

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+

WEAPON TABLES

HAND-TO-HAND¹ WEAPONS	<i>base chance, or starting skill points</i>	<i>damage done with attack</i>	<i>needs 1 hand / 2 hands</i>	<i>hit points</i>	<i>length of weapon</i>	<i>impales?</i>	<i>designed² to parry?</i>	<i>minimum STR / DEX</i>	<i>weapon class</i>	<i>average cost in bronzes</i>
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	<i>base chance, or starting skill points</i>	<i>damage done with attack</i>	<i>needs 1 hand / 2 hands</i>	<i>hit points</i>	<i>length of weapon</i>	<i>impales?</i>	<i>designed to parry?</i>	<i>minimum STR / DEX</i>	<i>weapon class</i>	<i>average cost in bronzes</i>
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	<i>base chance, or starting skill points</i>	<i>damage¹² done with attack</i>	<i>base range in yards</i>	<i>attacks per round¹³</i>	<i>hit points</i>	<i>weapon class</i>	<i>impales?</i>	<i>designed to parry?</i>	<i>minimum STR / DEX</i>	<i>average cost in bronzes</i>
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.

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 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 Hwamgaard. 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.

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

SPELLS 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 ensorcelled 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

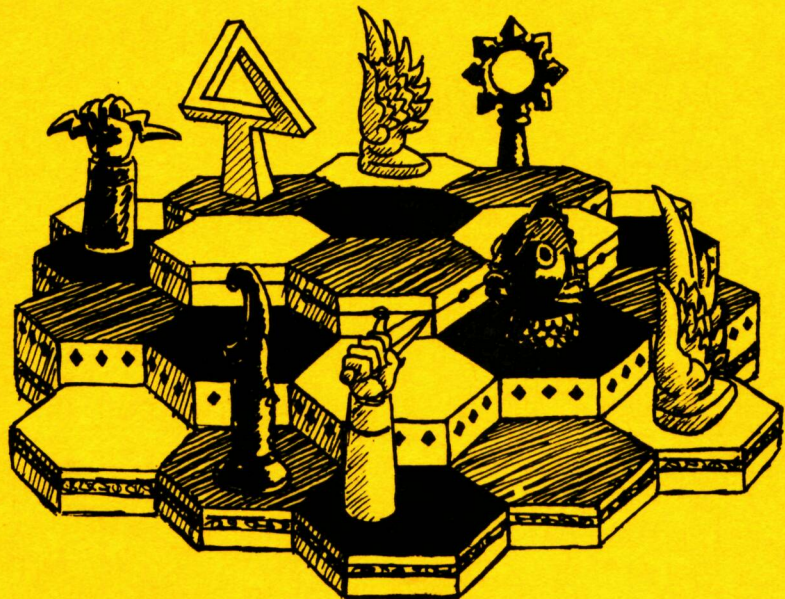
ONLY ONE SPELL per object is possible: if Hell's Bulwark, then no Hell's Armor. If Hell's Sharp Flame, then no Hell's Razor; if Bonds Unbreakable, then no Make Fast, and so on. An additional spell cast on an object has no effect and is dissipated.

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)	cancel 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)

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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)

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.
Gout 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

ONA 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 — Quaalnargn (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.

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ROAD, OPEN-COUNTRY MOVEMENT

This table assumes a ten-hour day, with regular stops for rest. Desperate men can move faster with forced marches, but require daily CON x5 rolls or lose a hit point daily.

	miles	kilometers
Walking	20	32
Forced March	40	64
Casual Horseback	35	56
Forced Horseback	60	97
Wagon-Speed	10	16

TERRAIN AND WEATHER MODIFIERS

- ◆ Unless bridged or fordable, each **major river** takes an entire day to cross.
- ◆ Unless on road or trails, a **forest** reduces land travel rates by 1/3.
- ◆ For **rolling hills**, reduce by 1/3.
- ◆ For **deserts**, reduce by 1/3.
- ◆ For **heavy storms**, reduce by 1/2.
- ◆ For **mountains**, reduce by 2/3.
- ◆ For **marshes and swamps** reduce movement by 2/3, though having boats available could speed things up.
- ◆ For **ice and snow**, reduce movement by 4/5, but skis or sleighs might reduce the deduction to only 1/3.

Modifiers accumulate. For example, to attempt casual horseback movement through forested mountains, cut the rate by 2/3 for mountains (from 35 to 11 2/3 and then rounded up) to 12 miles per day, and reduce that result by another 1/3 for forests, down to 8 miles a day.

SAILING SPEEDS, AVERAGE

	favorable		unfavorable	
	m	km	m	km
Open Sea, hourly	8	13	1	1.6
Coast / River, hourly	4	6.4	2	3.2
Open Sea, 24 hourly	154	96	24	38
Coast / River, daylight	48	77	12	19

Favorable / Unfavorable Conditions — winds, storms, the tide, rocks, sandbars, etc. The type of sailing craft and the experience of the crew also has great effect.

CHAOS, BALANCE, & LAW POINTS

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

<i>the adventurer . . .</i>	<i>chaos</i>	<i>balance</i>	<i>law</i>
binds an elemental	—	-1	—
casts a spell	1	—	—
frees someone	1	1	—
gives charity	1	—	—
heals someone	—	—	—
mortally ill	—	1	—
imprisons someone	—	1	1
invocation restores someone's life	2	-2	1
invokes Lord of Chaos or Law	2	—	1
kills an elemental	1/10 E's POW	—	1/10 E's POW
kills a demon	—	—	1/10 D's POW
kills sworn enemy in battle/fair fight	—	—	1
learns cast magic	1	—	—
loves another	—	3	—
makes something unique and beautiful	—	1	—
murders	1	—	—
object-binds elemental	—	-5	—
refuses charity	—	—	1
rescues someone from danger	1	2	1
speaks with the dead	1	-1	—
steals something important	1	—	—
summons a demon	1	—	—
takes revenge	1	—	1
takes advantage	1	—	1
tells significant lie	1	—	1
tells significant truth	—	1	—





DODGE SKILL AGAINST ATTACKS EVADE, DISENGAGE, OR CLOSE

<i>dodger</i>	<i>attacker</i>	<i>result</i>
critical	impale critical, success, failure, fumble	blow strikes for full effect. dodging character is able to disengage, evade, or close; if against a fumble, the foe falls down, or must receive a roll on the fumble table.
success	impale, critical	blow strikes for full effect.
success	success, failure	dodging character evades, disengages, or closes
success	fumble	dodging character evades, disengages, or closes; attacker falls down, or must receive a roll on the fumble table.
failure	impale, critical, success	blow strikes for full effect.
failure	failure	foes maintain relative distance.
failure	fumble	the foes maintain relative distance; the attacker must receive a fumble table roll.
fumble	impale, critical, success	blow strikes for full effect; dodging character also slips and falls down.
fumble	failure	dodging character falls down.
fumble	fumble	no effect: sneer, and try again.

LEVELS OF SUCCESS AND FAILURE

IMPALE: a D100 result of 01, achieved only by cutting, thrusting, and certain missile weapons: see the weapon tables. For damage, roll twice and subtract both results from the defender's hit points. *Additionally*, ignore the defender's armor: the defender takes full rolled damage, even if wearing demon armor, since the blow evaded the armor. Add any damage bonus.

An impale cannot be deflected except by magic or a normal parry; a critical parry lessens attack damage.

CRITICAL: a D100 result equal to 20 percent or less (round up fraction) of the percentiles in the skill.

(If a critical is rolled for a non-combat skill, something unusually good happens. See the skills chapter for examples.)

In combat, the critical causes a weapon to do double damage. Add any normal damage bonus, but armor defends fully. A normal parry lessens attack damage.

SUCCESS: a D100 result equal to or less than the adventurer's percentiles in the skill, but a result higher than 20 percent of the present skill.

A parry of the same level or higher deflects a successful attack, and a dodge of the same or higher level evades it.

Successes achieve what was expected.

FAILURE: a D100 result higher than the adventurer's percentiles in the skill, but not a fumble.

Failure means that the attempted skill achieved nothing. The next try may succeed.

FUMBLE: a D100 result of 99 and 00 if the percentiles in the skill equal 100 or less, or of 00 only if the skill's percentiles equal 101 or more.

Fumbling a skill suggests an unexpected disaster. The fighter drops his weapon, a tree limb breaks beneath the climber, etc.

MAJOR WOUND TABLE

THE ADVENTURER MUST have sustained a major wound. Roll to learn where. Then make a Luck roll: if it succeeds, then the adventurer loses the hit points, but not the characteristic points. If the Luck roll fails, then the adventurer loses both the hit points and the characteristic points.

Multiple descriptions of injuries occur. Create what is appropriate to your situation. Make up points lost from most characteristics through special response or training of the characteristic, but the scars remain. The loss is permanent if nothing is done. Re-calculate hit points, damage bonus, the number of spells, summonings, etc., held in memory, and so forth.

01-10 severed leg tendons causing limping, or fused ankle bones causing limping, or back muscles or spinal nerve damage bending the torso to the left or right, or a shattered knee that cannot bend, or make up your own. Lose 1D3 DEX. The maximum MOV is now that 1D3 less. Still able to fight.

