

HAWKMOON™

SCIENCE BOOK

History of the Tragic Millenium

THE BEGINNINGS of the Tragic Millenium are lost to history. Nuclear, biological, chemical, and psychological warfare dissolve the formal nations of the world sometime after our own time but before 2100.

2100-2150: *the world rebuilds, as the fragments of nations pull into themselves, refusing outside contact. International trade vanishes. Old forms of energy are useless and must be replaced.*

2150-2262: *small, independent armies led by warlords raid every country. The skirmishes are individually small, but very violent, and collectively the loss of life is tremendous.*

2263-2297: *Europe becomes a unified nation under the dictatorship of an Englishman and attacks the Soviet People's Empire. The dictator is assassinated and the European alliance dissolves into a chaos of warring factions.*

2300-2350: *small nuclear attacks begin to occur around the world, with no known source. America is suspected, but this cannot be proven, as there has been no word from America in over 200 years.*

2350-2400: *Africa abandons the technology that began its problems, and returns to the ancient tribal ways. The first mutant animals begin to appear.*

2401: *a plague is loosed in China, and seven hundred and fifty seven million people die from it; nearly two thirds of the remaining population.*

2433-2435: *an army sweeps out of America and destroys half of Europe before it is turned back to its homeland. Britain becomes virtually uninhabitable due to the continued small nuclear strikes. The Soviet People's Empire dissolves when a super-anthrax strain is loosed and destroys all the cities.*

2435-2690: *a relatively quiet lull in the Tragic Millenium. Most nations stick to home. The rate of mutant births is one in three. Live births decline radically, and humanity is threatened with extinction for a while. The custom of killing mutant children arises in some places. The nuclear strikes finally cease around 2500 — there seem to be no bombs left. The Soviet Union is re-united as the Siberian Community Unification.*

2690-2714: *the Siberian Community Unification invades Alaska. North America, which is now a single nation, retaliates, destroying the invading armies and using new technological weapons to destroy four Russian cities. More nuclear, biological, and chemical strife flares between Russia and North America. An army floods out of the Central American rain forests and invades the southern United States. In the*

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fighting, new weapons are used which separate California from the mainland and destroy much of Texas, sinking it and letting the Gulf rush in. The Asia Communista alliance is formed between China and Japan.

2715-2733: *Asia Communista takes Korea, Indochina, and the Phillipines. Australia and New Zealand begin to attack all new ships entering their waters. An avenging American army enters Mexico and South America and discovers that the land is nearly devoid of human population. The source of the mystery army which came from the rain forests to devastate Texas is never discovered.*

2734-2762: *Asia Communista attacks the Siberian Community Unification and conquers much of it. European Russia breaks into several independent states. America makes one final nuclear and chemical attempt on Russia and does little damage. The European nations that possess nuclear, biological, or chemical arms expend them on their sister countries.*

2763-2771: *Asia Communista takes over Southeast Asia, Tibet, and northern India. No word heard from Australia, Africa, or America.*

2772-2842: *the skirmishes between various European nations become more and more primitive in*

weaponry. Asia Communista tries to begin rebuilding civilization, but many of its fringe lands (such as the Phillipines and Tibet) break away in terrorist triumphs. The major continents all lose touch with one another. Peace of a sort begins once again.

Effects of the Tragic Millenium

As had been foretold continually before its advent, the Tragic Millenium saw destruction and misery on an unprecedented scale. No one on Earth was immune to its effects.

Animals

Zoo animals escaped in the holocaust, into areas not native to them. Most died, but others adapted and multiplied. The harsh radiation rearranged genes and new types of animals appeared. Most were too horrible or pitiful to live, but others, in time, became fairly well-adapted to their new environments.

Civilization

Civilization went through some drastic changes. For some centuries, cities were simply places to scavenge for items of worth and food. Men grouped together in villages or lived solitarily. Some lands, such as Australia and Asia Communista, kept their lands more or less intact, and retained advanced civilizations. Contact with other countries was rare, and

continued on page 6

Chronology of Events

Drawn from the Hawkmoon novels.

Any good **Hawkmoon** gamemaster must have a basic knowledge of the action of the books. The following entries summarize important events described in the entertaining novels.

Each of the events listed below are presented first with the date the the event, then an abbreviation of the novel in which the event is described, and then a summary of what occurred. The abbreviations used are as follows:

[JITS] -- The Jewel in the Skull
[MGA] -- The Mad God's Amulet
[SOTD] -- The Sword of the Dawn
[TR] -- The Runestaff
[CB] -- Count Brass

Parts of *The Champion of Garathorm* and *The Quest for Tanelorn* have been left out, since they are not needed for a normal campaign.

5296 AD

2 OCTOBER — [JITS] Count Brass fights the baragoon.

3 OCTOBER — [JITS] Kamargians celebrate the mistral in their yearly festival. Baron Meliadus visits Count Brass to offer the Kamarg a treaty with Granbretan. Count Brass refuses politely. The Baron stays on as a guest, wooing the Count's daughter, Yisselda.

10 OCTOBER — [JITS] Meliadus tries to take Yisselda by force and is prevented. In departing, Meliadus swears upon the Runestaff, promising vengeance against Count Brass.

5297 AD

3-5 AUGUST — [JITS] Duke Dorian Hawkmoon von Koln leads a rebellion against Granbretan to

avenge his father and free his people. His force is massacred and he is captured.

12 AUGUST — [JITS] Meliadus evolves a plot against the Kamarg using Hawkmoon as instigator.

28 AUGUST — [JITS] Hawkmoon is implanted with the Black Jewel to ensure his loyalty.

1 SEPTEMBER — [JITS] Hawkmoon is given a cover story and an ornithopter ride to Deau-Vere, where he is given a horse and sent on his mission. That evening, he sees the Warrior in Jet and Gold as if in a dream.

4 SEPTEMBER — [JITS] Hawkmoon reaches Castle Brass, where he receives hospitality and sees the Warrior in Jet and Gold at night again.

5 SEPTEMBER — [JITS] At a banquet, Bowgentle enchants Hawkmoon into a coma with a rune disguised as a poem. Count Brass and Bowgentle explore his mind and find the truth.

6 SEPTEMBER — [JITS] Hawkmoon walks with

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Yisselda, and thinks to carry her off as Meliadus' plan requires, but cannot force himself to it. Count Brass and Bowgentle imprison the power of the Jewel, freeing Hawkmoon from Granbretan's control.

13 NOVEMBER — [JITS] Granbretan marches against the Kamarg.

14-16 NOVEMBER — [JITS] Hawkmoon and a few soldiers divert the Granbretanian army to the land to the Kamarg's best advantage in battle.

17 NOVEMBER — [JITS] Hawkmoon nearly kills Astrovak Mikosevaar in an isolated battle between the Kamargians and the Vulture Legion.

