

ELRIC!

GAMEMASTER SCREEN

GRUESOME GAMEMASTER GOBBETS!

FEATURES:

- 38" Gamemaster Screen
- Four Rules Reference Cards
- Gamemaster's Bookmark
- New Bound Demons & Elementals,
Rogues Gallery, Leaders & Followers,
Squad, and Rabble Sheets
- "The Curse of Chardros" scenario

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SAMPLE 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. Locate weapon, armor, and shield costs in the combat chapter, in the right-hand columns of the weapon tables.

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	8
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

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	3,000
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, ETC.

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+

DEMON ABILITIES TABLE

<i>ability</i>	<i>MP sacrifice</i>	<i>range</i>	<i>chance</i>	<i>effect</i>
Absorb Missile	varies	self	10% per MP	stops missile; on 99,00 or 00 for 110%+, missile gets through.
Acid Blood	varies	touch	auto	Roll Table damage to weapon; Luck roll or target is also splattered.
Bite	varies	touch	10% per MP	Roll Table damage.
Burn	8 MP	8 yds	80%	fixed damage 1D6+2.
Burrow	varies	touch	auto	tunnel through wood, earth, and stones, 1 yard per MP per hour.
Carapace	varies	self	auto	increases armor as per Roll Table, per magic point sacrificed.
Claw	6 MP	touch	60%	fixed damage 1D8 +db per claw.
Cling	varies	self	1 MP per hour	clings to ceiling, etc., 1 MP per hour & +10% Climb skill per MP.
Dazzle	varies	sight	10% per MP	blinds single target for # of rounds = to MP sacrificed; target's eyes have POW x3% chance to be closed.
Demon Armor	varies	self	auto	increases armor, as per Roll Table, per magic point sacrificed.
Demon Shield	varies	self	auto	increases ordinary shield, as per Roll Table, per MP sacrificed.
Demon Weapon	varies	touch	varies/auto	Roll Table damage +db with a hit; demon chance increases with magic points sacrificed, but human wielder uses his/her skill.
Dimensions	20	self	auto	travels between home plane and YK; each leg traveled costs demon 1 CON; can carry its own SIZ or less; INT-memory loss on 00 result.
Distend	varies	self	auto	distend, enlargen body part x1 length per magic point sacrificed.
Drain Soul	10 MP	touch	POW:POW	robs 1D8 magic points until zero, then robs 1D8 POW until death.
Dust	varies	1 yd per MP	auto	obscures vision for remainder of round; clears at start of next round.
Explode	varies	touch	Wrestle%	Roll Table damage, as per magic points sacrificed.
Exsanguinate	varies	touch	10% per MP	drains 1D3 hit points per round.
Fog	varies	10 yds per MP	auto	exudes stinking obscuring fog, 1 yd wide and 2 yds deep per MP.
Freeze	varies	1 yd per MP	10% per MP	damage 1D6+2 cold; weapon may break when used.
Gore	varies	touch	10% per MP	damage 1D8+2, +db if charging.
Hout Fire	varies	1 yd per MP	10% per MP	damage 1D8 fire.
Hear	3 MP	sight	CON x5%	can listen to distant sounds; 99,00 the report is misleading.
Knowledge	10 MP	self	INT x3%	answers reference questions; 99,00 the report is wrong.
Leap	varies	self	auto	jump 3 yds high or 5 yds long per MP; add 1 passenger for 1/2 SIZ in MPs.
Lift	3 MP	self	auto	lifts and carries STR x3.
Locusts	10 MP	touch	auto	damage 1D8 per round in tiny bites.
Manipulate	varies	touch	10% per MP	builds, fixes, or does something.
Paralyze	7 MP	touch	CON:CON	temporary paralysis; roll CON x1 or less to end effect.
Quills	varies	10 yds per MP	10% per MP	damage 1D8+1 per hit, range is 10 yds per magic point sacrificed.
Regenerate	3 MP	self	auto	regains 1 hit point per round.
See	3 MP	sight	CON x5%	sees distant objects more closely.
Seer	varies	place	POW x5%	views past, 1 year further back per magic point; on 99,00 cryptic result.
Shape Change	demon SIZ	self	auto	alters to one or more forms.
Sleep	5 MP	sight	POW:CON	puts target to sleep for at least an hour.
Smash	varies	touch	10% per MP	Roll Table damage +db.
Snout	3 MP	touch	CON x5%	tracks recent scent trail; 99,00 loses trail.
Soul Sight	varies	POW xMP in yd	auto	detects and identifies magical auras, defines target POW in terms of self.
Stinger	varies	touch	10% per MP	damage 1D8, plus venom of POT = demon CON.
Suture	varies	touch	auto	restores 1 hit point per MP sacrificed; leaves repulsive scars, etc.
Teleport	10 MP	self	auto	teleports self, and passenger; each trip costs demon 1 CON.
Tentacle	varies	touch	10% per MP	damage 1D8; armor does not help against this attack.
Tongue	varies	1 yd per MP	10% per MP	grabs target and moves it to its mouth; one STR:STR chance to get free.
Vomit Acid	varies	1 yd per MP	10% per MP	Roll Table damage, damage not lessened by distance.
Wardpact	10 MP	self	auto	immune to one class of weapon upon approval of Chaos Lord.
Web	varies	1 yd per MP	10% per MP	spins web, of STR equal to Roll Table roll.
Wings	10 MP	self	auto	fly across the world at 50 mph, carry things.

