

A DEAD GOD'S DREAM

AN ELRIC OF MELNIBONÉ SCENARIO BY DEAN PAOLILLO

A DEAD GOD'S DREAM is an Elric of Melniboné scenario for 4-5 Veteran characters or equivalent, one of which must be a sorcerer.

This story assumes that Yyrkoon still dwells in Melniboné plotting Elric's demise. He has not fled Imrryr, acquired the Mirror of Memory and conquered Dhoz-Kam. Games Masters who wish set this story after Yyrkoon flees through the Shade Gate can do so with ease. In the wake of Elric's attack and pursuit of Yyrkoon, the current pirate-lord of Dhoz-Kam took the opportunity to seize power. Of course, if one of the player characters is a Melnibonéan, this will cause a stir among the locals after their recent troubles with Melnibonéan sorcery. The Games Master may choose to have a few lingering Immryians in the city, perhaps former loyalists of Yyrkoon who survived Elric's attack and the destruction of the Mirror of Memory. A temporary exile of Melniboné, this character might be a mercenary readily available for hire or a possible background for a new Player Character introduced into the existing group.

THE HOOKS

Games Masters should incorporate one or more of the following story hooks into the

backgrounds of the characters to explain their arrival in Dhoz-Kam and to facilitate their involvement into the story. Games Masters may wish to reward characters who act upon these story hooks with an extra hero point at the conclusion of the story.

TO SAVE A LOVER

The character's affair with a royal concubine named Arazadi led the woman to suffer a terrible punishment. The angered lord sold his unfaithful lady to slavers who fetched a fine price for the girl in Dhoz-Kam. The noble woman loved the Player Character. A love letter intercepted by agents of the suspicious lord revealed her betrayal. The character must save her from this dreadful fate. Dharijor makes an excellent choice for the origin of the concubine. In fact, this story assumes that Arazadi was a concubine of King Sarosto of Dharijor; a dangerous cuckold as any in the Young Kingdoms.

DREAMS OF WEALTH

The character is a merchant down on his luck whether through a stolen cargo, poor decisions, the success of a rival or some other calamity. Agents of a pirate lord of Dhoz-Kam approached the character with a proposition. The pirate lord Azarn wishes to unload a precious cargo in Imrryr. The PC merchant stands to make a fortune in the transaction, if

he's willing to risk trafficking with pirates and trading in the Dreaming City. He arrives in Dhoz-Kam seeking to make contact with his illicit business partner through his contact named Sarshan who frequents the Sable Seahorse in Dhoz-Kam. Games Masters are encouraged to allow this character to own the ship that takes the Player Characters to Dhoz-Kam.

JUSTICE'S BLOOD MONEY

There's a significant bounty upon Azarn Aramanes's head and the character intends to collect it. If the character take him alive, all the better, since the Sea Kings offered extra coin if they can put Azarn on trial and follow his condemnation with the spectacle of a public execution. If the character apprehends or provides proof of death of the other pirate lords, he stands to make a small fortune from the Sea lords of the Purple Towns.

A SORCERER'S QUEST

Dreams are not only the mind's way of easing its burdens; dreams are also sources of ancient knowledge and mystic power. There are some individuals within the multiverse capable of pilfering dreams and selling those dreams to those who can meet their price. It has come to your attention that at night, in the market square of Dhoz-Kam, strange baubles can be purchased for the right fee. Among the bizarre merchants who ply their trade in the bazaar is a fellow who claims to be a Dream Trader. He possesses an extraordinary dream- the dream of a god. Those interested are undoubtedly sorcerers, the power mad and explorers of the Moonbeam roads who would dare to experience the dream of a god and obtain the extraordinary knowledge of a god's dream.

