are identical to those of Stormbringer (see the listing on page 185-186).



DYVIM TVAR,
Lord of
the Dragon Caves.
But Dyvim Tvar

shuddered then. "I'm not so skilled in the esoteric arts as you, Elric," he said quietly. "But in my soul I see three wolves leading a pack to slaughter and one of those wolves must die. My doom is near me, I think."

—*The Bane of the Black Sword, I, 4.*

As Lord of the Dragon Caves, Dyvim Tvar commands the vast reptilian beasts which are Melniboné's strength and greatest allies. He is one of Elric's few and closest friends. After the Sack of Imrryr, he becomes leader of a wandering band of Melnibonéan mercenaries, and is killed when Elric urges them to attack Nikorn of Ilmar's palace.

Level 7 Fighter/Level 7 Wizard

Chaos 128, Balance 68, Law 23

Abilities: STR 18 DEX 13 CON 15
INT 19 WIS 20 CHA 16

Hit Points: 89 **Initiative:** +5

Speed: 20 ft. (Melnibonéan demon plate); base speed 30 ft.

AC: 21 (+1 DEX, +10 Melnibonéan demon plate)

Attacks: Battleaxe (masterwork) +16/+11 melee; or greatsword (masterwork) +15/+10 melee; or shortsword (masterwork) +15/+10 melee; or bone bow (mighty) +13/+8 ranged

Damage: Battleaxe 1d8+4; or greatsword 2d6+4; or shortsword 1d6+4; or bone bow 1d8+4

Face/Reach: 5 ft. by 5 ft./5 ft.

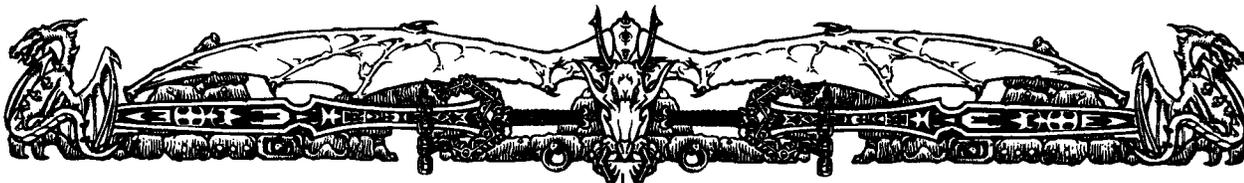
Saves: Fort +9, Ref +5, Will +12

Skills: Appraise +7, Bluff +5, Climb +8 (+4), Concentration +5, Diplomacy +4, Heal +6, Hide +8 (+4), Intuit Direction +6, Jump +8 (+4), Knowledge (Church of Chaos) +5, Knowledge (Dragons) +6, Knowledge (Million Spheres) +5, Knowledge (Nature) +6, Knowledge (Young Kingdoms) +5, Listen +6, Move Silently +5 (+1), Perform (Oratory) +7, Perform (Song) +5, Ride (Dragon) +10, Ride (Horse) +9, Search +6, Sense Motive +6, Sound the Dragonhorn +9, Speak Language (High Speech), Speak Language (Melnibonéan), Spellcraft +6, Spot +6, Swim +8 (-3)

Feats: Combat Casting, Dodge, Improved Initiative, Mobility, Mounted Archery, Mounted Combat, Ride-By Attack, Still Spell, Weapon Focus (Battleaxe), Weapon Focus (Bone Bow)

Special Qualities: Scribe Scroll, Summon Familiar





Spells: 2 Alarm, 2 Bull's Strength, Clair-audience/Clairvoyance, Darkness, Detect Magic, Flaming Sphere, Greater Magic Weapon, Gust of Wind, Hold Person, 3 Mage Armor, Read Magic, 2 Resistance, 2 Summon Monster IV (Magmin)

DYVIM TVAR'S LESSER DEMON ARMOR: black steel armor, chased with red dragons.

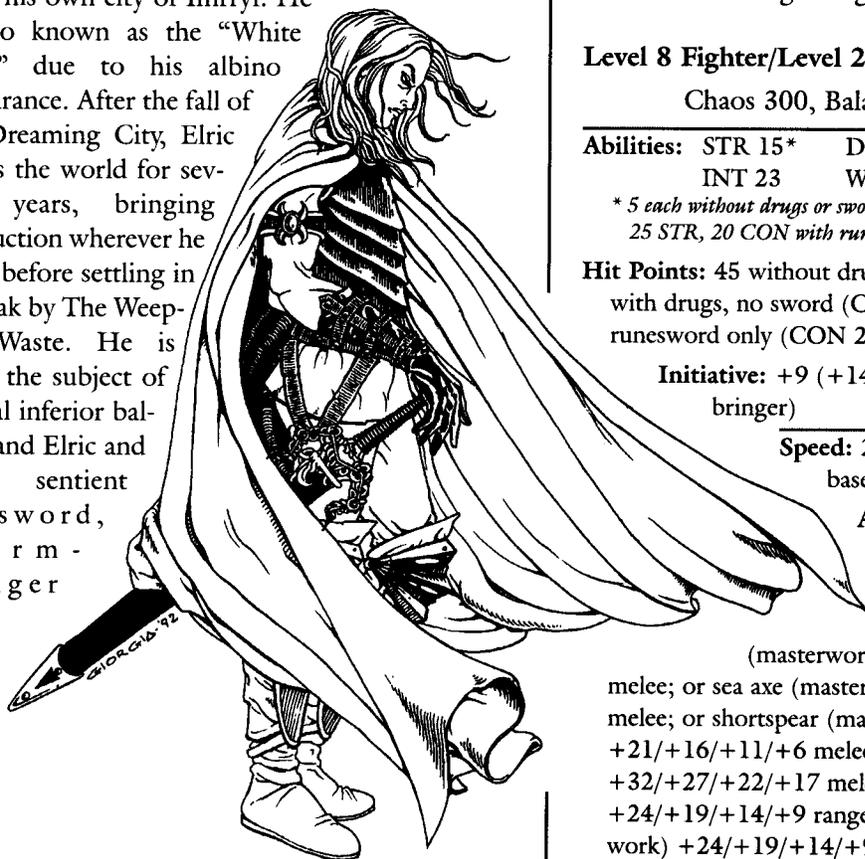
Abilities: INT 7, WIS 11

Features: *Demon Armor*, damage reduction 2d10 hp

ELRIC, Doomed Albino Emperor of Melniboné. *“Know this. Elric cannot have what he desires most. What he desires does not exist. What he desires is dead. All Elric has is sorrow, guilt, malice, hatred. That is all he deserves and all he will ever desire.”*

—Elric to Myshella, *The Vanishing Tower*, I, 8.

Elric is a tragic individual, prone to self-pity and despair due to the vagaries of his fate. He gains the epithet “Woman-slayer” after accidentally killing Cymoril, his betrothed, during the sack he leads upon his own city of Imrryr. He is also known as the “White Wolf” due to his albino appearance. After the fall of the Dreaming City, Elric roams the world for several years, bringing destruction wherever he goes, before settling in Karlaak by The Weeping Waste. He is made the subject of several inferior ballads, and Elric and his sentient hellsword, Stormbringer



become infamous throughout the Young Kingdoms. For more, see the entry for Stormbringer on pages 185–186.

With the exception of Stormbringer, Elric avoids relying on Chaos. In times of need, he calls upon the Elemental Rulers and Beast-Lords. Elric's library in Imrryr is probably the greatest in the world, containing hundreds of grimoires, myriad summonings, and thousands of exotic spells. When he leaves Yyrkoon as regent and sets out on his travels, these books are lost to him. Apparently the entire library burns during the subsequent Sack of Imrryr.

Elric is naturally very weak, with STR 5 and CON 5. While emperor, he has access to potions and drugs which seem to raise his energies to those of an above-average Melnibonéan. If it is important he must make a daily Search check (DC 20) to locate the ingredients in the fertile areas of the world, and an Alchemy check (DC 20) to brew the drug; the resultant potion varies in efficacy from place to place. It adds 1d10 each to his base STR and CON. Stormbringer's Transfer Strength ability raises Elric's energies higher yet, of course.

Level 8 Fighter/Level 20 Wizard

Chaos 300, Balance 105, Law 24

Abilities: STR 15* DEX 20 CON 15*
INT 23 WIS 25 CHA 11

* 5 each without drugs or sword; 15 each with drugs, no sword; 25 STR, 20 CON with runesword only.

Hit Points: 45 without drugs or sword (CON 5); 155 with drugs, no sword (CON 15); 239 with runesword only (CON 20)

Initiative: +9 (+14 when wielding Stormbringer)

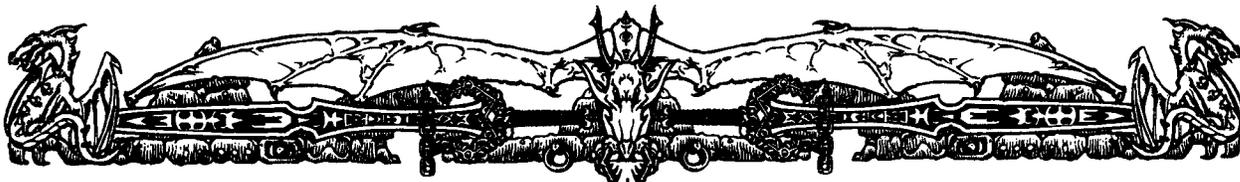
Speed: 20 ft. (Melnibonéan plate); base speed 30 ft.

AC: 24 (+2 DEX, +10 Melnibonéan plate, +2 large steel shield [masterwork])

Attacks:* Greatsword (masterwork) +22/+17/+12/+7 melee; or sea axe (masterwork) +21/+16/+11/+6 melee; or shortspear (masterwork) +21/+16/+11/+6 melee; or Stormbringer +32/+27/+22/+17 melee; or bone bow (mighty) +24/+19/+14/+9 ranged; or shortspear (masterwork) +24/+19/+14/+9 ranged

* assumes STR 15





Damage:* Greatsword 2d6+4; or sea axe 1d8+4/1d6+2; or shortspear 1d8+2; or Storm-bringer 2d6+4+4d10+drains 1d100 CON; or bone bow 1d8+2

* *assumes STR 15*

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +9/+14/+17*, Ref +13, Will +23

* *for CON 5, 15, and 20, respectively*

Skills:* Alchemy +17, Appraise +11, Bluff +6, Climb +6 (+1), Conceal Object +7, Concentration +10, Craft (Torture) +7, Craft (Trapmaking) +7, Diplomacy +10, Disguise +6, Heal +9, Hide +8 (+3), Intuit Direction +9, Jump +11 (+6), Knowledge (Arcana) +17, Knowledge (Church of Chaos) +13, Knowledge (Million Spheres) +11, Knowledge (Nature) +11, Knowledge (Unknown Kingdoms) +8, Knowledge (Young Kingdoms) +9, Listen +11, Move Silently +11 (+6), Perform (Conversation) +5, Perform (Oratory) +10, Profession (Sailor) +9, Profession (Scribe) +9, Ride (Dragon) +11, Ride (Horse) +11, Scry +14, Search +11, Sense Motive +9, Speak Language (High Speech), Speak Language (Mabden), Speak Language (Melnibonéan), Speak Language (Mong), Speak Language (Opish), Speak Language (Orgjenn), Spellcraft +17, Swim +8 (-3), Wilderness Lore +9

* *assumes CON 15 and STR 15 for CON- and STR-based skills*

Feats: Brew Potion, Cleave, Combat Casting, Combat Reflexes, Dodge, Improved Critical (Greatsword), Improved Initiative, Iron Will, Mobility, Mounted Combat, Mounted Archery, Silent Spell, Spell Focus (Conjuration), 3 Spell Mastery (18 Spells), Still Spell, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Special Qualities: Scribe Scroll, Summon Familiar, extraordinary ability scores

Spells: 2 Alarm, 2 Create Water, 2 Dispel Magic, 2 Flaming Sphere, 2 Gust of Wind, 2 Mage Armor, 2 Summon Beast-Lord/Plant-Lord, 2 each of Summon Monster I-IX (Elemental or Balanced Animal), more from levels 1-9 as the DM sees fit. His preferred spells are summoning spells and spells with animal control or elemental control effects.

EXTRAORDINARY ABILITIES: Elric has amazingly high DEX, INT, and WIS scores due to his nature as an incarnation of the Champion Eternal.

RING OF KINGS: this ring focuses the ancient pacts between the Emperors of Melniboné and the Elemental Rulers, Beast-Lords, and Plant-Lords of the world. The ring confirms that the wearer is indeed

the Emperor of the Melnibonéans; only he can cause the ring to aid him. Because of the ring, Elric sometimes needs only to call out simple verses to gain responses. In game terms, Elric gains the benefits of the Still Spell feat for all spells he knows while he wears the ring. The ring also reduces Elric's casting time for Invoke Beast-Lord/Plant-Lord to 1d6 rounds (not hours), gives him a +2 bonus to any and all rolls he must make when casting spells to invoke elementals, Elemental Rulers, Beast-Lords, and Plant-Lords, and a +2 to DC for any saving throws made against Elric's conjuration spells. (This bonus stacks with Elric's Spell Focus feat.)

PRINCE GAYNOR the Damned. *Prince Gaynor, in a carved black chair at the head of his table, which was swathed with a dark scarlet cloth, turned an enigmatic helm towards Elric and said that he had always preserved certain standards, even when in battle or in command of semi-brutes, as one so frequently was, these days.*

—*The Revenge of the Rose, II, 2.*

Prince Gaynor is an ex-prince of the Balance, and though he loves it still, he is forced by his fate to fight against the Balance and its champions. Gaynor now serves Chaos. He is immortal, and accursed. It is possible that Gaynor the Damned is a particularly tortured aspect of the Eternal Champion.

NOTES: as a Prince of Chaos, Gaynor may compel a demon without paying Ability points. Gaynor is immune to Chaotic magic and demon attacks. Each time Gaynor decides to cast a spell, to invoke a demon, or attack via a demon, he undergoes terrifying bouts of remorse and depression, which last for hours or for days; in the end, he always stifles his scruples and chooses Chaos.

Level 10 Fighter/Level 17 Wizard

Chaos 1001, Balance 205, Law 17

Abilities: STR 25	DEX 17	CON 25
	INT 17	WIS 21
		CHA 10

Hit Points: 292 **Initiative:** +7

Speed: 20 ft. (Upper Planes full plate); base speed 30 ft.

AC: 28 (+3 DEX, +13 Upper Planes full plate*, +2 large steel shield [masterwork])





*** THE TORTURED PRINCE ***

(LEFT) A pawn of the Three Forces. Once a champion of the Balance; Gaynor now serves Chaos, to his dismay and regret.

Archery, 4 Spell Mastery (12 Spells), Still Spell, Track, Weapon Focus (Longbow), Weapon Specialization (Longbow), Weapon Focus (Longsword), Weapon Specialization (Longsword)

Special Qualities: Scribe Scroll, Summon Familiar

Spells: 2 or more each of all Chaos domain spells, levels 1-9 (see *Player's Handbook*, page 163), Invoke & Compel Demon, Summon Monster I-IX (Chaos Allegiance), plus more as the DM sees fit.

JAGREEN LERN, **Champion of Chaos.**
The Theocrat of Pan Tang, chief of the priest-aristocracy, was Jagreen Lern, who was reputed to have a pact with the powers of Chaos and a plan to rule the world.

—Weird of the White Wolf, III, 1.

* He is the most evil individual in the saga, for without Jagreen Lern's aid and insane ambition, the Church of Chaos could never conquer the world. Lern receives great power as a reward for his assistance, much beyond that already his as ruler of Pan Tang. Eventually Lern falls before Elric's rage, as seemingly do all who cross the doomed albino's path.

Level 18 Cleric/Level 5 Fighter

Chaos 840, Balance -600, Law 0

Abilities: STR 18	DEX 15	CON 20
INT 21	WIS 25	CHA 17

Hit Points: 228 **Initiative:** +6

Speed: 20 ft. (Pan Tangian demon plate), 60 ft. running; base speed 30 ft.

AC: 24 (+1 DEX, +11 Pan Tangian demon plate, +2 large steel demon shield)

Attacks: Demon battleaxe +24/+19/+14/+9 melee; or demon longsword +24/+19/+14/+9 melee

Damage: Demon battleaxe 1d8+6+3d10+1d4; or demon longsword 1d8+6+3d10

Face/Reach: 5 ft. by 5 ft./5 ft.