MP — Magic points.

varies — The magic points sacrificed can vary, and adding more increases the demon's accuracy, potency, etc.

auto — Automatic. The demon performs this ability without fail. If a target is involved, a Resistance Table roll may still be needed before the ability takes effect.

varies/auto — The demon's chance when unbound / the chance when bound. A demon using Demon Weapon attacks at its own skill percentage, 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 yards (yd) of effect. Many more occur as single words. *Self* means that the ability affects only the demon itself. *Touch* means that the demon must touch the target (directly or with a weapon) for the ability to take effect. *Sight* means that the demon need only be able to see and distinguish the target before the ability can take effect. *Place* means that the function of the ability is tied to a particular place or one place at a time.

ROLL TABLE FOR DEMONS & ELEMENTALS

This table correlates attack damages and base chances with the number of magic points sacrificed.

magic points spent	damage roll	base chance
1	1D2	10%
2	1D4	20%
3	1D6	30%
4	1D8	40%
5	1D10	50%
6	1D10+1D2	60%
7	1D10+1D4	70%
8	1D10+1D6	80%
9	1D10+1D8	90%
10	2D10	100%
11	2D10+1D2	110%
12	2D10+1D4	120%

To calculate damages for abilities of 110 percent and more, add the 2D10 increment per full 100 percentiles in the ability, and look for the remainder on the Roll Table. Thus a demon of 140 percent could do 2D10+1D8 in a single attack, and a demon of 240 percent would do 4D10+1D8.

POINT SACRIFICES FOR DEMONS

- ◆ per 1D8 STR, CON, SIZ, INT, POW, DEX, or MOV — 1 magic point. Lesser demons always cost 3D8 for POW. Greater demons always cost at least 4D8 for POW.
- ◆ per 10 percentiles of an ability or a skill — 1 magic point.
- ◆ bind a demon — 1 POW plus necessary magic points.
- ◆ eternal binding — 3 POW plus necessary magic points.

POINT SACRIFICES FOR ELEMENTALS

- ◆ 1D6 STR, CON, SIZ, INT, POW, or DEX — one MP.
- ◆ 10 percentiles of a skill — one magic point.
- ◆ MOV — movement rates for lesser elementals are fixed: see the statistics for the lesser elementals.
- ◆ Bind an elemental — no extra sacrifice.

DEMON DAMAGE BONUSES

FIGURE DEMON damage bonuses as STR+SIZ, but read D8 for D6 as the product. A demon totaling 57 STR+SIZ has a +3D8 damage bonus, not one of 3D6.

DEMON SUMMONINGS FUMBLE TABLE

ON A LUCK ROLL result of 99, 00, the summoning fails in some sense. Even if the desired demon appears, something else bad happens. Magic and POW points sacrificed in the summoning always are lost. Gamemasters should create alternate or additional events as they please.