26 NOVEMBER — [JITS] Both sides join in battle. Count Brass's tower weapons destroy many Granbretanians. Hawkmoon kills Mikosevaar. Granbretan is thrown back in defeat. Hawkmoon becomes betrothed to Yisselda.

27 NOVEMBER — [JITS] Hawkmoon sets out for Persia to find the sorcerer Malagigi, who can remove the Black Jewel.

5 DECEMBER — [JITS] Oladahn ignorantly shoots Hawkmoon's flamingo mount, injuring Hawkmoon in a fall from the sky. Hawkmoon and Oladahn become friends.

6 DECEMBER — [JITS] Hawkmoon and Oladahn set out for Persia on riding goats.

8 DECEMBER — [JITS] They encounter the caravan of Agonosvos. Hawkmoon is captured. Oladahn rescues him and they defeat Agonosvos. They take horses and board a ship for Turkia.

5298 AD

15 JANUARY — [JITS] Hawkmoon and Oladahn reach Persia and are attacked by Wolves of Granbretan. They are in dire straits when rescued by the Warrior in Jet and Gold.

23 JANUARY — [JITS] The Warrior takes his leave when the three reach Hamadan, where Queen Frawbra battles her brother Nahak the Usurper. They leave the city to join the Queen and help her free Hamadan of Nahak and his Granbretanian allies, assisted by the Warrior in Jet and Gold. Malagigi refuses to help Hawkmoon until the Granbretanians are out. The Black Jewel ominously begins to regain its power, and Hawkmoon uses Agonosvos's helm to hold it at bay. Hawkmoon and Meliadus fight, and Hawkmoon is defeated, but Meliadus falls unconscious and later disappears, assumed dead.

25 JANUARY to 3 FEBRUARY — [JITS] Malagigi makes a new Machine of the Black Jewel while Hawkmoon lies comatose.

4 FEBRUARY — [JITS] The Black Jewel is rendered impotent. Hawkmoon retains it as a symbol of his hatred for the Dark Empire. Hawkmoon and Oladahn ride for Europe.

FEBRUARY-MARCH — [MGA] Hawkmoon and Oladahn, riding to the port of Tarabulus where they hope to find passage to the Kamarg, become lost in the Syrian desert.

19 MARCH — [MGA] Hawkmoon and Oladahn, near-dead from thirst, find the lost city of Soryandum. Dark Empire troops are there and capture the pair. The two are saved by the Wraith-Folk of Soryandum. Hawkmoon helps the Wraith-folk recover a device which can remove Soryandum to another plane. Hawkmoon and Oladahn battle the Machine Beast, manage to blind it, retrieve the device, and escape. The beast tracks them back to Soryandum and begins killing Granbretanians. Soryandum is moved to a different plane with the Wraith-Folk, though Hawkmoon, Oladahn, the Granbretanians, the Machine Beast, and a second machine are left behind. Hawkmoon and Oladahn escape with the second machine and follow the Euphrates north to Turkia.

27 MARCH — [MGA] The two arrive in Birachek, Turkia, where they join a merchant caravan heading for the Black Sea.

30 MARCH — [MGA] The two take passage on the merchant vessel, the Smiling Girl, and set sail for the Crimea. The ship rescues some castaways, only to find they are Granbretanian Boars, led by Huillam D'Averc. D'Averc kills his companions and professes gratitude for his rescue.

31 MARCH — [MGA] Smiling Girl is attacked by the Mad God's ship, but is victorious. Oladahn finds a mummified hand with Yisselda's ring — they question a surviving madman (who is no longer mad) and find he was drugged to commit heinous crimes. They sail for Simferopol and sell the Mad God's treasure.

4 APRIL — [MGA] They sail the Mad God's ship, aiming for Kerch.

13 APRIL — [MGA] They find the real captain of the Mad God's ship. They capture Captain Shagarov and question him, finding that all pretty women captured by the Mad God's ship were sent to the Mad God. They sail for Ukania in a small skiff.

14 APRIL — [MGA] They reach the shore of the Crimea and encounter the Warrior in Jet and Gold, who tells them of Yisselda and the Red Amulet. The four ride for the Mad God's lair.

17 APRIL — [MGA] The heroes cross the Throbbing Bridge.

22 APRIL — [MGA] They reach the Mad God's castle and escape an army of madwomen. They rescue Yisselda and kill the Mad God. The Warrior in Jet and Gold gives Hawkmoon the Red Amulet and takes the Wraith-folk's machine. All but the Warrior ride for Europe in a great chariot drawn by war-jaguars who obey Hawkmoon's orders.

29 APRIL — [MGA] Dark Empire Walruses attack the group but are defeated when Hawkmoon looses the war-jaguars.

30 APRIL — [MGA] Disguised as holy men, they shelter in an inn, and are forced to fight some Boars to save a girl. They take the Boar armor and continue toward the Kamarg.

2 MAY — [MGA] They cross into Shekia and encounter a Granbretanian army. Oladahn, Yisselda, and Hawkmoon are captured by a seemingly treacherous D'Averc. They are dragged before Meliadus and put in chains.

16 MAY — [MGA] The force that captured them joins the main force at the Kamarg. D'Averc helps them escape and they ride through the lines to Castle Brass.

17 MAY — [MGA] They find Count Brass bedridden, but their appearance brings him back to himself. The towers fall. Hawkmoon and Yisselda marry.

18 MAY — [MGA] Battle is joined. The Warrior in Jet and Gold returns the Wraith-Folk's machine. The heroes set the machine to work, and the Kamarg shifts planes, leaving the Granbretanians behind.

5299 AD

5 MARCH — [SOTD] Hawkmoon finds a leather-masked stranger wandering in the marshes and takes him prisoner, discovering the man is Elvereza Tozer, a famous Granbretanian playwright. At Castle Brass, the Warrior in Jet and Gold appears and tells them that one of Tozer's rings has plane-shifting capabilities. Hawkmoon and D'Averc decide to travel to Yel to find Mygan, the creator of Tozer's ring and a similar one provided by the Warrior.

12 MARCH — [SOTD] Two Asia Communista emissaries appear at the gaetes of Londra.

13 MARCH — [SOTD] Meliadus is given the duty of entertaining the emissaries and trying to determine the strength of their homeland.

14 MARCH — [SOTD] A great celebration is given for the emissaries, who give no major hints about their country. They retire early during the ball.

15 MARCH — [SOTD] Taragorm shows Meliadus some of his experiments in time. Flana finds that the emissaries are actually Hawkmoon and D'Averc in disguise, who traveled there by means of the rings. Flana falls in love with D'Averc and helps the pair escape to Yel in her ornithopter.

