

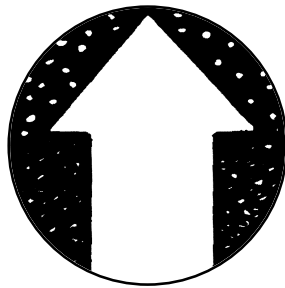
# Slaves of fate

## CHARACTER CONVERSIONS

*Character data for the Stormbringer roleplaying  
game system & Notes on Exceptional Items*

*Conversions By Jason Durall & David Mitchell*

*maps & plans by Drashi Khandup*



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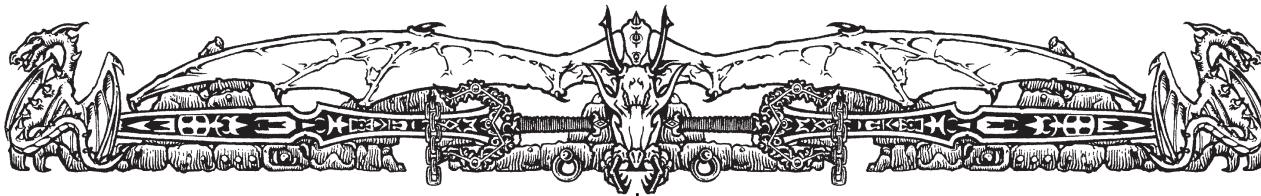
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Published in January 2002.





Following are conversions for the characters, creatures, and some substances from *Slaves of Fate*. The d20 System used in *Dragon Lords of Melniboné* and Chaosium's *Stormbringer* system are quite different (feats and many spells, for example, have no equivalents). As no exact conversion system has been published at this time, the converted characteristics are based on the author's interpretation of the characters for each game system.

These conversions are fairly brief — full descriptions of the characters, creatures, and substances are in *Slaves of Fate*.

## Slaves Onboard the *Virago*

### LINAULT BRIN, peasant blacksmith from Ilmiora.

Chaos 10, Balance 17, Law 9

STR 17	CON 13	SIZ 16	INT 10	POW 12
DEX 11	APP 13	HP 15		

**Damage Bonus:** +1d6.

**Weapons:** Hammer 85%, damage 1d6+2+1d6  
Club 60%, damage 1d8+1d6  
Exceptional Dagger 50%, damage 1d4+2+1d6  
Fist 70%, damage 1d3+1d6

**Armor:** none.

**Spells:** none.

**Skills:** Bargain 45%, Brawl 70%, Craft (Armorer) 35%, Craft (Blacksmith) 80%, Craft (Knot-Tying) 20%, Craft (Weaponsmith) 35%, Conceal Object 30%, Dodge 36%, Evaluate 45%, Fast Talk 45%, Repair 80%, Scent/Taste 25%, Search 30%, Speak Common 60%, Throw 45%, Wrestle 55%, Young Kingdoms 15%.

### OSA DILEEL, trader from Filkhar.

Chaos 9, Balance 5, Law 20

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

**Damage Bonus:** none.

**Weapons:** Exceptional Dagger 65%, 1d4+2 damage  
Small Club 35%, 1d6 damage

**Armor:** none.

**Spells:** none.

**Skills:** Art 25%, Bargain 85%, Conceal Object 45%, Dodge 35%, Evaluate 90%, Fast Talk 65%, Insight 65%, Listen 75%, Natural World 25%, Navigate

60%, Oratory 25%, Ride 75%, Scribe 35%, Speak Common 80%, Speak Low Melnibonéan 35%, Speak Lesh 35%, Speak Mong 30%, Unknown Kingdoms 15%, Young Kingdoms 55%.

### GEIRMUND THE HARE, escaped slave and thief from Nadsokor.

Chaos 14, Balance 9, Law 1

STR 12	CON 16	SIZ 10	INT 11	POW 16
DEX 18	APP 14	HP 13		

**Damage Bonus:** none.

**Weapons:** Dagger 70%, 1d4+2 damage  
Stiletto 70%, 1d4 damage  
Throwing Dagger 70%, 1d4 damage  
Fist (Brawl) 45%, 1d3 damage

**Armor:** none.

**Spells:** Cloak of Cran Liret (1–4), Speed of Vezhan (1–3), Sureness of Cran Liret (1–4), Tread of Cran Liret (1–4).

**Skills:** Bargain 25%, Brawl 55%, Climb 75%, Conceal Object 65%, Craft (Sleight of Hand) 80%, Craft (Tumbling) 45%, Craft (Wire-Walking) 60%, Dodge 50%, Evaluate 40%, Fast Talk 60%, Hide 80%, Insight 40%, Jump 50%, Listen 40%, Move Quietly 75%, Pick Lock 60%, Search 30%, Speak Common 55%, Speak Mabden 20%, Swim 40%, Throw 50%, Trap 45%, Young Kingdoms 25%.

### WHYSS, sailor from Vilmir.

Chaos 17, Balance 10, Law 5

STR 12	CON 12	SIZ 11	INT 12	POW 10
DEX 17	APP 11	HP 12		

**Damage Bonus:** none.

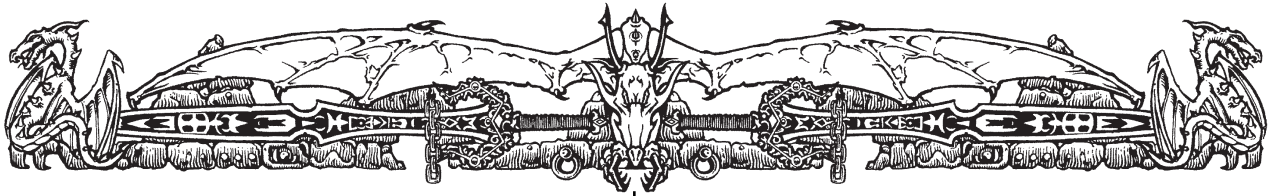
**Weapons:** Small Knife 70%, 1d4 damage  
Exceptional Dagger 75%, 1d4+2 damage  
Fist (Brawl) 60%, 1d3 damage  
Kick 60%, 1d3 damage  
Head Butt 60%, 1d3 damage  
Javelin 60%, 1d6 damage

**Armor:** none.

**Spells:** none.

**Skills:** Bargain 25%, Brawl 60%, Climb 75%, Conceal Object 70%, Craft (Knot-Tying) 40%, Craft (Tumbling) 65%, Craft (Wire-Walking) 90%, Dodge 55%, Evaluate 35%, Fast Talk 45%, Insight 50%, Jump 60%, Listen 65%, Move Quietly 70%, Natural World 40%, Navigate 35%, Sailing 70%, Scent/Taste





35%, Search 75%, Speak Common 60%, Speak Low Melnibonéan 10%, Speak Mabden 25%, Swim 65%, Throw 40%, Trap 45%, Wrestle 45%, Young Kingdoms 55%.