D100

roll event

- 01-05 — Violent explosion in octagon deafens those nearby for 1D10 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 summoner.
- 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 — Summoner disappears, drawn to a random continent from where he or she must get home alone. Roll 1D6: 1,2 Western continent; 3,4 Southern continent; 5,6 Northern continent. Gamemaster chooses the nation.
- 71-80 — Chaotic corruption: one of the summoner's limbs is replaced with one from another mammal, a gigantic insect, an arthropod, etc. Lose 1D10 APP as well.
- 81-87 — Astral corruption: summoner's player must move 1D6 points from POW to one other summoner characteristic.
- 88-93 — Mental corruption: summoner's player must move 1D6 points from INT to one other summoner characteristic.
- 94-95 — Demon appears normally and behaves as expected, except that it occupies five places in memory (not one), cannot die at the summoner's behest, and cannot be dismissed.
- 96-97 — Summoner and bystanders disappear, all drawn to the city of Ameeron on the other side of the Shade Gate, or as the gamemaster chooses. See *Elric of Melniboné* for more about Ameeron.
- 98 — QuaoInargn (or an identical sibling, or some equivalent horror) appears.
- 99 — A Chaos Lord appears.
- 00 — Summoner turns inside out. All skills fall to base chance. His or her disgusting body continues to function normally, though it terrifies onlookers. APP is zero.

SPOT RULES FOR SPELLS

CHARACTERISTIC EFFECTS

MAGIC IS individual. Unless the gamemaster has reason not to allow it, the adventurer's player chooses any characteristic sounds, lights, smells, or other emanations for it. Does the spell need a wand, a focus, or a fetish? Is a specific gesture required? The player chooses.

DISCARDED WEAPON

IF A SECOND OR third party picks up a shield, weapon, etc., which currently bears a spell (Hell's Hammer, for instance), the effect of that spell is unbroken, until the spell expires.

MAXIMUM ATTACK DAMAGE

SPILLS FOR WEAPONS augment average attack damages, but do not increase the maximum damage possible for the attack. *Example: a broadsword does 1D8+1 damage. The rolled damage is seven: with Hell's Razor 4 the minimum damage is six points. It can never be more than nine, since nine is the maximum Broadsword attack. Casting Hell's Razor 4 insures that each hit does between six and nine points of damage. The formula is 1D8+1+4, but not more than 9 + applicable damage bonus.*

The effect of the spell is to boost the average damage done with the attack. Such a spell changes neither the damage bonus nor the chance to hit.

OTHER PLANES

THESE NOTES CONCERN the spells found in this section.

- ◆ Spells cast against entities from other planes usually work, but not always. If the spell fails, the sacrificed magic points are lost.
- ◆ Spells cast with the intention of *enhancing* entities from other planes, such as casting Hell's Armor on a bal'boost, never work.
- ◆ Spells learned on the Young Kingdoms plane and then cast on another plane cost double the magic points and have halved duration and effect. The chance that such spells work is no longer

automatic: each casting of a Young Kingdoms spell has a 50% chance to succeed.

- ◆ Demons and elementals do not cast spells; they have *abilities*, which are spell-like in function.

RESISTANCE TABLE PROCEDURE

IF A SPELL COMPARES caster and target magic points or POW on the Resistance Table, compare the current points, including those needed to cast the spell.

RESISTANT TARGETS

IF THE TARGET does not resist, the caster may transfer by touch the effects of most spells. If a target resists, resolve the issue comparing current magic points on the Resistance Table.

SPELL ON OBJECT OR PERSON?

A SPELL CAST ON AN object influences that object only. For instance, if Hell's Razor is cast on one sword, that cast does not increase the damage done by a second sword held in the other hand. Two weapons need two casts.

If a sword was ensorceled with Hell's Razor, for instance, and then picked up by another person, the new owner would get the benefit of the spell for the remaining duration of the spell. One spell of war, Hell's Talons, can be cast on a person.