THE ANTAGONISTS

SI'ULE THE SORCERESS

The beautiful Si'ule was born in the desert city of Quarzhasaat. A scion of the noble Narsee clan, Si'ule's had every material comfort and pleasure the golden jewel of the desert offered to its nobility. Every forbidden fruit was hers to taste. Si'ule knew that even the oaths of the Sorcerer-Adventurers would wilt with the right temptation. Despite the comforts at her disposal, there was one thing Quarzhasaat could not give her and she longed to experience it. She tried to ease her ache through the pilfered wares of a Dream Thief but the dream experience only increased her obsession. She left Quarzhasaat in search of the sea.

Si'ule wept along the beaches of Ilmar, letting the cold waves of the Pale Sea break against her. It was everything she imagined and she longed to sail upon it. She met Azarn Aramanes in the city of Ilmar. She fell in love with the handsome Filkharian buccaneer and together they sailed the high seas, living thrilling and debauched lives. While in Bakshaan, Azarn introduced Si'ule into the secretive cult of Arnara The Six Breasted and Si'ule dedicated her soul to the goddess.

Si'ule and Azarn have a tumultuous relationship. Her passion for Azarn is exceeded only by her insane jealousy. It was Si'ule's skills with sorcery that allowed Azarn to overthrow the Oinish lord of Dhoz-Kam and proclaim himself 'king'. In Si'ule's eyes, Azarn's neglect and worse, spurning her for the touch of other women, constitute the worse of betrayals.

Si'ule developed a compulsive and self-destructive jealousy. She intends to see Azarn's petty kingdom crash down around him. Yet, deep in her heart, she loves him. Her paradoxical desires further unhinges her mind. Unable to bring herself to directly murder Azarn, she sought a proxy- a sorcerer to use against Azarn. Several agents of Si'ule

spread word of the dream trader in Dhoz-Kam in the hopes of luring a sorcerer capable of bringing havoc to Azarn's plans. Her madness is in constant tension with her passions for Azarn. She'll do her best to defeat and even slay her rival sorcerer while endeavouring to ruin Azarn's dreams. The mind of Si'ule is complex and contradicting which pleases her patron goddess.

Si'ule intends to influence a direct confrontation between the Player Character sorcerer and Azarn over the imprisoned Dream Thief. She's added suggestive 'prophecies' to further mislead and sow Azarn's distrust of anybody that inquires about the Dream Thief. Her efforts were so successful that several companions of Azarn were murdered when he believed they conspired against him. She knows that when the Player Character sorcerer arrives and begins to inquire about the Dream Trader, Azarn's spies will bring the news to Azarn and all her foes will stumble into her trap.

AZARN ARAMANES, PIRATE KING OF DHOZ-KAM

Azarn is a native of Filkhar, born to a courtesan in Raschil. He grew up in a brothel and was inducted at a young age into the cult of Arnara. He took to the streets at an early age. His street fights and duels earned him wealth and a reputation among his fellow criminals. Unfortunately, after a botched robbery of a local merchant, Azarn was forced to flee the city. He joined a pirate crew to make his fortune on the seas.

Most of the crew liked Azarn's natural charm and wit. When the captain of their vessel fell in battle against a pursuing Lormyrian warship, Azarn used the opportunity to take command. Through intelligence, good planning and a healthy dose of luck, Azarn engineered their escape and began his infamous career. Azarn and his crew played havoc with the trading routes of the southern continent, leading to a serious effort by the Sea Kings of the Purple Towns to

capture or kill the corsair. Azarn fled north to Ilmiora and found safe harbour in Ilmar.

While in Ilmar, his path crossed with the enchanting Si'ule and though he tussled with many women before the sorceress, none stole his heart like Si'ule. His decision to allow the sorceress to board the ship was unpopular but once again, proved right. Si'ule's aid proved invaluable and Azarn drew more pirates to his cause. When he arrived in Dhoz-Kam, he developed an alliance with the local barbarian chiefs and his fellow buccaneers who called the city their home port. In a few short years, with the sorcerous aid of Si'ule, Azarn usurped the hold of the city from its former Oinish despot.