* 40 lb., counts as medium armor, maximum DEX bonus +3, check penalty -4

Attacks: Longsword +26/+21/+16/+11 melee; or Chaotic composite longbow (masterwork, mighty)* +23/+18/+13/+8 ranged

Damage: Longsword 1d8+9; or Chaotic longbow* 1d8+9

* with odd-number damage result, target takes 2d8+9 points of damage

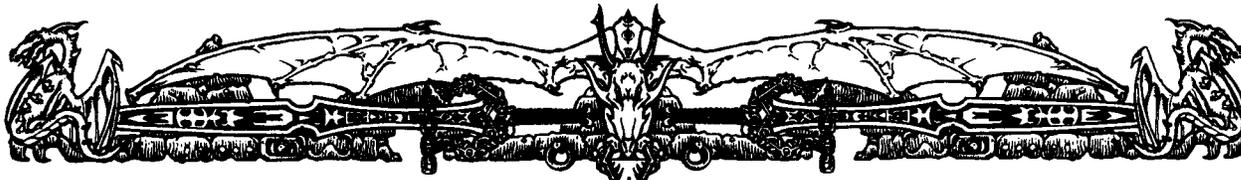
Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +21, Ref +13, Will +18

Skills: Appraise +8, Climb +8 (+3), Concentration +13, Diplomacy +10, Intuit Direction +11, Jump +9 (+4), Knowledge (Arcana) +9, Knowledge (Church of Chaos) +9, Knowledge (Million Spheres) +6, Listen +6, Move Silently +9 (+4), Perform (Conversation) +11, Perform (Oratory) +12, Profession (Sailor) +9, Ride (Horse) +16, Search +6, Sense Motive +10, Spellcraft +9, Swim +10 (-1), Wilderness Lore +11

Feats: Cleave, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Mounted Combat, Mounted





Saves: Fort +15, Ref +9, Will +22

Skills: Alchemy +9, Bluff +6, Climb +6 (-1), Concentration +9, Craft (Torture) +10, Craft (Trapmaking) +7, Diplomacy +6, Hide +6 (-1), Intuit Direction +10, Jump +9 (+2), Knowledge (Arcana) +11, Knowledge (Church of Chaos) +17, Knowledge (Million Spheres) +7, Knowledge (Nature) +7, Knowledge (Unknown Kingdoms) +7, Knowledge (Young Kingdoms) +14, Listen +10, Move Silently +15 (+8), Perform (Oratory) +9, Profession (Scribe) +10, Ride (Demon Mount) +11, Scent/Taste +9, Scry +13, Search +13, Sense Motive +9, Speak Language (High Speech), Speak Language (Mabden), Speak Language (Melnibonéan), Spellcraft +14, Swim +10 (-3).

Feats: Dodge, Combat Casting, Empower Spell, Enlarge Spell, Improved Initiative, Maximize Spell, Mobility, Mounted Combat, Weapon Focus (Battleaxe), Weapon Focus (Longsword), Weapon Specialization (Battleaxe), Weapon Specialization (Longsword)

Special Qualities: Champion of Chaos, Rebuke Undead, extraordinary ability scores, specialized domains (Chaos and War)

Spells: 2 each of Bestow Curse, Dispel Magic, Invoke & Compel Demon, Summon Monster I-IX (Fiendish Creature), all Chaos domain spells, and any others the DM wishes

JAGREEN LERN'S GREATER DEMON ARMOR: glowing, red-hot Pan Tangian plate, with smoldering arrows of Chaos on the breast.

Abilities: INT 16 WIS 21

Features: *Demon Armor*, damage reduction 4d10

JAGREEN LERN'S GREATER DEMON BATTLEAXE: black, red, and gold, but corroded and steaming as if fresh from hell.

Abilities: INT 5 WIS 20

Features: *Demon Weapon*, adds 3d10+1d4

*** THE THEOCRAT ***

(RIGHT) Led by Jagreen Lern, the spiritual and political leader of the isle, Pan Tang ruthlessly seeks to emulate the worst aspects of the Bright Empire.

JAGREEN LERN'S GREATER DEMON

LONGSWORD: a steel longsword bearing the sign of Chaos in rubles set on the pommel.

Abilities: INT 4 WIS 23

Features: *Demon Weapon*, adds 3d10

Drain Soul, opposed Will:Will check.

JAGREEN LERN'S LESSER DEMON

SHIELD: reflects and changes shape as if liquid; in the center, a whirling sign of Chaos.

Abilities: INT 12 WIS 14

Features: *Demon Shield*, damage reduction 3d10

JAGREEN LERN'S LESSER DEMON

STEED: a vile, six legged mount that drips mucous constantly.

Large Outsider

Hit Dice: 5d8+50 (73 hp)

Initiative: +1 (DEX)

Speed: 60 ft.





AC: 27 (-1 Size, +1 DEX, +6 Natural, +11 Pan Tangian plate barding)

Attacks: 2 Hooves +11 melee; bite +6 melee

Damage: Hoof 1d8+8; bite 1d6+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Qualities: Scent

Saves: Fort +14 Ref +5 Will +8

Abilities: STR 26 DEX 13 CON 30

INT 13 WIS 19 CHA -

Skills: Listen +10, Spot +10

Features: *Gout Fire* +10, damage 2d8, range 30 ft.

Regenerate, 1 HP per round

See, at +10

Climate/Terrain: Any land

*** LORD OF PAIN ***

(ABOVE) Dr. Jest's workshop is testament to the inventiveness and cruelty of Melnibonéans.

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always Chaotic Evil.

Advancement: 6-9 HD (Large); 10-17 HD (Huge)

JAGREEN LERN'S RING OF POWER: a faceted oval ruby about an inch long, set in gold. The setting is large and heavy, and ornately cast with many symbols showing. Two average Bal'boosts are bound to the ring and are on another plane, and an average servant demon (STR 13) equipped with Knowledge and Teleport is bound to it and is on another plane. The ring is bulky and uncomfortable; ordinarily, he does not wear it.

DOCTOR JEST, Artiste of Pain. *"My sweet emperor!" His voice was thin. It rushed from his thin throat as though bent on escape and one was inclined to wonder whether one had heard the words at all, so quickly had they come and gone.*

—Eric of Melniboné, 1, 4.

Doctor Jest is the eager Chief Inquisitor of Melniboné, and performs his art creatively and with pride. He is slender and sinuous, and, like all Melnibonéans, inhuman. His fate is unknown once Elric departs the Dragon Isle.

Level 15 Expert (Torturer)

Chaos 389, Balance 19, Law 177

Abilities: STR 15 DEX 20 CON 12

INT 19 WIS 19 CHA 10

Hit Points: 74 Initiative: +5

Speed: 30 ft.

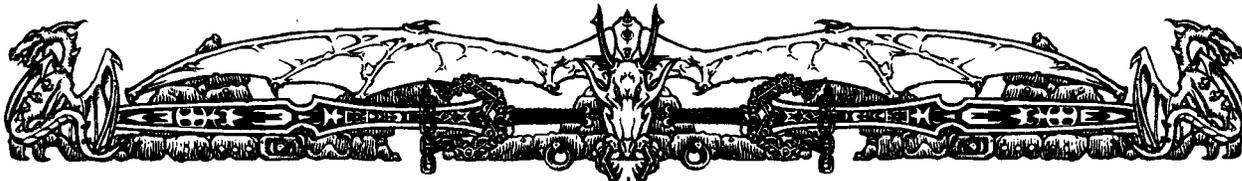
AC: 15 (+5 DEX)

Attacks: Dagger (masterwork) +14/+9/+4 melee; or needles (masterwork) +17/+12/+7 melee; or scalpel (masterwork) +17/+12/+7 melee; or slivers (masterwork) +17/+12/+7 mele

Damage: Dagger 1d4+2; or needles 1 CON pain and nerve damage with critical (threat range 18-20); or scalpel 1d3+2 (threat range 19-20, x3); or slivers excruciating pain (victim is unable to do anything except scream and writhe in agony for 1d3 rounds; Fortitude save negates, DC=wielder's attack roll total)

Face/Reach: 5 ft. by 5 ft./5 ft.





Saves: Fort +6, Ref +10, Will +13

Skills: Alchemy +7, Bluff* +7, Craft (Torture)* +20, Diplomacy* +6, Gather Information* +10, Heal* +10, Knowledge (Church of Chaos) +5, Knowledge (Nature) +9, Knowledge (Young Kingdoms) +7, Listen* +13, Intimidate* +10, Perform (Conversation) +8, Perform (Oratory) +7, Profession (Scribe) +9, Scent/Taste* +10, Sense Motive* +13, Speak Language (High Speech), Speak Language (Mabden), Speak Language (Melnibonéan), Spot* +13
* expert (torturer) class skill

Feats: Exotic Weapon Proficiency (Needles), Exotic Weapon Proficiency (Scalpel), Exotic Weapon Proficiency (Slivers), Weapon Finesse (Needles), Weapon Finesse (Scalpel), Weapon Finesse (Slivers)

DOCTOR JEST'S GREATER DEMON GLOVE: a woven black leather glove that squeaks constantly when moving. Bound within it are two identical dhzutine demons, who enhance Dr. Jest's already superbly gruesome technique by being able to excoriate individual nerves. Each has the following statistics:

Abilities: STR 8	DEX 20	CON 21
INT 13	WIS 19	
HD 1d8	HP 11	

Features: *Drain Soul*, opposed WIS roll
Manipulate, at +15, used to excoriate nerves
Paralyze, CON:CON roll, Fortitude save to end effect (DC 16)
Suture, heals 2 HP but scars the target
See, close up gives 10x magnification

MAGUM COLIM, Melnibonéan Grand Admiral. [He] was one of Elric's few close friends. He had known Elric all his life and had encouraged him to learn all he could concerning the running of fighting ships and fighting fleets. Privately Magum Colim might fear that Elric was too scholarly and introspective to rule Melniboné, but he accepted Elric's right to rule, and was made angry and impatient by the talk of the likes of Yyrkoon.

—Elric of Melniboné, I, 5.

Tall old Magum Colim is left behind as regent when Elric sails against Yyrkoon, when that villain kidnaps Cymoril and

flees to Dhoz-Kam. Admiral Colim personally commands the flagship of the Imrryrian fleet, *The Son of Pyaray*, as well as the fleet of golden battle barges. He wears sea-green armor.

Level 4 Expert (Sailor)/Level 6 Fighter/Level 6 Wizard

Chaos 120, Balance 61, Law 78

Abilities: STR 13	DEX 13	CON 13
INT 18	WIS 22	CHA 15

Hit Points: 83 **Initiative:** +5

Speed: 20 ft. (Melnibonéan demon plate); base speed 30 ft.

AC: 21 (+1 DEX, +10 Melnibonéan demon plate)

Attacks: Demon shortspear +15/+10/+5 melee; or sea axe +13/+8/+3 melee; or Melnibonéan bone bow (mighty) +14/+9/+4 ranged

Damage: Demon shortspear 1d8+3+3d10+1d4 (threat range 19–20); or sea axe 1d8+3/1d6+1; or Melnibonéan bone bow 1d8+1

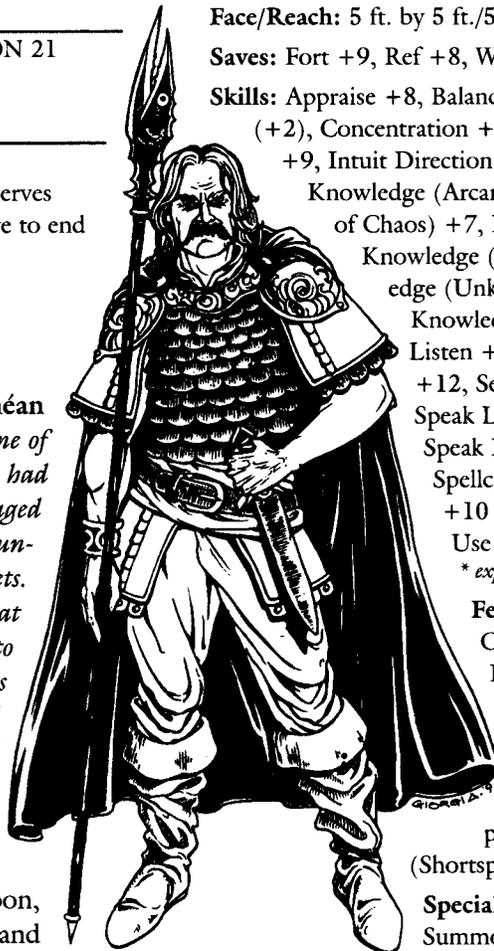
Face/Reach: 5 ft. by 5 ft./5 ft.

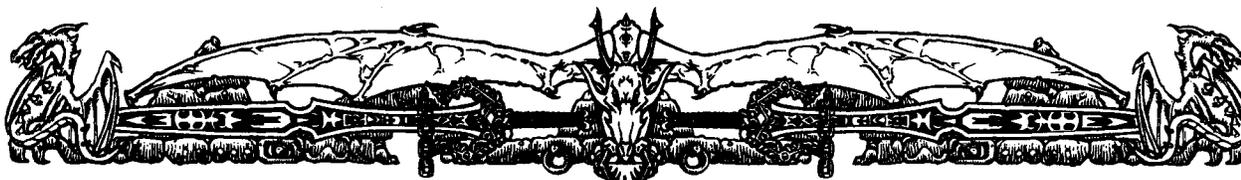
Saves: Fort +9, Ref +8, Will +17

Skills: Appraise +8, Balance* +7 (+3), Climb* +6 (+2), Concentration +5, Diplomacy +11, Heal +9, Intuit Direction* +12, Jump* +7 (+3), Knowledge (Arcana) +7, Knowledge (Church of Chaos) +7, Knowledge* (Nature) +9, Knowledge (Naval Tactics) +15, Knowledge (Unknown Kingdoms) +5, Knowledge (Young Kingdoms) +9, Listen +11, Profession (Sailor)* +12, Search +6, Sense Motive +7, Speak Language (High Speech), Speak Language (Melnibonéan), Spellcraft +7, Spot* +11, Swim* +10 (+2), Tumble* +6 (+2), Use Rope* +6
* expert (sailor) class skill

Feats: Alertness, Brew Potion, Combat Casting, Improved Initiative, Improved Critical (Shortspear), Leadership, Lightning Reflexes, 2 Spell Mastery (8 Spells), Weapon Focus (Shortspear), Weapon Specialization (Shortspear)

Special Qualities: Scribe Scroll, Summon Familiar





Spells: Create Water, Darkness, Darkvision, Greater Magic Weapon, Gust of Wind, Water Breathing, other spells as the DM sees fit

MAGUM COLIM'S GREATER DEMON SPEAR. In place of an ordinary point, its wicked head is shaped and painted like a flying fish. Thrown, it wings back after hitting the target, returning to Magum Colim.

Abilities: STR 8 DEX 12 CON 21
 INT 5 WIS 17
 HD 4d8 Hit Points: 38

Speed 110 ft./100 mph

Features: *Demon Weapon*, adds 3d10+1d4
Wings, automatic

MAGNUM COLIM'S GREATER DEMON ARMOR: Sea-green armor.

Abilities: INT 7 WIS 11

Features: *Demon Armor*, damage reduction 2d10.

MOOGLUM of Elwher, Doomed Companion. *"And this is Moonglum of Elwher; he has no conscience."*

—Elric to Zarozinia, in *The Bane of the Black Sword, II, I.*

Moonglum is a short, ugly, red-headed man with a wide cheerful mouth. The tales of a slave send him in search of adventure, and leaving his home of Elwher in the Unknown East, he journeys to the Young Kingdoms, where he becomes Elric's closest companion. Moonglum sacrifices himself for Elric, so that the albino might have the strength to blow the Horn of Fate, at the end of the world.

Moonglum fights with a scimitar in his right hand, and a shortsword in his left, with which he parries blows. He keeps a dagger in his belt, and another hidden on his person.

Level 10 Fighter, Level 10 Rogue

Chaos 95, Balance 120, Law 80

*** THE COMPANION ***

(RIGHT) *The Eternal Champion is accompanied by a Companion such as Moonglum—essential to completing the Champion's quest, but frequently a victim of the effort.*

Abilities: STR 16 DEX 20 CON 16
 INT 13 WIS 17 CHA 11

Hit Points: 153 **Initiative:** +5

Speed: 30 ft.

AC: 19 (+5 DEX, +3 leather & rings demon armor, +1 small steel shield)

Attacks: Dagger +20/+15/+10/+5 melee; or demon scimitar (right hand)* +18/+13/+8/+3 melee; demon shortsword (left hand)* +18/+13 melee; or thrown dagger +22/+17/+12/+7 ranged
** adjustments for two-weapon fighting*

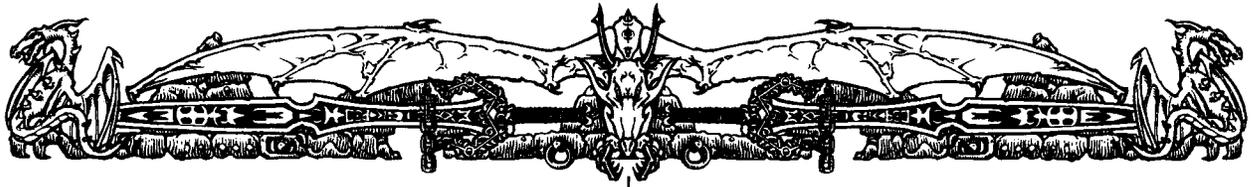
Damage: Dagger 1d4+3; or demon scimitar 1d6+3+3d10; or demon shortsword 1d6+1+2d10

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +13, Ref +15, Will +9

Skills: Appraise +6, Bluff +9, Climb +11 (+9), Conceal Object +10, Diplomacy +14, Disguise +4, Heal +6, Hide +9 (+7), Intuit Direction +8, Jump +10 (+8), Knowledge (Million Spheres) +2, Knowledge (Nature) +7, Knowledge (Unknown Kingdoms) +8, Knowledge (Young Kingdoms) +6, Listen +7, Move Silently +9 (+7), Open Lock +9,





Perform (Oratory) +4, Profession (Sailor) +5, Ride (Horse) +9, Search +6, Speak Language (Mong), Speak Language ('pande), Swim +10 (+4), Wilderness Lore +9

Feats: Ambidexterity, Dodge, Improved Two Weapon Fighting, Mounted Combat, Run, Track, Two Weapon Fighting, Weapon Focus: Scimitar

Special Qualities: Evasion, Sneak Attack +5d6, Traps, Uncanny Dodge

MOONGLUM'S LESSER DEMON ARMOR: nondescript dusty armor with a face with bulging eyes embossed high on the back, to guard against surprise.