SPELLS PER OBJECT

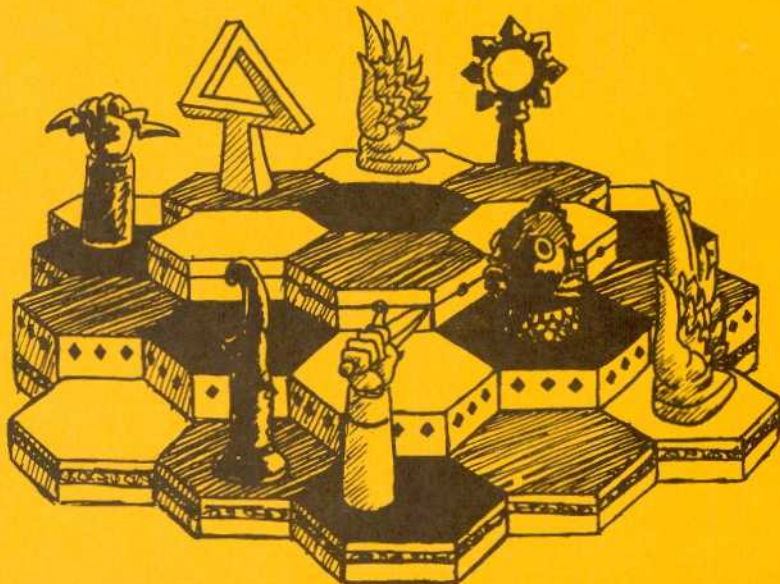
ONLY ONE SPELL per object is possible: if Hell's Bulwark, then no Hell's Armor. If Hell's Sharp Flame, then no Hell's Razor; if Bonds Unbreakable, then no Make Fast, and so on. An additional spell cast on an object has no effect and is dissipated.

SPELLS PER PERSON

ANY NUMBER OF compatible spells may be cast on a person.

VARIANT SPELLS, ABILITIES, ETC.

OCCASIONALLY A gamemaster may introduce magic of his or her own into the game. The gamemaster can do this. Other gamemasters are not obliged to recognize unpublished magic. Do not assume that everyone accepts your favorite variant: consult the gamemaster first.



SPELL SUMMARY

EACH EFFECT LASTS FOR THE DURATION OF THE SPELL.

<i>Spell (magic points)</i>	<i>Effect</i>	<i>Spell (magic points)</i>	<i>Effect</i>
Bonds Unbreakable (3)	immobilizes victim, MP:MP.	Make Fast (1)	glues together two smallish inanimate things.
Bounty of Straasha (4)	creates small flood.	Make Whole (3)	repairs an inanimate thing of moderate size.
Brazier of Power (4)	creates reservoir of magic points.	Membrane of Law (3)	creates impenetrable membrane.
Breath of Life (1)	grants breathable air.	Midnight (1)	creates an area of darkness.
Buzzard Eyes (1)	control carrion bird & see through its eyes.	Moonrise (1)	creates a floating globe of light.
Chain of Being (4)	pools peoples' MPs to summon a demon or elemental.	Muddle (1)	disorients target, MP:MP.
Cloak of C.L. (1-4)	Hide skill +20 percentiles per MP.	Plasticity of Balo (1-3)	adds or subtracts 3 SIZ per 1 MP.
Chaos Warp (4)	permanently endows target with a demonic ability.	Pox (1)	lowers target 1D6 MP, MP vs. MP.
Curse of Chaos (4)	endows target with Chaotic quality and possibly Chaotic appearance.	Rat Vision (1)	control rodent and see through its eyes.
Demon's Ear (1)	whisper to another who can be seen without aid.	Refutation (1-4)	defends MP:MP against Undo Magic.
Demon's Eye (1)	each MP doubles the closeness of what can be seen.	Sinew of Mabelode (1-3)	adds 3 STR per 1 MP.
Field of Law (4)	Lawful caster creates touch-range field where other spells and demon abilities do not work.	Soul of Chardros (1-3)	adds 3 POW per 1 MP.
Flames of Kakatal (4)	creates hovering flame.	Span of C.L. (1-4)	Jump skill +20 percentiles per 1 MP.
Four-In-One (2-8)	those with pure motives combine to form a single silvery champion.	Speed of Vezhan (1-3)	adds 1 MOV per 1 MP.
Fury (1)	enrages target, who attacks twice per round with +5 DEX.	Summon Beast-Lord or Plant-Lord (5)	must be cast in order summon a Beast-Lord or Plant-Lord.
Gift of Grome (4)	creates small avalanche of earth.	Summon Demon (1)	must be cast in order to summon a demon.
Heal (2)	adds 1D3 hit points per wound.	Summon Elemental (1)	must be cast in order to summon an elemental.
Hell's Armor (1-4)	1 point of armor per 1 MP.	Sup. of Xiombarg (1-3)	adds 3 DEX per 1 MP.
Hell's Bulwark (1-4)	1 point armor to shield per 1 MP.	Sureness of C.L. (1-4)	Climb skill +20 percentiles per 1 MP.
Hell's Hammer (1-4)	1 point damage for blunt weapon per 1 MP.	Tread of C.L. (1-4)	Move Quietly skill +20 percentiles per 1 MP.
Hell's Razor (1-4)	1 point dam. with edged weapon per 1 MP.	Undo Magic (1-4)	cancels per MP Bonds Unbreakable, Bounty of Straasha, Flames of Kakatal, Fury, Gift of Grome, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of Lassa, Witch Sight.
Hell's Sharp Flame (1-4)	1 point dam. with impaling weapons per 1 MP.	Visage of Arioch (1-3)	adds 3 APP per 1 MP.
Hell's Talons (1-4)	1 point dam. with natural weapon per 1 MP.	Ward (3)	creates magical alarm.
Horns of Hionhum (1-3)	+3 CON per 1 MP.	Wings of Lassa (4)	creates air, a blast of wind.
Liken Shape (4)	target assumes aspect of another person or animal, does not change SIZ.	Wisdom of Slortar (1-3)	adds 3 INT per 1 MP.
		Witch Sight (3)	evaluates magical entities and situations.