11-20 much of your nose has been sliced away, or multiple scars deface both hands, or an ear has been cut off, or a livid three-inch scar lends an evil cast to your face, or make up your own. Lose 1D3 APP. Your visible and unappealing deformity cannot be disguised. Still able to fight.

21-30 wrist or hand damage, or a slab of arm or shoulder muscle has been cut away, or a chunk was hewn from thigh or calf muscles, or you have spinal nerve damage, or several fingers or toes were severed, or make up your own. Lose 1D3 STR; this loss may change what weapons you can swing. Still able to fight with a weapon, but not a shield.

31-40 a punctured lung leads to a weakened respiratory system, or deep stomach wounds chronically reinfect, or belly wounds weaken your digestion and general health, or you damaged kidneys and liver, or make up your own. Lose 1D3 CON; maximum MOV is now that 1D3 less, and hit points may be lower. Still able to fight.

41-50 concussion damages hearing and limits Listen and Insight to maximums of 65 percent; or cuts to the head thereafter requiring Luck rolls each time to use the skills Million Spheres, Potions, Unknown Kingdoms, and Young Kingdoms; or blows or cuts which affect depth perception and leave missile-weapon skills at maximums of 65 percent; or multiple cuts to the face and neck limit the skills of Bargain, Fast Talk, Oratory, and spoken languages to 65 percent maximum, or make up your own. Lose 1D3 INT; this loss affects the adventurer's ability to cast magic. Still able to fight.

51-60 see 01-10 for what happened, which now expands to the loss of one or both arms or legs. Lose 1D6 DEX and reduce maximum MOV by that same amount. Unable to fight.

61-70 see 11-20 for what happened, which now includes worse mutilations. Lose 1D6 APP; it creates one or more visible deformities that cannot be disguised. Still able to fight.

71-80 see 21-30 for examples of mutilating cuts and losses. Lose 1D6 STR; change hit points and damage bonus. Still able to fight.

81-90 see 31-40 for various wounds to the vitals. Lose 1D6 CON; may affect damage bonus and reduces MOV by that number of units equal to the 1D6 result rolled. Unable to fight.

91-92 bad facial and vocal-cord injuries. Lose 1D6 APP; lower the Charisma roll respectively. Still able to fight.

93-94 broken bones and severed ganglia. Lose 1D6 DEX; from now on the adventurer can only use shields and 1H hand-to-hand weapons. Still able to fight.

95-96 nerve damage to left or right arm. Lose 1D6 DEX; hereafter only the other arm can wield weapons or shields. Still able to fight.

97-98 nerve damage to both arms. Lose 1D6 DEX; though the legs are fine, neither arm nor hand can wield anything. Unable to fight.

99 adventurer is mutilated by vicious wounds. Lose 1D3 points each from APP, DEX, and CON, and describe the results. Unable to fight.

00 adventurer was deliberately mutilated after collapsing. Remove 1D4 points each from four characteristics, and describe results. Unable to fight.

FUMBLE TABLE

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

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

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

HAND-TO-HAND FUMBLES

STANDARD FUMBLE — weapon drops from your hand and lands at your feet: five DEX-ranks to pick it up.

Roll D100.

- 01-06 *Slip or trip over rocks, etc.* — lose next parry; your foe may disengage.
- 07-12 *Slip or trip on a corpse or other obstacle* — lose next attack; your opponent may disengage.
- 13-18 *Slip or trip in a pool of blood or water or other hazard* — lose next parry and attack; your enemy may disengage.
- 19-24 *Sweat in eyes* — parry, dodge, or move only for the next 1D3 combat rounds; your foe may disengage.
- 25-28 *Shield strap breaks* — halve your shield parry percentage until repaired. Inapplicable to a demon shield.
- 29-32 *Distracted* — automatic miss on your next attack, in whatever round it occurs.
- 33-36 *Drop weapon* — it's at your feet and costs 5 DEX-ranks to recover. Your enemy may disengage. Ignore this fumble if you parry with a shield.
- 37-40 *Weapon knocked away* — it is 1D4 yards distant in a 1D8 direction. Ignore this fumble if you parry with a shield.

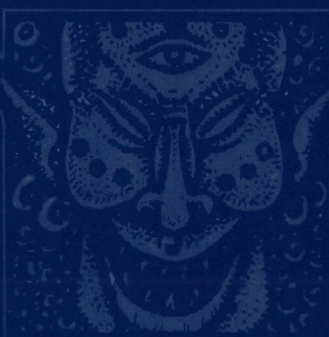
- 41-43 *Blow to solar plexus* — you can parry but not attack or Dodge for two rounds; your opponent may disengage. Ignore this fumble if you parry with a shield.
- 44-46 *Arm cut, dislocated shoulder* — you can use a weapon or use a shield (but not both) for the rest of the fight. Ignore this fumble if you parry with a shield.
- 47-49 *Smash to your face* — parry and dodge only for the next round as you try to wipe blood from your eyes; enemy may disengage. Ignore result if wearing a helmet.
- 50-52 *Unexpected blow from the side or rear* — you're knocked down; your foe may disengage.
- 53-55 *Heavy hit to head* — you lose no hit points, but your senses reel from the buffet. Halve your attack and parry skills for one full round.
- 56-58 *Helmet knocked off or heavy hit to head* — if the former, you'll need 5 DEX-ranks to pick it up, and a full combat round to strap it on after disengaging. If the latter, see 53-55, just above. Inapplicable to demon armor.
- 59-62 *Weapon breaks* — to get another one, unsheathe one or pick one up; your opponent may disengage. Inapplicable to a demon weapon.
- 63-65 *Your shield is cloven in two* — discard shield. If you were not using a shield, parrying weapon breaks. Inapplicable to a demon shield.
- 66-68 *Broken or cut nose* — bleed for 1D6+4 combat rounds; resulting deformity is permanent: lose 1 APP.
- 69-71 *Foot stepped on, ankle sprained* — halve MOV for rest of the battle.
- 72-74 *You lose the little finger from your left or right hand* — uniformly lower weapon skills or shield skill by 10 percent, player's choice.
- 75-77 *Weapon stuck in opponent's shield or armor* — roll STR x3 or less to pull it out.
- 78-80 *Leg cut* — halve Dodge skill until Physik, Healing, or Suture is successfully applied.
- 81-83 *Lose shoe or boot* — you will want it if the day is very hot or very cold, or if the ground is rocky. Disengage plus successful Search to find it.

- 84-86 *Knee smashed or chopped* — no Dodges, Ride, or Swim, or MOVs above 4. Ignore this result if you're using a large shield.
- 87-89 *Bloody cut across one eye half blinds you* — halves attacks and parries until Physik, Healing, or Suture is successfully applied.
- 90-92 *Armor straps cut* — subtract 1 from armor roll results until the armor is repaired. Inapplicable to demon armor.
- 93-95 *Portion of armor lost* — uniformly reduce armor roll results by 2 for the rest of the fight. Inapplicable to demon armor.
- 96-97 *Hit friend or self, your Luck roll decides* — does rolled damage with applicable damage bonus.
- 98-99 *Really bad fumble* — roll two more results.
- 00 *Worst possible fumble* — roll three more times.

MISSILE WEAPON FUMBLES

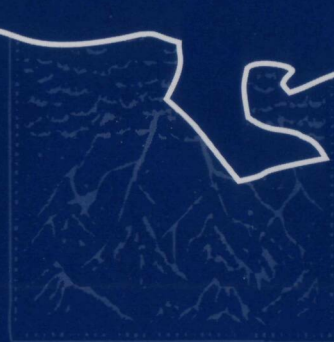
MISSILE FIRE IS removed from most of the uncertainties of hand-to-hand combat. The mistakes for missile weapons are more routine, and usually involve only the attacker. Roll 1D6.

- 1 Fumbler slips, does not fire this round.
- 2 Fumbler falls, breaking the arrow or spear, or spilling the sling stones. No fire this round.
- 3 Fumbler drops the missile, picks it up, then fires on the last DEX rank.
- 4 Fumbler slips and misfires, hitting a random target on his own side, if available. Roll as though attacking, but do not add a damage bonus, because the attack was made off-balance. The target cannot parry or dodge this attack.
- 5 Because of improper care, the fumbler's bowstring or sling breaks, or spearhead falls off. No attack this round. Fixing the problem takes 1D4 combat rounds. Inapplicable to demon weapons.
- 6 Fumbler sees that he or she has not unpacked some or all of his or her ammunition, and that this attack is the last possible. If the pack is nearby, 1D3 combat rounds to fetch it.