16 MARCH — [SOTD] Meliadus is reprimanded by Huon for letting the emissaries escape, and plans revenge.

20 MARCH — [SOTD] Hawkmoon and D'Averc reach Mygan's lair and encounter Meliadus who, after a struggle, captures them. Mygan releases them and they travel through space to Amarehk, where Mygan dies of his wounds, after telling them to find Narleen and the Sword of the Dawn. The two are approached by a strange sphere, inside of which is Zhenak-Teng, who takes them to Teng-Kampp.

21 MARCH — [SOTD] Charki attack Teng-Kampp. Zhenak-Teng is killed, and Hawkmoon escapes in the sphere. They travel to the Sayou River and begin to follow it south.

22 MARCH — [TR] Meliadus returns to Londra from Yel. He is reprimanded by Huon, and begins to plot rebellion.

23 MARCH — [SOTD] Hawkmoon and D'Averc build a raft and float down the Sayou.

27 MARCH — [SOTD] They are taken as galley slaves on a pirate caravel.

28 MARCH — [SOTD] In an escape attempt, the two capture Captain Valjon and hold him prisoner until morning, when they give the order to row to shore.

29 MARCH — [SOTD] The pirates attack again, but the pirate ship is in turn attacked by the ship of Pahl Bewchard, Valjon's sworn foe. Hawkmoon and D'Averc sail with Bewchard to his home in Narleen.

30 MARCH — [SOTD] Bewchard is attacked by pirates and carried off to Starvel, the pirate stronghold. Hawkmoon and D'Averc scale Starvel's walls and find the Temple of Batach Gerandium. The Pirate Lords taken them all prisoner. They are tied next to Bewchard for sacrifice, but the Warrior in Jet and Gold appears and frees them, fighting Valjon and his men for the Sword of the Dawn. Hawkmoon uses the Sword to summon the Legion of the Dawn. The pirates are defeated and the four escape. Bewchard gives them a ship and men so they can return to Europe.

1 APRIL — [SOTD] They prepare to leave. The Warrior tells Hawkmoon to sail to Dnark for the Runestaff. Hawkmoon agrees, but when the Warrior leaves, he sails for Europe, not wishing to be involved with a mythical artifact.

8 APRIL — [TR] Hawkmoon's ship is wrecked on a rocky island under mysterious circumstances and he and D'Averc meet Orland Fank, who takes them in his skill to Dnark.

9 APRIL — [TR] They reach Dnark and meet Jehamiah Cohnahlias. At a banquet, they meet Shenegar Trott of Granbretan.

10 APRIL — [TR] Trott attacks Jehamiah, and the Great Good Ones take Hawkmoon and D'Averc to the Runestaff. Fank and the Warrior in Jet and Gold come to their assistance. Hawkmoon uses the Legion to defeat Trott's Falcons, and the Runestaff is rescued, but the Warrior is killed by Trott. Hawkmoon kills Trott and is told by Jehamiah to take the Runestaff to Europe as his standard. The Great Good Ones return them to the Kamarg in a matter of minutes. Meliadus plots with Flana to kill Huon and make Flana queen. Tozer and Taragorm discover how to reach the Kamarg across the planes.

11 APRIL — [TR] Meliadus sets his plan of rebellion in motion and plots to attack Londra with the Orders of the Wolf and Vulture. Hawkmoon discovers he is to be a father.

13 APRIL — [TR] Meliadus attacks the palace. Huon and Meliadus call their respective troops back to Londra to battle for the crown. At midnight, Targagorm's skeleton clock brings the Kamarg back to the real world.

14 APRIL — [TR] Orland Fank appears at the Kamarg with the Mirror Helms, and the heroes prepare to ride for Londra. Hawkmoon, Count Brass, Oladahn, D'Averc, Bowgentle, and Yisselda each claim a helm.

17 APRIL — [TR] Taragorm dies when Kalan's acid cannon explodes. The Palace falls and Huon's globe is destroyed by Meliadus. Half of Granbretan's fighting strength is dead. Flana is enthroned. Before Meliadus can ride to the Kamarg, the heroes arrive. The Legion of the Dawn

slaughters the remaining Granbretanian soldiers. The Black Jewel is reactivated. Oladahn, Count Brass, and Bowgentle are killed, as is D'Averc, to Flana's sorrow. Hawkmoon kills Meliadus and collapses from the pain caused by the Jewel. Flana ends the battle and forces Kalan to remove the Jewel from Hawkmoon's head. She vows that Granbretan will never threaten the world again.

5299-5304 AD

[CB] The Kamarg and Castle Brass are restored. Yisselda bears Hawkmoon two children: Manfred and Yarmila. Most of Europe's countries become republics. Flana orders all Granbretanians to give up their masks and old ways. Most of Londra is razed and rebuilt. Granbretan learns to farm and support itself in ways other than warfare.

5304 AD

3 OCTOBER — [CB] The ghost of Count Brass begins haunting the marshes. Hawkmoon meets the ghost and finds a material Count Brass, 20 years too young. The Count tells Hawkmoon he was told by an oracle that he must kill Hawkmoon. They part in peace.

4 OCTOBER — [CB] A letter arrives from Flana telling of the cult of mask-wearers that has sprung up in Granbretan, swearing to bring back the empire. Hawkmoon goes to the marshes to meet the "ghosts" of Count Brass, D'Averc, Bowgentle, and Oladahn and they tell him of the oracle's pyramid. Hawkmoon discovers that they are actually his friends, pulled from periods in the past when they had nearly died, but actually hadn't. Hawkmoon recognizes the voice of the oracle as Baron Kalan.

5 OCTOBER — [CB] The five head for Soryandum to ask the Wraith-folks' help in tracking Kalan.

7 OCTOBER — [CB] They book passage on the Romanian Queen and begin to sail south.

11 OCTOBER — [CB] The pyramid appears on the ship. Oladahn attacks it and is sent back in time to his death. The pyramid vanishes.

13 OCTOBER — [CB] They disembark in Behruk and ride into the Syrianian desert on camelback.

20 OCTOBER — [CB] Hawkmoon's friends confront the pyramid and D'Averc is sent to his past. The Machine beast attacks the remaining three, Soryandum reappears from the other plane, and the Wraith-Folk destroy their beast. The Wraith-Folk locate Kalan's laboratory in another dimension, a decrepit mockery of old Londra. Kalan reappears and, after a debate, sends Bowgentle back to his past. Hawkmoon and Count Brass follow Kalan to his lab and discover Huon, Meliadus, Mikosevaar, Trott, and others in a seeming trance. They capture Kalan and discover his scheme to create a new Granbretan with the born-again people who lived in it last time. Taragorm rescues Kalan and takes Brass and Hawkmoon to a meeting of the mask-cult in the real Londra. Count Brass tricks the Granbretanians and kills Taragorm, with whose

death the time-wind blows and returns everyone to their proper times and places. Hawkmoon returns to the battle of Londra, where he saves Count Brass.