SPELLS CATEGORIZED

SPELLS OF WAR

Hell's Armor (1-4)
 Hell's Bulwark (1-4)
 Hell's Hammer (1-4)
 Hell's Razor (1-4)
 Hell's Sharp Flame (1-4)
 Hell's Talons (1-4)

SPELLS OF DOING

Bonds Unbreakable (3)
 Breath of Life (1)
 Buzzard Eyes (1)
 Demon's Ear (1)
 Demon's Eye (1)
 Heal (2)
 Liken Shape (4)
 Make Fast (1)

Make Whole (4)
 Midnight (1)
 Moonrise (1)
 Rat Vision (1)

SPELLS OF BEING

Fury (1)
 Muddle (1)

SPELLS OF THE UNSEEN WORLD

Brazier of Power (4)
 Chain of Being (4)
 Chaos Warp (4)
 Curse of Chaos (4)
 Field of Law (4)
 Four-In-One (2-8)
 Membrane of Law (3)

Pox (1)
 Refutation (1-4)
 Summon BL/PL (5)
 Summon Demon (1)
 Summon Elemental (1)
 Undo Magic (1-4)
 Ward (3)
 Witch Sight (3)

SPELLS OF THE CHARACTERISTICS

Horns of Hionhum (1-3)
 Plasticity of Balo (1-3)
 Sinew of Mabelode (1-3)
 Soul of Chardros (1-3)
 Speed of Vezhan (1-3)
 Suppleness of Xiombarg (1-3)
 Visage of Arioch (1-3)

Wisdom of Slortar (1-3)

SPELLS OF THE ELEMENTS

Bounty of Straasha (4)
 Flames of Kakatal (4)
 Gift of Grome (4)
 Wings of Lassa (4)

SPELLS OF AUGMENTATION

Cloak of Cran Liret (1-4)
 Span of Cran Liret (1-4)
 Sureness of Cran Liret (1-4)
 Tread of Cran Liret (1-4)

WEAPON TABLES

MISSILE WEAPONS	base chance, or starting skill points	damage done with attack	base range in yards	attacks per round	hit points	weapon class	impales?	designed to parry?	minimum STR / DEX	average cost in bronzes
Thrown 2H Spear	05	1D6+1+1/2 db	15	1	15	23	yes	no	12 / 10	200
Javelin	15	1D6 +1/2 db	25	1	10	23	yes	no	9 / 9	75
Harpoon	05	2D8+4 +1/2 db	10	1	20	12	yes	no	13 / 11	250
Thrown Rock	Throw%	1D2+1/2 db	20	2	20	—	no	no	5 / 5	—
Sling ¹⁷	01	1D8+1/2 db	80	1	—	24	yes	no	7 / 11	15
Staff Sling	01	1D10+1/2 db	100	1	10	24	yes	no	9 / 11	60
Bow, ¹⁸ Melnibonéan Bone	10	2D6+1+1/2 db	200	1	12	25	yes	no	11 / 13	750
Bow, Desert Recurved	10	1D8+2+1/2 db	100	1	10	25	yes	no	13 / 11	250
Bow, Hunting	10	1D6+1+1/2 db	80	1	6	25	yes	no	9 / 9	150
Net	05	entangles ¹⁹	5	1	6	13	no	yes	9 / 12	25