Abilities: CON 15 INT 9 WIS 7

Features: *Demon Armor*, damage reduction 3d10
See, +2 chance

MOONGLUM'S LESSER DEMON SCIMITAR: this battered weapon is wickedly sharp. Signs of Chaos inlay its hilt.

Abilities: INT 3, WIS 10

Features: *Demon Weapon*, adds 3d10

MOONGLUM'S GREATER DEMON SHORTSWORD: an ordinary shortsword except that the strong crossguards curve forward to catch, twist, and snap opponent blades. On the inside of one crossguard is engraved a tiny glaring face surrounded by the eight arrows of Chaos. A successful attack on an opponent's sword with this weapon snaps the opponent's blade with a successful STR roll. (Add the demon's STR score to Moonglum's; DC=opponent's sword's hardness+hit points.) This does not affect magic weapons or demon weapons.

Abilities: STR 20 CON 30 INT 8
WIS 16

Features: *Break Blade*, +13 (Moonglum's STR + demon's STR)

Demon Weapon, adds 2d10
Manipulate, +11

MORDAGA, The Sad Giant. *Mordaga was as tall as two men, but his back was slightly stooped. He had long, curling black hair and was clad in a deep blue smock, belted at the waist. Upon his great feet were simple leather sandals. His black eyes were full of a sorrow such as Moonglum had only seen before in Elric's eyes.*

—*Stormbringer III, 6.*

Elric comes to the Sad Giant's castle to win the Chaos Shield, which Sepiriz says can protect him against Jagreen Lern's terrible powers. Mordaga was once a god, one made mortal after rebelling against those greater than himself. "For this he was banished to Earth and informed that he would one day die—slain by a mortal blade."—(SB III, 1).

Elric and his friends assault the castle and kill its defenders. Mordaga then surrenders the shield, seeking to avert his destiny. But Moonglum re-enters the castle and stabs the giant in the back—probably several times. (As Moonglum is barely five feet tall and Mordaga is as tall as two men, this tip-toe treachery makes a diverting picture.)

Before a dismayed Elric, Moonglum declares that they are now the servants of fate, for "to divert it in any small way is to hamper its aims" (SB III, 6). And the murder quenches his own desire for vengeance for the death of Rackhir.

The giant axe is conjectural.

Level 10 Fighter

Chaos 412, Balance 233, Law 03

Abilities: STR 31 DEX 13 CON 25
INT 19 WIS 25 CHA 11

Hit Points: 130 **Initiative:** +5

Speed: 40 ft.

AC: 26 (−1 size, +1 DEX, +9 natural, +7 Chaos Shield)

Attacks: Giant battleaxe (masterwork) +21/+16 melee; or unarmed strike +20/+15 melee

Damage: Giant battleaxe 2d8+12 (threat range 19–20); or unarmed strike 1d4+10

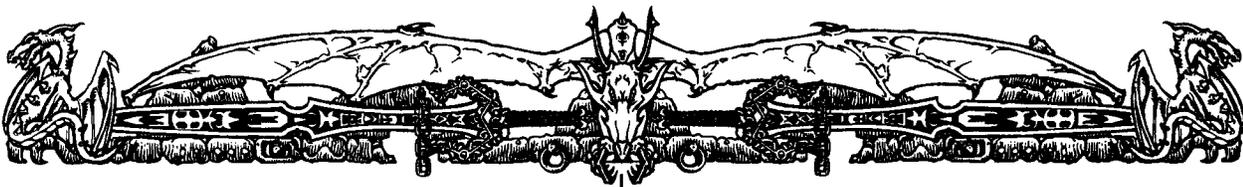
Face/Reach: 5 ft. by 5 ft./10 ft.

Saves: Fort +14, Ref +4, Will +12

Skills: Diplomacy +3, Knowledge (Arcana) +20, Knowledge (Church of Chaos) +20, Knowledge (Church of Law) +20, Knowledge (Million Spheres) +20, Regret Destiny +11, plus more as the DM sees fit

Feats: Combat Reflexes, Dodge, Improved Critical (Battleaxe), Improved Initiative, Iron Will, Leadership, Mobility, Power Attack, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe)





Special Qualities: Large Size, Extraordinary Skill Ranks

CHAOS SHIELD: Check penalty -1, weight 15 lb. This large metal shield confers a +7 AC bonus (+2 inherent, +5 magical) and protects the holder from all magic, though minor physical effects of great blasts, etc., might seep in around it. It is a light silvery green in color and decorated with amber arrows of Chaos.

MY S H E L L A ,
Empress of the Dawn, Champion of Law, Servant of Donblas.
"I love only heroes—and only heroes who work to ensure the presence of the Power of Law upon this plane of our earth."

—Myshella to Elric, in *The Vanishing Tower, III, 2.*



Called also the Dark Lady of Kaneloon, Myshella is the principal Champion of Law on the plane of the Young Kingdoms. She has long fought against Chaos. She has many times been the lover of earthly Champions, whom she manipulates to further Law's aims. When Myshella is slain by Theleb K'aarna, the Lords of Chaos are freed to extend their influence upon the earth.

Level 17 Wizard (Abjurer)

Chaos 77, Balance 36, Law 549

Abilities: STR 14	DEX 19	CON 20
INT 20	WIS 20	CHA 22
Hit Points: 137	Initiative: +4	
Speed: 30 ft.		
AC: 14 (+4 DEX)		
Attacks: Dagger (masterwork) +14/+9 melee; or thrown dagger (masterwork) +14/+9 ranged		
Damage: Dagger 1d4+2 melee; or thrown dagger 1d4+2 ranged		
Face/Reach: 5 ft. by 5 ft./5 ft.		
Saves: Fort +10, Ref +9, Will +17		
Skills: Alchemy +12, Appraise +7, Bluff +9, Climb +3, Concentration* +21, Diplomacy +11, Heal +8, Jump +3, Knowledge (Arcana)* +15, Knowledge		

(Church of Law) +15, Knowledge (Million Spheres) +10, Knowledge (Nature) +10, Knowledge (Unknown Kingdoms) +10, Knowledge (Young Kingdoms) +15, Listen +9, Perform (Conversation) +7, Perform (Oratory) +7, Profession (Scribe) +10, Ride (Metal Bird) +9, Scry +15, Search +6, Sense Motive +10, Speak Language (High Speech), Speak Language (Mabden), Speak Language (Melnibonéan), Speak Language (Opish), Speak Language ('pande), Spellcraft* +29, Swim +4, Wilderness Lore +10

* skill ranks doubled by *Lords of Law*

Feats: Combat Casting, Dodge, Empower Spell, Iron Will, Scribe Scroll, Silent Spell, Spell Focus (Abjuration), Spell Penetration, Still Spell, Summon Familiar, Weapon Finesse (Dagger), Weapon Focus (Dagger)

Special Qualities: Ageless, Champion of Law, Extraordinary Ability Scores, Increased Skill Ranks, Prohibited School (Evocation), Specialized School (Abjuration)

Spells: as the DM sees fit, she knows or can learn any in this book and/or the *Player's Handbook*. Her status as a Champion of Law also enables her to cast all Law domain Cleric spells from levels 1-9. She prefers to use abjurations or other spells that somehow uphold Law or negate Chaos or Chaotic effects.

MYSHELLA'S ENCHANTED BIRD OF METAL: it is made of precious metals and gems, a gift of Donblas. The bird can carry up to two medium-sized passengers with gear, weighing up to 900 lbs. It also speaks and hears, and can deliver or retrieve messages where bidden. It can fly at up to 100 miles per hour.

Large Construct

Hit Dice: 5d10 (50 hp)		
Abilities: STR 18	DEX 20	CON -
INT 10	WIS 20	CHA 10
Initiative: +5 (DEX)		
Speed: 10 ft., fly 110 ft./100 mph (good, cannot fly backwards)		
AC: 24 (-1 size, +5 DEX, +10 natural)		
Attacks: 2 claws +7 melee, bite +2 melee		
Damage: Claw 1d6+4, bite 1d8+2		
Face/Reach: 5 ft. by 5 ft./5 ft.		
Special Qualities: Construct, magic immunity, damage reduction 25/heat		
Saves: Fort +9, Ref +9, Will +9		





Skills: Fly +15, Intuit Direction +15, Knowledge (Church of Law) +5, Knowledge (Nature) +5, Knowledge (Unknown Kingdoms) +5, Knowledge (Young Kingdoms) +5, Listen +7, Spot +14, Wilderness Lore +11

Carrying Capacity: light load, 0–300 lbs.; medium load, 301–600 lbs.; heavy load, 601–900 lbs.

MYSHELLA'S ENCHANTED STATUETTE: this is of alabaster, about eight inches high, representing the figure of Donblas. It is a gift of the Lords of Law. When Myshella asks it a question, it has a +11 chance of answering correctly (DC of the question is determined by the DM), but it will not reply if asked about something that is Chaotic.

OONE, Dreamthief and Lover.

“And will the father ever know his offspring?” gently asked the Holy Girl. Oone tried to speak and discovered that she could not. She looked away quickly towards distant Quarzhasaat. Then, after a few moments, she was able to force herself to answer. “Never,” she said.

—*The Fortress of the Pearl, III, 5.*

This woman is the daughter of a queen, and is trained in the arts of a warrior and a dreamthief. Oone becomes Elric's lover and companion in the quest for the Pearl at the Heart of the World, and falls pregnant by him in the dreamlands.

Dreamthieves are unknown in the West.

**Level 5 Fighter, Level 5 Rogue,
Level 4 Wizard (Diviner)**

Chaos 14, Balance 83, Law 31

Abilities: STR 13	DEX 16	CON 15
INT 14	WIS 20	CHA 17

Hit Points: 94 **Initiative:** +3

Speed: 30 ft.

AC: 15 (+3 DEX, +2 leather)

Attacks: Rapier (right hand)* +11/+6 melee; or dagger (left hand)* +9/+4 melee; or thrown dagger +13/+8 ranged

* *adjustments for two-weapon fighting*

Damage: Rapier 1d6+1; or dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +8, Ref +9, Will +11

Skills: Appraise +8, Climb +9, Concentration +10, Diplomacy +11, Gather Information +7, Heal +9, Hide +10, Intuit Direction +9, Jump +6, Knowledge (Arcana) +7, Knowledge (Church of Law) +3, Knowledge (Million Spheres) +8, Listen +9, Perform (Oratory) +6, Ride (Horse) +12, Sense Motive +8, Speak Language (Lesh), Speak Language (Melnibonéan), Speak Language (Opish), Spellcraft +6, Wilderness Lore +9

Feats: Ambidexterity, Improved Two Weapon Fighting, Mounted Combat, Track, Two Weapon Fighting, Weapon Finesse (Rapier)

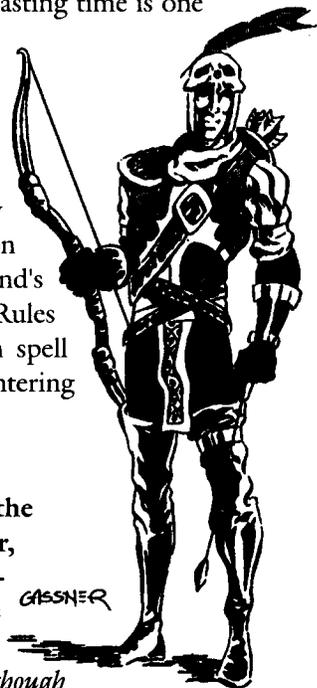
Special Qualities: Evasion, Scribe Scroll, Sneak Attack +3d6, Summon Familiar, Uncanny Dodge, Prohibited School (Conjuration), Specialized School (Divination)

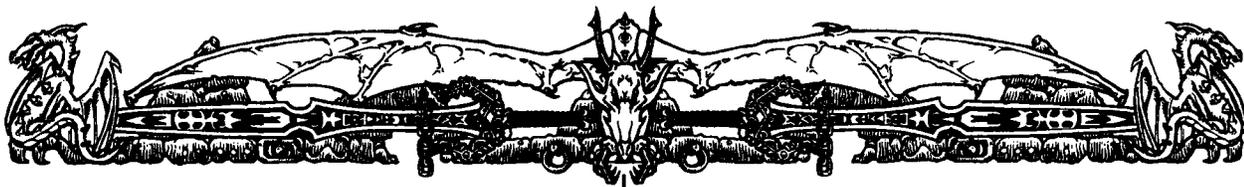
Spells: Cat's Grace, Cloak of Cran Liret, 2 Detect Magic, Detect Thoughts, Fury, Locate Object, 2 Magic Weapon, Read Magic, Resistance

OONE'S DREAMWAND: With this wand, Oone (or another dreamthief) can cast Astral Projection as a 17th level Wizard. Casting time is one minute; no material components are required. Oone can also use her dreamwand to enter the dreams of a sleeping or comatose person by touching it to that person and invoking the wand's astral projection power. Rules for the Astral Projection spell apply as usual when entering another person's mind.

RACKHIR the Red Archer, Doomed Companion.

There was irony in his eyes and something of a smile upon his thin lips, though





the face showed that it had been through much experience, little of it pleasant.

—*Elric of Melniboné, III, I.*

Once a warrior priest of Phum, in the Unknown East, and a servant of Vezhan of Chaos, gaunt Rackhir abandoned his creed for a quieter life of thieving and adventure. Chaos exiled him to another plane as punishment, where Rackhir encountered and befriended Elric. Although for a time he becomes a resident of Tanelorn, Rackhir is eventually slain accidentally by Elric during the quest for Mordaga's Chaos Shield.

Level 9 Fighter, Level 10 Rogue

Chaos 140, Balance 190, Law 91

Abilities: STR 15 DEX 19 CON 19
 INT 15 WIS 16 CHA 18

Hit Points: 174 **Initiative:** +4

Speed: 30 ft.

AC: 17 (+4 DEX, +3 leather & rings)

Attacks: Dagger +18/+13/+8/+3 melee; or short-sword +18/+13/+8/+3 melee; or desert recurved bow (masterwork, mighty) +21/+16/+11/+6 ranged; or thrown dagger +20/+15/+10/+5 ranged

Damage: Shortsword 1d6+2; or desert recurved bow 1d6+2; or dagger 1d4+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +13, Ref +14, Will +9

Skills: Appraise +9, Bluff +8, Climb +11 (+10), Conceal Object +11, Diplomacy +15, Heal +6, Hide +7 (+6), Intuit Direction +8, Jump +12 (+11), Knowledge (Church of Chaos) +3, Knowledge (Million Spheres) +4, Knowledge (Nature) +8, Knowledge (Unknown Kingdoms) +9, Knowledge (Young Kingdoms) +5, Listen +10, Move Silently +9 (+8), Perform (Oratory) +9, Profession (Sailor) +4, Ride (Horse) +16, Search +8, Sense Motive +9, Speak Language (Melnibonéan), Speak Language (Mong), Speak Language ('pande), Spellcraft +3, Spot +6, Swim +8 (+4), Wilderness Lore +8

*** ELRIC'S FATHER ***

(RIGHT) The epitome of the latter-day Melnibonéan, Sadric trained his son well to be king but never learned to be a good father.

Feats: Alertness, Dodge, Far Shot, Mobility, Point Blank Shot, Precise Shot, Track, Weapon Focus (Desert Recurved Bow)

Special Qualities: Evasion, Sneak Attack +5d6, Traps, Uncanny Dodge

Spells: none. Rackhir was once a spellcaster, but he lost all of his magic as punishment for abandoning Chaos and the warrior priesthood.

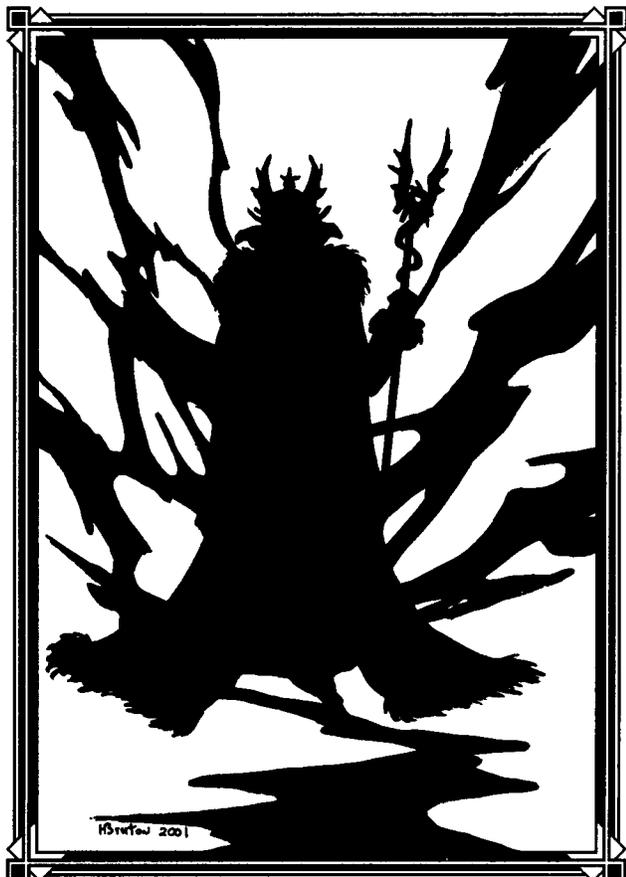
RACKHIR'S SIX LESSER DEMON

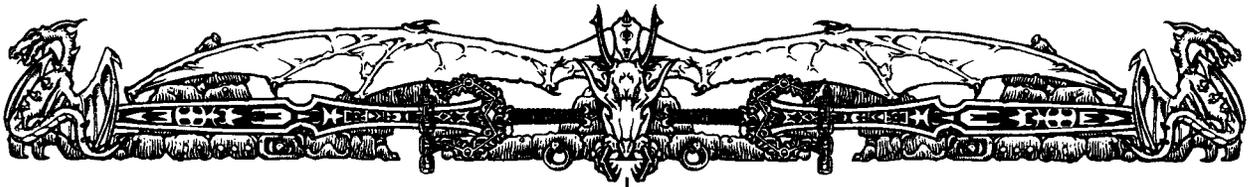
ARROWS: fletched in red to match Rackhir's garb. Such an arrow can be reused if it can be retrieved. To anyone else it is a normal arrow. The six are identical. Rackhir would choose one above an ordinary arrow only in a dire emergency.