21 OCTOBER — [CB] Hawkmoon is pulled from the marsh. He discovers that, for the last five years, he has been insane. Count Brass survived the battle of Londra, but Yisselda was slain in his place. His children never existed.

The Champion of Garathorm

These last two books, *The Champion of Garathorm* and *The Quest for Tanelorn* are simply summarized here. Their action takes place largely outside Hawkmoon's native world.

Two years pass and Hawkmoon, though no longer "mad," has lost his will to live. While Count Brass is in Londra, Katinka van Bak, a famous woman warrior and friend of Count Brass, visits the Kamarg. Shee tells of an army beyond the mountains that threatens Europe and talks Hawkmoon into helping her spy on it. On the way to the Bulgars, Hawkmoon gradually regains his strength. They encounter Jhiary-a-Conel, who drops hints at Hawkmoon's role as the Eternal Champion. In a cave in the Bulgars, Hawkmoon is knocked unconscious, and his spirit is transferred to the body of Ilian of Garathorm, and Eternal Champion on another plane.

Hawkmoon becomes Ilian, forgetting his own problems. Garathorm is threatened with an army that has destroyed most of Ilian's people. After a number of mishaps and skirmishes, Ilian enters her old capital and discovers Yisselda, whom she frees. After the army is defeated, Katinka, Jhiary, Yisselda, and Ilian return to the mountain cave where Hawkmoon is restored to his own body and memories and reunited with Yisselda. Ilian returns to her world, and the others to theirs.

The Quest for Tanelorn

Having returned to Castle Brass, Hawkmoon and Yisselda decide to look for their children. They head for Londra, but are separated. Hawkmoon goes to another plane, where he helps Elric, Corum, and Erekoze, other aspects of the Eternal Champion, defeat Agak and Gagak. From there, he and Erekoze seek Tanelorn, where Hawkmoon finds Yisselda, his children, his friends, and Erekoze's Ermizhad, held captive by the Sword-Being. After much discussion, Hawkmoon and Erekoze agree to give in to the Sword-Being's wishes, and the prisoners are released. The two turn on the Runestaff, breaking it, and Erekoze uses the Sword to destroy the Cosmic Balance. The Sword is broken in the process. The act kills Erekoze, but Hawkmoon survives to return to an Earth free of the influences of any gods.

Thus ends the saga of the Eternal Champion.

foreign alliances were seldom formed. Europe became a conglomeration of tiny nations. Only recently have cities become large again.

Climate

The destruction affected the climate tremendously. Sunsets and sunrises are still spectacularly colored. Precipitation is usually heavy and often colored strangely. The wind is frequently heavy, and tornadoes have become common all across the globe. Tides are extremely high, and often leave behind the carcasses of strange sea creatures. In a few sheltered lands, such as the Kamarg and high mountain valleys, conditions are better.

Geography

In the worst-hit places, stretches of glassy desert now exist. New mountain ranges and forests of mutant plants have sprung up. Coastlines have changed, sometimes radically, due to missile strikes, tides, or weather. The Inland Sea of Amarehk is a good example of such an event. Portions of countries sank or became islands when their fault-lines were irritated in explosions. Countries famous for their lakes became swamp or were swallowed by the sea. Abandoned cities quickly became vegetation-overgrown monoliths, monuments to a dying world.

People

People of all nations became clannish and paranoid of outsiders. Many reverted back to primitive ways. In Europe, each tiny nation was defended and ruled by its own petty duke or knight. Africa retained its ancient tribes, which had served it so well over the millenia. Amarehkians, depending on the area, became communes of religious fanatics, solitary hermits, or small-town dwellers. Asia Communists often dwelt in enormous hive cities.

Plants

Cultivated plants took on new, mutant aspects, sometimes beneficial. Some wild plants mutated like the beasts. Most plants stayed basically the same.

Technology

Technology has continued to advance, and many scientific wonders exist in the Tragic Millenium world. However, science is much more inaccessible than now. Ordinary people go through life never using anything more complicated than a pulley, while scientists (often called sorcerers) jealously hoard their secrets. Some technology has been lost as well, and is no longer available to the Tragic Millenium people. No nuclear weapons seem to remain (unless Asia Communista holds a few). Firearms have been forgotten, and been replaced by crossbows, bows, and swords, though advanced ranged weapons such as flamelances are produced.

Technological Devices of The Tragic Millenium

Acid Cannon

This device was an experiment of Baron Kalan's, used to besiege the Palace of Londra. It is a huge jumble of wiring and tubing from which a large trumpet-like bell protrudes. It takes three men to aim, but only one to fire it. When the firing lever is pulled, the machine rumbles, steams, and then a great bubble of fiercely-hot green acid grows from the trumpet mouth and floats away. Anything touched by the acid is dissolved and scorched away, taking 1d100 damage. A bubble is 10 meters in diameter, and hits everything within its area. The bubble lasts for 2d6 rounds, after which it bursts and the acid loses its potency.

Each time the acid cannon is fired, there is a non-cumulative 1% chance that it will explode, and a great gout of the boiling acid spew out, doing 1d100 damage to everyone nearby and wrecking whatever vehicle bears it.

The only known example of the acid cannon destroyed itself in the Siege of Londra. However, more may exist in Kalan's laboratories.

Cold Cannon

Count Brass discovered many extraordinary items in his travels before coming to the Kamarg, and the Cold Cannon was one

of these. The mysterious court of Muskovia holds the secret of the Cold Cannon, and it is unknown and unused outside Muskovia and the Kamarg.

Cold Cannons are made of green and purple glass globes with a bell-shaped nozzle at one end. When fired, the bell spurts out 1d10 small white spheres which land randomly in the area aimed at. (Perhaps the best way to simulate the landing sites of the globes when using miniatures is to take an appropriate number of small d6s and throw them gently at the target site. Wherever a die lands, a globe has bounced.) These little spheres emanate intense cold in a 4 meter radius. Any living creature within the area of cold is frozen solid, unless he can succeed in a DEX x 3 roll to jump free. If the sphere happens to score a direct hit, the target is frozen without any chance of survival.

Cold cannons rapidly get too cold to touch anywhere but the firing button. They are delicate, and the slightest jar could break it. If a cold cannon does break, anyone within 10 meters takes 1d10 of cold damage from the escaping chemicals (armor does not help protect, though heavy furs or winter gear might).

Flame Cannon

Flame cannons are used by most warlike nations of Europe. They are used in castle defense, mounted on ornithopters, and used as field guns for army support. Flame cannons are fairly good-sized, and a horse is normally required to tow one, though two or three men can manhandle one. A successful hit by a flame cannon does 10d6 damage. It does not fire a beam of laser light as does a flamelance — instead, a thin but deadly gout of flames is produced which fries everything it hits.

Flame cannons must be reloaded with a packet of deadly chemicals every 20 shots.