**KORUNE, amnesiac slave from Vilmir.**

Chaos 19, Balance 18, Law 9

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STR 11    CON 11    SIZ 14    INT 4/16    POW 4/18  
DEX 12    APP 4/15    HP 13

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*Note: Numbers with a "/" indicate his current attribute or skill, versus his regular modifier or attribute if/when restored to sanity.*

**Damage Bonus:** +1d4.

**Weapons:** Dagger 60%, 1d4+2+1d4 damage  
Throwing Dagger 60%, 1d4+1d2 damage  
Rapier 50%, 1d6+1+1d4 damage  
Small Shield 50%, KB+1d3+1d4 damage

**Armor:** none.

**Spells:** (Currently unable to use magic.) Demon's Ear (1), Liken Shape (2), Muddle (1), Refutation (1-4), Summon Demon (1), Undo Magic (1-4), Ward (2), Witch Sight (2).

**Skills:** Art (Illustration) 5/35%, Craft (Calligraphy) 25/90%, Court Intrigue 35%, Dodge 35%, Evaluate 15/45%, Fast Talk 15/55%, Insight 15/45%, Listen 20/60%, Million Spheres 5%, Oratory 15/55%, Potions 0/60%, Ride 65%, Scent/Taste 45%, Scribe 35/75%, Search 10/30%, Speak Common 80%, Speak High Melnibonéan 0/20%, Speak Low Melnibonéan 40/90%, Speak Mabden 15/35%, Throw 35%.

**DIERRE OF THE BLACK SHORES, troubadour from the Purple Towns.**

Chaos 5, Balance 9, Law 20

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STR 10    CON 10    SIZ 11    INT 14    POW 17  
DEX 15    APP 17    HP 11

---

**Damage Bonus:** none.

**Weapons:** Broadsword 40%, 1d8+1 damage  
Dagger 40%, 1d4+2 damage  
Throwing Dagger 60%, 1d4 damage

**Armor:** none.

**Spells:** Demon's Ear (1), Muddle (1), Undo Magic (1-4), Visage of Arioch (1-3), Wisdom of Slortar (1-3).

**Skills:** Art (Harp) 70%, Bargain 35%, Climb 60%, Dodge 40%, Fast Talk 60%, Insight 40%, Listen 70%, Oratory 45%, Search 30%, Speak Common

85%, Speak Low Melnibonéan 50%, Speak Mabden 50%, Speak Mong 20%, Speak 'pande 25%, Swim 50%, Unknown Kingdoms 15%, Wrestle 25%, Young Kingdoms 55%.

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**Pirates of the Virago**

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**VARTAN VENSK, pirate captain from Vilmir.**

Chaos 31, Balance 15, Law 7

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STR 14    CON 11    SIZ 12    INT 12    POW 13  
DEX 16    APP 13    HP 12

---

**Damage Bonus:** +1d4.

**Weapons:** Shortsword 50%, 1d6+1+1d4 damage  
Handaxe 50%, 1d6+1+1d4 damage  
Throwing Axe 65%, 1d6+1d2 damage  
Dagger 60%, 1d4+2+1d4 damage  
Throwing Dagger 65%, 1d4+1d2 damage  
Short Spear 60%, 1d6+1+1d4 damage  
Thrown Short Spear 65%, 1d6+1+1d2 damage

**Armor:** 1d6 Leather & Rings (helmet off).

**Spells:** none.

**Skills:** Brawl 65%, Climb 70%, Craft (Wire-Walking) 40%, Dodge 55%, Fast Talk 30%, Insight 25%, Jump 30%, Listen 50%, Natural World 45%, Navigate 25%, Oratory 15%, Ride 35%, Sailing 65%, Search 55%, Speak Common 50%, Swim 55%, Throw 35%, Young Kingdoms 45%.

**ZHEDANOR, second-in-command of the Virago.**

Chaos 20, Balance 6, Law 4

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STR 17    CON 15    SIZ 17    INT 10    POW 9  
DEX 11    APP 8    HP 16

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**Damage Bonus:** +1d6.

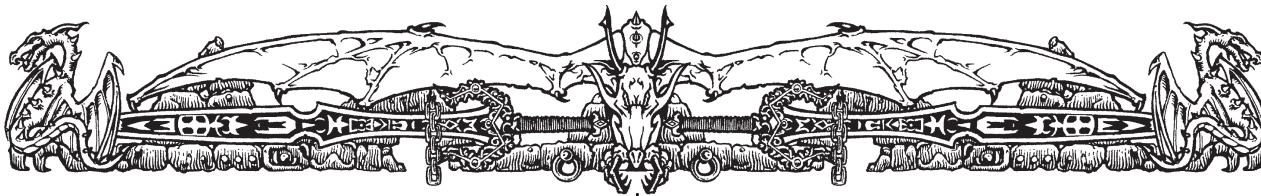
**Weapons:** Sea Axe 85%, 2d6+2+1d6 damage  
Dagger 65%, 1d4+2+1d6 damage  
Throwing Dagger 35%, 1d4+1d3 damage  
Full Shield 45%, knock-bk+1d4+1d6 damage

**Armor:** 1d6 Leather & Rings (helmet off).

**Spells:** none.

**Skills:** Brawl 75%, Climb 65%, Dodge 35%, Navigate 30%, Sailing 30%, Search 30%, Speak Common 60%, Swim 60%, Throw 35%, Wrestle 50%, Young Kingdoms 25%.





### SCORRUSH, assassin from Pikarayd.

Chaos 31, Balance 6, Law 2

STR 14 CON 12 SIZ 16 INT 10 POW 11  
DEX 17 APP 9 HP 14

**Damage Bonus:** +1d4.

**Weapons:** Battle Axe 60%, 1d8+2+1d4 damage  
Dagger 60%, 1d4+2+1d4 damage  
Throwing Dagger 70%, 1d4+1d2 damage

**Armor:** 1d6+1 Leather & Rings.

**Spells:** none.

**Skills:** Brawl 65%, Climb 75%, Craft (Knot-Tying) 70%,  
Craft (Tumbling) 65%, Dodge 70%, Fast Talk 65%,  
Hide 20%, Jump 65%, Listen 45%, Move Quietly  
80%, Natural World 45%, Ride 70%, Scent/Taste  
20%, Search 50%, Speak Common 50%, Swim 50%,  
Track 40%, Trap 45%.

### ISCHUNE, battle-maiden of the Pale Sea.

Chaos 15, Balance 7, Law 3

STR 14 CON 15 SIZ 14 INT 10 POW 16  
DEX 17 APP 12 HP 15

**Damage Bonus:** +1d4.

**Weapons:** Hunting Bow 60%, 1d6+1+1d2 damage  
Long Knife 55%, 1d6+1+1d4 damage  
Throwing Dagger 55%, 1d4+1d2 damage

**Armor:** 1d6 Leather & Rings (helmet off).

**Spells:** Fury (1), Speed of Vezhan (1-3).

**Skills:** Brawl 55%, Climb 85%, Craft (Knot-Tying) 35%,  
Dodge 70%, Hide 55%, Jump 40%, Listen 45%,  
Move Quietly 55%, Natural World 40%, Physik 60%,  
Ride 60%, Speak Common 65%, Swim 55%, Track  
40%.