ARMOR ²⁰	attack deflected, helmet on	damage deflected, helmet off	nominal burden to wear	fits ²¹ another SIZ?	chance affected, helmet on	skill ²² affected, helmet off	rounds to put on	average cost in bronzes
Soft Leather	1D6-1	1D6-1	light	±2	—	—	2	100
Sea Leather	1D6	1D6-1	light	no	10%	—	2	300
Leather & Rings	1D6+1	1D6	light	±1	25%	10%	2	600
Barbarian Leather & Wood	1D8	1D8-1	light	no	25%	10%	2	400
Half Plate (around torso)	1D8+1	1D8	moderate	±1	25%	10%	2	675
Half Plate & Mail	1D8+2	1D8+1	moderate	±1	25%	25%	4	750
Young Kingdoms Plate	1D10+2	1D10	cumbersome	-1	50%	25%	5	1000+
Pan Tangian Plate	2D8+1	2D8	cumbersome	±2	50%	25%	5	3000+
Melnibonéan Plate	1D10+6	1D10+4	moderate	no	25%	10%	5	priceless

SHIELDS	base chance, or starting skill points	damage done with attack	range of attack	hit points	impales?	designed to parry?	weapon class	minimum STR / DEX	average cost in bronzes
Half (target, buckler, etc.)	15	knock-bk+1D2+db	touch	15	never	yes	shield	5 / 7	75
Small (round, heater, etc.)	15	knock-bk+1D3+db	touch	20	never	yes	shield	9 / 9	100
Full (kite, large round, etc.)	15	knock-bk+1D4+db	touch	22	never	yes	shield	11 / 9	125
Large (foot, hoplite, etc.)	15	knock-back	touch	26	never	yes	shield	12 / 8	150

* HAND-TO-HAND WEAPONS

Base chances are uniform for all humans, as are the damages done with the attacks; individual damage bonuses can add to or subtract from these attack damages. When percentiles in a skill increase, then the chance to hit has also increased. **Needs 1 hand, etc.:** the column for number of hands shows how the weapon is ordinarily held, and incidentally shows whether a shield normally could be employed with the weapon. **Hit points:** measures the relative sturdiness of weapons. **Length of weapon:** other matters being equal, the fighter with the longer weapon gets to attack first and may be able to hold a foe at bay. **Impales?** —the weapon is sharp enough and small enough to occasionally slip between armor sections and cut directly into the body. **Designed to parry?** —if yes, the weapon is built sturdily enough to negate ordinary damage; some also have cross-guards to catch opponents' blades. **Minimum STR/DEX:** weapons require a minimum Strength and Dexterity—how much depends on the weapon;

people below minimum can still fight with such weapons, but clumsily, halving their effective skill. **Weapon class:** rising in skill with one weapon, percentiles for all other weapons in the same class increase by the same amount. **Average cost:** nominal price for a new item; actually varies by city and craftsman.

* IMPROMPTU WEAPONS

Designed to parry? —tools can parry, but are not intended to be used as weapons. They accumulate damage when parrying; they do not take damage from hitting. **Remaining column entries:** as per Hand-To-Hand.

*** MISSILE WEAPONS** Base chance and damage done are as per Hand-to-Hand weapons, except that slings and bows show the damages caused by the missiles they hurl. **Base range:** the average distance at which a target can be hit at base chance. **Attacks per round:** volley fire can increase this; the column assumes careful aiming. **Hit points resisting attack:** this column pictures the weapon being used as a club or quarterstaff might be. **Weapon class:** relates the skills

needed for different weapons. **Remainder of column entries:** as per Hand-To-Hand.