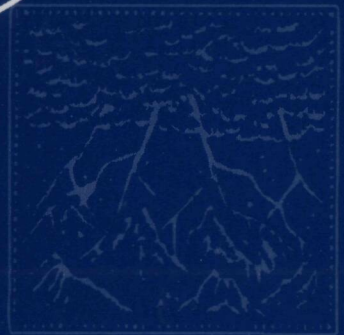
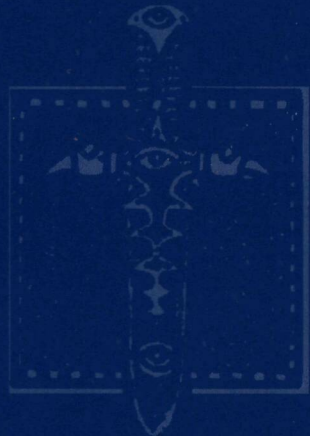
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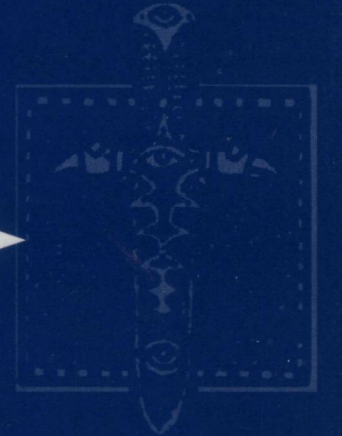
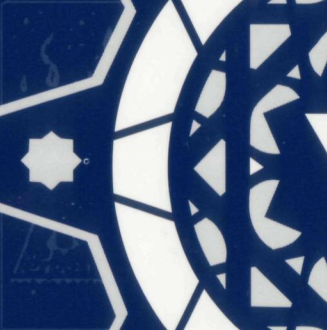
DARK FANTASY

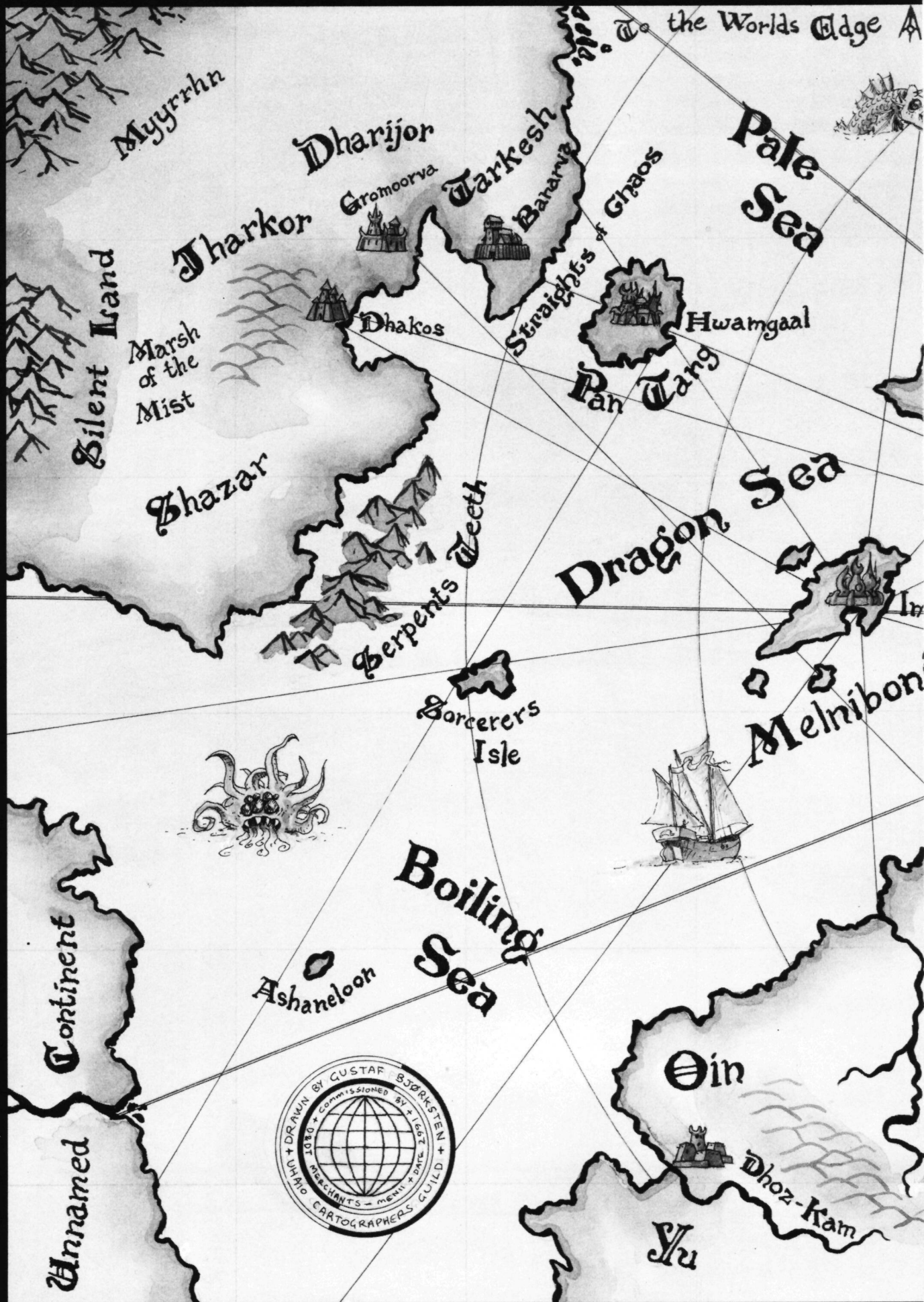


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ASY ROLEPLAYING







To the Worlds Edge A

Myyrrhn

Dharjior

Tarkesh

Pale Sea

Dharkor

Gromoorva

Straights of Chaos

Hwangaal

Silent Land

Marsh of the Mist

Dhakos

Pan Tang

Zhazar

Serpents Teeth

Dragon Sea

Sorcerers Isle

Melnibon



Boiling Sea

Ashaneloon

Continent

Unnamed

Oin

Dhoz-Kam

Yu





Sighing Desert

Quarzhasaat

Ilmiora

Ilmar

Radsokor

Org

Forest of Trees

Vilmir

Tadmar

Weeping Waste

To Alwher and the Unknown Coast

Oldest Ocean

Menii

Isle of the Purple Towns

Eastern Ocean

Cadsandria

Raschil

Filkar

Argimiliar

Chalal

Pikarayd

Lormyr

Iosaz



To Kaneloon and the Worlds Edge

Dead Hills Dorel

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adventurers. It has enough horror and intrigue to fill a couple intense sessions of roleplaying.

The Curse of Chardros will whet your appetite for more dark fantasy roleplaying. Happy adventuring—and good luck, your players will need it!

— Les Brooks



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THE CURSE OF CHARDROS

WHEREIN THE INVESTIGATORS BENEFIT FROM NOBLE HOSPITALITY, AND BESTOW SOME KINDNESS OF THEIR OWN IN RETURN.

THIS SCENARIO IS intended for adventurers of minimal experience, who have just set out into the world. Although situated in an isolated corner of the Isle of the Purple Towns, a gamemaster can easily transplant it elsewhere in the Young Kingdoms, Shazar, Ilmiora, and Pikarayd in particular. The adventurers are introduced to the action while traveling overland.

SUMMARY

TWO HUNDRED YEARS ago Lady Aglarana Sternbrow, Champion of Law and a noble of the Isle of the Purple Towns, won a tremendous battle against the forces of Chaos. Her foe, the Pan Tangian Tzimik Marghul, a demented and murderous priest of Chardros who had infiltrated the Isle, was slain. It was believed his evil died with him. With his dying breath, however, Marghul cursed Sternbrow and her descendants, calling upon Chardros of Chaos to afflict the Sternbrow line with a living death. Since then, Aglarana Sternbrow's descendants have been subjected to the curse of the Reaper every twenty years, on the anniversary of Tzimik Marghul's death.

While traveling through bleak Belrain County, on the Isle of the Purple Towns, perhaps after completing 'The Weight of Doom' and 'The Thought That Counts' in the *Elric* rulesbook, the adventurers are beset by a storm. They shelter in a nearby castle. Here dwell Lord Gomrick Sternbrow and his young wife Listoria. As fate would have it, the adventurers arrive on the anniversary of Aglarana's battle, and are invited to share in the celebration. During this even the adventurers may notice the tensions underlying this outwardly joyful affair.

After the feast, Gomrick and Listoria retire to their chambers, from which shortly, and briefly, issue Lady Sternbrow's terrified screams. She is shortly found unconscious, and Lord Gomrick missing. Clues found previously, or evidence at this scene point the adventurers to a nearby ruin, Tzimik Marghul's tower.

Exploring the ancient structure, the adventurers discover Gomrick Sternbrow and previous victims of the curse of Chardros, now hideous tomb-things animated by the powers of Chaos. These walking corpses haunt the ruin, guarding the Reaper's shrine, the source of the unwholesome energy that

infuses them. Destroying the shrine banishes the curse, as well as laying to rest the revenants and freeing Lord Gomrick.

BEGINNING THE ADVENTURE

The adventurers are riding across the green valleys and bare hills of Belrain County, not far from Utkel and the sea. Perhaps they travel from one city to another, or are engaged in secretly collecting rare mosses for a sorcerer, or perhaps they seek adventure for its own sake.