### FISK WOE-BRINGER, pirate of the Isle of the Purple Towns.

Chaos 19, Balance 21, Law 18

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

**Damage Bonus:** +1d4.

**Weapons:** Sea Axe 50%, 2d6+2+1d4 damage  
Full Shield 40%, knock-bk+1d4+1d4 damage

**Armor:** 1d6 Sea Leather.

**Spells:** none.

**Skills:** Bargain 35%, Brawl 65%, Climb 90%, Craft  
(Carpentry) 45%, Craft (Knot-Tying) 50%, Craft  
(Wire-Walking) 35%, Dodge 35%, Jump 55%,  
Natural World 40%, Navigate 50%, Repair 60%,  
Sailing 60%, Search 50%, Speak Common 70%,  
Speak Low Melnibonéan 10%, Speak Mabden 20%,  
Swim 45%, Young Kingdoms 35%.

### HOTAS BA'ATT HANAA, nomad of the Sighing Desert.

Chaos 17, Balance 7, Law 4

STR 14 CON 16 SIZ 11 INT 12 POW 11  
DEX 14 APP 12 HP 14

**Damage Bonus:** +1d4.

**Weapons:** Scimitar 55%, 1d8+1+1d4 damage  
Desert Bow 55%, 1d8+2+1d2 damage  
Dagger 60%, 1d4+2+1d4 damage  
Throwing Dagger 40%, 1d4+1d2 damage

**Armor:** 1d8 Barbarian Leather & Wood.

**Spells:** none.

**Skills:** Climb 65%, Craft (Tumbling) 30%, Craft (Knot-  
Tying) 40%, Dodge 55%, Jump 35%, Move Quietly  
40%, Natural World 40%, Navigate 40%, Ride 80%,  
Search 35%, Speak Common 15%, Speak Mong 60%,  
Throw 40%, Track 50%, Unknown Kingdoms 20%.

### Other Pirates

For additional character-level pirates, use the attrib-  
utes and descriptions of Sailor/Pirate or Marine in  
the YK Digest in *Stormbringer*, modified as desired.

## The Crew of Chardros' Lament

### GARIV KLOS, Pan Tangian sea captain.

Chaos 81, Balance 57, Law 14

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

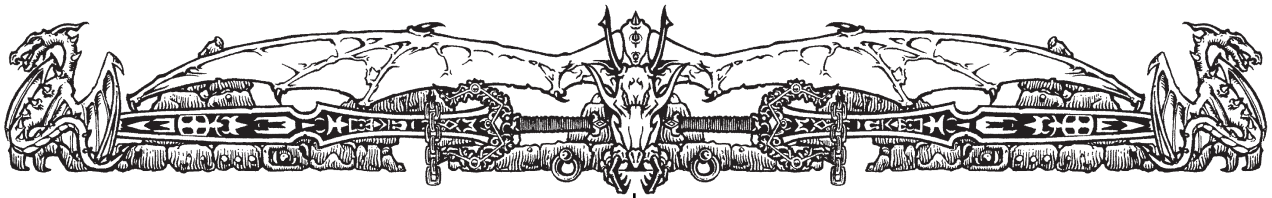
**Damage Bonus:** +1d4.

**Weapons:** Exceptional Dragontooth Pick 95%,  
1d6+1+1d4 damage  
Exceptional Dagger 90%, 1d4+2+1d4 damage  
Full Shield 70%, knock-bk+1d4+1d4 damage, 22 hit  
points

**Armor:** 1d10+2 Pan Tangian Half Plate.

**Spells:** none.





**Skills:** Bargain 45%, Brawl 90%, Climb 70%, Craft (Knot-Tying) 30%, Craft (Wire-Walking) 35%, Dodge 50%, Evaluate 35%, Insight 25%, Jump 50%, Natural World 40%, Move Quietly 40%, Navigate 40%, Oratory 40%, Ride 55%, Sailing 85%, Search 60%, Speak Common 40%, Speak Low Melnibonéan 20%, Speak Mabden 70%, Swim 65%, Wrestle 50%, Young Kingdoms 25%.

**EN'TRIM SHO'OON,**  
first mate of Chardros' Lament.

Chaos 36, Balance 4, Law 6

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

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**Damage Bonus:** +1d4.

**Weapons:** Scimitar 60%, 1d8+1+1d4 damage  
Dagger 60%, 1d4+2+1d4 damage  
Throwing Dagger 70%, 1d4+1d2 damage  
Drayer's Whip 70%, 1d3-1 damage + entangle  
Net 35%, entangles  
Lasso 65%, entangles

**Armor:** 1d6+1 Leather & Rings.

**Spells:** none.

**Skills:** Bargain 65%, Brawl 60%, Climb 60%, Conceal Object 40%, Craft (Knot-Tying) 75%, Dodge 45%, Evaluate 65%, Fast Talk 50%, Insight 70%, Listen 35%, Move Quietly 35%, Navigate 20%, Oratory 45%, Pick Lock 60%, Sailing 40%, Scribe 20%, Search 70%, Speak Common 50%, Speak Low Melnibonéan 20%, Speak Mabden 70%, Swim 45%, Track 60%, Trap 75%.

**HASPER DAL,**  
Pan Tangian wizard-priest of Arioch.

Chaos 81, Balance 31, Law 8

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STR 10    CON 8    SIZ 14    INT 16    POW 20  
DEX 11    APP 15    HP 11

---

**Damage Bonus:** none.

**Weapon:** Exceptional Dagger 60%, 1d4+2 damage  
Throwing Dagger 55%, 1d4 damage

**Armor:** none.

**Spells:** Bonds Unbreakable (3), Brazier of Power (2), Chain of Being (2), Curse of Chaos (1), Midnight (1), Flames of Kakatal (1), Moonrise (1), Muddle (1), Pox (1), Refutation (1-4), Summon Demon (1), Undo Magic (1-4), Visage of Arioch (1-3), Ward (1), Witch Sight (2)

**Skills:** Dodge 25%, Evaluate 40%, Fast Talk 50%, Insight 40%, Knowledge (Pan Tang Nobility) 45%, Knowledge (Cult of Chaos) 55%, Listen 55%, Million Spheres 55%, Oratory 35%, Potions 60%, Scribe 70%, Speak Common 60%, Speak High Melnibonéan 30%, Speak Low Melnibonéan 70%, Speak Mabden 90%, Speak Mong 10%, Speak Myyrrhn 20%, Speak Opish 20%, Speak 'pande 15%.

**Magical Item:** The chain-leash he keeps Omerginroul on cancels all dimensional travel abilities of anything it imprisons. It has 25 hit points.

**OMERGINROUL, slave to Hasper Dal.**

*Omerginroul's mate Liramayn has identical attributes.*

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STR 7    CON 13    SIZ 6    INT 14    POW 21  
DEX 22    APP 11    MOV Run-10    HP 10

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**Damage Bonus:** -1d4.