*** ARMOR Hit points deflected:** armor deflects or absorbs a varying number of hit points; if the helmet is off, average protection is less. **Nominal burden to wear:** as information only, the wearer of armor ordinarily moves and fights without penalty. Heavy protection and a long fight might have some consequence against unarmored foes. **Fits another SIZ?** —armor too loose will not cover properly, and armor too small cannot cover; this column gives the applicable fit by SIZ range and armor type. **Rounds to put on:** Assumes that the adventurer has laid out the armor, and has practiced putting on armor in the dark. Gamemasters may add more rounds of delay as they see fit.

*** SHIELDS Damage done with attack:** the knock-back attack is found among the spot rules for combat. The large shield is too clumsy to do facial damage reliably. **Remainder of column entries:** as per Hand-To-Hand, above.

¹⁵ to calculate 1/2 damage bonus, roll the normal damage bonus and divide the result by two. Round up fractions to the next whole number.

¹⁶ but see also volley fire, in the spot rules for combat, for a more rapid rate.

¹⁷ base ranges for this and staff sling assume cast lead slug; if river pebbles, etc., reduce base ranges by 20 yards each.

¹⁸ arrows do the damage, of course. An individual arrow has 1 hit point. A standard quiver or bundle holds 20 arrows.

¹⁹ success allows attacker to close and automatically Wrestle, etc.

²⁰ availability: sea leather and barbarian armors come from the Isle of Purple Towns and the desert tribes of the Eastern continent, respectively. Pan Tangian armor must be crafted to order in Hwanggaari. Melnibonéan plate is obtainable only in Imrryr, and only for scions of the Bright Empire.

²¹ By adjusting its internal straps. Full plate weathers may have trouble with foot size. The notion of SIZs in armor is somewhat suspect, since everything is made-to-measure, not to SIZ. But the Pan Tangian armor which magically adjusts to the wearer is a miracle of efficiency.

²² Optional rule: wearing armor and attempting a skill other than a fighting skill, this chance exists that the armor effectively halves the percentiles of the non-fighting skill, round fractions up.

²³ a maneuver often performed by smashing the steel rim of the shield up against the foe's chin or into his face.

WEAPON TABLES

HAND-TO-HAND ¹ WEAPONS	base chance, or starting skill points	damage done with attack	needs 1 hand/ 2 hands	hit points	length of weapon	designed ² to impales?	parry?	minimum STR / DEX	weapon class	average cost in bronzes
Brawl	25	1D3+db ³	1H	—	short	no	no ⁴	—	14	—
Wrestle	25	special ⁵	2H	—	short	no	no	—	15	—
Iron Claw	25	1D4+1+db	1H	10	short	no	yes	9 / 9	1	45
Cestus (steel glove)	25	1D3+2+db	1H	10	short	no	yes	11 / 7	1	200
Shortsword	15	1D6+1+db	1H	20	medium	yes	yes	5 / 5	2	125
Rapier	15	1D6+1+db	1H	15	medium	yes	yes	7 / 13	2	400
Broadsword	15	1D8+1+db	1H	20	medium	yes	yes	9 / 7	2	250
Scimitar	15	1D8+1+db	1H	19	medium	yes	yes	8 / 8	2	225
Falchion	15	1D6+2+db	1H	18	medium	yes	yes	8 / 8	2	230
Cutlass	15	1D6+2+db	1H	21	medium	yes	yes	8 / 8	2	175
Great Sword	05	2D8+db	2H	18	all ⁶	yes	yes	14 / 13	3	750
Dagger, Dirk, etc.	25	1D4+2+db	1H	15	short	yes	yes	4 / 4	4	100
Mace, Heavy	25	1D8+2+db	2H	20	medium	no	yes	14 / 9	5	200
Mace, Light	25	1D6+2+db	1H	20	medium	no	yes	7 / 7	5	75
Warhammer	25	1D6+2+db	1H	20	medium	yes	yes	11 / 9	5	200
Great Hammer	25	1D10+3+db	2H	15	long	yes	yes	9 / 9	5	250
Quarterstaff (metal-shod)	25	1D8+db	2H	20	all ⁷	no	yes	9 / 9	6	50
Thieves' Bludgeon	25	1D8+db	1H	10	short	no	no	7 / 7	7	—
Morningstar Flail	10	1D10+1+db	2H	12	medium	no	no	11 / 7	8	300
Axe, Lormyrian	15	3D6+db	2H	25	long	yes	yes	13 / 9	9	400
Axe, Sea	15	2D6+2+db	2H	15	medium	yes	yes	11 / 9	9	250
Axe, Battle	15	1D8+2+db	1H	15	medium	yes	yes	9 / 9	9	200
Filkharian Pike	15	1D10+2+db	2H	15	long	yes	yes	11 / 7	10	150
Spear, Long	15	1D10+1+db	2H	15	long	yes	no	11 / 9	10 or 11	100
Spear, Short	15	1D6+1+db	1H or 2H	15	long	yes	yes	7 / 8	10 or 11	50
Cavalry Lance	15	1D8+1+db ⁸	1H	15	long	yes	no	9 / 8	11	175
Trident	15	1D6+2+db	1H or 2H	18	medium	yes	yes	10 / 12	10	100