Hallucinocannon

Hallucinocannons are another of Count Brass's defenses, adapted from similar devices used in Espaniya. These are squat, boxlike things with wide-muzzled snouts protruding from one end. When activated, the hallucinocannon sends out 1d100 delicate bluish bubbles. The bubbles float forward, and burst upon contact with anything other than air, releasing a madness-inducing gas.

Those affected by the gas must succeed in an INT x 1 roll or they see their worst fears made manifest and fall berserkly to fight their friends, flee screaming, or collapse catatonic. If the INT x 1 roll is a fumble, the victim dies. After the victim has been removed from exposure from the gas for several hours, he can attempt an INT x 5 roll. If it succeeds, he is cured from his madness. Otherwise, he dies frothing.

After a hallucinocannon has been fired, it must be reloaded and reset, a process which takes a half hour.

Hypnoglobe

Used by ancient physicians as an electronic anesthetic, a hypnoglobe is a small metal ball with tiny colored lights

imbedded into its surface. When the globe is activated, the lights blink in a sleep-inducing pattern. The globe's user can choose the length of unconsciousness induced, which can range from a few minutes to over a month. The globe must be held quite close to the patient, but its effects cannot be resisted.

Knowledge is necessary to operate the hypnoglobe. A user must either be taught, or succeed in an Electronics Lore to comprehend its use.

Lockpick Ray

The lockpick ray is a small, cylindrical object resembling a metal cigar. It will open any lock it is pointed at. It is a creation of the Wraith-folk.

Mad God's Amulet

This glowing red ruby-like object bears the sign of the Runestaff. Its powers can be used by any holder, but anyone who uses it over a prolonged time goes mad — except for the Champion of the Runestaff.

The amulet can be used to hypnotize any target within view unless that target succeeds in a POW x 1 roll. This effect does not work vs. the Champion of the Runestaff.

The amulet can be used to drive any human mad who fails his POW x1 roll. It can also cure that madness. Again, this power does not work vs. the Champion. The madmen and madwomen created by the amulet will do whatever the amulet's holder commands, no matter how suicidal or bizarre. The hypnosis wears off only when so ordered by the amulet's holder. The death of the amulet's holder has no effect.

It can be used to control animals. However, unlike humans, controlled animals do not remain under the amulet's control once they leave its area of influence, and cannot be forced to imperil themselves.

The amulet also adds +10 each to the holder's STR and CON in battle.

Mentality Machine

An invention of Granbretan. It is a large device into which the subject is placed. Delicate wires painlessly penetrate the skull and brain. Soon, strange chaotic hallucinations begin, interspersed with key memories. The visions are controlled by the machine's users. The hallucinations are chosen so as to test the subject's reactions and emotions. The result gives the scientists the current mental state and psychic condition of the subject. This machine is used by the sorcerer-scientists of Granbretan to conduct their mind-control experiments.

Ornithopter

"It was a thing of great beauty, fashioned in the shape of a gigantic griffin, all worked in copper, brass, silver, and black steel, squatting on its powerful lionlike haunches, the forty-foot wings folded on its back. Below the head, in the small

cockpit, sat the pilot dressed in the bird-mask of his Order — the Order of the Crow, which was comprised of all flyers — his gloved hands on the jeweled controls."

—THE JEWEL IN THE SKULL

Ornithopters are flying machines that fly by flapping their wings. They are an invention of Granbretan and are used only by that nation's armed forces. They come in many shapes, always beautifully-worked, as is the Granbretanian habit. War Ornithopters are equipped with a pair of flame cannon, though some carry cases of flechettes (finned metal darts), poison gas, or other deadly loads.

The Runestaff

"It was from the object on this dais that the configurations of light originated. The patterns — stars, circles, cones, and more complex figures — shifted constantly, but their source was always the same. It was a small staff about the length of a short sword, of a dense black, dull and apparently discolored in a few places. The discolorations were of a deep, mottled blue."

—THE RUNESTAFF

The Runestaff is one of the great cosmic items forged to uphold the Balance. It was used by Hawkmoon as his standard in the Battle of Londra. The Runestaff is believed to exist in

Asia Communista, a rumor spread by the servants of the Runestaff to protect it from casual conquest. It is actually located in Dnark, in Amarehk.

It actually does little directly to protect its servants. Its primary power is to generate or find surroundings best for its own survival. As it happens, these surroundings are also conducive to human survival. If a wielder of the Runestaff found himself in hard vacuum, the Runestaff would generate enough air and heat to keep it and its servant alive.

The spirit of the Runestaff, Jehamiah Cohnahlias, can choose to leave the Runestaff temporarily. He can never leave the immediate vicinity, however. Cohnahlias takes the form of a young Oriental lad, dressed in flowing iridescent robes. He can answer questions about the future or past with great accuracy.

Upon every plane of the cosmic multiverse both Law and Chaos exist in some proportion. In the world of the Young Kingdoms, described in the game **Stormbringer**, Law and Chaos exist in equal proportions. Upon Tragic Millenium Earth, Law is significantly more powerful than Chaos. There is also a plane of absolute Chaos, just as there is one of absolute Law. The Runestaff functions as a "bubble" of Cosmic Balance. The influence of Law and Chaos is always kept in balance in a sphere of roughly 1000 meters about the Runestaff. (To understand this effect more fully, refer to the chapter on Interdimensional Travel in the **Hawkmoon Science Book**.)

One of the most impressive powers of the Runestaff is invoked whenever men swear oaths upon it. Swearing upon the Runestaff restricts a person's future to one of two outcomes: either the oath will come totally true, or it will backfire catastrophically (though it may take some time for either outcome to happen.) Baron Meliadus' oath upon the Runestaff, for instance, eventually resulted in both the destruction of the Dark Empire and in Meliadus' own death.

Sonic Cannon

Yet another device Count Brass has adopted to protect the Kamarg. His sonic cannons are modeled after those used to defend the city of Constantinople against barbarian Turkian raiders. Sonic cannons emit a cone of sound which is quite painful to humans, but fatal to animals such as horses. Any non-primate mammal at which the sonic cannon is aimed must succeed in a CON x 1 roll or die. Other creatures feel pain and lose -20% from all skills while the cannon is aimed.

The Sword of the Dawn

The Sword of the Dawn is a great broadsword that glows with a rosy light. It is not one of the Chaos Sword's manifestations, but an entirely different weapon. While the Sword is an excellent weapon (adding 1d6 to the damage done by the wielder, and increasing his attack and parry abilities by 10 percentiles each), its main power is the summoning of the Legion of the Dawn.



The Legion can only be summoned by a person whom the Runestaff approves. When the Legion is called, they appear from nowhere, dressed in baroque antique armor, wielding lances and clubs. The Legion are dark-skinned, and paint their faces with decorations reminiscent of American Plains Indian warpaint. They are wreathed in rosy auras and sing a dirge as they struggle. Only a hundred warriors appear at a time, but when one is killed, another immediately

reappears. The Legion remains, fighting faithfully, until the battle is ended, or until their summoner falls dead or unconscious. Hence, the only way to defeat them is to get to their summoner.