**Weapons:** Bite 40%, 1d2-1d4 damage (min. 1 point)  
Claws (x2) 60%, 1d6-1d4 damage (min. 1 point)

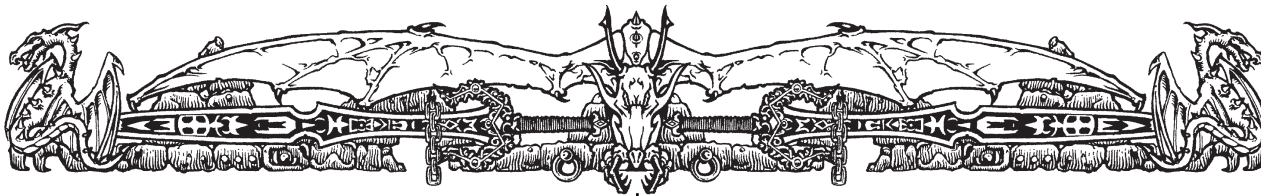
**Abilities:** Dimensions (special)\*

*\* The silume version of this ability is different from the demonic ability of the same name. The silume ability creates a dimensional portal large enough to admit beings and/or objects of total SIZ up to 100 times the number of magic points spent. A silume can automatically create a portal to any plane he or she is familiar with, or make a Million Spheres roll to create a portal to a plane he or she has not previously visited. (Failure means the portal goes nowhere and the magic points spent are wasted; a fumble means the portal opens to the wrong plane.) The portal lasts for a number of seconds equal to ten times the magic points spent. This power can be used once per day, and requires 1 hit point of blood from another being.*

**Armor:** 2 point slick and rubbery skin.

**Skills:** Climb 100%, Conceal Object 75%, Craft (Escape Artist) 65%, Craft (Tumbling) 80%, Craft (Wire-Walking) 75%, Detect Plane Gate 40%, Dodge 70%, Fast Talk 55%, Hide 80%, Insight 30%, Jump 55%, Listen 40%, Million Spheres 45%, Move Quietly 80%, Navigate 45%, Pick Lock 60%, Search 40%, Speak Common 20%, Speak Low Melnibonéan 40%, Speak Mabden 20%, Speak Silume 80%, Swim 80%, Witch Sight 50%.





### Pan Tangian Slavers.

Chaos 31, Balance 3, Law 0

STR 13 CON 12 SIZ 13 INT 12 POW 11  
DEX 12 APP 10 HP 13

**Damage Bonus:** +1d4.

**Weapons:** Scimitar 45%, 1d8+1+1d4 damage

Shortsword 45%, 1d6+1+1d4 damage

Cudgel 45%, 1d6+1d4 damage

Dagger 40%, 1d4+2+1d4 damage

Drayer's Whip 50%, 1d3-1 damage + entangles

Net 25%, entangles

Small Shield 35%, knock-bk + 1d3+1d4 damage

**Armor:** 1d6+1 Leather & Rings or 1d8+1 Half Plate.

**Spells:** none.

**Skills:** Brawl 55%, Climb 50%, Craft (Knot-Tying) 25%,

Craft (Wire-Walking) 25%, Dodge 30%, Hide 25%,

Jump 30%, Listen 30%, Move Quietly 25%, Ride

40%, Sailing 20%, Search 30%, Speak Common

35%, Speak Mabden 65%, Swim 40%, Throw 30%,

Track 50%, Trap 45%, Wrestle 35%.

### Young Kingdoms Rowing Slaves.

Chaos 3, Balance 8, Law 12

STR 14 CON 11 SIZ 12 INT 10 POW 9  
DEX 11 APP 10 HP 12

**Damage Bonus:** +1d4.

**Weapons:** Large Improvised Club 30%, 1d8+1d4 dam.

Small Improvised Club 30%, 1d6+1d4 damage

Improvised Staff 30%, 1d6+1+1d4 damage

Length of Chain 30%, 1d4+1d4 damage + entangle

Unarmed 45%, 1d3+1d4 damage

**Armor:** none.

**Spells:** none.

**Skills:** Brawl 45%, Climb 45%, Dodge 25%, Hide 25%,

Jump 40%, Listen 25%, Move Quietly 25%, Sailing

25%, Search 30%, Speak Common 55%, Speak

Mabden 5%, Swim 45%, Throw 30%, Wrestle 30%.

## Priestesses of Eequor

### DIMA'DRA'ESH, high priestess of the temple to Eequor.

Chaos 108, Balance 66, Law 21

STR 10 CON 11 SIZ 11 INT 16 POW 22  
DEX 11 APP 15 HP 11

**Damage Bonus:** none.

**Weapon:** Exceptional Staff 70%, 1d8 damage

Javelin 50%, 1d6 damage

**Armor:** 1d3-1 Scaled Robe.

**Spells:** Brazier of Power, Chain of Being, Curse of Chaos (4), Demon's Ear (2), Demon's Eye (1), Hell's Armor (1-4), Make Fast (1), Make Whole (3), Muddle (1), Pox (1), Refutation (1-4), Soul of Chardros (1-3), Summon Demon (1), Undo Magic (1-4), Ward (3), Witch Sight (3).

**Skills:** Craft (Weaving) 45%, Dodge 35%, Insight 65%, Knowledge (Cult of Eequor) 125%, Million Spheres 105%, Oratory 70%, Physik 55%, Potions 35%, Scribe 70%, Search 65%, Speak Common 100%, Speak High Melnibonéan 40%, Speak Low Melnibonéan 100%, Speak Mabden 100%.

### VIKENI MUS'SRAA, courtesan, poisoner, and priestess of Eequor.

Chaos 34, Balance 8, Law 1

STR 11 CON 11 SIZ 11 INT 14 POW 18  
DEX 10 APP 18 HP 11

**Damage Bonus:** none.

**Weapons:** Stiletto 50%, 1d4+poison\* damage

Finger Jewelry 75%, paralysis poison\*\*

\* *Vikeni's dagger is coated with a Potency 10 poison, similar to adder venom*

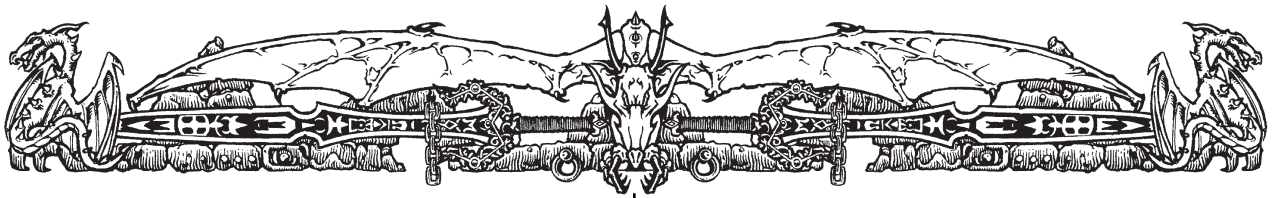
\*\* *Finger jewelry has small protrusions covered with Potency 12 poison which causes paralysis if the victim's CON is overcome—additional symptoms include euphoria, dizziness, and hallucinations.*

**Armor:** none.

**Spells:** Brazier of Power (4), Heal (2), Make Fast (1), Moonrise (1), Muddle (1), Pox (1), Refutation (1-4), Undo Magic (1-4), Visage of Arioeh (1-3), Witch Sight (3).