The affairs of the pirate lords remained unchanged and all the pirates profited. Azarn's power and wealth, however, outstripped that of his fellows. As his wealth accumulated, his Oinish and Yurite allies grew greedier; demanding more of a share in the loot. Unwilling to shoulder the burden alone, Azarn made his first crucial mistake—he decided to demand a tithe of the loot from his fellow pirate lords to pay the barbarian chiefs. The other pirate lords moved against him but were thwarted thanks to Si'ule's sorcery. Their strength depleted, they bitterly conceded to his demands.

Azarn's success led to his hubris and folly. He refused to honour Si'ule as she had hoped, and insulted her further when he spent more time among his harem of slaves than he did in her arms. Only his ambitions dwarf his ego, and he's not content with just Dhoz-Kam and the plunder of merchant ships. Drunkenly confiding in Si'ule of his desire to rule a kingdom that dominates the seas, the sorceress manipulated Azarn into capturing the Dream Thief Sarda, leading Azarn to believe the dreams in the possession of the Dream Thief would provide Azarn with the knowledge and power he needs to build his kingdom.

The Dream Thief, however, refuses to give Azarn what he wants. Si'ule promised to

unlock the secrets of Sarda's Dreamstaff. but her efforts have been futile. Azarn thought of torturing the defiant thief but Si'ule cautioned against it because the thief's health is failing him. He was already in a sorry state when captured. She fears the thief is needed alive to obtain the dream. Her warning stayed Azarn's hand but his impatience and fears grow. If Si'ule cannot deliver, he'll have to take matters into his own hands.

AUSTOS HUE, RIVAL LORD OF AZARN

Austos is from Argimiliar. He's educated having spent considerable time frequenting the University of Cadsandria prior to the allegation of his pirate activities. The accusation was of course, true, and Austos barely escaped arrest. His battered ship limped into Dhoz-Kam, the only safe harbour he could reach. It seemed a life time ago.

Austos commands a small fleet of pirate vessels. He's one of the richest pirate lords in the city, rivalling Azarn in wealth and influence. Unfortunately, Austos lacks a sorcerer and that's proved the difference between them. He watched a few of his fellows chopped up by those red-headed women with shark's teeth, writhing hair and twirling swords. That's not the worst of it; he remembers what they did next. He still has nightmares.

The thought of those demons feasting on his flesh stays his hand. Mortal men cannot stand against such monsters. He needs the aid of a sorcerer. The Lords of the Higher Worlds are finally starting to smile upon Austos. One of his spies reports that a sorcerer has arrived in the city, asking about the dream thief.

Austos is unaware that his 'spy' is really an agent of Si'ule and he, like Azarn are playing the part of pawns in Si'ule's game nor would he believe it- no woman, not even a sorceress, can outsmart him! Why, he's well read by most standards!

KING SAROSTO OF DHARIJOR

While the king doesn't have a direct role in this story, it's his decision to sell his concubine Arazadi into slavery that drives one of the sub-plots of this story. Rescuing Arazadi from her punishment will earn the character the king's ire. If the rescue is successful, it will take a few months before word reaches the king of Arazadi's escape from her carefully considered fate. Once King Sarosto learns of her escape, he dispatches assassins to slay his unfaithful concubine and her lover. If the assassins fail, the King's wounded pride will spur him to greater efforts, and he'll call upon a sorcerer of Pan Tang to implement the king's will. Should the character thwart the attacks of several demons, he may gain some respite as the king's attentions are drawn elsewhere. King Sarosto and his Pan Tangian ally can make for long-term enemies of the character, and the periodic attacks may lead the character to attempt to oppose Sarosto directly, serving as the basis for an ongoing saga. If the Games Master feels an antagonist like King Sarosto is too challenging, a lesser noble of Dharijor can serve just as well.