Abilities: INT 3 WIS 11

Features: *Demon Weapon*, each adds 2d10.

SADRIC LXXXVI, 427th Emperor of Melniboné. *Through most of his life Sadric had never known another woman than his wife, for the Empress had died bringing her sole thin-blooded*





issue into the world. But, with Melnibonéan emotions (oddly different than those of the human newcomers), Sadric had loved his wife and had been unable to find pleasure in any other company, even that of the son who had killed her and who was all that was left of her.

—Elric of Melniboné, I, 1.

Tall, melancholy Sadric is Elric's father. It is his habit to speak in a dry whisper. Sadric never shows love or kindness to Elric, but does his duty by him. After Sadric's death, the albino is crowned 428th Emperor of the Ruby Throne. While alive, Sadric wears the *actorios*.

Level 7 Aristocrat/Level 18 Wizard

Chaos 543, Balance 89, Law 160

Abilities: STR 16 DEX 18 CON 13
 INT 24 WIS 22 CHA 15

Hit Points: 105 **Initiative:** +4

Speed: 20 ft. (Melnibonéan demon plate); base speed 30 ft.

AC: 24 (+2 DEX, +10 Melnibonéan demon plate, +2 large steel demon shield)

Attacks: Demon longsword +19/+14/+9 melee; or demon scepter +18/+13/+8 melee

Damage: Demon longsword 1d8+3+2d10 melee; or demon scepter 1d6+3 melee

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +9, Ref +12, Will +22

Skills: Alchemy +18, Appraise +19, Bluff +13, Concentration +13, Diplomacy +15, Gather Information +16, Heal +11, Innuendo +20, Intimidate +15, Knowledge (Arcana) +19, Knowledge (Church of Chaos) +19, Knowledge (Million Spheres) +9, Knowledge (Nature) +17, Knowledge (Unknown Kingdoms) +14, Knowledge (Young Kingdoms) +22, Listen +11, Perform (Courtly Manners) +21, Perform (Oratory) +22, Ride (Dragon) +14, Scent/Taste +15, Scry +19, Sense Motive +22, Speak Language (High Speech), Speak Language (Mabden), Speak Language (Melnibonéan), Spellcraft +20

Feats: Combat Casting, Dodge, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Leadership, Mobility, Mounted Combat, Quicken Spell, Spell Focus (Conjuration), Spell Penetration, Weapon Focus (Longsword), Weapon Focus (Scepter)

Special Qualities: Scribe Scroll, Summon Familiar
Spells, etc.: any Wizard spell in this book and/or the rulesbook plus any the DM wishes to create.

SADRIC'S GREATER DEMON SCEPTER: an ivory scepter inlaid with rubies, diamonds, and otre-dos. The scepter is the focus for two armed bal'boosts. They wait on another plane for Sadric's call. Use the average bal'boost statistic from page 132. In addition, the scepter contains a bound greater demon.

Abilities: STR 24 CON 20 INT 23
 WIS 22

Features: *Teleport*, can carry up to 600 lb. of passengers and cargo
Hear, +5
Knowledge, +6

SADRIC'S GREATER DEMON LONG-SWORD: of gold, and encrusted with gems and baroquely wrought fancy work. It is very heavy as a weapon, so Sadric causes his demon to do most of the lifting.

Abilities: STR 10 INT 8 WIS 17

Features: *Demon Weapon*, adds 2d10
Lift, carry up to 2500 lb. for one hour

SADRIC'S GREATER DEMON SHIELD: on it is blazoned Sadric's ancestor-king, first setting foot on the Dragon Isle.

Abilities: INT 7 WIS 10 HP:20

Features: *Demon Shield*, damage reduction 2d10
Dazzle, +10

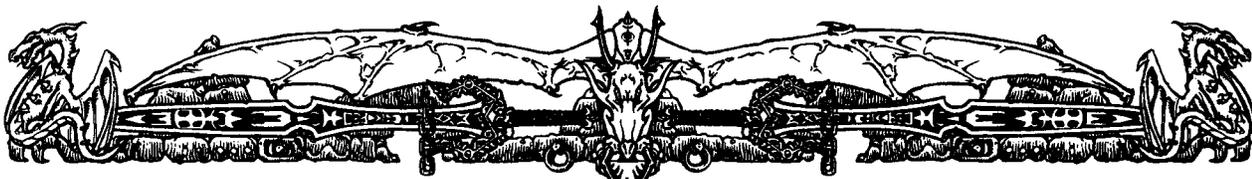
SADRIC'S GREATER DEMON ARMOR: it is all in what seems to be glittering gold. Dragons and dragon heads are etched and sculpted in the metal, and they look out in every direction, the better to guard the embodiment of the Dragon Throne.

Abilities: INT 14 WIS 16

Features: *Demon Armor*, damage reduction 3d10
Leap, up to 150 feet horizontally, 90 feet vertically
Absorb Missile, +11

EARL SAXIF D'AAN, Melnibonéan Sorcerer. "He was something of a legend in Melniboné. His story is part of our literature. He was a great sorcerer—one of the greatest—and he fell in love. It's rare enough for Melnibonéans to fall in love, as





others understand the emotion, but rarer for one to have such feelings for a girl who was not even of our own race."

—Elric to Smiorgan Baldhead, in *The Sailor on the Seas of Fate*, II, 3.



This sorcerer is met by Elric in another plane, where he proves to be a dangerous, although not unsympathetic foe. Saxif D'Aan lives in fear of one Prince Carolak, who is trapped in Limbo in a rose-garden in Imrryr, and of the prince's white horse.

Level 3 Aristocrat/Level 17 Wizard (Diviner)

Chaos 391, Balance 44, Law 31

Abilities: STR 16 DEX 14 CON 16
 INT 20 WIS 25 CHA 15

Hit Points: 120 Initiative: +2

Speed: 30 ft.

AC: 13 (+2 DEX, +1 small steel demon shield)

Attacks: Dagger (masterwork) +14/+9 melee; or demon longsword +14/+9 melee

Damage: Dagger 1d4+3; or longsword 1d8+3+2d10

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +9, Ref +8, Will +20

Skills: Alchemy +18, Appraise +14, Bluff +11, Conceal Object +8, Concentration +12, Craft (Torture) +13, Diplomacy +15, Knowledge (Arcana) +13, Knowledge (Church of Chaos) +6, Knowledge (Million Spheres) +9, Knowledge (Nature) +9, Move Silently +9, Perform (Conversation) +12, Perform (Courtly Manners) +13, Perform (Oratory) +9, Profession (Sailor) +17, Ride (Horse) +8, Scry +13, Sense Motive +17, Speak Language (High Speech), Speak Language (Mabden), Speak Language (Melnibonéan), Spellcraft +13

Feats: Combat Casting, Dodge, Empower Spell, Leadership, Mobility, Silent Spell, Still Spell, Spell Focus (Divination), Spell Penetration, Spell Mastery (5 Spells)

Special Qualities: Scribe Scroll, Summon Familiar, Prohibited School (Evocation), Specialized School (Divination)

Spells: any Wizard spells in this book and/or the rules-book as the DM sees fit.

SAXIF D'AAN'S GREATER DEMON LONG-SWORD: an ordinary-looking weapon bearing the seal of Chaos. This weapon acts as a focus for several bound demons on other planes (DM's choice for number and type) including an average ball'boost.

Abilities: INT 11 WIS 21

Features: *Demon Weapon*, adds 2d10

SAXIF D'AAN'S LESSER DEMON SHIELD: a pure white shield from which red droplets of blood ceaselessly condense and fall away.

Abilities: CON 14 INT 10 WIS 10

Feature: *Demon Shield*, damage reduction 2d10

COUNT SMIORGAN BALD-HEAD, of the Purple Towns.

"We do not brood, we of the Purple Towns," said Count Smiorgan seriously. "And we are not fickle in our friendships. You know an anguish, Prince Elric, that I'll never feel—never understand—but I have already given you my trust. Why should I take it away again? That is not how we are taught to behave in the Purple Towns."

—*The Sailor on the Seas of Fate*, III, 7.



Count Smiorgan is a sea-lord in command of a large fleet, as well as a noble of the Isle of Purple Towns. After encountering Elric in another plane, Smiorgan accompanies the albino back to the Young Kingdoms, becoming his friend for a short time. It is partially through his influence that Elric is able to forge the alliance which sacks Imrryr. After the Dreaming City is destroyed, Smiorgan dies when dragons burn the reaver fleet, abandoned and betrayed by Elric so that the albino himself might live.

Level 6 Aristocrat, Level 7 Expert (Sailor)

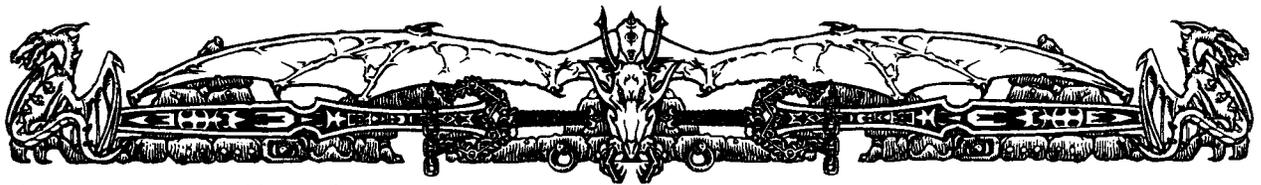
Chaos 34, Balance 86, Law 100

Abilities: STR 16 DEX 15 CON 13
 INT 15 WIS 14 CHA 12

Hit Points: 69 Initiative: +6

Speed: 20 ft. (breastplate); base speed 30 ft.





AC: 17 (+2 DEX, +5 breastplate)

Attacks: Dagger +12/+7 melee; or longsword +13/+8 melee; or sea axe +12/+7 melee

Damage: Dagger 1d4+3; or longsword 1d8+3; or sea axe 1d8+5/1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +5, Ref +6, Will +12

Skills: Appraise +11, Balance* +6 (+2), Climb* +10 (+6), Diplomacy +10, Jump* +6 (+2), Knowledge (Cult of Straasha) +3, Knowledge (Nature)* +5, Knowledge (Unknown Kingdoms) +5, Knowledge (Young Kingdoms) +11, Heal +12, Intuit Direction* +9, Profession (Sailor)* +10, Profession (Scribe) +7, Search +8, Sense Motive +7, Speak Language (Melnibonéan), Speak Language ('pande), Spot* +5, Swim* +7 (+1), Tumble* +6 (+2), Use Rope* +5, Wilderness Lore +5

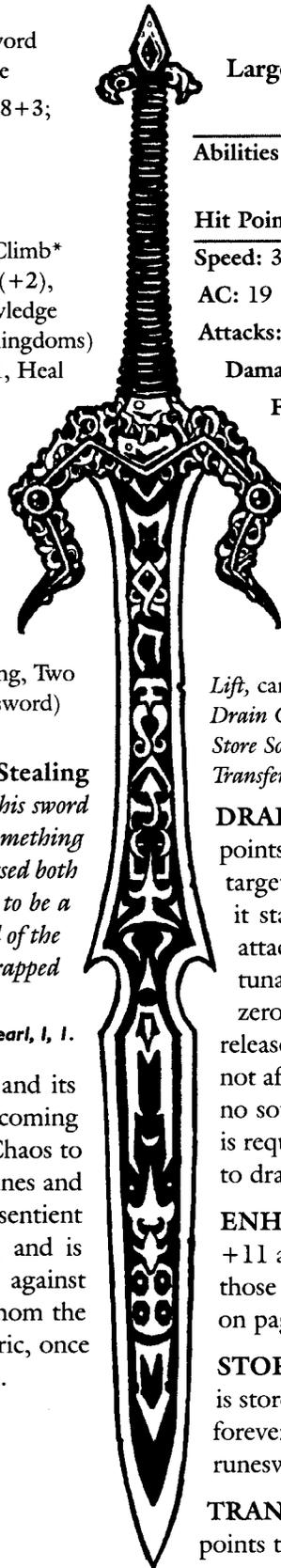
* expert (sailor) class skill

Feats: Ambidexterity, Dodge, Improved Initiative, Improved Two Weapon Fighting, Two Weapon Fighting, Weapon Focus (Longsword)

STORMBRINGER, Soul-Stealing Runesword. *Elric contemplated his sword with a mixture of loathing and something akin to sensuality. "Some would say it possessed both a mind and a will. Others would claim it to be a demon in disguise. Some believe it composed of the vestigial souls of all damned mortals, trapped within."*

—Elric to Anigh, in *The Fortress of the Pearl*, I, I.

Servants of Law forged Stormbringer and its twin, Mourblade, long ago, before the coming of the Melnibonéans to this world, of Chaos to fight Chaos. The sword, carved with runes and emitting a strange, black radiance, is sentient and malevolent. It moans and howls, and is capable of independent action, often against Elric's own will. After slaying many whom the albino loves, Stormbringer turns on Elric, once the world has been destroyed by Chaos.



Large Demon Sword

Chaos 666, Balance 0, Law 0

Abilities: STR 10	DEX 20	CON 35
INT 25	WIS 30	CHA —

Hit Points: 102 Initiative: +5

Speed: 30 ft.

AC: 19 (-1 size, +10 natural)

Attacks: Greatsword +11 melee

Damage: Greatsword 2d6+4d10+drain 1d100 CON

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +17, Ref +10, Will +15

Skills: none

Special Qualities: Damage Reduction 50, enhanced saving throws

Need: consume souls prodigiously

Features: *Demon Weapon*, adds 4d10 *Enhance Skill*, automatic

Lift, can carry up to 2500 lb. for one hour

Drain CON, opposed Will:Will roll

Store Soul, automatic

Transfer Strength, automatic

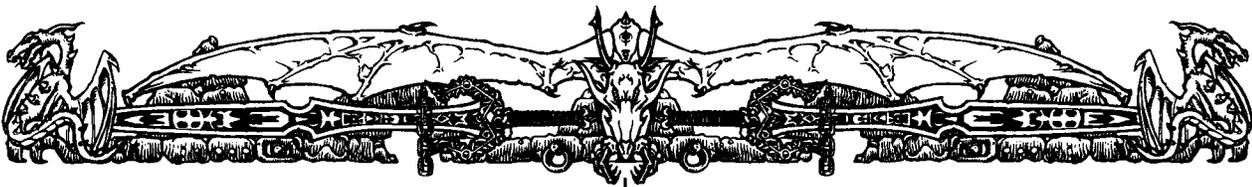
DRAIN CON: Stormbringer sucks away 1d100 points of a target's CON each time it wounds the target. If it does not exhaust the victim's CON, it stays in the wound until the wielder's next attack, and then drinks again, until the unfortunate victim has been drained dry. Reduced to zero CON, the victim dies. Then the sword releases, to find a new meal. This feature does not affect the undead or constructs, as they have no souls to steal. A new opposed Will:Will roll is required for each time Stormbringer attempts to drain a victim's CON.

ENHANCE SKILL: Stormbringer adds its +11 attack bonus and its +5 initiative bonus to those of its wielder. See the description of Elric on pages 172–173.

STORE SOUL: each soul drained of all CON is stored within Stormbringer, there to come long forever in blind, horrible agony with all of the runesword's other victims.

TRANSFER STRENGTH: for every two CON points the runesword drinks, it can feed Elric one





point of STR or CON until his limits of 25 and 20, respectively, have been reached. When Elric is wounded in battle, first remove the extra hit points so created.

Wounds mostly do not affect Elric, since the runesword makes up the loss. However, he does lose one point of CON per critical hit inflicted upon him, and 2 points of CON per massive damage hit. Thus, he may finally weaken and be unable to continue. When Elric puts away the sword, only his drugs keep him strong.

Once Stormbringer is sated, sheathed, or separated from Elric, Elric loses one point of STR and one point of CON every ten minutes until these ability scores return to the levels they were at prior to drawing Stormbringer.

Stormbringer is gluttonous for CON, apparently spending prodigious amounts in combat. Taking in some tens of thousands of CON points satiates it, so that it no longer wishes to kill. When that happens, only Elric's strength and skill guide it; it does not add its attack or initiative bonuses to Elric's until growing hungry again but is still masterwork.