Until Hawkmoon obtained the sword, it was held in the Temple of Batach Gerandiun, in Starvel, city of pirates, within the city of Narleen.

Mutations

THE WEAPONS of the Tragic Millenium produced many strange creatures. Most "monsters" in Hawkmoon are actually mutants, descended from the flora and fauna of our own day. Most mutants are not warped completely — in fact, most would be classifiable by our own biologists. Over the centuries, the chromosomal damage suffered by these mutants stabilized and became natural. The young of many such mutants are still born dead, and most breed much more slowly than natural animals. Some of these mutations and constructs are beneficial, or at least useful, such as the giant flamingos of the Kamarg.

There are artificial mutations as well, genetic constructs such as the baragoon and the war jaguars of Asia Communista, which were created under carefully controlled conditions by

use of the Biological Lore skill. Most of these creatures were bred or trained to kill, and are much more dangerous than the shy natural mutants.

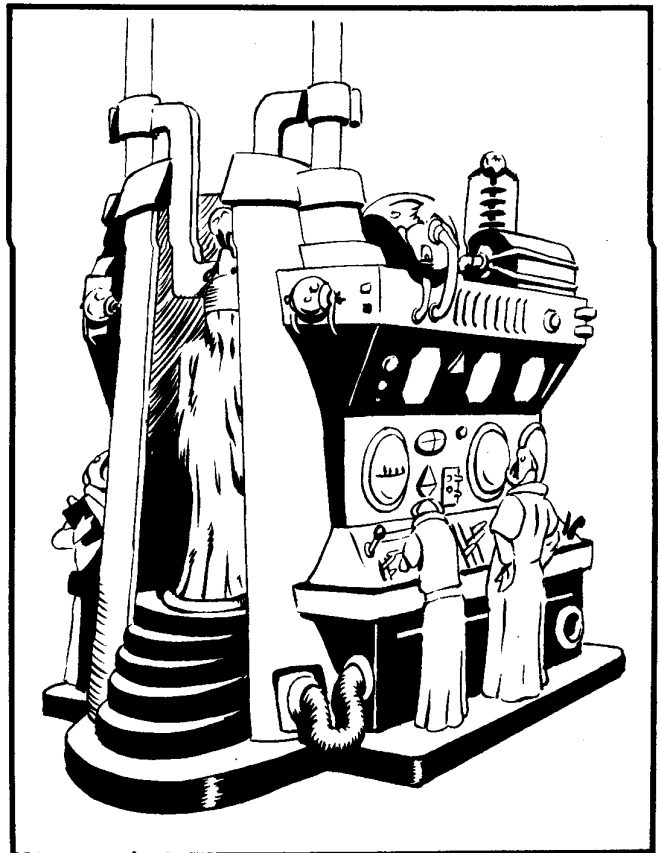
Mutations

In Hawkmoon's Earth, strains of mutations have stabilized into

Animal Mutations

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

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



fairly uniform species. Unique individual mutants are extremely rare, and usually deformed — often too grotesque to survive long. Generally, where one mutant beast is seen, quite a few more just like it are around somewhere.

The following tables are for use in designing new mutant species. The process is simple: choose a plant or animal species (including humans), roll 1d4 to determine the number of mutations it possesses, and roll on the appropriate table for each mutation. If the same mutation is received twice, the mutant might simply have the particular alteration very strongly, or two different versions of the same alteration. For instance, a mutant receiving Keen Sense twice might have both enhanced eyesight and hearing, or it might just have extraordinarily keen vision (infra-red vision, perhaps?).

Some mutant races are as old as the Tragic Millenium. Others are quite new.

Plant Mutations

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

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

Animal Mutation Explanations

ADAPTABILITY: permits a creature to adjust itself to particular extreme conditions. Sample types of adaptability include immunity to radiation, ability to breath both air and water, ability to digest metal and/or stone, and immunity to extreme heat.

ALLERGY: the mutant is hypersensitive to a particular substance, plant, or animal. When in contact with its bane, the unfortunate creature has a reaction, such as sneezing, a rash, swollen eyes, etc. 2d10 percentiles should be reduced from all the creature's skill levels for the duration of the contact and some time thereafter. If this mutation is received twice, the creature is either sensitive to two different substances, or suffers the loss of 4d10 percentiles (gamemaster's choice).

ATTRIBUTE CHANGE (DECREASE): Roll 1d10 to determine which attribute is altered.

Roll another d6 to determine by how much the attribute is lowered: 1-3 = -1d6; 4-5 = -2d6; 6 = -3d6. If a lowered attribute would result in an attribute of less than 1d6, consider the next step down to be 1d4, then 1d3, then simply 1.

ATTRIBUTE CHANGE (INCREASE): this is determined exactly as Attribute Change (decrease), except that the chosen attribute(s) is raised, rather than lowered. A raised INT usually indicates that the creature has received true, though possibly low, intelligence.

Attribute Change

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

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

BIPED: if normally quadrupedal, the mutant has the skeletal and muscular capacity to walk upright. This may be its normal posture, or it may tire the mutant to assume this position for long periods, forcing it to drop to quadrupedal stance periodically.

Normally bipedal creatures, such as humans, would be forced to a quadrupedal stance. Inappropriate creatures (a quadrupedal chicken or snake is difficult to imagine, for instance) should exchange this mutation, if rolled, for Structural Change.

CAMOUFLAGE: the creature is well-concealed, or its body form imitates some other organism or object. A hairless animal which, when curled up, resembled a rock would be an example of this, as would be a creature which imitated a tree or a human. The mutant might simply have a camouflaged hide which increases its Hide skill. The creature may use its camouflage ability to evade predators or capture prey, depending on its nature.

COLORATION: the mutant's skin, scales, feathers, fur, eyes, tail, or pattern is a different color or colors from the species' natural color, often strikingly so. It may glisten like gold, be tiger-striped, or be one solid color.

CONGENITAL DISEASE: the mutant suffers from an incurable and possibly painful non-contagious ailment. It may have hemophiia, deformed bones, cancer, or lung trouble. Such mutants generally have shortened life spans. Attributes may or may not be reduced according to the severity of the disease.

DISEASE CARRIER: such creatures carry disease, though they themselves are immune to the disease they carry. The disease has an intensity of 2d10. The disease may be promulgated by any touch, or by some specific mode of contact, such as through the creature's droppings or via its bite or claws. Anyone exposed must roll their CON x 5 minus the disease's intensity on 1d100 or contract the disease. Creatures that receive this mutation twice either increase intensity to 4d10 or carry two separate diseases.