KROSH LUNE, THE SUN MOVER

Krosh Lune is the High Priest of the Cult of Kakatal within Dhoz-Kam. A Yurite by birth, he despises the foreigners and their corruptive influence. He rails against the followers of Straasha, the outsiders, the evil sorceress Si'ule and fishing. He extols his followers to castigate those who do not honour the Eternal Flame. His sermons and rhetoric incites his followers to burn the infidels while they sleep. His inflammatory rhetoric has failed to overcome the innate fear the barbarians have of Si'ule and the armed might of the pirates. They are content to whisper their anger by their bonfires but dare not act against the foreigners. Krosh Lune hopes to change that in the coming days. He will illuminate the path and burn the unholy with cleansing flame.

DHOZ-KAM

Dhoz-Kam is a crude, filthy, ramshackle city. Its haphazard design is filled with narrow alleys and cul-de-sacs perfect for thieves to trap the unwary. The shanty lined streets accumulate filth dumped by its inhabitants. When the Lormyrian Empire subjugated Oin and Yu hundreds of years ago, the Lormyrians built a governor's mansion, which to date is the most complex edifice in the city. The governor's palace is cracked with age, creeping vines sprout from its crevices and crawl along its weather-worn walls.

After the departure of the Lormyrians, a succession of despots claimed dominion over both Oin and Yu. These petty lords rarely ruled for long, usually holding power until murdered or deposed by a rival that in a few years suffers the same fate as his predecessor. The extent of their power was over the city itself. Few had the strength to impose their despotic will beyond the hovels of Dhoz-Kam.

The city is lawless compared to the more civilised cities of the Young Kingdoms. Even those cities within lands openly in service to Chaos, ironically, have more order than Dhoz-Kam. The city lacks any unified code of written laws. Most laws are determined by the whims of its despot, the customs of tribal traditions and the mystical decrees of wandering shamans.

The barbarians of the city favour the elemental lords especially Straasha and Kakatal. Ancestor worship is also common among the barbarians. Most Oinish and Yurite folk fear Chaos and do not traffic with it, less they face exile from their tribes, terrible curses or a horrific demise.

The bearing of arms is unrestricted. Scum from all the Young Kingdoms find safe haven in the city. Pirates find a friendly port to repair their vessels and add to their crews. Theft, murder and other wicked crimes are common enough that most folk of means hire

guards- and it's the strength of these bands that determine the order of the day. Rampant murder among the locals is held in check by the risk of tribal and family reprisals; otherwise, blood-feuds could continue unresolved for generations.

Pirated goods and stolen loot account for the wealth and finished goods of the city, whose inhabitants otherwise survive by fishing. Scrupulous traders generally avoid the city. Occasionally, the need for repairs, rations or fresh water force vessels to dock in Dhoz-Kam and the seafarers must trade or buy the goods they need. The Sea Kings of the Purple Towns loathe the city and few of the merchants of the Purple Towns ply the city for trade. Those that do, conduct clandestine visits out of desperation and risk censure or worse from their peers. Indeed, the Sea Kings have bounties on the heads of many of the pirates and thieves within the city.

THE HARBOUR OF DHOZ-KAM

Your ship slinks into the harbour. Twilight paints the sky in rosy hues. The warm air is humid and thick with the smell of brine. The stink of rotted fish, sea weed and the muck of low tide mingle with the oily plumes of smoke from the many cooking fires of Dhoz-Kam. Fishermen browned by the sun finish their day's work tending to their nets and catamarans along the shell covered beaches before heading home. The docks are crowded with ships from several of the Young Kingdoms, few fly their colours.

A decision is made to weigh anchor in the harbour and take a dinghy ashore. The oars slap against the warm waters. You see a fin rise slowly from the dark sea and languidly sinks again. It is a quick journey to shore. The barbarians take your measure before turning away when you meet their gaze. You trudge from the beach up to the waterfront. A line of ugly, uneven grey and brown dwellings stained with bird droppings mar the shore.

Along the waterfront, audible above the waves slapping against the docks and crawling over the rocky beaches, is the sound of music and the muffled cacophony of conversation and laughter from the large, squat slate-roofed building ahead of you., Ocean spray and sea salt have weathered the walls grey. It bears a faded sign of a black seahorse.