Taking more than 21 CON points from a single kill is more than the runesword can immediately transmute. The shock of this excess energy necessitates a Fortitude save by Elric (DC=[# of CON points absorbed]-11). If Elric fails the save, he is stunned for a number of combat rounds equal to the difference between his roll total and the DC. Elric is also knocked backward for a number of feet equal to the DC of the roll, whether he succeeds or not. If Elric fails the roll by 20 or more, he dies. (He almost perished from absorbing the essence of the minor Chaos Lord Checkalakh, but was saved by the intervention of Lord Donblas of Law.)

THELEB K'AARNA, Pan Tangian Sorcerer. *He broke off, staring at the gibbering thing on the floor. It had been a man. It had been Theleb Kaarna. Now it was hunched and twisted—sitting in the middle of a broken pentacle and tittering to itself. Suddenly, intelligence came into its eyes. "Too late for vengeance, Lord Elric," it said. "I have won, you see—I have claimed your vengeance as my own."*

—*The Bane of the Black Sword*, 1, 5.

Elric's rivalry for the love of Queen Yishana of Jharkor spurs this wizard first to attack the albino, then to flee him, becoming Elric's mortal enemy. Theleb K'aarna comes up with several nefarious schemes to do away with the Melnibonéan, none of which succeed. Eventually he is slain by Elric after going mad, and Stormbringer feeds upon his thrice-damned soul.

Not a fighting man, Theleb K'aarna depends on his magic and his tongue to hold trouble at bay.

Level 18 Wizard (Conjurer)

Chaos 289, Balance 12, Law 39

Abilities: STR 12	DEX 19	CON 12
INT 22	WIS 22	CHA 10

Hit Points: 65 **Initiative:** +4

Speed: 30 ft.

AC: 17 (+3 DEX, +4 chain shirt)

Attacks: Dagger +10/+5 melee; or shortsword +10/+5 melee

Damage: Dagger 1d4+1; or shortsword 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +7, Ref +10, Will +17

Skills: Alchemy +16, Appraise +18, Bluff +9, Concentration +12, Covet +18, Diplomacy +13, Intimidate +8, Knowledge (Arcana) +11, Knowledge (Church of Chaos) +11, Knowledge (Million Spheres) +9, Knowledge (Nature) +13, Knowledge (Unknown Kingdoms) +9, Knowledge (Young Kingdoms) +14, Ride (Horse) +11, Scry +13, Search +11, Sense Motive +9, Speak Language (High Speech), Speak Language (Mabden), Speak Language (Melnibonéan), Spellcraft +12, Wilderness Lore +11

Feats: Armor Proficiency (Light), Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Martial Weapon Proficiency (Shortsword), Spell Focus (Conjuration), Spell Focus (Transmutation), 2 Spell Mastery (12 spells), Spell Penetration

Special Qualities: Scribe Scroll, Summon Familiar, Prohibited Schools (Abjuration and Illusion), Specialized School (Conjuration)

Spells: 2 each of Bestow Curse, Bounty of Straasha, Detect Magic, Dispel Magic, Flaming Sphere, Gift of





Grome, Gust of Wind, Invoke & Compel Demon, Mage Armor, Soul of Chardros, Summon Monster IX (Elder Elemental), and as many more as the DM wishes

THELEB K'AARNA'S LESSER DEMON

RING: a broad band of hammered silver and gold. On it are tiny Mabden letters, which whirl and dodge whenever someone tries to read what they say. Plain to see, however, are the images of a needle, an upraised hand, and of walking feet. The ring is a focus for two average bal'boosts stationed on another plane, and it also contains a bound lesser demon.

Abilities: STR 22 CON 20
 INT 9 WIS 21

Features: *Paralyze*, fixed ability
Suture, automatic, for wounds only
Teleport, can carry up to 550 lb. of passengers and cargo

THELEB K'AARNA'S LESSER DEMON

GRIMOIRE: a large, black-bound book equipped with a binding and locking clasp of STR 20. Ten spiky projections grace its binding, the demon's built-in defense.

Abilities: CON 20 INT 15 WIS 19

Features: *Hear*, +10
Quills, 9, +10 ranged damage 1d8+1 each
See, +10
Seer, +10

THELEB K'AARNA'S LESSER DEMON

AMULET: a large silver amulet cast with three demonic faces sticking out of it, one vomiting, one breathing fire, one belching.

Abilities: INT 6 WIS 14

Features: *Dust*, 180 degrees, 30 ft., automatic, 1d8 to targets
Gout Fire, +10, 180 degrees, 30 ft., 1d8/1d3
Vomit Acid, +10, 30 ft., 2d10

URISH the Seven-Fingered, Beggar King of Nadsokor. For the best part of every day Urish would lounge upon his throne, presiding over a gloomy, festering hall throned with his Court: a rabble of rascals too foul in appearance and disposition to be tolerated anywhere but here.

—The Vanishing Tower, II, 1.

King Urish is a vile degenerate, ravaged in appearance, foul mannered and odiferous. He rules over the beggar horde of Nadsokor, wielding the cleaver Hackmeat as symbol of his power. He is devoured by Arioch after stealing Elric's Ring of Kings.

Level 5 Fighter, Level 5 Rogue

Chaos 212, Balance 15, Law 55

Abilities: STR 16 DEX 20 CON 10
 INT 16 WIS 16 CHA 7

Hit Points: 54 **Initiative:** +5

Speed: 30 ft.

AC: 16 (+5 DEX, +1 filthy rags)

Attacks: Dagger +11/+6 melee; or battleaxe (Hackmeat the Cleaver) +12/+7 melee

Damage: Dagger 1d4+3; or Hackmeat 1d8+3 (threat range 19-20)

Face/Reach: 5 ft. by 5 ft./5 ft.

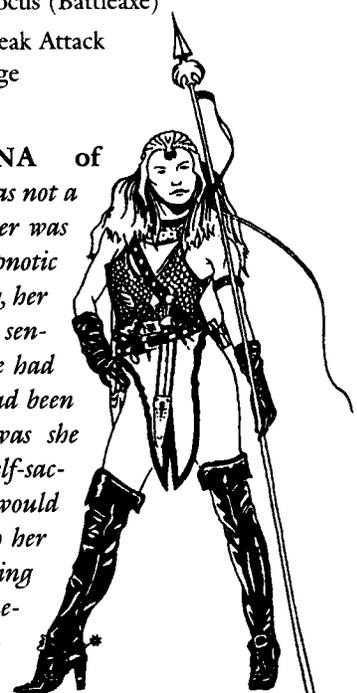
Saves: Fort +5, Ref +10, Will +5

Skills: Appraise +14, Conceal Object +9, Climb +11, Diplomacy +1, Heal +5, Hide +12, Intimidate +5, Knowledge (Church of Chaos) +4, Move Silently +10, Open Lock +11, Perform (Oratory) +5, Pick Pocket +12, Search +9, Sense Motive +8, Speak Language (Nadsokor Thieves' Slang), Use Magic Device +5

Feats: Dodge, Improved Critical (Battleaxe), Leadership, Run, Weapon Focus (Battleaxe)

Special Qualities: Evasion, Sneak Attack +3d6, Traps, Uncanny Dodge

QUEEN YISHANA of Jharkor. *Yishana was not a young woman, neither was she pretty. Yet there was an hypnotic quality about her tall, full body, her lush black hair, and her wholly sensuous face. Few of the men she had singled out for her pleasure had been able to resist her. Neither was she sweet-natured, just, wise nor self-sacrificing. The historians would append no noble soubriquet to her name. Still, there was something so self-sufficient about her, something denying the usual standards by which a person was*





judged, that all who knew her admired her and she was well-loved by those she ruled.

—*The Weird of the White Wolf*, III, 2.

With the death of her brother Dharmit in the Sack of Imrryr, the ambitious and manipulative Yishana gains the throne of Jharkor. She proves an intuitive and clever ruler. Yishana becomes Elric's lover on two occasions, but is eventually slain in battle against the armies of Dharijor and Pan Tang. King Sarosto of Dharijor takes Yishana's head, never again to show its sensual and sardonic smile, as a trophy after she is dead.

Level 10 Aristocrat

Chaos 79, Balance 64, Law 88

Abilities: STR 10 DEX 18 CON 13
 INT 14 WIS 16 CHA 16

Hit Points: 59 **Initiative:** +8

Speed: 30 ft.

AC: 20 (+1 DEX, +8 full plate [masterwork])

Attacks: Dagger (masterwork) +12/+7 melee; or
 longsword (masterwork) +9/+4 melee

Damage: Dagger 1d4; or longsword 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +4, Ref +7, Will +10

Skills: Appraise +10, Bluff +12, Diplomacy +16,
 Heal +4, Knowledge (Church of Law) +3, Knowl-
 edge (Nature) +5, Knowledge (Unknown King-
 doms) +3, Knowledge (Young Kingdoms) +8, Lis-
 ten +9, Perform (Conversation) +15, Perform (Ora-
 tory) +12, Ride (Horse) +6, Search +8, Sense
 Motive +11, Speak Language (Melnibonéan)

Feats: Leadership, Improved Initiative, Mounted Com-
 bat, Weapon Finesse (Dagger), Weapon Focus
 (Longsword)

PRINCE YRKOON of Melniboné, **Black-Hearted Villain.** *His dark features, at once handsome and saturnine, are framed by long black hair waved and oiled, and his expression, as ever, is sardonic while his bearing is arrogant. The heavy brocade cloak swings this way and that, striking other dancers with some force. He wears it almost as if it is armor or, perhaps, a weapon. Amongst many of the courtiers there is more than a little respect for Prince Yyrkoon. Few resent his arrogance and those who do keep*

silent, for Yyrkoon is known to be a considerable sorcerer himself. Also his behavior is what the court expects and welcomes in a Melnibonéan noble; it is what they would welcome in their emperor.

—*Elric of Melniboné*, I, 1.

Prince Yyrkoon is Elric's cousin, and the bane of his early life. Yyrkoon hates and envies Elric, and casts his sister Cymoril into a sorcerous sleep to prevent her reciprocating the albino's love on two occasions. A Dragon Prince of Melniboné, he is sadistic and quick-witted. After he twice usurps the Ruby Throne, Yyrkoon is killed by Elric, but not before he murders Cymoril by throwing her onto Elric's runesword.

Yyrkoon has great sorcerous capacity. Though not quite as powerful as Elric, he is much more aggressive and impulsive. Matched against Elric's languor, those traits nearly carry the day.



Level 7 Fighter, Level 18 Wizard (Conjurer)

Chaos 155, Balance 15, Law 1

Abilities: STR 16 DEX 14 CON 15
 INT 19 WIS 20 CHA 15

Hit Points: 137 **Initiative:** +2 (+7 when
 wielding Mournblade)

Speed: 20 ft. (Melnibonéan plate); base speed 30 ft.

AC: 24 (+2 DEX, +10 Melnibonéan demon plate, +2
 large steel shield [masterwork])

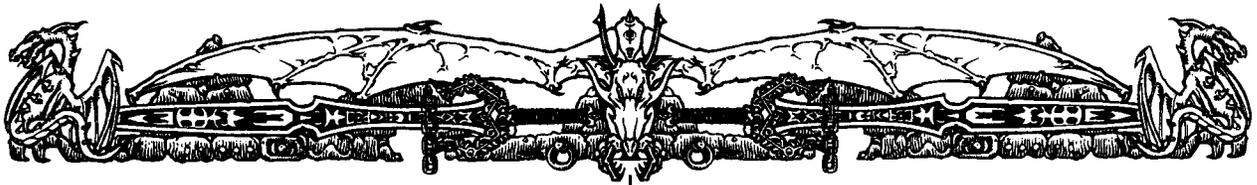
Attacks: Dagger (masterwork) +21/+16/+11/+6
 melee; or demon greatsword +21/+16/+11/+6
 melee; or demon shortsword +21/+16/+11/+6
 melee; or Mournblade +31/+26/+21/+16 melee

Damage: Dagger 1d4+3; or demon greatsword
 2d6+5+2d10; or demon shortsword 1d6+3+2d10;
 or Mournblade 2d6+5+4d10+drains 1d100 CON

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +13, Ref +10, Will +18





Skills: Alchemy +9, Bluff +8, Concentration +10, Craft (Torture) +10, Diplomacy +6, Gather Information +7, Hide +7 (+2), Intimidate +13, Knowledge (Arcana) +12, Knowledge (Church of Chaos) +12, Knowledge (Million Spheres) +5, Knowledge (Nature) +10, Knowledge (Unknown Kingdoms) +5, Knowledge (Young Kingdoms) +5, Listen +7, Perform (Oratory) +13, Ride (Dragon) +8, Ride (Horse) +8, Scry +7, Search +5, Sense Motive +9, Speak Language (High Speech), Speak Language (Melnibonéan), Spellcraft +9, Wilderness Lore +8

Feats: Cleave, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Mobility, Mounted Combat, Spell Focus (Conjuration), 3 Spell Mastery (12 Spells), Spell Penetration, Weapon Focus (Dagger), Weapon Focus (Greatsword), Weapon Focus (Shortsword), Weapon Specialization (Greatsword)

Special Qualities: Scribe Scroll, Summon Familiar, Prohibited School (Transmutation), Specialized School (Conjuration)

Spells: 2 each of Bestow Curse, Dispel Magic, Fog Cloud, Gate, Gust of Wind, Invoke & Compel Demon, Obscuring Mist, Solid Fog, Summon Monster I-IX (Chaos Allegiance). Aided by his grimoires, Yyrkoon has access to whatever spells the DM desires or creates.

YRKOON'S LESSER DEMON GREAT SWORD: rich opals and peryx spiral up the hilt of this golden weapon.

Abilities: INT 3 WIS 9

Features: *Demon Weapon*, adds 2d10

YRKOON'S LESSER DEMON SHORT-SWORD: has an ornately carved ivory handle into which have been hammered knots of gold.

Abilities: INT 5 WIS 12

Features: *Demon Weapon*, adds 2d10

YRKOON'S LESSER DEMON ARMOR: black, like Elric's, and dragon-helmed.

Abilities: INT 2 WIS 14

Features: *Demon Armor*, damage reduction 2d10

MOURNBLADE: the legendary twin of Elric's runesword. Its statistics are identical to those of Stormbringer (see the listing on page 185).

ZAROZINIA VOASHOON, Merchant's Daughter and Doomed Lover. *Without anger she drew slowly away from him and with a slight smile that had something of irony in it, pointed to the bed, where Stormbringer lay. "I see your other mistress still shares your bed," she said.*

—Zarozinia to Elric, in *Stormbringer III*, 2.

The Lady Zarozinia is the daughter of the chief senator of Karlaak. After a journey to Pikarayd, she encounters Elric in the Forest of Troos, and the two fall in love. Their wedding is the strangest ever seen in Ilmiora, and thereafter Zarozinia resides with her moody husband in Karlaak by the Weeping Waste, helping him ease his pain. At the end of the world, after being warped by Chaos, Zarozinia throws herself on Stormbringer, so that her soul might be one with Elric's own.

Level 6 Aristocrat

Chaos 9, Balance 71, Law 27

Abilities: STR 13 DEX 16 CON 11
INT 14 WIS 12 CHA 19

Hit Points: 31 **Initiative:** +3

Speed: 30 ft.

AC: 13 (+3 DEX)

Attacks: Dagger +8 melee; or hunting bow +8 ranged

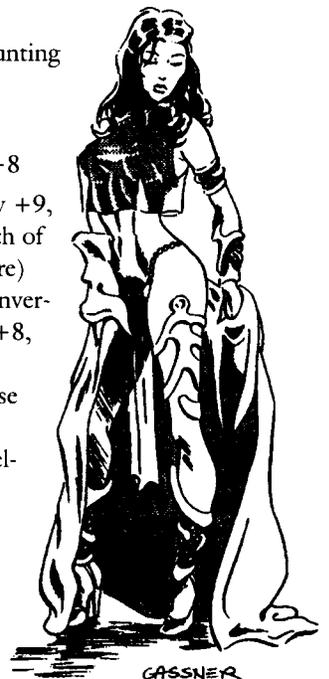
Damage: Dagger 1d4+1; or hunting bow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +2, Ref +5, Will +8

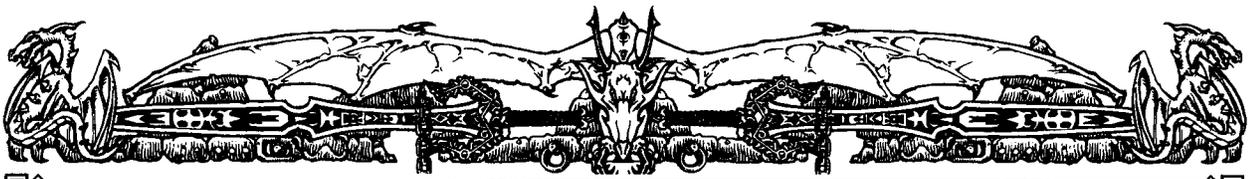
Skills: Appraise +4, Diplomacy +9, Heal +7, Knowledge (Church of Law) +3, Knowledge (Nature) +4, Listen +7, Perform (Conversation) +8, Perform (Lute) +8, Perform (Oratory) +9, Ride (Horse) +8, Search +8, Sense Motive +7, Speak Language (Lesh), Speak Language (Melnibonéan), Speak Language (Mong)

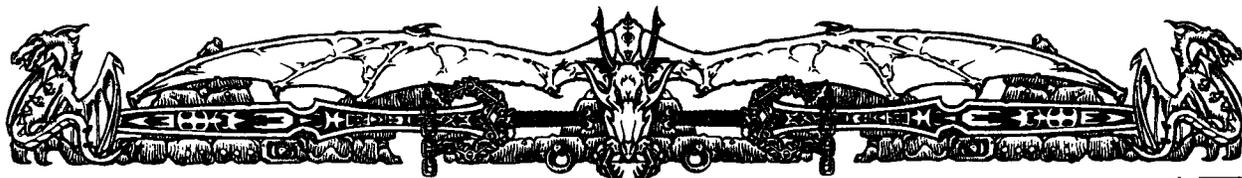
Feats: Iron Will, Weapon Finesse (Dagger), Weapon Focus (Dagger), Weapon Focus (Hunting Bow). *▲



GASSNER







Dungeon Masters Companion

THE RULES for *Dragon Lords of Melniboné* are relatively compact, but cover a lot of topics. New players need to read or to be familiar with these chapters: "Introduction," "Adventurers," and "Game System." Most also will want to examine the chapters "Magic and Religion" and "The World of the Young Kingdoms."