**Skills:** Art 20%, Craft (Courtesan) 30%, Dodge 20%, Evaluate 35%, Fast Talk 95%, Hide 20%, Insight





50%, Knowledge (Cult of Eequor) 60%, Listen 55%, Million Spheres 20%, Oratory 50%, Physik 40%, Potions 65%, Repair 40%, Scribe 30%, Search 35%, Speak Common 50%, Speak High Melnibonéan 10%, Speak Low Melnibonéan 40%, Speak Mabden 80%, Swim 35%.

**ANDA IRIDAN'UU,**  
sacred dancer and priestess of Eequor.

Chaos 35, Balance 4, Law 0

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STR 11    CON 12    SIZ 13    INT 14    POW 18  
DEX 17    APP 12    HP 13

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**Damage Bonus:** none.

**Weapon:** Staff 50%, 1d8+1d4 damage

**Armor:** none.

**Spells:** Brazier of Power (4), Heal (2), Make Fast (1), Moonrise (1), Pox (1), Refutation (1-4), Undo Magic (1-4), Witch Sight (3).

**Skills:** Art (Sacred Dance) 85%, Brawl 45%, Climb 60%, Craft (Tumbling) 80%, Craft (Wire-Walking) 80%, Dodge 65%, Hide 20%, Insight 25%, Jump 85%, Knowledge (Cult of Eequor) 55%, Listen 35%, Million Spheres 40%, Move Quietly 60%, Physik 40%, Potions 15%, Repair 40%, Scribe 30%, Search 35%, Speak Common 50%, Speak High Melnibonéan 10%, Speak Low Melnibonéan 40%, Speak Mabden 80%, Swim 35%, Wrestle 55%.

**RILIISH TEM,**  
banished noblewoman and priestess of Eequor.

Chaos 24, Balance 10, Law 2

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STR 11    CON 11    SIZ 11    INT 16    POW 19  
DEX 10    APP 13    HP 11

---

**Damage Bonus:** none.

**Weapon:** Dagger 50%, 1d4+2 damage

**Armor:** none.

**Spells:** Brazier of Power (4), Heal (2), Make Fast (1), Moonrise (1), Pox (1), Refutation (1-4), Undo Magic (1-4), Witch Sight (3).

**Skills:** Art 20%, Craft (various) 30%, Dodge 20%, Evaluate 55%, Fast Talk 55%, Hide 20%, Insight 25%, Knowledge (Cult of Eequor) 60%, Knowledge (Pan Tang History) 50%, Listen 35%, Million Spheres 40%, Physik 40%, Potions 15%, Repair 40%, Scribe 30%, Search 35%, Speak Common 50%, Speak High Melnibonéan 10%, Speak Low Melnibonéan 40%, Speak Mabden 80%, Swim 35%.

**CAN'SAL BHA'LORG,**  
scribe and archivist to the temple of Eequor.

Chaos 46, Balance 9, Law 6

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STR 11    CON 10    SIZ 10    INT 18    POW 18  
DEX 13    APP 12    HP 10

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**Damage Bonus:** none.

**Weapon:** Sharpened Pen 35%, 1d2 damage

**Armor:** none.

**Spells:** Brazier of Power (4), Demon's Eye (1), Heal (2), Hell's Armor (1-4), Make Fast (1), Moonrise (1), Pox (1), Refutation (1-4), Undo Magic (1-4), Wisdom of Slortar (1-3), Witch Sight (3).

**Skills:** Art 50%, Craft (Tattooing) 80%, Dodge 20%, Evaluate 55%, Hide 20%, Insight 25%, Knowledge (Cult of Eequor) 85%, Listen 35%, Million Spheres 55%, Physik 40%, Potions 15%, Repair 40%, Scribe 100%, Search 35%, Speak Common 60%, Speak High Melnibonéan 30%, Speak Lesh 10%, Speak Low Melnibonéan 60%, Speak Mabden 100%, Speak Myyrrhn 20%, Speak Opish 15%, Speak 'pande 20%, Swim 35%.

*Can'sal's library contains at least a dozen grimoires containing all of the spells known by the priestesses on the island. The library contains scrolls of the following spells: Brazier of Power (4), Chain of Being (4), Chaos Warp (4), Curse of Chaos (4), Demon's Ear (1), Demon's Eye (1), Make Whole (3), Refutation (1-4), Soul of Chardros (1-3), Summon Demon (1), Summon Elemental (1), Ward (3). The gamemaster may wish to make them "one-shot" spell scrolls (i.e., scrolls that can only be used once each, after which the spells disappear) although the Stormbringer rules do not provide for the existence of such things.*

**RHEEN ZUS'KARNE,**  
naturalist and priestess of Eequor.

Chaos 34, Balance 10, Law 2

---

STR 11    CON 12    SIZ 10    INT 14    POW 20  
DEX 10    APP 15    HP 11

---

**Damage Bonus:** none.

**Weapons:** Dagger 50%, 1d4+2 damage

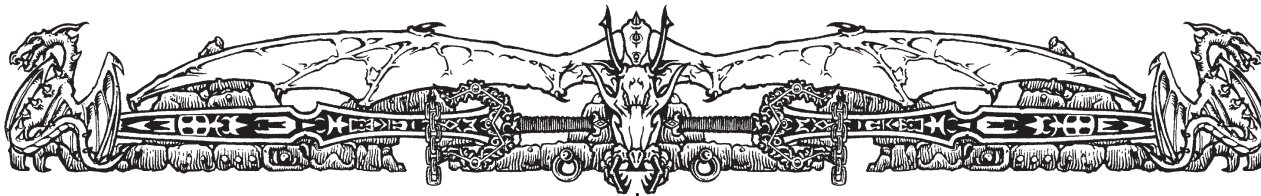
**Armor:** 1d3-1 Leather Sleeve and Shoulder Armor.

**Spells:** Brazier of Power (4), Buzzard Eyes\* (1), Heal (2), Pox (1), Refutation (1-4), Undo Magic (1-4), Witch Sight (3).

\* *Rheen has modified this spell to work on her pet gharcos.*

**Skills:** Craft (Train Gharcos) 60%, Dodge 30%, Evaluate 35%, Hide 20%, Insight 25%, Knowledge (Cult of Eequor) 60%, Listen 35%, Million Spheres





40%, Natural World 55%, Physik 40%, Search 55%,  
 Speak Common 50%, Speak High Melnibonéan 10%,  
 Speak Low Melnibonéan 40%, Speak Mabden 80%,  
 Swim 35%.