As they ride, a rampart of black clouds marches toward them from the south, and soon looms oppressively overhead. Except for scraggly, isolated, useless trees, not a hint of shelter can be seen. Successful Listen rolls pick up faint grumbles of thunder carried on the now-chill wind. A successful Search roll notices a small castle far to the west, and beyond it a dark line that seems to be more vigorous trees. Requesting shelter from the castle's owner should occur to everyone.

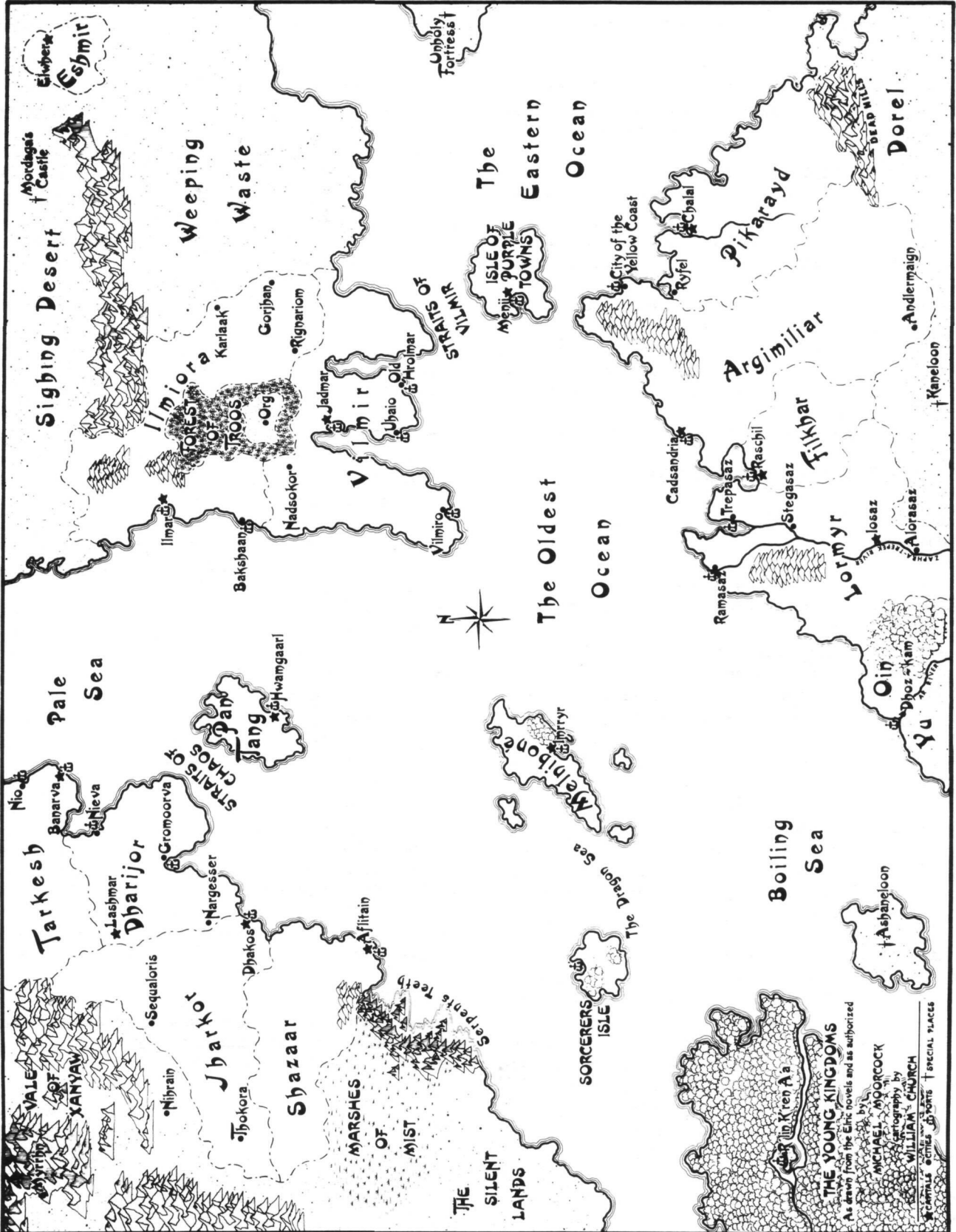
CASTLE STERNBROW

THE STORM IS NEARLY upon them. Those succeeding with Ride rolls will make it to the open gate of the stout wall that defends the keep; they shelter just beyond, protected from the wind and rain lashing at the gray stone battlements. Those with failed rolls fell behind their friends and are soaked to the bone. Adventurers who ride back to urge on their friends are equally soaked, the weather lacking all respect both for noble spirits and for good horsemanship.

The castle is little more than a central keep, a surrounding wall, and red-tiled outbuildings arranged along the inside of the wall. It stands fearlessly atop a granite tor, jutting up from a green sea of grasses and bracken. Two miles further west, a sizable forest begins. The keep is small and square, two stories high, with turrets at each corner that rise another story each.

When the adventurers arrive, flags and banners flutter everywhere. The wind whips some free and carries them away, while the rain soddens everything.

Four guards huddle out of the rain beneath the gate house, bearing garlands on the tips of their spears. Despite the sudden storm, they are cheery and beaming, courtesy of a small cask of brandy which Lord Sternbrow has thoughtfully granted them.



THE YOUNG KINGDOMS
 As drawn from the Epic novels and as authorized
 by
MICHAEL MOORCOCK
 Cartography by
WILLIAM CHURCH
 SPECIAL PLACES

“Welcome!” they cry upon spotting the strangers, “Welcome! Out Lord this night celebrates the glorious deeds of his ancestors, and will look kindly upon guests!”

Provided the adventurers are not manifestly servants of Chaos or ruffians, a guard escorts them forthwith into the keep, their mounts entrusted to a scowling stable boy. No brandy for him: only a piece of sackcloth protects him from the icy rain.

LORD AND LADY STERNBROW

The somewhat intoxicated guard leads the adventurers into the great hall, which occupies most of the keep’s first floor. The wind howls outside, setting the torches aflicker and rattling the translucent horn that covers the narrow windows. But the great hall is warm, smoky, and slightly stuffy. Hounds tussle over bones beside the fire. In one corner a handful of traveling musicians alternate sprightly reels with lusty shanties. Lord Sternbrow’s chamberlain, Ulsk Valgart, a short man who is as broad as he is tall, announces the adventurers to the assemblage in an accent so thick that it is almost unintelligible to those not of the Purple Towns. Lord Gomrick rises, cup in hand, and welcomes the adventurers with a drunken bellow.

LORD GOMRICK STERNBROW

This unimportant nobleman is tall and broad-shouldered, of middle age, and hearty. His black hair is streaked with gray, and is pulled back in a tarred plait. His weathered face is pale, but flushed with drink. His eyebrows are bushy and immense, and so is his beard. Lord Gomrick wears a loose-sleeved linen shirt, a finely-embroidered vest in subdued hues, and leather trousers, all in shades of blue and purple.

Although of little status among the nobility, Gomrick is justifiably proud of his lineage. He pays homage to Lord Donblas the Defender, as befits a noble of the Purple Towns, and his roots are firmly embedded in a once-piratical, now noble past. In temperament he is somewhat condescending and prone to rashness. His marriage allied him with a rising family of merchants, through whom he hopes to gain more influence and power on the Isle.

Quiet desperation underlies Gomrick’s forced gaiety, as an Insight roll suggests after a few minutes of conversation with him. Lord Gomrick believes in the Sternbrow curse, and can recount all of his forebears who fell before it, but honor forbids him to speak of his fears.

LADY LISTORIA STERNBROW

His wife, whom Gomrick introduces as the Lady Listoria, is 24, half his age. Listoria’s raven-black hair falls to her waist in intricate braids. She is pale and fine of dress in dark blue-dyed linen, its hem intricately embroidered with aquatic motifs, over which she drapes a light blue woolen mantle. She is the only child of a clan of wealthy Utkel merchants: when her ailing father dies, she will inherit the wool cartel he now owns.

Listoria is a great believer in tradition, and her marriage into the Sternbrow line brings much honor. Although her husband is only a marquise, he is still a Peer of the Isle. Listoria enjoys her new prestige, though she will enjoy it more in Utkel, when both title and money will open every door to her.

Having closely studied her husband’s lineage, she is aware of the family curse, and frightened by it. Listoria is a devout worshiper of Lassa, and a firm believer in portents, omens, and curses. The storm is a warning to her, and adventurers with

successful Insight rolls notice that she regards them with suspicion. A critical result reveals that her glance is tinged with fear: she suspects that they may be the means through which the curse will manifest itself.

THE PAINTING

Behind the high table, above the fireplace, hangs an age-darkened portrait of a woman bearing some resemblance to Lord Gomrick, especially about the eyes. She also wields the sword the Gomrick wears, though in the picture it is unsheathed and dripping with blood. Resplendent in sea leather armor and steel skullcap, she grimly surveys the hall, holding in her other hand a swarthy, bearded, and severed head by its hair. (A successful Young Kingdoms roll suggests that the dead man could have been Pan Tangian.)