Welcome to Dhoz-Kam

SCENE ONE: THE SABLE SEA HORSE

Presumably, after a long ship journey the characters will seek hot food, cold drink and perhaps lodging. The Sable Seahorse is the only establishment that offers all three and entertainment. The characters with the Dreams of Wealth story hook in his background knows that an agent of the pirate lord he or she intends to do business with frequents this establishment. The contact's name is Sarshan, a Jharkorian. The other Player Characters might reason that they can learn a bit about the city and possibly learn more regarding their own interests at the tavern. Some players might decide to ply the streets of Dhoz- Kam without a guide and without making an inquiry at the Sable Seahorse. If that's the case, see the scene *Stand and Deliver* below.

The Sable Seahorse is frequented by travellers and locals. A long time ago it was the great hall of an Oinish chief. It's usually crowded and tonight is no different. Only non-human foreigners garner attention from most of the guests. There are inhabitants, however, who are on the lookout for the Player Characters.

The tavern is filled with smoke from incense lit to cover the odours of the harbour, the cooking fires and the smell of the unwashed guests. The fragrant incense mingles with the distinct odour of roasted pork and the oppressive scent of fish stew. The pungent

aroma of spilled ale completes the olfactory assault.

Crowded wooden tables and benches play host to sweaty, bare-chested, tattooed men of Oin and Yu. Their distinctive body art proclaim their tribal heritage to other barbarians but not to foreign eyes. Curved swords and knives hang from their belts. Men in garish clothing, leather tunics and bits of jewellery drink to excess and drunkenly grope at the barefooted, half-naked serving wenches and courtesans. Mismatched jewellery and tattoos decorate the women's bare, sun-browned skin. Most allow their long, dark hair to flow freely, a few tie it back with crude clasps of bronze.

A minstrel plays his lute, one foot on the ground and another placed upon a bench, tapping the beat of his song. The music is strong clear, rising over the din of laughing and arguing drunks. A few patrons listen idly or clap their hands to the music. In the corner, left of the main door, a small throng of barbarians and foreigners wager over Yurite scorpion fights. The mottled blue scorpions are common in the arid lands of Yu, and the males of the species are known to fight when placed in close proximity. Colourful stone pebbles, debased coins and the occasional silver Gilder are wagered on the outcome.

A few of the foreign customers, Dharijoirans by the looks of them, hold whispered conversations and glare in stony silence at anybody who interrupts. The serving wenches are careful around these men and seem to pay no heed to their conversations.

Games Masters should decide if there are available tables or open seats at the bar. Regardless of where the characters sit, or whether they are discreet, they're watched by a few of the patrons. The sorcerer among them is noticed by one of the courtesans. Her name is Vashi of Oin. Vashi is a spy for Si'ule and an initiate in the cult of Arnara the Six Breasted. She is young, barely out of her teen years but possessing impressive potential and

extraordinary beauty. Vashi is careful; she will approach the group under guise of offering the characters drinks or her services. Her overtures are made to the sorcerer among the Player Characters.

Over the course of their stay, Vashi attempts to eavesdrop and learn as much as she can about each of them. She acts the part of the inquisitive yet ignorant barbarian, catering to the prejudice of the Player Characters. She will attempt to distract and dissuade suspicion with her physical beauty and feigned ignorance. If Vashi believes one or more of the PCs may be of the chivalrous sort, she'll provoke one of her usual customers into a drunken, jealous fit and fawn upon her rescuer.

At an opportune time, she will slip away into the evening to inform her mistress of what she learns about the Player Characters. Game Masters should make careful note of the conversations of the Player Characters when around Vashi. What Vashi learns, Si'ule soon knows as well.

A clever character might notice Vashi slip into the night, and may elect to follow her. Game Masters should refer to scene two: Stand and Deliver if any characters leaves to follow Vashi.