**SHAR'RATH, Rheen's pet gharcos.**

---

STR 11	CON 19	SIZ 8	INT 3	POW 3
DEX 18	HP 14			

---

**Damage Bonus:** none.

**Weapons:** Bite 40%, 1d6 damage  
 Rows of Claws (x2) 50%, 1d4 damage  
 Grasp and Drop 35%, falling damage

**Armor:** 1d5 chitinous carapace.

**Skills:** Dodge 50%, Fly 100%, Listen 50%, Move  
 Quietly 50%, Sense Prey 45%, Sense When Rheen is  
 in Danger 45%.

**ILDONA, Dharijoran priestess of Eequor.**

Chaos 27, Balance 17, Law 5

---

STR 15	CON 14	SIZ 12	INT 14	POW 18
DEX 12	APP 12	HP 13		

---

**Damage Bonus:** +1d4.

**Weapons:** Magical Light Mace 65%, 1d6+3+1d4 dam-  
 age (30% base chance to hit, 1d6+3 damage)

**Armor:** none, or 2d8+1 Pan Tangian Plate (if warned of  
 combat).

**Spells:** Brazier of Power (4), Heal (2), Make Fast (1),  
 Moonrise (1), Pox (1), Refutation (1-4), Undo Magic  
 (1-4), Witch Sight (3).

**Skills:** Brawl 35%, Craft (Wire-Walking) 40%, Dodge  
 30%, Hide 40%, Insight 25%, Knowledge (Cult of  
 Eequor) 60%, Listen 35%, Million Spheres 40%,  
 Physik 50%, Potions 15%, Repair 50%, Ride 50%,  
 Scribe 20%, Search 40%, Speak Common 60%, Speak  
 High Melnibonéan 5%, Speak Low Melnibonéan  
 30%, Speak Mabden 70%, Swim 50%.

**PALU'UM THAL'HAIL,  
 handmaiden of Eequor.**

Chaos 20, Balance 0, Law 4

---

STR 10	CON 11	SIZ 10	INT 12	POW 19
DEX 10	APP 15	HP 11		

---

**Damage Bonus:** none.

**Weapons:** Dagger 45%, 1d4+2 damage  
 Throwing Dagger 50%, 1d4 damage  
 Small Knife 45%, 1d4+1d4 damage

**Armor:** none.

**Spells:** Demon's Ear (1), Hell's Sharp Flame (1-4),  
 Refutation (1-4), Undo Magic (1-4), Visage of  
 Arioch (1-3), Witch Sight (3).

**Skills:** Conceal Object 50%, Dodge 30%, Fast Talk  
 55%, Hide 50%, Insight 35%, Knowledge (Cult of  
 Eequor) 45%, Listen 45%, Million Spheres 25%,  
 Move Quietly 30%, Physik 30%, Potions 20%, Scribe  
 20%, Search 45%, Speak Common 20%, Speak Low  
 Melnibonéan 20%, Speak Mabden 90%, Swim 55%,  
 Throw 50%.

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## The Melnibonéan Landing Party

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**ANIONA LAROS,  
 Melnibonéan battle-barge captain.**

Chaos 67, Balance 50, Law 32

---

STR 12	CON 12	SIZ 14	INT 19	POW 24
DEX 16	APP 13	HP 13		

---

**Damage Bonus:** +1d4.

**Weapons:** Exceptional Short Spear 110%, 1d6+1+1d4  
 damage

Thrown Exceptional Short Spear 130%, 1d6+1+1d2  
 damage

Exceptional Broadsword 105%, 1d8+1d4 damage

Exceptional Dagger 105%, 1d4+2+1d4 damage

Large Shield 110%, knock-bk+1d4+1d4 damage

**Armor:** 1d10+6 Melnibonéan Plate.

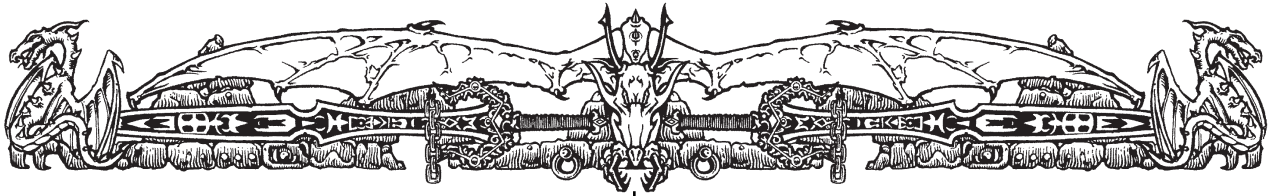
**Spells:** Bounty of Straasha (4), Brazier of Power (4),  
 Breath of Life (1), Buzzard Eyes (1), Demon's Eye  
 (1), Hell's Sharp Flame (1-4), Refutation (1-4),  
 Summon Elemental (1), Wings of Lassa (4), Witch  
 Sight (3).

**Bound Demons & Elementals:** Silver and jade dolphin-  
 shaped ring with bound water elemental.

**Skills:** Brawl 45%, Climb 75%, Craft (Knot-Tying) 45%,  
 Craft (Tumbling) 60%, Craft (Wire-Walking) 50%,  
 Dodge 40%, Insight 45%, Jump 55%, Listen 70%,  
 Million Spheres 45%, Natural World 85%, Navigate  
 80%, Oratory 35%, Ride 100%, Sailing 90%,  
 Scent/Taste 50%, Scribe 40%, Search 75%, Speak  
 Common 40%, Speak High Melnibonéan 40%, Speak  
 Low Melnibonéan 100%, Speak Mabden 40%, Swim  
 35%, Throw 80%, Witch Sight 50%, Young  
 Kingdoms 40%.

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### Melnibonéan Marines

Identical to the Marine described in the YK Digest in the Stormbringer rulebook, with the following modifications:

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

**Armor:** 1d8+3 Melnibonéan Half Plate.

**Weapons:** Broadsword 60%, 1d8+1+1d4 damage (replaces Cutlass)

Bone Bow 70%, 2d6+1+1d2 damage (replaces Hunting Bow)

Small Shield 50%, damage kb+1d3+1d4, 20 hp

**Skills:** Add +10% to all skills, and add Witch Sight 30%.

### LADY JESSAMYN, paramour to the mad slave Korune.

Chaos 35, Balance 23, Law 26

STR 10 CON 11 SIZ 12 INT 17 POW 17  
DEX 14 APP 17 HP 12

**Damage Bonus:** none.

**Armor:** none.

**Weapons:** Dagger 40%, 1d4+2 damage

**Skills:** Art 55%, Disguise 35%, Dodge 30%, Insight 45%, Listen 35%, Million Spheres 20%, Natural World 30%, Oratory 35%, Physik 50%, Potions 70%, Ride 45%, Scent/Taste 55%, Scribe 20%, Speak Common 35%, Speak High Melnibonéan 10%, Speak Low Melnibonéan 100%.

**Magic Items:** She has a potion which, when administered, will restore sanity to any who are afflicted (POT 15, five doses).

### CHAOS TURTLE, small sea monster.

*This creature should be substituted for the tojanada in Slaves of Fate, as the latter is a monster specific to Wizards of the Coast's Monster Manual. Gamemasters who have Chaosium's Sailing on the Seas of Fate book may wish to use monsters from that work as well.*

STR 14 CON 15 SIZ 7 INT 10 POW 12  
DEX 13 HP 11

**Damage Bonus:** none.

**Weapons:** Bite 50%, 2d4+2 damage\*  
Claw (x2) 25%, 1d4+1 damage

\* If the chaos turtle succeeds in a bite attack, it can hold on and continue to do damage automatically for the next round. The victim must escape by making a STR versus STR

against the turtle, or by making a Wrestle or Dodge roll at half normal percentile rating.