The Arrow of Law is clearly emblazoned on the warrior’s leather breastplate. Behind her, a tower blazes. The painting portrays Lady Aglarana Sternbrow, Gomrick’s famed ancestor; see the sub-section ‘Conversations’ if the adventurers seek to discuss the painting with anyone.

THE FEAST

Lord Gomrick does not wait to hear the adventurers’ story. He immediately calls for the steward to serve them mulled wine, requesting that the adventurers honor his house with their company. As the adventurers warm themselves by the fire, servants lug extra trestles to the tables. If any of the adventurers are obviously of noble birth, Lord Gomrick will bid them sit by him at the high table. Lesser adventurers take lesser places, as befit their stations. With the over-careful concentration of the drunk, Gomrick explains that the feast is to honor his ancestor, Aglarana Sternbrow, and bows respectfully to the portrait behind him.

The steward and his slaves pour an unending stream of excellent wines from Karisan County, in the Isle’s north, as well as ale. A thick and steaming fish soup soon appears, followed shortly by a subtlety, a concoction of rice and blueberries molded in the shape of Sternbrow Castle. Then come baked fish, thick haunches of venison, and roasted fowl. Platters of vegetables, tubers, beans and lentils, and broccoli are offered. Bread and cheese come to cleanse the palate. As knives and bread slash and dip into the bounty, the troubadours continue to play, to much banging of mugs and knife hilts on tables during the more catchy shanties. The songs all are of sailors and the sea, of shipwrecks and treasures, and of brave nobles who died well.

GUESTS

As well as the Lord and Lady, and Gomrick’s invalid sister Magda Whitehands (who coughs throughout the meal and retires early to her chamber), nearly all of the castle is present at the feast.

The Guards Captain, Trent Kelgar, a square-jawed and ignoble man, sits with his Lord at the high table, as does Bruit the Venerable, Gomrick’s advisor and a priest of Donblas. More recently, Bruit has begun to question the relevance of the gods in mortal lives.

While Bruit speaks of philosophy and religion, Trent boasts of his prowess at arms and in bed; once drunk, Trent begins pawing single women of lesser status who have the misfortune to be present, unless a target can icily stare him down by overcoming his POW 13 with her own on the Resistance Table.

Trent probably ends the night unconscious and snoring under the table, as will a good many others of the castle. Other notables of the castle, their wives, and Lady Listoria's ladies-in-waiting round out the high table.

Hovering near Gomrick all night is his chamberlain, Ulsk Valgart.

At the lower tables sit guards, overseers, factors, important serfs from the surrounding farms, and representatives from the coastal fishing villages which are part of Gomrick's domain, as well as their spouses and better-behaved offspring. Slaves and Gomrick's steward, Elgar Dowsett, bustle about the hall throughout the banquet, as the attendees gorge themselves and become progressively merrier.

CONVERSATIONS

HERE ARE SUMMARIZED some of the topics which might arise during the evening. Of everyone present, only Lady Listoria is incommunicative.

THE FEAST: it is in honor of Lord Gomrick's great ancestor, Aglarana Sternbrow, who two hundred years ago on this very day fought a fearsome battle against Chaos and triumphed through skill of arms. An agent of Pan Tang, the Demon Isle, had made his lair nearby, but the valiant Aglarana slew him after he began to pillage the area.

LORD GOMRICK: he is a wise man, and a generous one, although stern when roused. Has he not gifted all his vassals with wine, or a new cloak, or honored them with this fine banquet, in celebration of his ancestor's deeds? He has been married to his Lady for six years now, although as yet neither Lady Lassa nor Salik the Potent, Lord of Law, have not seen fit to send them a child.

LORD GOMRICK'S SWORD: it is a treasured family heirloom, one carried by every ruler of Castle Sternbrow for eight generations. It is the same sword wielded by Aglarana Sternbrow when she slew the Chaos sorcerer Tzimik Marghul, as shown in yonder painting, and it bears the blessings of the White Lords themselves. Its edge never dulls and its blade never corrodes, and in devout and Law-abiding hands it never misses, or so say the old tales.

THE PAINTING: the portrait was commissioned after Lady Aglarana slew Tzimik Marghul, a Pan Tangian sorcerer and Chaos priest. She holds Tzimik's head to demonstrate her triumph. Lady Aglarana was a Champion of Law, faithful to Donblas. Gomrick wears that very sword upon great occasions.

TZIMIK MARGHUL, THE BURNING TOWER: the tower burning in the painting depicts Tzimik's stronghold after Lady Aglarana put it to the torch. Its shunned ruins are deep in the forest that grows to the west of Castle Sternbrow. The Pan Tangian was a necromancer who robbed graves and committed obscene rituals to honor his necrotic god. (No one will mention Chardros by name, and indeed fall silent if the subject is broached.)

THE CURSE OF THE STERNBROWS: Lord Gomrick has forbidden that the curse be spoken of within the keep, for the topic upsets the Lady Listoria. None present will mention it until Lord Gomrick himself brings it up. Insight rolls made during conversations about Lady Aglarana or Tzimik Marghul show that the speaker holds back something, but nothing more can be learned.

Once Gomrick speaks of it, many tongues wag, although they do so softly, and with discretion. Tzimik Marghul condemned Aglarana's descendants to life-in-death. The curse strikes every twenty years, as Tzimik or some dread force returns from the grave to haunt the heir. All of those gathered tonight fear for Lord Gomrick's safety, but allow that nothing can change the rulings of Fate, that even gods must obey.

At least one old-timer confirms that when he was a lad one Sternbrow simply vanished. This last will not be spoken of at the high table.

LADY LISTORIA UPSET

AS THE EVENING PASSES, Listoria remains polite but detached from the merriment. A successful Insight roll establishes that she is anxious and somewhat fearful, a successful Physik notes paleness and inattention, and an Idea roll sees that she has no appetite. Questioned directly, she replies that "I celebrate the deeds of the great Aglarana, and the consequences of those deeds, in my own fashion. Now I beg you sir (or madam) to speak of more pleasant things."

Pressed by an adventurer to speak of the topics which upset her, she bursts into tears and flees the hall. Behind her the revelry dies like a match.

In the aftermath, Lord Gomrick smiles drunkenly, and begs the assembly pay no mind to his wife. "She dwells overmuch upon the past," he explains to any high-ranking adventurer. It is said that as he died, Marghul cursed my ancestor and her line for all time. My wife fears that tonight, being the anniversary of Aglarana's victory and being devisable by twenty, as my wise Bruit knows, that tonight the curse may fall upon me. I have told her that she has naught to fear, but no words yet have swayed her in this. Let not a wifely fear trouble you. Feast and make merry; I shall comfort her as I may. Musicians, make you your song now, loud and lusty!" So saying, Gomrick leaves the hall, accompanied by a pair of alert and muscular guards.

If the adventurers wish to accompany him, most must receive successful Oratory rolls to impress upon Gomrick their earnestness.

He goes directly to his bedchamber, and there bids all good night. The guards remain outside, and will not look kindly upon eavesdroppers. If the adventurers manage to stay for a while, successful Listen rolls detect low murmurs and, after a time, the creak of a bed. Silence falls.

In the hall, the feast winds down gradually, and many revelers sleep on the floor, warmed by the fire and the dogs. Guards Captain Kelgar's snores are the loudest. Occasionally someone reels out to urinate, then back again to sleep. The adventurers may sleep where they will, though Elgar the steward makes sure that any high-ranking adventurers each have a pallet and a fur robe for the night. As the fire gutters and dies, darkness falls everywhere in Castle Sternbrow.



A CRY IN THE NIGHT

AROUND MIDNIGHT, long after everyone is sleeping, successful Listen rolls allow the adventurers to wake to the screams of a woman. Her desperate and terrified shrieks originate from Gomrick's bedchamber. The screams soon stop, but if none of the adventurers waken, a trumpet alarm soon shakes them awake, whereupon anxious servants tell them frightful news.

If the adventurers remained near the bedchamber after Gomrick retired, they may assist the guards in breaking down the door, which has been bolted from within. The screams continue until the door is breached.

Of stout oak, the bolted door is STR 35, which must be overcome on the Resistance Table before it opens. Each guard has STR 16. Up to three people may attempt to force the door at one time. It takes the adventurers at least one combat round to get to it.

If the door opens within the first three rounds, the adventurers see Lord Gomrick in his nightshirt, being dragged out the window by a horde of withered, skeletal things. Another lies severed on the floor, cut down by Gomrick's sword. The Lady Listoria swoons once the door has been forced; adventurers with successful Dexterity rolls can catch her before she hits the floor.

The things abducting Lord Gomrick are already outside the window. Not even the nimblest of adventurers is able to stop them before they have scabbled like insects down the outside of the keep and the curtain wall, which touches this side of the keep. They vanish into the night.

Adventurers who were wakened by servants arrive to find the Lady Listoria unconscious, and the two guards explaining to chamberlain Valgart that they arrived in time to see Lord Gomrick carried out the window by shambling, emaciated things, one of which lays dead on the floor.