Dungeon masters should read as well this chapter and the one for "The World of the Young Kingdoms," and be aware of the issues covered in the Game System chapter. Every dungeon master should thumb through the entire book.

Read at least Moorcock's books *Elric of Melniboné* and *Stormbringer* for an inkling of the tone set in the saga. A sense of his passionate darkness will guide your play in the right direction.

If you're presenting a published scenario, be sure to read the entire scenario before play starts. Change it as you see fit, and be prepared to make changes along the way as the events of the scenario play out. No scenario is perfect; and your way of doing things is always best for you. Especially review the statistics and compare skills and magic with those of the adventurers. Published scenarios

are predicated on ratios of four to six adventurers in the party. Augment the statistics if more adventurers participate.

If you're making up your own adventure, consider also the following points:

- * *What special or unique opportunities for roleplaying exist in your story?*
- * *What allegiance consequences are likely?*
- * *In the past, what weaknesses and strengths have the adventurers shown?*
- * *Is your story likely to strengthen or weaken the bonds between the adventurers?*
- * *Is it important that your story link to previous incidents concerning the adventurers?*
- * *Does the story seem Moorcockian in some sense—is it a set-piece problem or challenge?—do overtones of destiny and fate resonate, as in the saga? Is there wry humor?*

How Do The Adventurers Meet?

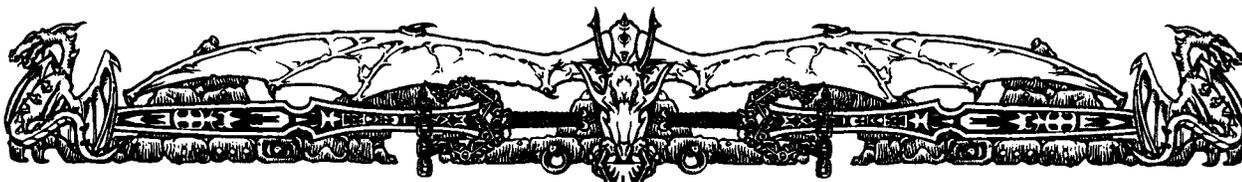
Since the players have created their adventurers individually, all of those adventurers likely have different backgrounds, different former occupations, and come from different kingdoms. Consequently, a repeated problem facing the dungeon master at the beginning of play is why the adventurers come together. Here follow a few suggestions for first meetings.

- * *All answer an employment offer. This might be to guard a building, escort a prince-in-disguise, fetch special*

*** THE PLOTTERS ***

(OPPOSITE) Melniboné is inaccessible—its only harbor is protected by the Sea Maze, a trap-laden labyrinth navigable only by trained pilots.





herbs, kill a sorcerer, find a map, join a voyage to the Edge of the World, or any of many other similar reasons.

- * All have a mutual friend, who asks for a favor. Perhaps a lover needs rescuing, some bullies need chastising, or an escort is needed to some distant port or destination.
- * All are contacted by an agent or Champion of Chaos, the Balance, or Law, who brings them together to perform some deed important to his or her cause.
- * All are present at some incident, such as a kidnaping, a brawl, a theft, and so on. Their friendship is sealed when all become involved (and possibly accused—see below).
- * All are arrested and detained in the same cell. Together they must plead their innocence, endure the same sentence, or escape.
- * All have the same mysterious dream concerning the same time and place. Once there, they learn more of the nature of their mutual dream, and embark upon a related quest. The sender of the dream is likely to be a sorcerer, a greater demon, an Elemental Ruler, a Duke of Hell, or a Lord of Law.

Players generally cooperate with the dungeon master in beginning play, as all understand that until their adventurers join forces, play cannot truly begin. If someone flatly refuses to join the others, then that player had best create a new adventurer, one who is more willing to be involved. Sometimes the disaffection is mutual—nobody wants to befriend a Pan Tangian.

Campaigns

A CAMPAIGN IS A succession of scenarios or episodes in which the same adventurers—or at least the same players—participate. Almost always, a campaign also represents the personal vision and expression of one or two dungeon masters. Many feature peculiar universes, hand-crafted rules, or rules blended from several game systems. Most are run by one individual, whose players may spell him or her from time to time.

The focus of a campaign may wander over time, but only a campaign offers a way to luxuriate in another Universe and get to know it in some sense

as well as the one in which the participants were born. A campaign is not so much about a more intricate destination as it is a more enjoyable way to go. The deepest tragedies occur in campaigns, as do the greatest triumphs, the most amazing rescues, and the most improbable falls of the dice. You have not fully roleplayed until you've participated in one.

Mass Combats

THE SAGA DESCRIBES or mentions many land and naval battles, including the famous Sack of Imrryr and the subsequent destruction of the reavers by dragon attack.

Roleplaying games concentrate on the individual. They are not intended to show the actions of large numbers of troops, nor to provide for multiple commanders.

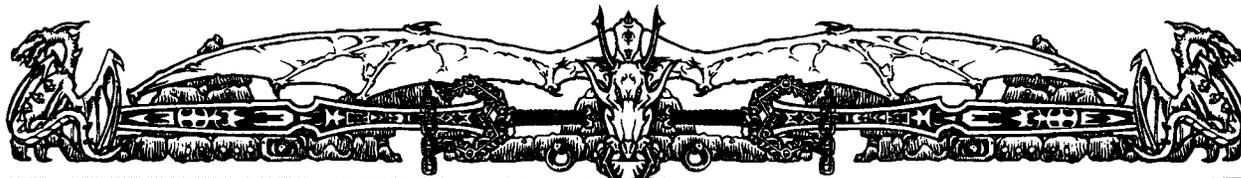
Most saga battles are of moderate size. The clash in which Queen Yishana dies is the best-described, and there the combatants seem to total twelve to fourteen thousand fighters. Neither army seems to have a unit larger than a regiment; regiments seem composed of by companies and squads.

If mass combats are to be played out, we suggest that alternate miniatures rules or board games be used, of the appropriate period. Your local game store can offer a selection from which to choose. If the adventurers are important people, then each could command one or several units, or an entire wing of the assembled army.

If individual combats are to be played out in the light of a larger battle, the course of the battle should be fixed. Only the personal clash needs to be described. The dungeon master freely condenses or expands upon the action, as necessary to the narrative.

Naval combat in the Young Kingdoms is essentially ship-to-ship (except for battle barges, with which a dozen ordinary fighting ships could grapple). Ship-to-ship combat is intimate enough that portions of a boarding assault can be carried out at role-playing scale. The individual adventurers can fight on to learn their individual fates. The full portrayal of a ship-to-ship combat could take an entire evening.





*** FATES ENTWINED ***

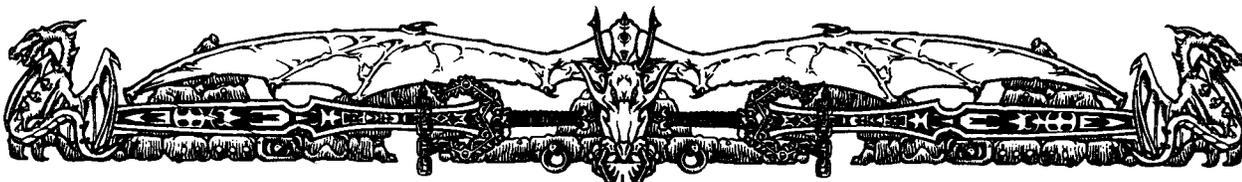
(RIGHT) Where Stormbringer and Mourblade are instruments of Chaos, the Runestaff is a powerful tool of Law.

ABOUT ADVENTURERS: the point of these procedures is to produce an adventurer from the Young Kingdoms who is in degree more skilled and capable than the ordinary inhabitant. Poised for a great destiny, he or she must still earn it. * Keep the acquisition of allegiance points steady but moderate. In most cases make an award of points not more often than awarding experience points. * The notion of allegiance does not extend to Elemental Rulers, Beast-Lords, or Plant-Lords. No doubt such allegiance could be devised, and the context of the saga makes it likely that it would exist, but the saga makes nothing of it. Distinguishing whether an action is essentially Chaos, Balance, or Law is a subtler task than might first seem, and doing so too often leaves a niggardly, hair-splitting taste in the mouth. Try to keep the players supporting your awards. * Despite the notion of allegiance, all adventurers remain masters of themselves, unless they commit themselves to be Champions of one force or another. They gain power thereby, but lose freedom of action. * The price lists are just starting points. Change them and add new items as you need. Across hundreds and thousands of miles of medieval-style distance, prices vary wildly.

CREATURES: Most entries in this chapter occur just once in the saga, and many are specifically singular, such as the Chaos Butterfly. Dungeon masters are urged to freely invent new Chaotic dangers with which the adventurers must contend. Such Chaos things are genuinely peripheral to the central re-creation of the saga, the interest of which rests in Elric's passionate rebellion against a terrifying doom. Occasionally fill in the action with a monster, but the game should be more about hate, love, vengeance, greed, and lust than tentacles and unnamable things.

The Beast-Lords and Plant-Lords are mostly unnamed and unexplored. This is an excellent area for dungeon masters to expand upon. If your players are allied with the Balance, you may want to





cause each adventurer to develop a special relationship with a Beast-Lord or Plant-Lord and eventually effect contact with those Lords.

Effects of Chaos

DIRE MUTATIONS AND dissolutions happen when living things are exposed to Chaos. These are specifically noted in printed scenarios; here we speak generally.

The saga portrays the effects of Chaos in various ways, most often involving recombining or degenerating natural forms. Poor Zarozinia, for instance, ends her life as a beautiful face atop a foul wormish body; the hunting dogs of the Dharzi, the clarkars of the underworld, and the creatures of Matik combine (though do not much distort) features of different natural beasts. Or the natural form might not change, but more arms, or legs, or heads, etc., might be added to it.

Alternately, the Chaos-influenced person or beast could exhibit dissolution; more than once the description is of flesh drooping and flowed as though melted by Chaos's unfathomable power. Or, things rightly inanimate might be caused to live—skeletons, decayed corpses, etc.

Degeneration to a more primitive or unintelligent form is possible, in the manner of the elenoin and the grahluk.

A fourth influence are the intangible pronouncements of doom and dark fate, the sort which pervade Elric's conversations with Arioch and other, lesser supporters of Chaos. Just as in the saga, these warnings can be long-range and unspecific. For obvious reasons, use sparingly ones involving the end of the world.

Scenarios

READ THE SCENARIO closely enough that after finishing it you know whether you like it well enough to want to present it.

The writer will suggest tone and alternate possibilities as they arise, and will discuss actions in

general context. These scenarios are more story-like than some. Always read a Chaosium scenario first: you may be lost during play if you do not. At times our scenarios do not fit into familiar frames such as room, corridor, trap, and inhabitant.

Most are written as narratives. They do not have scripts and marked passages, such as playwrights use. They presume that the adventurers are free to go where they will, at any time, and that many possibilities exist. To understand the significance of the adventurer choices, the dungeon master needs to understand the adventure as a whole. Use of room-and-corridor narration is scanty, nor are devices and new monsters of special importance in play.

Neither will you find the scenarios encouraging the development of elites, secret societies, the development of adventurers as predators who treat human society as a kind of shopping service and buffet, and other devices which serve to lessen sympathy with humanity or to insulate the players from the significance of the choices they make. Ethics are sometimes central, presented in ways we hope are not preachy or dull.

Players and dungeon master, presumably share a common interest in fellowship and the depiction of human emotions. We also presume that they genuinely enjoy flourishing adventurers. Victory is (1) survival, (2) growth, and (3) the preservation of choice. Defeat is the loss of or the lessening of those possibilities.

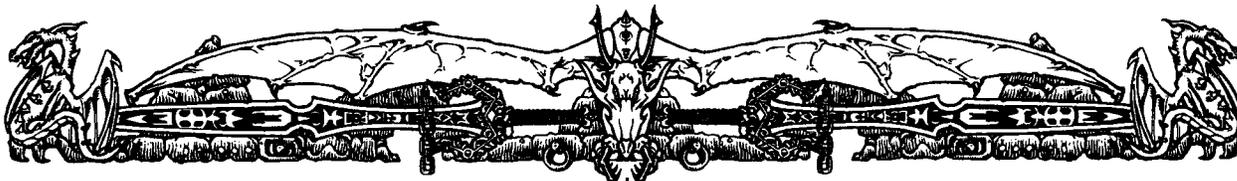
A Lawful Optional Rule

SOME DUNGEON MASTERS are pleased by the following rule, since it gives a Lawful counterbalance to Chaos. We suggest you experiment with it. Adventurers who have evolved under such a rule should be acceptable everywhere.

** Just as learning and casting magic always adds points to Chaos allegiance, every time a skill bonus rises above +10 and every a skill rises two ranks higher thereafter (e.g., at +12, +14, +16, etc.), the player adds one point to his or her Law allegiance. Thus one's predilections can cause a drift toward Law as well as Chaos.*

Nothing similar exists for Balance points. The Balance is about peace and contentment, not competition or compensation.





Allegiances

THE DUNGEON MASTER HAS a few areas of useful control concerning allegiances. Though the three points following are not secret, there is no reason to embed them in the players' minds, either. Concerning them, a failure occurs on a result of 99 or 00 if the amount in the box is 100 or less. If the amount in the box is 101 or more, a failure occurs only with 00.

(1) Since the Balance no more intervenes against death than it does against life, intervention by a Lord of Law or Chaos is the only way to bring back a dead comrade. Law intervenes only if the death was of Chaotic cause, by definition unjust to Law.

Only the living may beg for the restoration of life, for the dead are content wherever and whatever they are, and will not. The adventurer who performs

the appeal must be allied with or be a Champion of the force. The dungeon master can roleplay the encounter or grant it on the basis of a 1d100 roll. If rolling 1d100, the ally has a 1% chance, and the Champion has a WIS x3% chance.

The restored adventurer should reflect the experience in later roleplaying.

(2) To be accepted as a friend by an ally of Law, Chaos, or the Balance, roll 1d100 equal to or less than the respective amount in the corresponding allegiance box.

(3) For every full hundred points accumulated in one of the three boxes, add +1 to the adventurer's chance of being recognized by onlookers (through a Spot check) for his or her deeds in aiding that force.

Favorable recognition depends upon the allegiance of the observer. Being famous or notorious can add to or subtract from rolls for Bluff, Diplomacy, Disguise, Gather Information,

Three forces

KNOW YOU NOT that two forces govern the world—fighting an eternal battle?" Elric replied. "Law and Chaos. The upholders of Chaos state that in such a world as they rule, all things are possible. Opponents of Chaos—those who ally themselves with the forces of Law—say that without Law nothing material is possible.

"Some stand apart, believing that a balance between the two is the proper state of things, but we cannot. We have become embroiled in a dispute between the two. . . ."

- Weird of the White Wolf II, 3.

Earning Chaos Points

THE BLOCKADE of Law prevents the presence of Chaos Lords on the plane of the Young Kingdoms until Elric invokes Arioeh. Nonetheless, Chaos seeps everywhere. Chaos points are easy to get, because

Chaos is so eager to corrupt the plane of the Young Kingdoms.

Things Pan Tangian are sources of Chaos points, as are Chaotic cults in the Young Kingdoms. Other kingdoms are also tainted by Chaos. The main source of Chaos points is in learning and casting magic, and in practicing treachery, deceit, and mayhem. Arts and crafts which promote or function by means of illusion are likely to be frequented by allies or friends of Chaos.

Earning Points for the Cosmic Balance

THE COSMIC BALANCE keeps no church or agents, save for those like Sepiriz who emerge at the end of the world. Deeds that promote life—kindness, a rescue, mercy given, a truth told—may earn points for the Balance.

The Balance needs no spells or invocations: it is that state of being

to which all of creation naturally inclines. It can be perverted, but not enhanced.

Earning Law Points

THE SAGA rarely mentions appeals to Law, but it shows two important Champions of Law roaming the world. A Church of Law exists, and some kingdoms are aligned with Law. Published scenarios also show the alignment of certain sects and cults. Deeds done on their behalf may reap points of Law.

Using Magic

REGARDLESS of allegiance, anyone can use magic. Since most magic is Chaotic, however, the use of magic tends to realign any user toward Chaos. When an ally of Law or of the Balance feels it necessary to use Chaotic magic, he or she meditates some hours or days, or finds some



* **THE MIRROR OF MEMORY** *

(LEFT) Yyrkoon used this huge magical mirror to hide from Elric in Dhoz-kam. Anyone looking into the mirror immediately loses all memories and stands there, immobile.