VASHI OF OIN

Vashi has long black hair, brown skin and elegant tattooing along her arms. She is short and graceful, with a smattering of crude jewellery around her wrists, neck and ankles. She wears little in the heat of Oin and Yu, typically, a shift of light blue silk around her waist and sandals. She is also a student of Si'ule, and shows potential towards learning sorcery.

STR 10, CON 11, SIZ 11, INT 15, POW 13*,
DEX 13, CHA 19

*1 POW dedicated to Arnara

Combat Actions: 3, Damage Modifier: Nil
Strike Rank: +13, Magic Points: 12,
Movement: 8m

WEAPONS

Combat Styles: *Dagger 70%*

Type	Size	Reach	Damage	AP/HP
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>1D4+1</i>	<i>4/4</i>

ARMOUR & HIT POINTS

Typical Armour: *None*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/5</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/5</i>
<i>7-9</i>	<i>Abdomen</i>	<i>0/6</i>
<i>10-12</i>	<i>Chest</i>	<i>0/7</i>
<i>13-15</i>	<i>Right Arm</i>	<i>0/4</i>
<i>16-18</i>	<i>Left Arm</i>	<i>0/4</i>
<i>19-20</i>	<i>Head</i>	<i>0/5</i>

PASSIONS & SKILLS

Passion: *Serve Si'ule 75%*

Skills: *Athletics 30%, Brawn 25%, Boating 20%, Culture (Oin and Yu) 60%, Dance 66%, Drive 26%, Evade 48%, Evaluate 35%, First Aid 28%, Influence 40%, Insight 63%, Language (Common) 65%, Lore (Regional) 50%, Lore (Arnara) 15%, Lore (Plant) 28%, Perception 56%, Persistence 29%, Resilience 28%, Ride 29%, Seduction 79%, Sing 60%, Sleight 64%, Stealth 71%, Streetwise 56%, Unarmed 22%, Witch Sight 67%*

Runes, Summonings, Magic: *Pact Arnara 14%*

GIFTS & COMPULSIONS

Perfection (CHA): *Vashi is extraordinarily beautiful.*

Self-Pitying: *If threatened with death, Vashi oscillates between begging for mercy; pleading and promising to debase herself to the whims of her new master to utter self-loathing; begging for death so that she may know the only real pleasure, the comfort of her goddess.*

HAREK OF YU, THE BARKEEP

Harek is knowledgeable of the illicit dealings in Dhoz-Kam but tends to mind his own business. He has a discreet arrangement with Si'ule and several of the courtesans who work in the Sable Seahorse as spies for Si'ule. In exchange for money, Harek allows Si'ule's spies to operate freely and says nothing of the bargain even if threatened. Harek does not meet with Si'ule and instead conducts his

business through Vashi. He loathes doing so, because he finds Vashi tempting but he's wise to her machinations. He knows a few fools became shark bait after being enticed to fight over her affections and dying in the duel. If a Player Character manages to befriend Harek, the barkeep may warn the characters about trusting Vashi but will not divulge her connection to Si'ule.

Harek is not averse to earning a few extra coins, especially if it's valuable, foreign currency. He can be bribed if the price is right. For a modest sum, he'll inform the Player Character where he might purchase quality opiates:

See Emrit Rul, in the market near the river front, the Shazaarian's parlour offers the best lotus and other fine pleasures.

If the characters offer enough silver coins, he'll be glad to share information regarding the struggles of the pirates:

Austos Hue and Yish Vossian are both from Cadsandria, and stand opposed to Lord Aramanes. But Aramanes has the loyalty of Alzarea the Queen of the Yellow Coast and Barhat of Shazaar. The Dharjorian, Zordek Pran, he's yet to pick sides, though I've heard he's cobbled together an alliance with Gwyll of Tarkesh. Nobody is really sure were Siquo the Sea Dog stands.

He can also inform characters of a few dens of entertainment:

Emtoro is the pit master, he hosts pit fights every night near Rurlat's smithy. Follow the road outside, turn left up the second alley way, listen for the crowd. If one of the lasses you see interests you, you can have a room or head up the tanner's row and look for the sign of the golden lass.