In the hall itself, while armed men run in seemingly every direction, Guards Captain Kelgar, drunken he may be, organizes a surprisingly efficient pursuit. A few men are set checking the castle's insides, and a half-dozen more circuit the castle looking for signs of the abductors. Most wait for the horses to be saddled, to begin pursuit in earnest.

THE CADAVER

One of the creatures which abducted Lord Gomrick is dead on the chamber floor, struck down by Gomrick before he was overcome. The thing's naked body is humanoid, but dry and bloodless, like a husk. Its skin is brown and as wrinkled as old leaves. Its leathery hide clings to the bones beneath, while its long-nailed hands and feet resemble claws. Its teeth are prominent, as are its eyebrows. Its long gray hair is matted and filthy.

A successful Idea roll suggests a terrible facial resemblance between it and the missing Lord Gomrick, particularly the eyebrows. Seeing this, several mutter afresh about the Sternbrow curse, and whispers of Chaos-sorcery quickly spread about the castle.

THE SWORD OF AGLARANA

Beside the severed creature is the broadsword that did the damage, its golden hilt gleaming in the torch light. No nick or spot disfigures the blade, though it is centuries old and has been swung against many a foe. If the adventurers examine it, they see that the blade is engraved with the Arrow of Law upon one side, and the words *Donblas guide my wielder's hand* upon the reverse.

The blade is endowed with a Lawful enchantment, as Witch Sight confirms, though that spell does not always detect enchantments. In the hands of a person of at least twenty points greater Law than Balance and Chaos, the wielder of this weapon's chance to hit is 50% higher than his or skill would indicate. Additionally, the blade does 1D8+1+3D3 damage (plus the wielder's damage bonus), for a minimum of 5 points of damage every swing, and a maximum of 18.

AN OPTION

MALEVOLENT GAMEMASTERS might decide that the cadaver, being undead, has not truly been slain by the sword, but is merely wounded, and will knit itself together in time. Unless the adventurers order the body burnt (none present otherwise have the wit to request it), the horror bides its time and, when the adventurers have left the castle, it reanimates and stalks the drafty halls with ghastly intent.

Upon their successful return, if the adventurers destroy the statue of Chardros they find in the tower's ruins, the cadaver will have disintegrated into dust, although not so its many victims. The Lady Listoria is found holed up in some small cupboard, delirious with terror. If the adventurers have not shattered the Chaos carving, then the lich will still prowl the keep upon their return. Perhaps they arrive just in time to save someone trapped by it, or perhaps not.

If any among the investigators have allegiance with Law, that one may pick up the sword and be confirmed by the chamberlain for using it in Gomrick's cause. If more than one adventurer would have the sword, then he or she who has the highest broadsword skill takes it.

LADY LISTORIA'S TALE

A successful Physik roll wakens the distraught noblewoman. She awoke, she says, at a scratching at the shuttered window. Even as she shook her husband's shoulder, what seemed a tide of them crept into the room. Gomrick woke to her screams, and with an oath bounded from bed swinging the naked blade which he had held in sleep to reassure her. One fell before him, but five more seized and subdued him, and he was carried from her in an instant, protesting vainly.

The Lady Listoria begins to cry again, and beseeches Lassa, Donblas, and the adventurers to save her husband. Bruit the Venerable arrives with a calming potion. She drinks it, and soon sleeps.

THE CHASE

IF THE ADVENTURERS saw Lord Gomrick carried off, they have probably raced after his abductors. If so, they see the creatures descend the outer wall of the castle and head west across the moor land, toward the forest. At least one creature glares back from atop the outer wall before clambering down and away, its hideous brown face and flaming eyes clearly visible to any pursuers.

Adventurers who woke later, or who stayed to learn the Lady Listoria's condition, will need successful Track rolls beyond the wall to discover the direction of the creatures. There are six distinct tracks, two of them weighed down heavily; they lead toward the forest to the west.

In either case the storm has broken, and the moon occasionally appears to cast a pale light everywhere.

(Back at the castle, the guards organize a mounted pursuit. Trent Kelgar proves too drunk to stay on his horse, and is hereafter known as 'Mud-Face' behind his back. This mounted force of 15-20 fighters can catch up with the adventurers when and if the gamemaster wants them to.)

Two eager guards volunteer to help the adventurers, and will run with them on foot in pursuit. Both have torches, as well as flint, tender, and steel.

THE FOREST

Reaching the trees, the horses must be left behind. It is very dark, so that the woods are a maze of tree trunks, brambles, rocks, ravines, and shadows. Pine trees are everywhere, interspersed with oaks and chestnuts. Nonetheless, the tracks are fresh and distinct. As they go forward, both guards swear and make the sign of the Arrow. They are headed straight for the ruined tower of Tzimik Marghul.

After an hour, they reach the edge of a broad clearing. Here the trees are skeletal, though elsewhere the leaves and needles are thick upon branch and bough. Unpleasant pale, pulpy fungus clings to the gnarled trunks.

At the center of the clear stands a broken tower, overgrown with vines and creepers. Moonlight shines through the ragged walls and the roof is long since rotted away, leaving rotten rafters like bare bones. To the far side of the tower a handful of irregular gravestones protrude from the earth like broken teeth.

A successful Search roll notices occasional movement near the stones. A successful Listen roll detects tittering laughter coming from within the ruins.

ATTACK FROM BELOW

Close up, the graveyard shows only weeds, hemlock, and deadly nightshade slowly stirring in the chill breeze. But anyone who stays in the graveyard for more than a combat round risks alerting the four creature-things that dwell beneath the soil: call for a Luck roll each round.

If disturbed, their skeletal arms thrust up from within the earth; each arm has a 50% chance to grab an intruder. Although a creature cannot hurt anyone by holding him or her, once it has someone, it

clammers out of the earth and attacks, eyes ablaze with evil. See the statistics at the end of this scenario.

THE TOWER

Within the tower, Lord Gomrick Sternbrow crouches amongst the beetle cases, owl packets, and mouse droppings, and laughs to himself, having been driven mad. Once aware of the adventurers, he fixes them with his cracked gaze and says, "What, do you seek to take me from my family? This is my home. Here I belong." He hurls himself at the adventurers.

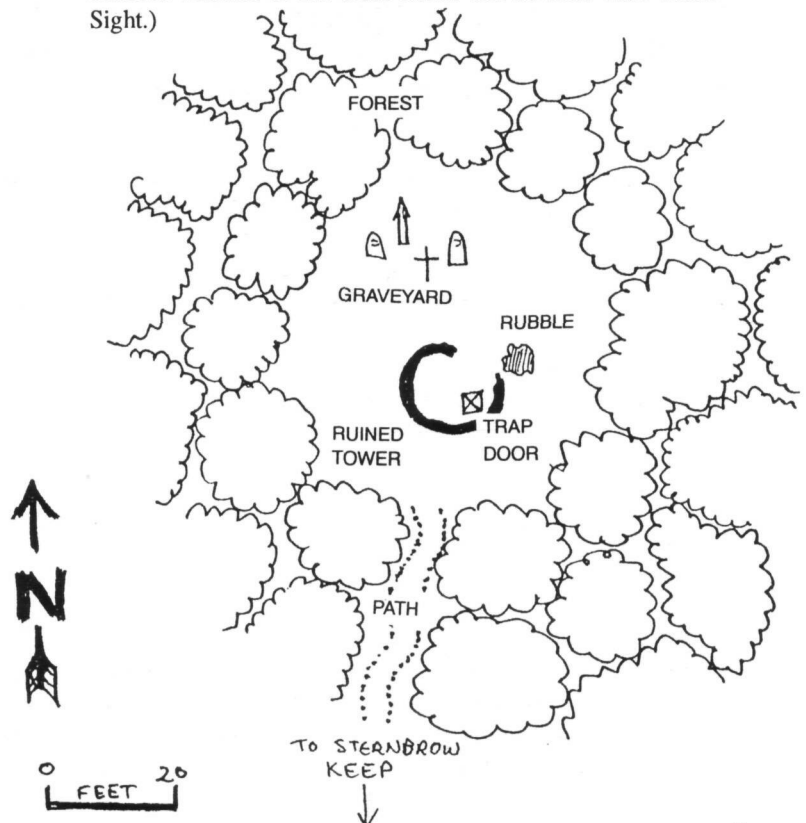
Lord Gomrick does no damage in his attacks, but conflict within the tower alerts its undead guardians. While the adventurers try to restrain him, only a successful Listen roll at half chance lets them hear the lich's approach.

The cadavers raise the trap door opening up from the cellar and clamber stiffly out, lurching forward to attack. If the adventurers do not hear them, they cannot parry their first attacks.