**Armor:** 1d10 shell, 1d6-1 leathery skin in neck and limb joints.\*

\* In order to hit an area not covered by the shell, an attacker must make an aimed attack at half normal percentile rating. (In other words, a character with the skill Broadsword 110% must make an aimed broadsword attack at 55% to hit a body part not covered by the shell).

**Abilities:** Ink Cloud (identical to Midnight spell; underwater only)

**Skills:** Hide 110%, Listen 70%, Navigate 70%, Scent/Taste 35%, Search 75%, Swim 100%.

### SQUID

Use the giant octopus description provided in the Natural Beasts and Generic Monsters Table in Stormbringer.

### ANIMATED SKELETONS

These are described in the Natural Beasts and Generic Monsters Table in Stormbringer.

### ZOMBIE GUARDIAN, undead watchman of Eequor's catacombs.

STR 17 CON 0 SIZ 17 INT 0 POW 0  
DEX 8 APP 0 HP 17

**Damage Bonus:** +1d6.

**Weapon:** Brawl 70%, 1d3+1d6 damage

**Armor:** 3 point leathery skin.

**Spells:** none.

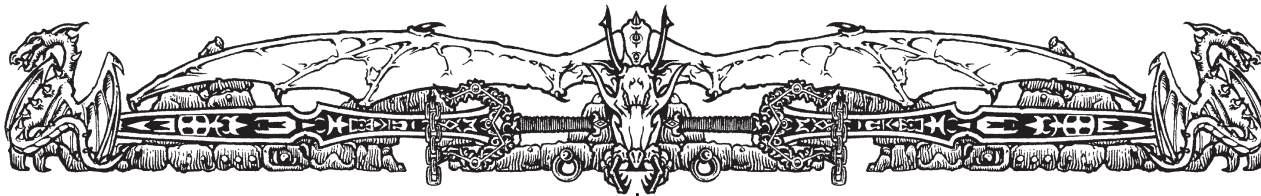
**Skills:** Brawl 70%, Dodge 25%, Hide 40%, Move Quietly 45%, Scent 35%, Search 40%, Throw 55%, Wrestle 60%.

### SILUME, dimension-hopping beings sacred to Eequor.

characteristics	rolls	averages
STR	2d8-2	7
CON	3d8	13-14
SIZ	1d8+1	5-6
INT	3d8	13-14
POW	3d8	13-14
DEX	3d8+8	21-22
APP	2d8+2	11
MOV	run-10	av. HP 9-10

**Average Damage Bonus:** -1d6 or -1d4.





**Weapons:** Bite 10%, 1d2 damage + damage bonus (1 point minimum)

Claws (x2) 60%, 1d6 damage + damage bonus (1 point minimum)

**Abilities:** Dimensions (special)\*

\* *The silume version of this ability is different from the demonic ability of the same name. The silume ability creates a dimensional portal large enough to admit beings and/or objects of total SIZ up to 100 times the number of magic points spent. A silume can automatically create a portal to any plane he or she is familiar with, or make a Million Spheres roll to create a portal to a plane he or she has not previously visited. (Failure means the portal goes nowhere and the magic points spent are wasted; a fumble means the portal opens to the wrong plane.) The portal lasts for a number of seconds equal to ten times the magic points spent. This power can be used once per day, and requires 1 hit point of blood from another being.*

**Armor:** 2 point slick and rubbery skin.

**Skills:** Climb 70%, Detect Plane Gate 40%, Dodge 70%, Fast Talk 45%, Hide 60%, Jump 55%, Million Spheres 35%, Move Quietly 70%, Navigate 45%, Search 30%, Speak Language of Choice 20%, Speak Silume 80%, Swim 35%, Witch Sight 50%.

### GHARCOS, flying insectile beasts.

characteristics	rolls	averages
STR	2d8+2	11
CON	2d8+3	12
SIZ	1d8	4-5
INT	1d8/2	2-3
POW	1d8/2	2-3
DEX	3d8+1	14-15
MOV fly-11		av. HP 8-9

**Average Damage Bonus:** -1d4 to none.

**Armor:** 1d5 chitinous carapace.

**Weapons:** Bite 40%, 1d6 + damage bonus (1 point minimum)  
Rows of Claws 50%, 1d4 + damage bonus (1 point minimum)  
Grasp and Drop 35%, falling damage\*

\* *Gharcos tend to work together to attempt to grasp their prey—when they have exceeded the target's SIZ with their combined STR scores, they lift the target into the air and attempt to rise high enough that a fall will kill their prey. Each round a character is being so lifted by gharcos, they will rise another 3 yards (1d6 falling damage). To escape, a character must break free, or kill enough gharcos to lower their combined STR to below the character's SIZ.*

**Skills:** Dodge 50%, Fly 100%, Move Quietly 40%, Sense Prey 45%.

### FLOCK OF GHARCOS

	STR	CON	SIZ	INT	POW	DEX	HP	DB
ONE	12	11	5	3	2	17	8	none
TWO	14	11	3	2	4	13	7	none
THREE	9	10	3	2	1	16	7	-1D6
FOUR	14	13	7	1	1	11	10	none
FIVE	10	17	4	3	2	11	11	-1D4
SIX	10	12	2	1	3	21	7	-1D6
SEVEN	8	12	3	4	1	13	8	-1D6
EIGHT	14	8	6	2	1	14	7	none

### Potions & Antidotes

Following are conversions for feldas leaves and aserakkon grass. The only significant differences are the addition of Potency ratings. The descriptions are unchanged between *DLoM* and *Stormbringer*, except as mentioned below.

#### Feldas Leaves

**Type:** Inhaled

**Potency:** 15

**Effect:** Unconsciousness

**Price:** 100 bronzes

If a character is sleeping under the effects of feldas leaves, and someone is trying to wake him or her, the player can roll the character's CON versus the leaves' POT once per minute. The frequency of the roll increases to once per round if the character is not currently being exposed to feldas smoke. If the character is being exposed to feldas smoke and is not receiving any outside stimulus, a roll to awaken may be made at whatever time interval the gamemaster deems appropriate.

#### Aserakkon Grass

**Type:** Inhaled

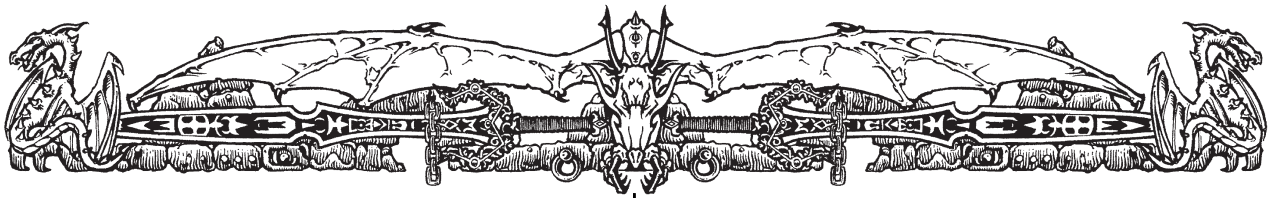
**Potency:** 12

**Effect:** Wakefulness

**Price:** 50 bronzes

If a character is sleeping under the effects of feldas leaves, and he or she is exposed to aserakkon grass smoke, the player can roll the character's CON against POT 12 once per round in order to awaken.





