

Index

- Adventurer Sheet 9–10, I65–I66
- Allegiance 19, I12
 - Allegiance Points Table I12
- Animals I19–I21
- Armor 23
 - sorcerous 73
- Avocation (defined) 20
- Briklings 5I–53
- Brown Man, the 45
- Campaign ideas I04–I05, I10–I11, I14
- Chaos Creatures
 - creation tables 85
 - Eldjark I39
 - Frhegg 88
 - list 87–88
 - pacts 84, 86
 - summoning *see Sorcery*
- Chaos traits 91
 - table 92
- Chaotic Effects 7I
 - catalog 73–82
- Character creation 8–I4
- Character Sheet 9–10, I65–I66
- Chariot
 - skill 2I
- Chariots 26–29
 - mishaps 27–28
 - of the Five Planes 29
 - Quality Contriving 95
 - speed 26
 - spot rules 27
 - stability 27
 - structure 28–29
- Conjunction of the Million Spheres (defined) 63
- Contriving
 - combining 93, 98
 - contrivances 95, 96, 98, 98
 - breakage table 96
 - catalog 99
 - Vadhagh-Nhadragh I08–I09, I18
 - contriving process 94–95
 - learning 93–94
 - mechanics 93, 95–96
 - memory limits 95
 - plane shift 93, 96–98
 - quality 93, 95
 - summary I63–I64
 - the bunny lute 95, 96, 97, 98, I00
 - see also Crystals*
- Corum (game)
 - compared with *Stormbringer* 8, 19, 22, 23, 68, 92
 - historical background 32–33
 - historical period 33
 - map of gameworld 35
- Creatures and monsters I2I–I24
- Crimson cattle 5I, I16
- Crystals I00–I0I, I12
- Demons *see Sorcery*
- Elemental tattoo 2I, I0I
 - list I0I
 - summary I64
- Encyclopaedia 95
- Fauna
 - animals I19–I2I
 - unnatural creatures I2I–I24
- Fetish craft 2I, 83
 - fetish list 83
 - summary I62
- Fifteen Planes (defined) 4–5
- Five Planes (defined) 4–5, 62
- Focal points (sorcery) 70–7I
- Fumbled roll, twice 87
- Gods
 - Chaos 60–6I
 - Shark 36–37
 - invoking 65
 - Law 6I
 - Arkyn 45
 - Other 6I–62
- Grimoire 70
- Humans *see Mabden*
- Intensity *see Sorcery*
- Languages 2I
- Level of Intensity *see Sorcery*
- Mabden II, 34–39, 40–42, 47–49, 53, 54, 55, 56–59
 - Pony tribes 45–46
- Magical items 69, 87
- Map of Corum's World 35
- Money III–II2
- Multiverse
 - gaming in the II3–II4
 - generator II3–II4
- Names, naming conventions III
- Nhadragh II, 39–40, I07–I1I, I53–I60
 - Awakening I10
 - Underground I09–I10
- NPC templates
 - Moorcock characters I28–I36
 - mundane I25–I28
- Occupations I5–I8
 - Occupation Table I2
- Pact *see Chaos Creatures*
- Phantom Greatship I09
- Pirate, pirates I7, 36–37, I27, I38
- Plane shifting 96–97, 97
 - Shift Self and others 97
 - Shift Vision 96–97
 - sorcerous 78
 - see also Contriving*
- Ragha-da-Kheta II–I3, 53–55, 64–65
- Scenario hooks 4I, 44–46, 50, 5I, 52, 53, 57, 59, I05–I07, I07, I13–I14
- Shalafen I3, 49–50, 63
- Shark god. *See Gods*
- Shefanhov (defined) 32
- Ships 24–26
 - of the Five Planes 25
- Skills 20–22
 - sorcerous 79
- Sorcerous Melds 72
- Sorcery
 - duration 72–73
 - intensity 7I
 - learning 70
 - memory limits 69
 - radying and dismissing 69
 - range 72
 - Sorcerous Disasters table 7I
 - Sorcerous Melds (casting spells) 70–73
 - summary I62–I63
 - summoning Chaos Creatures 84–87
 - summoning Demons 90
- Source material I07
- Sprites II6
- Tanelorn 59, I13
- Vadhagh I3–I4, 42–46, 63–64
 - treasures I18
 - Vedagh 5I
- Vedagh *see Vadhagh*
- Weapons 23
 - sorcerous 82
 - Weapon Table 23
- World of the Five Planes
 - defined 4–5, 62
 - map 35