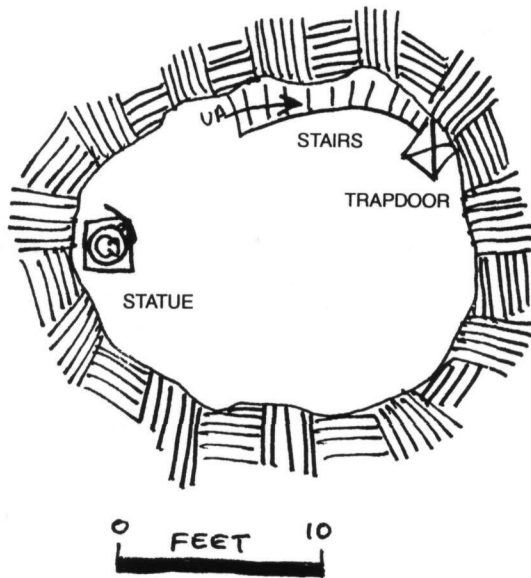
In total, ten undead Sternbrows exist at the tower, six in the tower and four more in the graveyard. They retain a semblance of cunning; if the fight goes badly, they retreat to the cellar, to hold off the adventurers, for the cellar stairs are narrow enough that only one adventurer at a time can descend, while four liches can attack. Adventurers can jump from the stairs to the cellar floor, but if the Jump roll fails, they are unable to attack or to parry during the next round.

THE SHRINE OF THE REAPER

In the cellar, a terrible idol dominates one corner. It is five feet tall, mounted on a low pedestal. It depicts Chardros the Reaper, a skeletal monstrosity bearing a scythe, and adorned with carvings of the flayed skins of countless victims. The statue is the source of the power animating the undead; it radiates strongly if viewed with Witch Sight. (The gamemaster chooses whether or not these liches can be seen with Witch Sight.)



CELLAR



Attacking the statue means that all the surviving undead concentrate their attacks upon the attacking player. The statue has 25 hit points. Upon the 25th being destroyed by any sort of attack, the statue splits in two, and the skeletal guardians collapse instantly into piles of dust and bones, all with grateful sighs.

To be properly destroyed, the statue should be smashed to dust by clubs and hammers. While it can be hacked at effectively by swords, they cannot pulverize the statue, which conceivably could reactivate in some later time.

AFTERMATH

WE PRESUME THE statue destroyed, Tzimik Marghul's curse of Chardros is lifted, and all the undead Sternbrows are laid to rest. Lord Gomrick recovers from his madness, although it takes two weeks before he is strong enough to thank them properly. In the meantime the adventurers are feted and adulated at every turn.

On the day that he has returned to himself, he thanks them publicly with 500 bronzes each, a paltry sum he says, but all his coffers can afford.

If an adventurer wielded Aglarana's sword and wounded or killed a chaos-creature with it, Gomrick gives the weapon to him or her, declaring that Aglarana's sword will do more for Law in those hands than in resting in his once-more peaceful country seat.

As he is a noble of the Purple Towns, Lord Gomrick will circulate the adventurers' deeds among his peers and among the priests of Law, which may be to their benefit in later times.

The Lady Listoria grants each adventurer a token and a letter of introduction to her father, Rampkin of Utkel, the famous woolstapler, whose doors will not be closed to them thereafter.

Finally, each adventurer gains a Law check, good for 1D6 points if the allegiance roll succeeds.

STATISTICS

LORD GOMRICK STERNBROW, AGE 51

STR 14 CON 15 SIZ 12 INT 10 POW 13
DEX 8 APP 10 HP 14

Damage Bonus: +1D4

Weapons: Enchanted Broadsword (42+21=)63%, 1D8+1+1D4+3D3

Sea Axe 50%, damage 2D6+2+1D4

Brawl 65%, damage 1D3+1D4

Armor: 1D6 (helm on), Sea Leather, but he is not wearing this when attacked and kidnaped.

Skills: Art (Declaim Poetry) 15%, Bluster 65%, Common Tongue 55%, Evaluate 56%, Family History 83%, Insight 70%, Listen 40%, Own Language (Temic) 70%, Ride 55%, Sailing 71%, Young Kingdoms 38%.

TWO RESOLUTE GUARDS

BIFF, Age 22.

STR 15 CON 15 SIZ 13 INT 11 POW 10
DEX 8 APP 10 HP 14

Damage Bonus: +1D4.

Weapons: Long Spear 40%, damage 1D10-1+1D4

Broadsword 55%, damage 1D8+1+1D4

Full Shield 45%, damage kb+1D4+1D4

Armor: 1D8-1 (helm on), Half Plate.

Skills: Dodge 35%, Insight 35%, Listen 35%, Move Quietly 35%, Ride 40%, Search 40%.

BOFF, Age 22½.

STR 15 CON 15 SIZ 13 INT 10 POW 11
DEX 11 APP 11 HP 14

Damage Bonus: +1D4.

Weapons: Long Spear 45%, damage 1D10-1+1D4

Broadsword 45%, damage 1D8+1+1D4

Full Shield 40%, damage kb+1D4+1D4

Armor: 1D8-1 (helm on), Half Plate.

Skills: Dodge 40%, Insight 45%, Listen 40%, Move Quietly 40%, Ride 45%, Search 40%.

TEN UNDEAD HORRORS OF CHARDROS

These wrinkled and emaciated cadavers are animated by the power of Chaos. Creatures of Chardros the Reaper, they were once members of the Sternbrow clan in different generations. Each was carried off and initiated into this unnaturally extended family. All have prominent eyebrows, as well as claws, skeletal features, and burning eyes.

All have INTs and POWs of 1 each. Each DEX is 12.

#	STR	CON	SIZ	HP	DB
1	14	17	13	15	+1D4
2	14	13	16	15	+1D4
3	14	20	12	16	+1D4
4	14	14	9	12	+0
5	17	8	10	14	+1D4
6	13	15	11	10	+0
7	10	11	14	13	+0
8	8	15	13	14	+0
9	12	12	10	14	+0
10	14	16	12	14	+1D4

MOV 7-lurch

Weapons: Bite 35%, damage 1D8

Wrestle 25%, damage special

Armor: 1 pt leathery skin

Skills: Protect Statue 65%, Search 40%, Stalk 70%.



LEADER & FOLLOWERS

ALLEGIANCE

Name _____
 Birthplace _____ Sex _____ Age _____
 Looks, Attitude _____

CHAOS BALANCE LAW

CHARACTERISTICS

STR _____
 CON _____
 SIZ _____
 INT _____ x5= Idea _____ %
 POW _____ x5= Luck _____ %
 DEX _____ x5= Dexterity _____ %
 APP _____ Armor _____

DAMAGE BONUS

SPELLS

MAGIC POINTS

Unconscious	0	1	2	3	4
	5	6	7	8	9
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24
	25	26	27	28	29
	30	31	32	33	34
	35	36	37	38	39
	40	41	42	43	44
	45	46	47	48	49
	50	51	52	53	54
	55	56	57	58	59
	60	61	62	63	64
	65	66	67	68	

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
	5	6	7	8	9	10	11					
	12	13	14	15	16	17	18					
	19	20	21	22	23	24	25					
	26	27	28	29	30	31	32					
	33	34	35	36	37	38	39					
	40	41	42	43	44	45	46					
	47	48	49	50	51	52	53					
	54	55	56	57	58	59	60					
	61	62	63	64	65	66	67					
	68											

SKILLS

- Dodge.....
- Hide.....
- Insight.....
- Listen.....
- Move Quietly.....
- Search.....
- Track.....

HAND-TO-HAND WEAPONS

Weapon	Skill %	Damage	HP	Length	Handed

MISSILE WEAPONS

Weapon	Skill %	Damage	Range	Atk./Rnd.	HP

BOUND DEMONS & ELEMENTALS

Name _____ Breed / Type _____
 STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ MOV _____
 Need _____ MP to summon _____ HP _____
 Abilities / Skills _____

Name _____ Breed / Type _____
 STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ MOV _____
 Need _____ MP to summon _____ HP _____
 Abilities / Skills _____

Follower _____ Sex _____
 Birthplace _____

Follower _____ Sex _____
 Birthplace _____

Follower _____ Sex _____
 Birthplace _____

STR _____
 CON _____
 SIZ _____
 INT _____ x5= Idea _____ %
 POW _____ x5= Luck _____ %
 DEX _____ x5= Dexterity _____ %
 MOV _____ Armor _____

STR _____
 CON _____
 SIZ _____
 INT _____ x5= Idea _____ %
 POW _____ x5= Luck _____ %
 DEX _____ x5= Dexterity _____ %
 MOV _____ Armor _____

STR _____
 CON _____
 SIZ _____
 INT _____ x5= Idea _____ %
 POW _____ x5= Luck _____ %
 DEX _____ x5= Dexterity _____ %
 MOV _____ Armor _____

HIT POINTS					MAGIC POINTS						
-2	-1	0	1	3	4	0	1	2	3	4	5
5	6	7	8	9	10	6	7	8	9	10	11
11	12	13	14	15	16	12	13	14	15	16	15
17	18	19	20	21	22	16	17	18	19	20	21
23	24	25	26	27	28	34	35	36	37	38	39
29	30	31	32	33	34	40	41	42	43	44	45