Intimidate, and Perform, as the dungeon master sees fit.

Deeds for the Three Forces

IN ADDITION TO the allegiance points regularly accumulated by 1d8 or 1d6 rolls, dungeon masters occasionally may wish to bestow a small number of points in response to some deed. Giving out such points is entirely at the dungeon master's discretion.

Points earned by actions should vary with their roleplaying importance. The most significant acts are always those which are done in passion and which, once done, the doer cannot undo. Deeds done as stratagems to manipulate the rules should have no effect, or an unanticipated effect. The dungeon master always decides the actual number of points, and the reason for bestowing them. Bestowing more than three points should be extraordinarily rare.

In the saga, Chaos is clearly the force of utmost cruelty, but Elric also realizes that the triumph of Law ultimately would be no more satisfactory. The best on Earth cling to the Balance, until Fate sweeps all away.

Enchantments

HERE ARE A HANDFUL OF enchanted items. In using one, or in making up his or her own, the dungeon master considers

how it betters the story being told. Test your game mechanics. When the thing comes into the adventurer's hands, let its properties be discovered gradually. Once the sword, amulet, etc., is understood, then let clues to its origin and meaning accumulate, and make clear why its presence is now appropriate or important. The saga mentions one of the following things.

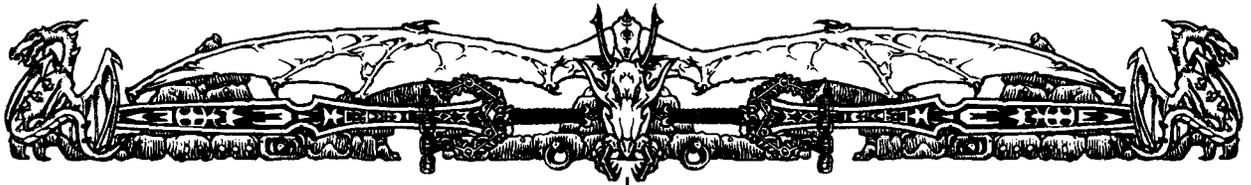
GOLDAR'S GOLDEN ARROW: a golden archer's arrow perhaps once awarded to a Champion of Law for some deed of prowess. Fired, this arrow always hits its target, if the target can be seen. Hitting, the arrow does 2D6+2 damage to Chaotic things, 1D6+2 damage to natural things, and no damage to allies or Champions of Law. Armor and shield defend normally against the arrow. At the end of the round in which it was fired, the arrow disappears from the wound and reappears in the archer's quiver. The arrow has a hardness of 10 and 25 hit points. It loses its golden gleam and all magical properties once damage lowers the hit points to one.

A LONGSWORD: a legendary weapon, found when great danger threatens the land. It is extremely light, of an unknown silvery metal, requiring only a minimum of STR 4 and DEX 8 to manipulate effectively. When using the sword in combat, the wielder receives an initiative roll bonus of +5. The sword always does nine points of damage plus the wielder's damage bonus, and has a +1 bonus to hit. It has a hardness of 20 and 50 hit points. If broken, it must be reforged. If lost or stolen, it magically returns to the hands of the hero by sunrise. The sword has not appeared for seven generations.

A RAPIER: this steel sword, ordinary-looking except for its eight-tined seal of Chaos, might be a reward for a Champion of Chaos. The weapon is mercurial in its behavior, flexing during attacks and turning its point toward chinks between armor sections. As a result, all of the wielder's threat range rolls become critical hits, assuming they hit the target. The rapier does not distinguish between Balanced, Chaotic, or Lawful targets. It has a hardness of 10 and 88 hit points; it loses all magical properties once they are gone.

THE BOOK OF ANSWERS: it is about half a yard square, with a hinged binding covered in beaten gold. Pairs of ivory eyes are inlaid in its cover and spine. In it can be found the truth of the past. Things of the present are not yet writ, and things of the future are not yet cast, and cannot be read. The user approaches the great book and opens it at random,





framing his or her question. On the blank page then appears the answer to the question, written in High Speech.

The wise shun this book, for each question can lead to other questions. For the first question, attempt a Will save at DC 10; failing the roll, attempt another save at DC 15; failing that roll, attempt DC 20. Failing the third roll, the scholar will not willingly leave. He or she continues studying and finding new answers until death's freedom comes. Dragged away after the third roll has failed, he or she thereafter dreams obsessively of the book but cannot find the way back to it.

HAND OF JUSTICE: this steel gauntlet appears an ordinary one. Close inspection shows it to be everywhere engraved with tiny images of balance-beam scales. On the hand of a Champion of the Balance, momentarily clasping another person's hand in friendship, it can daily erase 1D6 Chaos or Law points (whichever is higher) from 1D6 people.

NANORION STONES: saga rumors abound concerning the existence of these highly-magical demon hearts. Obtained only upon the death of a demon, and immediately removed, nanorions can have a variety of uses. Among them: using a nanorion in the invocation of a demon eliminates the base 1000 experience point cost to bring the demon to this plane, at the cost of the existence of the stone (it may become the heart of the new demon). Other stones surreptitiously absorb a percentage of the experience points

gained by the wearer (up to 10% of those gained, total capacity of 1d8 in hundreds of points).

PAIR OF BOOTS: an air rune prominently embosses each boot. The black leather boots seem to be the size of the last person who wore them, but they expand or shrink to the right size of whoever who puts them on. Worn, the boots magically lift the wearer just off of the surface on which he or she stands. So long as worn, the wearer treats all surfaces as the same. Thus an inch or so above marsh, stone, water, snow, ice, and quicksand offers the same firm footing—even air if at the edge of a gorge and there is an opposite side of equal height within sight. The wearer moves at normal speed; a spell like *Expeditious Retreat* increases the wearer's speed while wearing the boots.

THE TELLING WALL: it is an ordinary segment of dressed stone, but whoever stands by it and touches it with his or her right hand tells only the truth while touching it. The teller remains in control of his or her words, and need not say everything, but any words uttered and the intentions behind them will be as true as the moment allows.

TRANQUILITY MIRROR: looking into the ornately-framed mirror, the viewer alternately sees his or her face as it was and as it will be. The longer one looks, the more various the visions. For a few hours, a feeling of tranquil contentment comes over the viewer, and the peace of Tanelorn seems within grasp. *▲

Rumors

THIS SECTION summarizes much of the magic described in the saga. It appears as gossip and whispers since much of it has not happened yet. Everything included is true to Moorcock or else not contradicted by him. These whispered things are rare or unique, and could form the basis for quests, researches, goals, and so on.



Spells

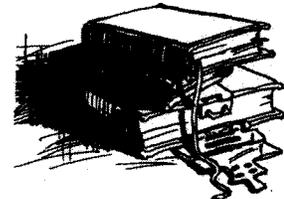
THE GREATEST Champions of Law are said to own a spell in which mere sprinkled dust turns to

a constricting wall that can destroy an army. None of our age report witnessing this, and assuredly such a spell would work best upon the forces of Chaos, long absent in greatest part.

—*The Noose of Flesh.*

AMONG THE Melnibonéans is said to be a spell which renders a person invulnerable to cut or blow. Since this people be so deadly amongst themselves, it seems that few indeed know of it. More-like, the spell lasts but little and takes much time to prepare, and so few will use it, or else their Emperors reserve it for themselves.

—*in Troos, Elric prepared this spell and potion.*



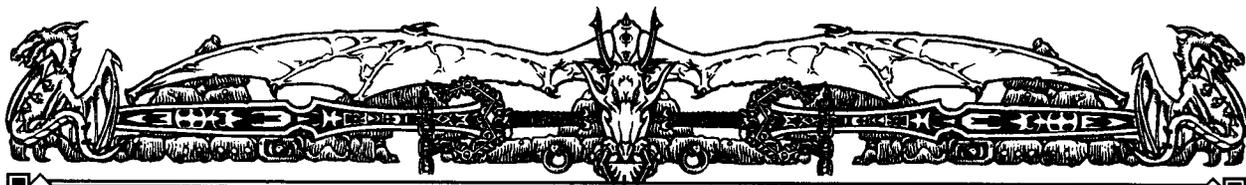
Books

SORCERERS OBSERVE that the sympathy of kinds brings results. In summoning the Lords of the Elements, for instance, calls that are read from the tanned hide of a thing of the air, or fire, or a shark for the sea, and so on, better tempt the Lord of that element to appear.

—*Eric's beast-hide manuscript.*

THERE IS, perhaps on a Sword World, a great book writ of all





Rumors (cont.)

the things and events which nimbus the great black sword Stormbringer, and tells of all who have used it, and of all who will. Only fragments are known in our world. On the Sword World, its secrets are bared.

—about the Chronicle of the Black Sword.

WHEN THE old gods were dying, they hurled their knowledge toward the sun, that it should be destroyed. The Dark Ones of this world saw, and captured what they came to call the Dead Gods' Book, for then the old gods were truly dead. They used the knowledge, but much good it did them, for now they too are gone. In that book is much lore of sorcery, but none know where it rests, or if it still exists. All this was before Grome and Straasha fought and reshaped the world.

—the legend of the Dead Gods' Book.

FOR THE EYES of Melniboné's Emperors alone, some say, is a grimoire granting divers powers over life and death, and over the Forest of Souls itself—it is that which men call the sweetest hell, though they know nothing more of it. One great spell creates a false soul, which can deceive the cosmic vision even of gods, and thus evade their vengeance or their dominion beyond the grave. Another cantrip slams the gates of every hell to the man marked by it, so that his soul must wander as a ghost until some Sorcerer sends him to his rest. A third can force a soul within the Fire Inquinate, and in that odure to burn forever.

—concerning Incantations After Death.

EARL AUBEC, the Master of Chaos, the Tamer of the South, examined three scrolls of many piled upon a table in

Kaneloon. The first was in beautiful black letters meaningless to him. The second was in symbols of a different sort, but unrecognizable. The third was in symbols like pictures, but again which he could not read. Those who tell this story say that the first was something rescued by Law from the Dead Gods, for Law must preserve. They say the second scroll was wrested by Law from a Demon World, for Law may not tolerate. And, so the story goes, the Lords of Law scribed the third scroll themselves, for Law must promulgate its divine simplicity.

—the three scrolls of Castle Kaneloon.

SORCERER OF GREAT skill might contrive a magic scroll that would cross with the bearer into death, and there lead him or her to the Forest of Souls, where the weight of death is lightest.

—the Scroll of Dead-Speaking.

BEFORE THE Lords of Chaos came, the Melnibonéans lived on the Unknown Continent in the lost city of R'lin K'ren A'a. Then they were peaceful folk, and followed the Balance. After a time, Chaos corrupted most. The uncorrupted fled elsewhere. Then the Chaos-worshippers moved to Melniboné, abandoning their former city. Wherever R'lin K'ren A'a is, much that was left there may still be useful, for the old Melnibonéans built things to last, including books.

—the Library at R'lin K'ren A'a.

Things of Magic

MORDAGA, who once was a god, revolted against his fellows for control of the cosmos. He failed. For his crimes, the other Lords exiled him to somewhere on

this plane. With him he brought a great weapon, the Chaos Shield, proof against all the forces of Entropy. So long as held, the shield protects he who holds it and his steed as well against all injury and wound, physical or magic, attempted by those of Chaos.

—the Chaos Shield.

MILLENNIA AGO, the Emperors of Melniboné had at their call two great swords, black and bejewelled. The swords were named Stormbringer and Mournblade, and they drank the souls of those they slew. After a time, they were sent for safekeeping to another plane, where they may rest still. Many books in Melniboné and the Young Kingdoms tell of this.

—the Runeswords.

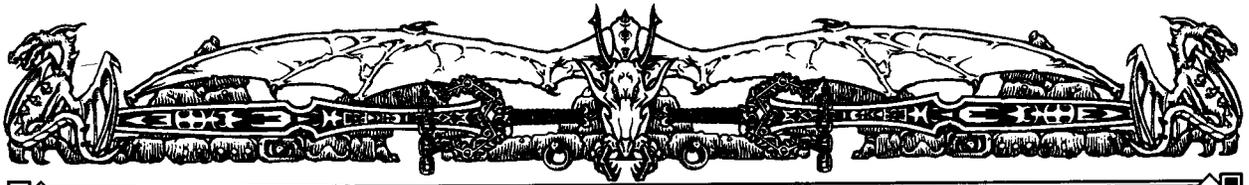


THOUGHT HIDDEN on another plane by some Emperor of Melniboné is a great mirror, a weapon which robs the memories of all who look in it, and leaves them as babies. Demons carried it from here, and only they can carry it back.

—the Mirror of Memory.

KNOW FIRST THAT the cost of this spell may be too great for some. For a sorcerer of courage and means, take thou a crucible and three measures of man's blood, dried to dusty powder. Mix well with blue-flaked venom from Dorel. Use that of the great black serpent, and none other. Say then swiftly and with rare emphatical craft these words: "K'aan n'ial k'aan n'ial 'erphoom n'haz!" This incantation took me much time to master, and may your tongue be better.





Rumors (cont.)

Hurl the contents upon the mirror you want, then stand aside as the powers do a noisome and fiery work. Shortly the flames will stop, and upon the surface of the mirror you may see done that magic within bowshot that was wrought mostly recently.

—one kind of scrying mirror.

THOSE WISE WITH lore agree that long ago the Rulers of Sea and Land together built a ship so that each could travel to the realm of the other. But then came the great War of the Elements, which overthrew the bounds of land and ocean. At last they made a peace. Straasha gave Grome part of the waters, and they became land. Grome gave Straasha the wondrous ship that traveled through the air. Still Grome covets the ship, and impedes it when he can.

—The Ship Which Sails Over Land and Sea.

WE KNOW NOT how he could have withstood us unless the rumors are true, and he has contrived a spell or thing with which to accumulate his own Force of Will, so that he is many times of himself, not just one man. Thus one sorcerer becomes an army, and a sorcerer's army grows into an army of armies.

—a ring which stores magic power.

AND THEREOF I saw him place the amulet against the sacrifice, and soon the sorcerer's face seemed brighter and less tired, while the sacrifice grew more and more listless, and drooped in her bonds, and then fell unconscious. The mage swore that he could treat three such in one day, to the great benefit of his prowess with cantrip and spell.

—an amulet that transfers magical power.

FOR SORCERERS WHO know the way, several passages to other planes have long remained open. One of these is the Crimson Gate, located somewhere at sea, perhaps off the coast of the Dead Hills. This terrible portal opens to the end of time, from which no one returns.

—a dimensional gate.

WITH DIFFICULTY, a very great sorcerer can open the Shade Gate, which leads to another plane, and there pace through shadows thick and little-yielding. Not far from where the Shade Gate debouches is Ameeron, a city of the damned. Not much further yet is the Pulsing Cavern, reputedly a dire place. It guards the twin Black Swords, Stormbringer and Mournblade, for they are dear to dread Arioch.

—the Shade Gate.

SOME FEW DEMONS have strange glowing stones for hearts. These heart-stones are like pearls in oysters: there is no telling which one of which kind will have such a stone, for these are much rarer than pearls, and much more beautiful. Perhaps fifty are known. In color they are like opals, yet much darker as befits their origin, in deep blues, purples, and greens. With the proper wizard-craft, this sort of stone can wake the dead to the living, so that necromantic speech can pass between them, or return swooners and ensorcelled dreamers to themselves and to their lovers in this life.

—Nanorions.

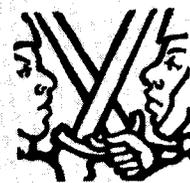
CHAMPIONS OF LAW are sometimes gifted with or cause to be made for themselves mechanical devices that do the work of mage or mule without involvement of Chaos or the

Balance. On the Southern Continent a correspondent has seen a great bird made of precious metals and gemstone. It speaks and flies as if born to it. On its back is a saddle where the metal bird no doubt carries its master, or whoever it is bidden. Further, in Vilmir are said to be factories in which great engines grind obedience from the men who must serve them, and order men about with great facility. In the same land, a traveler tells of a mighty chariot of steel, legged like a spider, which moves about of itself and needs neither horse nor ox nor sail in travel. Many more such stories could be told.

—artifacts of Law.

ALL MELNIBONE knows that the proof of kingship rests not only in accession but also in possession of the actorios, the mighty Ring of Kings. Some hold that the ring is rare, but merely ceremonial. Others say that the puissant sorcery of the Empire depends upon this ring and its blood-like gemstone.

—the actorios.



Ten lay sleeping in the West,
Black hands folded chest on chest,
Please, please grant them longer rest.

—children's rhyme.

IN THE EXPERIENCE of many, none have seen a demon-ridden blade lacking the brand of Chaos. Somewhere it is, perhaps cunningly disguised by its design, but always of size worthy of arrogant Chaos. The same is true of Law, for its charmed arrows and blades always





Rumors (cont.)

bear the upthrust Rune of the One Way, the skyward single arrow. Is this true of all things so charmed or cursed? Can none say if these signs are boasts by those allied, or impositions necessary to focus the magic involved, or some grand condition implicit in the nature of the cosmos? Balance be bless'd!

—allegiance signs on weapons, shields, and armor.

WHY WERE Stormbringer and Mournblade hidden away? Who could withstand an Emperor who carried both? If they were attuned to the Emperor, as they surely were, who could steal them? There might there be a subtle reason for hiding them on another plane. Perhaps nearness to the blades, or else the knowledge of the runes graven on the blades betrayed some inherent flaw. One secret of the runeswords is that a new blade of an antithetical nature could be forged which would undermine them, if we suppose that their supernal force could be leached from them, either by proximity to the runeswords or by parrying against them.