GROUP INTELLIGENCE: creatures with group intelligence live in colonies and share the same mind. What one creature experiences is also experienced by members of its colony. Variable degrees of contact exist, and the telepathy-like link is

often affected by distance. Often such species have ant-like castes, with some individuals specialized for breeding, others for foraging, and yet others for warfare.

HANDS: includes any type of manipulative organ, not just hands. A human with this mutation has extremely mobile, ape-like feet, or perhaps prehensile lips or a tail.

HARDY: the mutant can withstand damage. It might be able to be reduced to 0 or negative hit points and still keep fighting, or it might take only half damage from a certain damage type, such as fire, falling, cutting weapons, etc.

HYBRID: the mutant, which must be a genetic construct, shares features of two or more different types of animals. It might be a bear with lobster-like claws, a tiger-headed horse, or anything else imaginable. The degree of the crossing is left up to the gamemaster's imagination.

KEEN SENSE: one of the mutant's senses is heightened. This also raises the corresponding skills. Hence, a mutant with a greatly enhanced sense of smell would raise its Scent and Track skills. A mutant with eyes as big as platters would increase its See, Search, and Track. This mutation may be accompanied by a heightened (harmful) sensitivity as well. For instance, the aforementioned big-eyed mutant might be blinded by bright light.

LUMINESCENCE: allows the mutant to generate light. It may simply faintly glow in the dark, or it might project a harsh beam of light. The light's color, intensity, and any ability of the creature to control or alter the light is up to the gamemaster.

METABOLISM CHANGE: this can result in all sorts of benefits or drawbacks. It might have a greatly extended or reduced lifespan, may have altered sleep habits, appetite, or growth. It might live, move, and act twice as fast as ordinary creatures, but have to eat ten times as much.

PAIN SENSITIVITY: the mutant is of particularly delicate construction, has a weakened epidermis, or simply feels pain more strongly than most creatures. It may take double damage from all wounds, or the slightest blow may blind the creature with agony and cause it to flee in panic.

PHEROMONE: the mutant produces a distinctive odor, which it may or may not be able to shut off at will. It might simply have an unusual smell, such as cinnamon, ammonia, or kerosene. Some creatures (generally artificially bred) produce complex organic pheromones which induce emotions in humans or other creatures. The emotion induced might be rage, fear, sorrow, or nausea. These special pheromones have an intensity of 2d10. The target creature must succeed in rolling INT x 5 minus the pheromone's intensity on 1d100 or succumb. An additional dose of this mutation may result in an increased intensity or a second type of pheromone production.

REDUCED SENSE: this reduces or eliminates one or more of a creature's senses. It may be blind, deaf, etc. This may affect skills and attacks.

REGENERATION: the mutant takes no permanent injury from Major or Critical Wounds or can grow back lost limbs and/or organs. In extreme cases, the mutant can actually heal

back damage taken at the rate of 1 or more points per combat round. It may or may not be able to continue healing after death would normally take place. It may not be able to heal from wounds from a certain source, such as fire, acid, drowning, etc.

SENSITIVITY: the mutant is attuned to a certain item or substance which it can detect automatically at a distance. Gold, water, oil, specific prey animals or plants, gems, and power sources are all viable targets for Sensitivity.

SPEECH (MIMICRY): if the mutant is intelligent, it can learn and speak human tongues. If not, then it simply imitates sounds, including voices, machinery, explosions, other animals, etc. The mimicry may or may not be convincing or realistic, and some sounds may be beyond the mutant's powers. The mutant might use its ability to attract or fool prey (it might have learned, for instance, that calling the sound-pattern "help!" in the tone of a human child usually brought other humans running). A human with this mutation might be able to speak animal languages, might have a natural knack for languages, or may not have the power of speech at all.

STRUCTURE CHANGE (ADVERSE): this mutation covers a wide variety of alterations. It might be deformed, obese, or extremely thin. Or it might have ridiculous additions such as ten extra legs that do nothing but hinder its movement.

STRUCTURE CHANGE (BENIGN): similar to the above, but usually beneficial or at least neutral. A creature might have an exoskeleton (possibly adding to its armor), extra legs or heads, larger or smaller body parts, or new parts such as wings, horns, or spines.

VENOM: the creature manufactures venom with an intensity of 2d10. The venom may be injected by bite, sting, or claw. It may coat the creature's outer body. It might be a gas, or might even take effect only if the mutant is eaten. Most poisons simply reduce the victim's hit points by an amount equal to the poison's intensity. Other possibilities are sleep, paralysis, attribute reducers, or blindness. A successful CON x 3 roll might reduce or eliminate the poison's effect.

Plant Mutation Explanations

GROUP INTELLIGENCE: plants with group intelligence usually live in colonies. Sometimes all the plants in a given area are controlled by a single type of plant, and act for its betterment. Or perhaps the intelligent plant type has several different varieties used for different purposes.

IMITATION: such vegetation can imitate, with varying degrees of accuracy, one or more types of animal, another plant, or even humans. Mobile imitators might be able to use the creature's attack forms. Often, a plant only imitates part of a creature, such as its voice, its head, etc.

INTELLIGENCE: the INT attribute is added to whatever other attributes the plant possesses. The degree of intelligence is up to the gamemaster, but plants are unlikely to think like humans. Mobile plants with intelligence may be tool-users.





Intelligent plants without personality usually cannot be interacted with by humans.

MOBILITY: the plant can move independently of wind or growth. Some plants may only be able to move branches, flowers, or leaves, but some may be able to uproot themselves and move around, or may never root in the first place. Such plants have DEX, and are often carnivorous.

PERFUME: plants with this mutation can produce strong scents, much like the animal Pheromone mutation (q.v.).

PERSONALITY: an intelligent plant with this mutation feels emotion, and is as entertaining as any human or animal. An unintelligent plant with personality functions with a mindless personality. It might simulate embarrassment by blushing, or it might pull away from intruders as if shy.

POISON: the plant secretes a poison or irritant of some type. It may drip corrosive oil, have sharp leaves or thorns, or tiny

nettle-like spicules. Many poisonous plants are dangerous only if eaten, others are deadly simply to brush against. See the animal mutation of Venom for more information.

SENSES: the plant has one or more animal-like senses. It can see, hear, or smell, and react accordingly.

SPORES: when disturbed, a plant with this mutation gives off clouds of spores. The spores may have a deleterious effect on humans, such as causing hallucinations, coughing and choking, or even death. Some spores may implant in the body of whomever they contact and sprout new plants in a matter of days, eventually causing their victim's death.

STRUCTURAL CHANGE: an extremely variable mutation, which must be decided upon by the gamemaster. A plant with structural changes may be larger or smaller than usual, may have deadly thorns or spikes that may or may not be able to be fired at an enemy. The plant may combine several other types of plants, be parasitic, etc.