HIT POINTS					MAGIC POINTS						
-2	-1	0	1	3	4	0	1	2	3	4	5
5	6	7	8	9	10	6	7	8	9	10	11
11	12	13	14	15	16	12	13	14	15	16	15
17	18	19	20	21	22	16	17	18	19	20	21
23	24	25	26	27	28	34	35	36	37	38	39
29	30	31	32	33	34	40	41	42	43	44	45

HIT POINTS					MAGIC POINTS						
-2	-1	0	1	3	4	0	1	2	3	4	5
5	6	7	8	9	10	6	7	8	9	10	11
11	12	13	14	15	16	12	13	14	15	16	15
17	18	19	20	21	22	16	17	18	19	20	21
23	24	25	26	27	28	34	35	36	37	38	39
29	30	31	32	33	34	40	41	42	43	44	45

Skills & Spells _____

Skills & Spells _____

Skills & Spells _____

● Weapon _____ Dam. _____
 Atk. _____ Imp. _____ Crd. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____
 Atk. _____ Imp. _____ Crd. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____
 Atk. _____ Imp. _____ Crd. _____ Fum. _____ HP _____

ROGUES GALLERY

Name _____ Sex _____

Birthplace _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____

Birthplace _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____

Birthplace _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____

Birthplace _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____

Birthplace _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

Name _____ Sex _____

Birthplace _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

HIT POINTS	MAGIC POINTS
-2 -1 0 1 3 4	0 1 2 3 4 5
5 6 7 8 9 10	6 7 8 9 10 11
11 12 13 14 15 16	12 13 14 15 16 15
17 18 19 20 21 22	16 17 18 19 20 21
23 24 25 26 27 28	34 35 36 37 38 39
29 30 31 32 33 34	40 41 42 43 44 45

Skills _____

Spells _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

● Weapon _____ Dam. _____

Atk. _____ Imp. _____ Crt. _____ Fum. _____ HP _____

BOUND DEMONS & ELEMENTALS

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____

Name _____

Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5=	Idea _____ %
POW _____ x5=	Luck _____ %
DEX _____ x5=	Dexterity _____ %
MOV _____	Armor _____

Need _____

Abilities _____

Skills / Weapons _____



DEMON / ELEMENTAL SHEET

SYMBOL / PORTRAIT

Alias _____ True Name _____
 Breed _____ Description _____
 Need _____
 Attitude _____ Magic Points to Summon _____

CHARACTERISTICS

STR _____
 CON _____
 SIZ _____
 INT _____ x5= Idea _____ %
 POW _____ x5= Luck _____ %
 DEX _____ x5= Dexterity _____ %
 MOV _____ Armor _____

DAMAGE BONUS

SKILLS

<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44	45	46
47	48	49	50	51	52
53	54	55	56	57	58
59	60	61	62	63	64
65	66	67	68		

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61
62	63	64	65	66	67	68						

ABILITIES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____



DEMON / ELEMENTAL SHEET

SYMBOL / PORTRAIT

Alias _____ True Name _____
 Breed _____ Description _____
 Need _____
 Attitude _____ Magic Points to Summon _____

CHARACTERISTICS

STR _____
 CON _____
 SIZ _____
 INT _____ x5= Idea _____ %
 POW _____ x5= Luck _____ %
 DEX _____ x5= Dexterity _____ %
 MOV _____ Armor _____

DAMAGE BONUS

SKILLS

<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44	45	46
47	48	49	50	51	52
53	54	55	56	57	58
59	60	61	62	63	64
65	66	67	68		

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61
62	63	64	65	66	67	68						

ABILITIES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

ELRIC!

DARK FANTASY ROLEPLAYING™

NPC ADVENTURER SHEET

Name _____

Birthplace _____ Sex _____ Age _____

Looks, Attitude _____

ALLEGIANCE

CHAOS BALANCE LAW

CHARACTERISTICS

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
APP _____ Armor _____

DAMAGE BONUS

SPELLS

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44	45	46
47	48	49	50	51	52
53	54	55	56	57	58
59	60	61	62	63	64
65	66	67	68		

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					
45	46	47	48	49	50	51	52					
53	54	55	56	57	58	59	60					
61	62	63	64	65	66	67	68					

SKILLS

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/Round	Hit Points
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

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ELRIC!

DARK FANTASY ROLEPLAYING™

NPC ADVENTURER SHEET

Name _____

Birthplace _____ Sex _____ Age _____

Looks, Attitude _____

ALLEGIANCE

CHAOS BALANCE LAW

CHARACTERISTICS

STR _____
CON _____
SIZ _____
INT _____ x5= Idea _____ %
POW _____ x5= Luck _____ %
DEX _____ x5= Dexterity _____ %
APP _____ Armor _____

DAMAGE BONUS

SPELLS

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	28
29	30	31	32	33	34
35	36	37	38	39	40
41	42	43	44	45	46
47	48	49	50	51	52
53	54	55	56	57	58
59	60	61	62	63	64
65	66	67	68		

HIT POINTS

UNCONSCIOUS												
Dead	-2	-1	0	+1	+2	3	4					
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
21	22	23	24	25	26	27	28					
29	30	31	32	33	34	35	36					
37	38	39	40	41	42	43	44					
45	46	47	48	49	50	51	52					
53	54	55	56	57	58	59	60					
61	62	63	64	65	66	67	68					

SKILLS

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/Round	Hit Points
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

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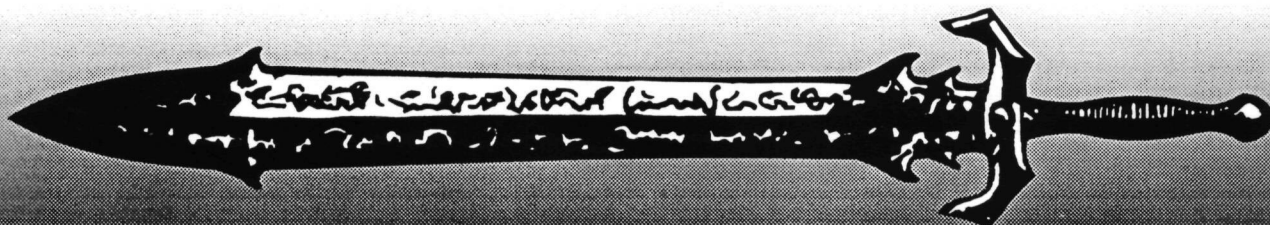
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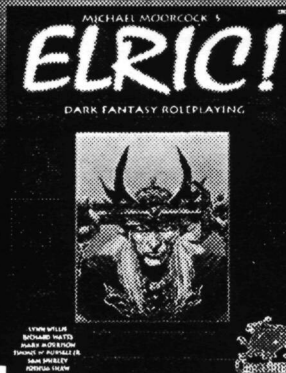
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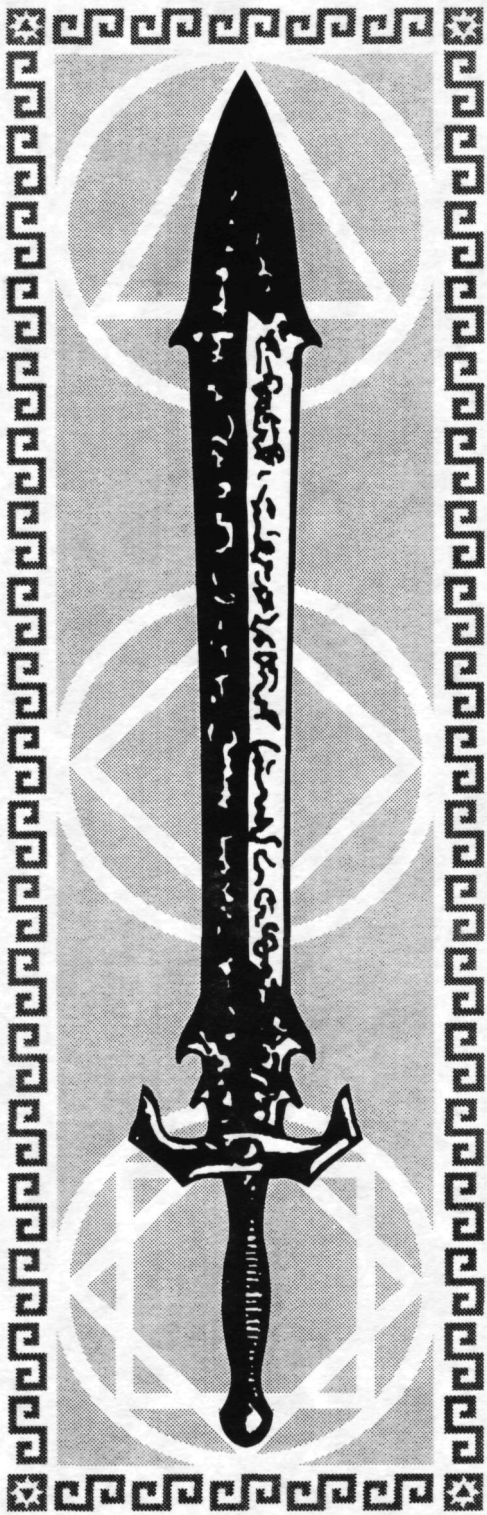
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