Harek knows that Lord Aramanes imprisoned a magician of some sort but after hearing some terrible tales about demon women, only enough gold to fill both of his thick palms will garner any mention of the Dream Thief Sarda of Eshmir. Harek isn't shy about selling the information he learns about the Player Characters to interested parties,

unless of course, they're wise enough to pay him extra for his silence.

Characters who wish to sleep at the Sable Seahorse may purchase a spot on the floor for a single bronze. If the character pays a silver for better lodgings, he's provided with a courtesan, one of the few rooms and a hot bath - a rarity in Dhoz-Kam.

A character with the Dreams of Wealth story hook, who asks about Sarshan, are directed towards a Jharkorian gambling on the scorpion fights. Sarshan is a pirate in the service to Lord Aramanes. He's with several companions wagering on the scorpion fight. He'll not take kindly to interruption. He looks more favourably upon a character who participates in the gambling prior to talking business. After losing a few more coins and drinking several more tankards, Sarshan is inclined to talk business. After he ascertains the identity of the character, he agrees to arrange a meeting with Lord Azarn Aramanes. If any of the Player Characters make reference to the 'Dream Trader' Sarshan informs Lord Azarn and gains a few gold for his troubles.

A character with the Justice's Blood Money story hook might be interested in accompanying his companion to learn more about Aramanes. Sarshan is drunk enough to talk a little too much, and if the character is careful, he can learn about the location of several of the pirate lords and the location of the Meeting of the Eight, a monthly gathering where the eight pirate lords reach accords and decide on other matters of business. It's possible that Sarshan might not recall his conversation with the Player Characters, if he's had too much to drink. If the character does something foolish such as revealing he's working for the Sea Kings or inquiring about a Dream Trader, no matter how much Sarshan has to drink, he remembers those discussions and informs Azarn.

SARSHAN OF JHARKOR

Sarshan is a thin, wiry man with oily black hair, beard and coppery-brown skin. His face is creased from too much sun, sea salt and hard drinking. He wears light cotton clothing of reds and browns and a thick leather hauberk. He has a deep voice and is generally surly and taciturn except when drunk.

STR 13, CON 13, SIZ 11, INT 10, POW 12,
DEX 14, CHA 10

Combat Actions: 2 Damage Modifier: Nil
Strike Rank: +12 Magic Points: 12
Movement: 8m

WEAPONS

Combat Styles: *Two-Weapon Fighting 77%, 1H Sword 77%, 1H Axe 65%*

Type	Size	Reach	Damage	AP/HP
<i>War Sword</i>	<i>M</i>	<i>M</i>	<i>1D8</i>	<i>6/10</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>1D4+1</i>	<i>4/4</i>
<i>Hatchet</i>	<i>S</i>	<i>S</i>	<i>1D6</i>	<i>3/6</i>

ARMOUR & HIT POINTS

Typical Armour: *Heavy Leather Hauberk*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/5</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/5</i>
<i>7-9</i>	<i>Abdomen</i>	<i>2/6</i>
<i>10-12</i>	<i>Chest</i>	<i>2/7</i>
<i>13-15</i>	<i>Right Arm</i>	<i>0/4</i>
<i>16-18</i>	<i>Left Arm</i>	<i>0/4</i>
<i>19-20</i>	<i>Head</i>	<i>0/5</i>

SKILLS

Athletics 60%, Boating 78%, Drive 35%, Evade 34%, Evaluate 50%, First Aid 28%, Gambling 60%, Influence 22%, Insight 30%, Language (Common) 75%, Lore (Regional) 40%, Lore (Young Kingdoms Seas) 54%, Perception 57%, Persistence 45%, Resilience 45%, Riding 30%, Shiphandling 65%, Sing 10%, Sleight 35%, Stealth 45%, Streetwise 50%, Swim 60%, Unarmed 66%.