Interdimensional Travel

PERCEPTIVE FANS of Chaosium's other games have by now noticed that the rules to **Hawkmoon** and **Stormbringer** are identical in all essential facets. Because they are based in different universes, different skills, weapons, and background are used, but the basics remain the same.

This is intentional, and is meant to permit adventurers from one game to freely pass to the other and back again. Interdimensional travel is possible to both universes, though not easy. To pass to the Tragic Millenium Earth from **Stormbringer**, the easiest method to use is a Demon or Virtue of Transport, designed with precisely that function. A special demon or virtue might have to be summoned, but that should not be difficult for any sorcerer of real power. To travel from the land of **Hawkmoon** to the world of the Young Kingdoms is somewhat more difficult, though special devices can be built or found to permit such travel, such as Baron Kalan's Pyramid or the dimensional shifter of the Wraith-folk. And, of course, certain artifacts and places, such as the Tower of Voilodion Gagnazdiak, travel from universe to universe — a party of adventurers could "hitch a ride," as it were.

Entering the Young Kingdoms

No change occurs to a native of Tragic Millenium Earth upon entering the Young Kingdoms. Flamelances still function, mutants retain their special powers, ornithopters fly perfectly well. Science, the tool of Law, works just fine in Elric's world,

as proven by the Boatmen of Xylerenes and Reptile Men of Pio, two advanced races whose science was demonstrated to operate effectively there.

However, the tools necessary to science are generally unavailable anywhere in the Young Kingdoms. Microscopes and incubators for biological research are nonexistent. Precision gears, bearings, and springs for machinery; high-quality glassware essential to chemistry; any sort of electronics whatsoever; all are quite impossible to the medieval technology available in the Young Kingdoms. Unless a traveler has brought his equipment with him, no **Hawkmoon** Lore skill can operate at higher than 20%.

Flame-lances and similar technological weapons are generally not considered to be magic, and do not damage demon armor, though the damage points in excess of the demon armor's protection will still damage the wearer. However, given time and motivation, a competent scientist can develop weapons capable of damaging demon armor. Of course, certain special weapons, such as the Sword of the Dawn, can harm demon armor. And other weapons, such as acid or sonic cannon, produce effects too devastating or too subtle to be blocked by mere demon armor.

Entering Tragic Millenium Earth

Of all Moorcock's universes, **Hawkmoon's** is perhaps the most Lawful and least influenced by Chaos. Even the havoc of

the Tragic Millenium was performed by science and cold logic, proving, perhaps, that Law run amok is as fearsome as the slimy hordes of Chaos. Only now, centuries after the end of the war, do tiny bits of Chaos begin to seep into the world. Though all types of magic are suppressed and weakened, Chaos magic is worst-hit by the differences between worlds.

Any **Stormbringer** adventurer coming to Tragic Millenium Earth finds that all his magic skills are divided by 10 (.5 or greater rounding up). Hence, a mighty sorcerer with the ability to summon Earth elementals at 93% has his skill reduced to a pitiful 9% in **Hawkmoon's** world. Summoned demons and elementals may not be bound into a sorcerer's permanent service, though such entities previously bound remain under control once brought here. Additionally, no magic may be taught in **Hawkmoon's** world. The nature of Law just does not permit the tremendous and weird flexing of logic and mental perception necessary to the learning of spells. Prospective **Hawkmoon** magic-users must travel to other, less Lawful, planes, learn their magical skills and spells to as high a degree as possible, and then travel back to Tragic Millenium Earth (suffering appropriate reductions in skill values).

The abilities of elementals remain the same as in **Stormbringer**. However, elementals may not be bound into a sorcerer's service in **Hawkmoon's** Earth: they may only be summoned and commanded once, after which they depart.

All demon attributes, except for SIZ, and all demon special abilities are divided by 10 so long as they stay in Tragic Millenium Earth. This even applies to powerful demons such as Stormbringer itself, who only drains 1d10 points of POW, instead of 1d100. New demons can be summoned in Tragic Millenium Earth and, unlike elementals, can be bound into service. The total of the demon's attribute points equals to the sorcerer's total attribute points divided by 10. The demon's POW is based on a normal roll of 1d3, which makes it extraordinarily easy to tame. Since SIZ remains normal, points put into SIZ are multiplied by 10 (or whatever fraction thereof the summoner desires).

EXAMPLE: *Thoreb Vlaxn, Pan Tangian sorcerer, wears demon armor with a CON of 44, SIZ of 15, POW of 18, and CHA of 9. When he transports himself to the Tragic Millenium Earth in search of a flamelance, his demon armor suddenly becomes CON 4, SIZ 15, POW 2, and CHA 1. In Granbretan, he tries to summon a Demon of Combat to fight with. His skill of 88% is only 9% here, but he rolls 07 and succeeds. His total stats add up to 86, so his demon has a total value of 9 (!) points. The demon's POW is 1d3, and a 3 is rolled. He puts 1 point into SIZ, giving him a SIZ which can range from 1-10 (he chooses 3 for a demon poleaxe). He has 5 points remaining, and puts them all into STR. Since 10 points of STR give a weapon +1d6 damage, a merciful gamemaster decrees that 5 points of STR give it about +1d3 damage.*

In third edition **Stormbringer**, it is possible to summon demons of greater or lesser power than the "standard"



Illustration by Alan Okamoto

variety. If you play by these rules, when minor or especially strong demons are summoned in Tragic Millenium Earth, each extra 1 point added to the demon's POW roll permits the sorcerer to increase its total attribute points by 1/3. Hence, a 1d3+3 POW roll would result in a demon with twice as many attribute points — 1/5 of the sorcerer's total attributes. A demon with a POW of 1d3+27 would have equal attribute points to the sorcerer's. If 1d2 is rolled instead of 1d3, the demon's total attribute points are only 2/3 as much (1/15 the sorcerer's), and if an automatic 1 point of POW is chosen, the demon's attribute points are 1/3 normal (1/30 the sorcerer's total).

However, upon return to the Young Kingdoms, all the demon's statistics but SIZ are multiplied by 10, including

POW. This POW increase gives the demon an immediate chance to resist the sorcerer's POW and escape its binding. If it is an aggressive type of demon, it immediately attacks the sorcerer. Otherwise, it merely departs.

Elemental Rulers, Beast Lords, and the Lords of Law and Chaos cannot be summoned in **Hawkmoon's** world. Agents (only) of Law, Chaos, or of an Elemental Ruler, that try to contact their patron can, at best, get only a dim image or voice from their god, who can take no direct action here.

Amulets of Law or Chaos become inert and dead while within **Hawkmoon's** Earth.

Unlike all other forms of magic, Virtues function normally in **Hawkmoon's** Earth. However, new Virtues cannot be manifested there.

The Young Kingdoms

The world of Elric as presented in the **Stormbringer** roleplaying game.

1 inch equals 600 miles.