## Magic Items

**Chardros' Lament** — The healing potions described on page 59 function exactly as they do in the d20 System, healing 1d6 points of damage.

**Throne Chamber** — The priestess's scepter has the ability to detect the presence of anyone who has an allegiance to a force opposite the wielder's (i.e., Chaotic-aligned characters will detect those of Lawful allegiance, and vice versa). If the user's allegiance is towards the Balance, he or she will detect the presence of both Lawful and Chaotic-aligned characters. The scepter cannot detect Balance-aligned characters. The scepter's detection power can be used three times per day, and lasts for 10 minutes per use. The scepter has a detection radius of 60 feet.

**Fount Chamber** — Touching the glowing stones does 1d4 points of damage per round to *Stormbringer* characters, just as it does to DLoM characters.

### D20 SYSTEM ERRATA

The average gharcos (pages 51–52 and 83–84) has the skill Fly +10, in addition to the other listed skills. (This includes the DEX bonus.)

Aserakkon smoke (page 7) reduces the DC for awakening from a non-magical sleep to DC 12 or to the DC of the sleep-inducing effect, whichever is less.

### Optional Rule: Exceptional Items

In *Slaves of Fate*, a number of characters possess "masterwork" weapons, a D20 System term for weapons of exceptional quality. In the *Stormbringer* game, masterwork items become "exceptional" items. These are weapons, shields, suits of armor, etc. that can only be manufactured by the best craftspeople: in order to manufacture exceptional items, or items with any of the advantages listed below, a character must have the appropriate Craft skill at 101% or higher. Note that "exceptional" is not the same as "magical"; an exceptional item is simply one produced by an artisan of great skill, although it could also be enchanted during or after creation.

An exceptional item may be up to 10% (or 10 percentiles) better, in one or more ways, than a standard item of the same type; this is explained in more detail below. The cost of an item increases by 10% for every 1% (or 1 percentile) increase in quality. (Note: percentile bonuses for exceptional weapons are already figured into the *Slaves of Fate* character conversions for *Stormbringer*.)

*Example: an ordinary broadsword costs 250 bronzes. An exceptional broadsword may be made with a maximum improvement of +10 percentiles to the wielder's chance to hit and parry, or a 25% base chance. Such a weapon costs  $100\% + (10 \times 10\%) = 100\% + 100\% = 200\%$  of normal, or twice the normal cost. Therefore, total cost is  $250 \times 2 = 500$  bronzes.*

**Exceptional Armor:** The armor is designed to minimize encumbrance and reduce the limiting effects of its helmet, if any, upon the wearer's perception. The chance of affecting the wearer's non-combat skills is reduced by up to 10 percentiles. (Note: this is already figured into the statistics for Melnibonéan armor in the core rulebook.)

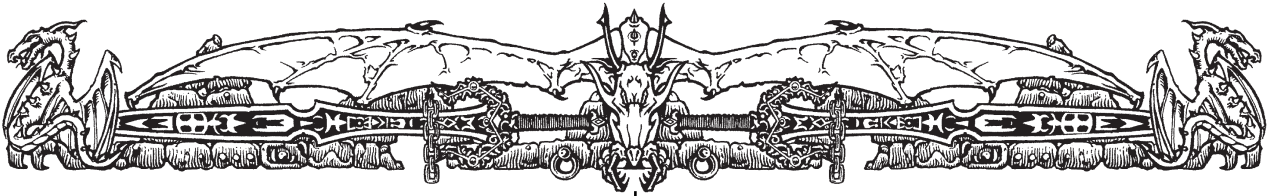
**Exceptional Shield:** The shield is very well balanced, adding up to +10 percentiles to the wielder's chance to hit and parry with it.

**Exceptional Tools:** The tools (lockpicks, for instance) are very well made, adding up to +10 percentiles to the user's chance to perform the task for which they are used.

**Exceptional Weapon:** The weapon is very well balanced and/or extremely accurate, adding up to +10 percentiles to the wielder's chance to hit and parry with it. Bonuses for exceptional arrows and sling projectiles are cumulative with those for exceptional bows and slings, respectively. However, the maximum bonus to hit and/or parry with an exceptional weapon can never exceed the normal base chance to hit and/or parry. For instance, an ordinary great sword has a base chance to hit and parry of 05%, so an exceptional great sword can only be improved by up to 5 percentiles, to a 10% base chance to hit and parry. This also applies to combination missile weapons, such as bows and arrows or slings and sling stones. (An exceptional bow and an exceptional arrow could each have a separate +10 percentile bonus to accuracy, but together they would only have a 20% base chance to hit, not 30%.) Improvements in weapon design only count for so much; the key factor is the wielder's skill.

In addition, there are other possible non-magical improvements for certain kinds of equipment. Each of these options doubles the price of the item in question. Unless otherwise indicated, different options can be combined in the same item; the effects on the item's cost are cumulative. For instance, an exceptional broadsword with a +10 percentile bonus to hit, increased damage (keen edge), and sturdy materials has a base chance to hit of 25 percentiles, 22 hit points, inflicts 1D8+2 points of damage, and costs  $250 \times 2 \times 2 \times 2 = 2,000$  bronzes.





**Increased Damage:** This is an advantage for weapons only. The weapon is made with an especially keen edge, sharp point(s), hard or serrated surface, or other feature intended to inflict maximum harm. This adds 1 point to the damage inflicted by the weapon. (Many Melnibonéan weapons are made with this advantage, although this is not figured into weapon statistics in the core rulebook.)

**Sturdy Materials:** This is an advantage for weapons, armor, shields, and other equipment with hit points, armor, and/or STR. (Examples of the latter include ropes, chains, wagons, rowboats, etc.) Such items are made with the best materials available, and are extremely resilient. The hit points of shields and weapons are increased by 10%, rounded up (minimum increase of 1 hit point). The attack damage deflected by armor is increased by 10% of

the maximum possible, rounded up (minimum increase of 1 hit point). This advantage is already figured into the statistics for Melnibonéan armor in the core rulebook.

The structural strength of all other equipment (STR, hit points, and armor, if any) is increased by 10%, rounded up.

*Example:* A suit of Young Kingdoms plate deflects  $1D10+2$  points of damage (maximum 12),  $1D10$  points without the helmet (maximum 10). The same suit, made with sturdy materials, deflects a maximum of  $12 \times 1.1 = 13.2 = 14$  points with a helmet,  $10 \times 1.1 = 11$  points without. This translates into  $1D10+4$  points of damage deflection,  $1D10+1$  points without the helmet.

*Example 2:* a normal rope has STR 40, so a sturdy rope has  $STR\ 40 \times 1.1 = 44$ .