IMPROMPTU WEAPONS	base chance, or starting skill points	damage done with attack	needs 1 hand/ 2 hands	hit points	length of weapon	designed ² to impales?	parry?	minimum STR / DEX	weapon class	average cost in bronzes
Large Club / Bludgeon	25	1D8+db	2H	22	medium	no	no	9 / 7	5	—
Small Club / Cudgel	25	1D6+db	1H	15	medium	no	no	7 / 7	5	—
Maul	25	1D8+3+db	2H	20	medium	no	no	13 / 7	5	12
Wooden Staff / Crook	25	1D6+1+db	2H	15	long	no	no	8 / 6	6	—
Burning Torch	10	1D6 flame	1H	15	medium	no	no	6 / 9	16	—
Butcher Knife	25	1D6+db	1H	12	short	yes	yes	5 / 5	4	15
Concealable Knife ⁹	25	1D4+db	1H	9	short	yes	no	4 / 3	4	10
Timber Axe	15	1D8+2+db	2H	20	medium	yes	no	8 / 7	9	20
Kindling Axe (Hatchet)	15	1D6+1+db	1H	12	short	yes	no	7 / 9	9	15
Hand Sickle	10	1D6+1+db	1H	12	short	yes	no	7 / 9	17	15
Scythe	05	2D6+1+db	2H	20	long	yes	no	12 / 10	18	35
Grain Flail	10	1D6+db	1H	7	medium	no	no	7 / 6	8	5
Length of Chain	10	1D4+db / entangle	1H, 2H	20	long	no	no	8 / 9	8	10
Fire Iron	25	1D8+1+db	1H	20	medium	no	yes	10 / 6	5	7
Strangle Cord	15	strangle ¹⁰	2H	1	short	no	no	8 / 12	19	—
Drayer's Whip ¹¹	05	1D3-1 / entangle	1H	4	long	no	no	9 / 10	20	10

MISSILE WEAPONS	base chance, or starting skill points	damage ¹² done with attack	base range in yards	attacks per round ¹³	hit points	weapon class	designed ² to impales?	parry?	minimum STR / DEX	average cost in bronzes
Throwing Axe	10	1D6+1/2 db	20	1	15	21	yes	no	9 / 11	150
Throwing Dagger ¹⁴	15	1D4+1/2 db	10	1	12	22	yes	no	7 / 11	100
Thrown 1H Spear	05	1D6+1+1/2 db	15	1	15	23	yes	no	12/10	200

1 range is touch.

2 for weapons not designed to parry, accumulate damage if used to parry. Some weapons not intended to parry (such as the impromptu weapons) nonetheless do well parrying things like them.

3 at 100% or less; see the skills chapter for more about this unusual skill.

4 Brawl can parry Brawl or Wrestle; see the skills.

5 Wrestle can parry Wrestle or Brawl, and can subdue attacks made with hand-to-hand weapons.

6 physically long, but employable at the three distances.

7 physically long, but employable at the three distances.

8 damage bonus for the horse if charging, for the adventurer if standing still.

9 might be carried up sleeve or otherwise hidden on body.

10 use drowning, suffocation in the spot rules to determine hit point loss or death.

11 range is 5 yards; add no damage bonus.

12 to calculate 1/2 damage bonus, roll the normal damage bonus and divide the result by two. Round up fractions to the next whole number.

13 but see also volley fire, in the spot rules for combat, for a more rapid rate.

14 balanced for throwing, often lacking a cross-guard and therefore cannot be used to parry.