—a dream of the leech-blade.

IN LOST Quarzhaasat, they say a cunning pleasant brew is made. Each drink of it increases the desire for another, until life for the enthralled holds nothing but the craving for more. Body and soul cannot long withstand the ravages of this elixir. After a few weeks, death arrives, but without it death arrives even sooner. An antidote seems to exist. Certainly the promise of an antidote exists. Either reality or lie will do, since the devilish brew conquers all who taste it.

—Lord Gho's elixir.

OF ALL PLACES known to us, the Isle of Melniboné and the Forest of Troos grow the most abundant and varietous herbs. Many are unique or exceedingly rare and with marvelous properties, for magic has rippled over those places since time immemorial. Of Pan Tang little is known, for the Theocrat has forbidden travel there, and the Mabden are a closed-mouth race. Converted into potions, Melniboné's are the best understood. They are difficult to obtain, though in a few cases similar plants are found elsewhere. A Melnibonéan dreaming draught provokes the most languorous and lubricious of visions. Some among them sell this abroad. Many of that race employ it daily, and by that now accomplish nothing in the world. This same potion is rationed out to its slaves, to motivate their obedience, and the wise of Melniboné swear that most slaves prefer dreaming this way to their supper. Another potion increases strength so long as the drinker's body can retain the fluid, another doubles the pace at which philosophical propositions can be comprehended, another mesmerizes the drinker and leaves him vacant of will for an hour, another tames all wild beasts and befriends them to those who caress them soon after, another detects the presence of poisons in food and drink by testing with a single drop, another causes a golden coat to appear on silver, another grants understanding to the calls of birds at sea and another entrances the drinker and steadies his mind so that he can overhear the gossip of sylphs. Witnessed two centuries ago was a spell that (combined with a Troosian draught) reformed flesh and bone for a day, and the drinker became invulnerable to the thrust and cut of divers weapons. All of

these potions exist, upon our honor, though every secret needs diverse study and fine scheming to be unlock'd.

—plants and herbs used in potions.

WINE AND various potions are frequently mixed, to the advantage of them both. A wine of Bakshaan is well known to provoke visions of gods and planes unseemly in their exactitude, driving some men mad when they drink of it and find they cannot halt the visions. It is said that the wine of Dorel, particularly that made by the Flint Hills Clan, is said to impassion men and ready them to anger. A traveler swears that a wine brought by a caravan from beyond the Sighing Sands left all who drank of it asleep. A short time later all awoke, invigorated as if arising for a new day, a wonder indeed. Moreover, a legendary wine of the West Continent refreshes and strengthens the drinker only until it restores the drinker's strength. Thereafter it tastes foul and bitter, so that the bibber's pleasure ends with his need.

—wine potions.



Dragon Lords of Melniboné

Adventurer

Skills

Max. Ranks /
Total Mod. Ranks

Name _____
Title _____
Class _____ Race _____
Deity _____ Church _____
Level _____ Age _____ Sex _____
Homeland _____
Distinctive Features _____

Allegiance



Armor Class

10 + Armor + Shield + DEX + Size + Misc.

Hit Points

Wounds/Subdual

Initiative

DEX + Misc.

Speed

Base Attack

by Class and Level

STR _____
DEX _____
CON _____
INC _____
WIS _____
CHA _____



Fortitude

Base Save + CON + Magic + Misc.

Reflex

Base Save + DEX + Magic + Misc.

Will

Base Save + WIS + Magic + Misc.

Melee Bonus

Base Attack + STR + Size + Misc.

Ranged Bonus

Base Attack + DEX + Size + Misc.

Weapon _____ Total Attack _____ Damage _____ Crit _____
Range _____ Weight _____ Size _____ Type _____ Special _____

Weapon _____ Total Attack _____ Damage _____ Crit _____
Range _____ Weight _____ Size _____ Type _____ Special _____

Weapon _____ Total Attack _____ Damage _____ Crit _____
Range _____ Weight _____ Size _____ Type _____ Special _____

Armor

Type _____ Bonus _____
Max DEX _____ Check Penalty _____
Speed _____ Weight _____ Spell Failure _____
Special _____

Shield

Bonus _____ Check Penalty _____
Weight _____ Spell Failure _____
Special _____

Ammunition

Demon

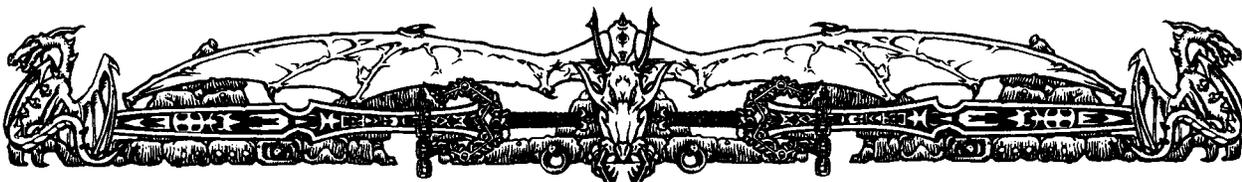
STR _____ DEX _____ CON _____ Attack _____
INT _____ WIS _____ CHA _____ Damage _____
Feature _____ Hit Dice _____
XP to Summon _____ Hit Points _____

Demon

STR _____ DEX _____ CON _____ Attack _____
INT _____ WIS _____ CHA _____ Damage _____
Feature _____ Hit Dice _____
XP to Summon _____ Hit Points _____

Alchemy (INT) _____
Animal Empathy (CHA) _____
Appraise (INT) _____
Balance (DEX) _____
Bluff (CHA) _____
Climb (STR) _____
Conceal Object (DEX) _____
Concentration (CON) _____
Craft (INT) (_____)
Diplomacy (CHA) _____
Disable Device (INT) _____
Disguise (CHA) _____
Escape Artist (DEX) _____
Fly (DEX) _____
Forgery (INT) _____
Gather Information (CHA) _____
Handle Animal (CHA) _____
Heal (WIS) _____
Hide (DEX) _____
Innuendo (WIS) _____
Intimidate (CHA) _____
Intuit Direction (WIS) _____
Jump (STR) _____
Knowledge (INT) (_____)
(_____)
(_____)
Listen (WIS) _____
Move Silently (DEX) _____
Open Lock (DEX) _____
Perform (CHA) (_____)
(_____)
Pick Pocket (DEX) _____
Profession (WIS) _____
Ride (DEX) (_____)
Sailing (INT) _____
Scent/Taste (CON) _____
Scry (INT) _____
Search (INT) _____
Sense Motive (WIS) _____
Spellcraft (INT) _____
Spot (WIS) _____
Swim (STR) _____
Trap (INT) _____
Tumble (DEX) _____
Use Rope (DEX) _____
Wilderness Lore (WIS) _____
(_____)
(_____)

Player



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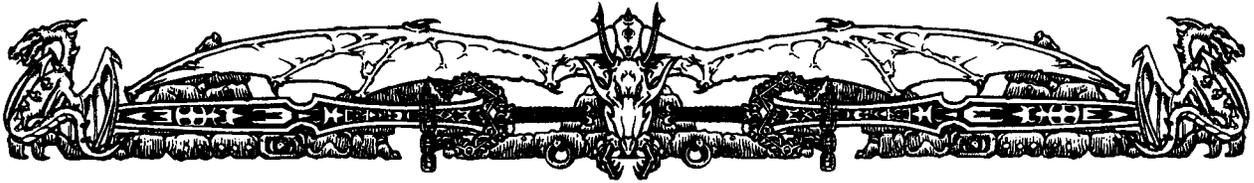
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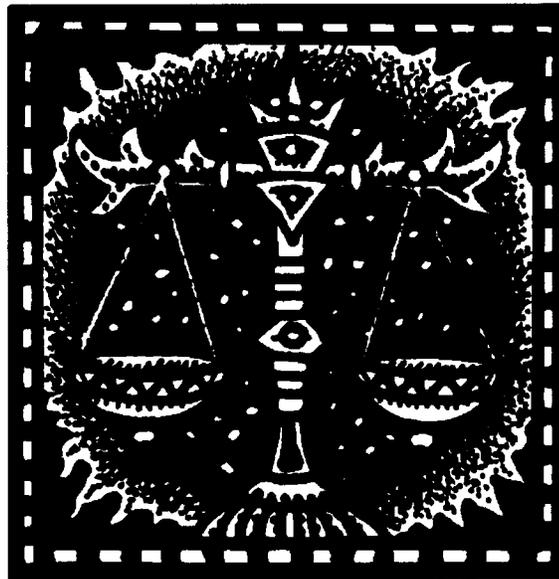
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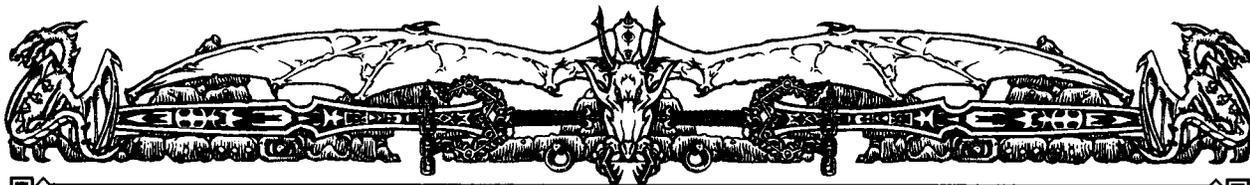
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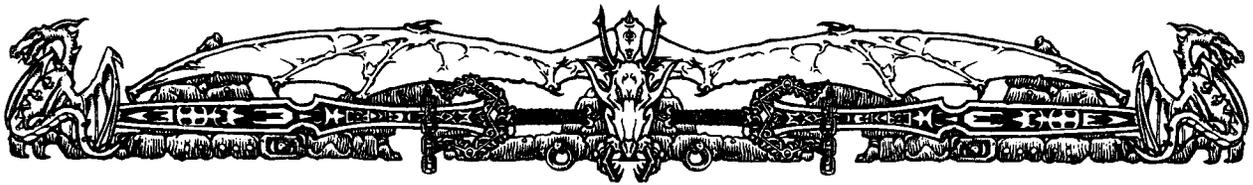
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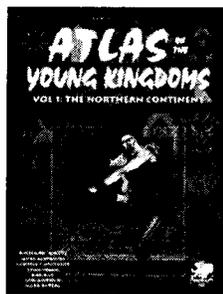
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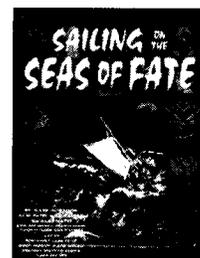
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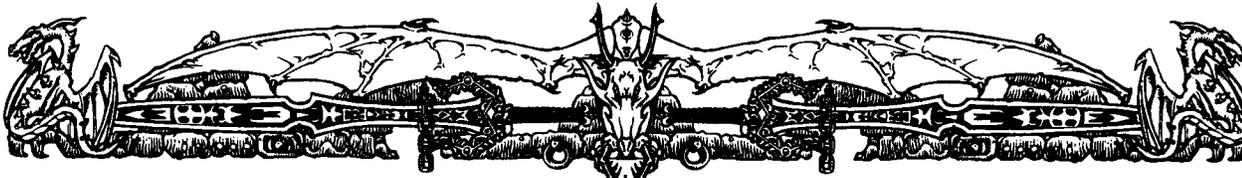
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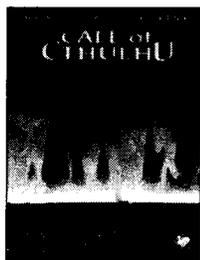
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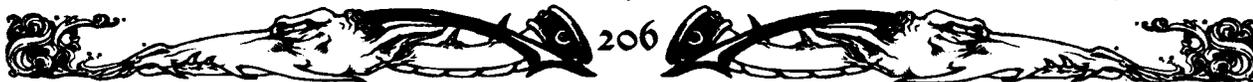
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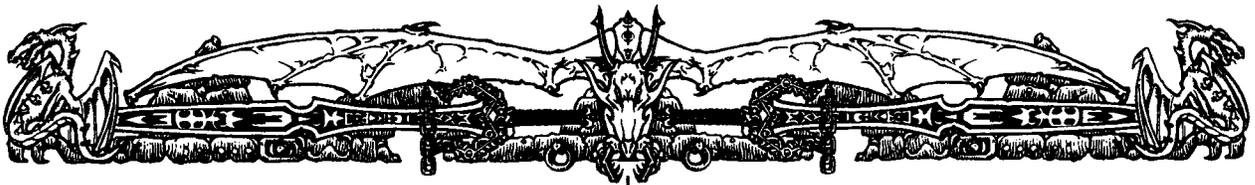
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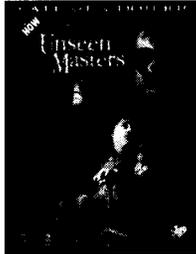
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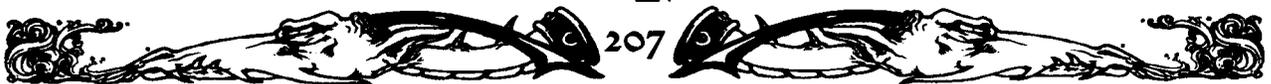
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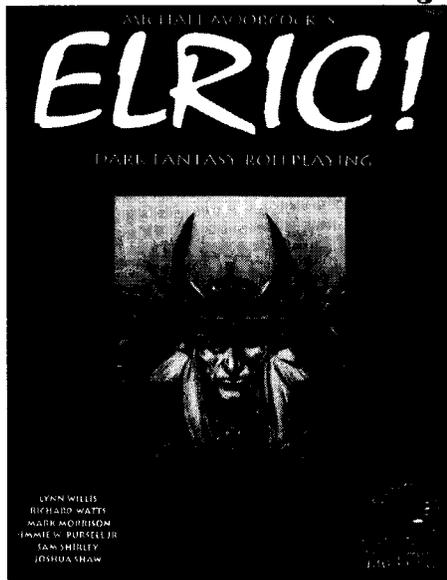
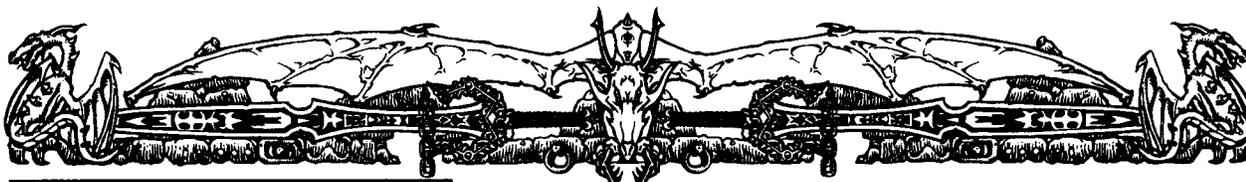
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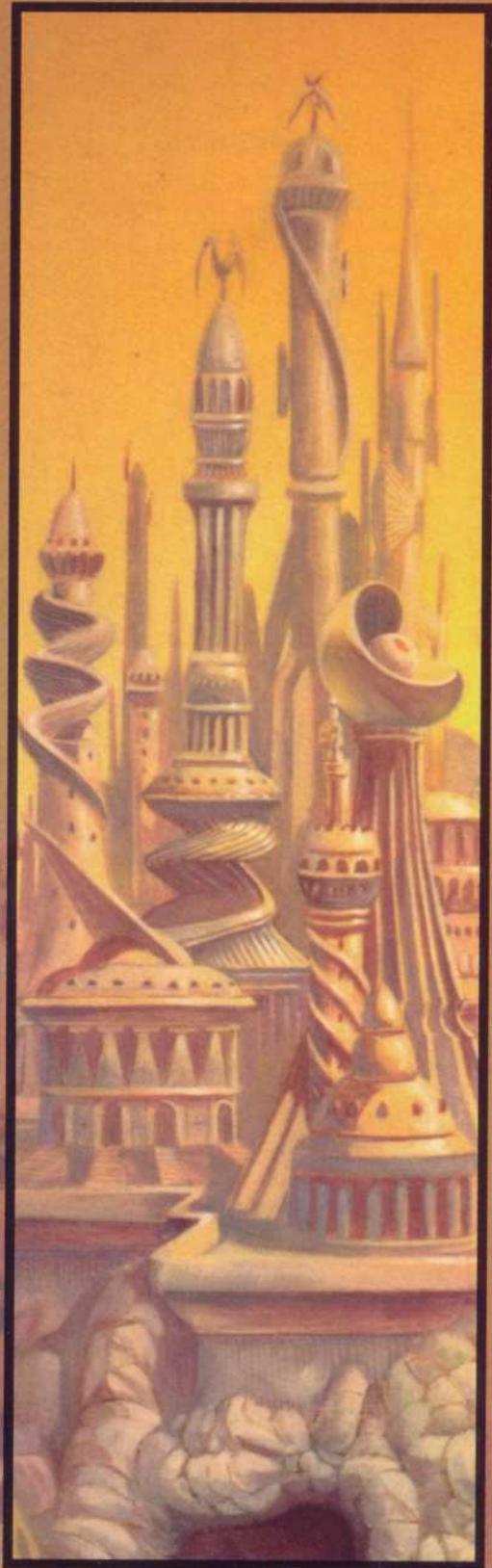
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