ZAROVAN THE ILMIORAN

The Minstrel is an adventurous fellow named Zarovan of Ilmar. He's been in Dhoz-Kam for

over a year now and is tired of the city. If approached, he'll gladly play requests for a small fee, a bronze at most. If the characters are friendly or generous, they may be able to influence Zarovan into talking about the city.

He tells them that should they suffer illness:

'See Aggis, she's the local medicine woman who lives along the waterfront, she tends the needs of the fishermen and their families. She's also tended a sword wound or axe blow or two; she's your best bet for a healer.'

Should they ask about the magician imprisoned by Lord Aramanes, he will warn them against further inquiries:

'The only magician is the sorceress Si'ule. If you value your lives, you'll not mention such things again.'

He'll refuse to elaborate on the subject unless a character scores a critical on an Influence test, in which case Zarovan will explain that Si'ule is lord Aramanes's lover, and a sorceress. Si'ule helped Lord Aramanes capture a magician. The rumours claim that the magician steals the dreams of others, though Zarovan is not sure to what purpose.

IN SERVICE TO THE CROWN OF DHARIJOR

If the character with the To Save a Lover story hook inquires about the Dharijorians with Harek or Zarovan, the Player Character learns that the Dharijorians arrived a few weeks ago but were forced to remain in port because of a fierce storm that damaged their ship. The storm levelled a number of shanties and smashed a few ships against the docks. These storms this time of the year are not unusual- and most blame the tempests on the Boiling Sea. The Dharijorians brought a prisoner with them and sold her in the slave market. Word has it, she was of noble blood and purchased by Lord Aramanes.

If the character moves closer to overhear their conversation, he may be spotted by the group's leader. Calek Dhav, a trusted servant

and assassin in the service to the King of Dharijor, may recognise the character unless he is disguised. The Games Master should ask for an opposed skill test to determine if Calek Dhav recognises the character or penetrates the disguise. If Calek Dhav recognises the character he warns his companions and the four men rush to their feet, spilling their cups and knocking over their chairs. It is likely that the Player Character, if he is already standing, will have a slight advantage as the four Dharijorians seek to stand and free their swords from their scabbards.

Accompanying Calek Dhav is Captain Varran Vos of Dharijor and two royal guardsmen. The Dharijorians are willing to take the Player Character captive, and bring him to the king but if capture is unlikely, they'll seek to kill him on the spot and bring the corpse back. If the Dharijorians are killed, they will not be missed by their comrades until the following morning. The Dharijorians organise hunting parties from the ship to pursue the Player Character and his allies throughout the course of this story if the Dharijorians escape the tavern or learn the fate of Calek Dhav and Captain Vos.

Ambitious characters, might choose to act against the Dharijorians by arranging ambushes or sending a demon in the night to slaughter the crew and scuttle the ship.

Others might choose to exchange their services to one of the pirate lords for aid against the Dharijorians. If the sorcerer pledges his sorcerous aid against Azarn, Austos Hue agrees to help against the Dharijorians. With the aid of the pirate lord, the Dharijorians are outmatched and are either forced to set sail or are overtaken by the Player Characters and their pirate allies. Games Masters are encouraged to explore this sub-plot. Player Characters with enough coin can also hire local Oinish and Yurite mercenaries to assist against the Dharijorians. Ghan of Yu is one such barbarian mercenary who can gather a small force of his kinsman for the right price.

CALEK DHAV

Calek dresses in rich reds beneath his black, hooded cloak. He is swarthy with narrow eyes and a thin moustache and pointed beard. He wears several earrings in both ears and has a slender build. His dark, straight hair is cut at his shoulders. His features are thin and pointed. Calek is not foolhardy and if the fight turns against him, he'll seek some avenue of escape, perhaps leading his enemies on a wild chase down alleys, over rooftops or if he can, directly back to Vos' ship Mabelrode's Grin.

STR 13, CON 13, SIZ 13, INT 13, POW 12,
DEX 17, CHA 14

Combat Actions: 3 Damage Modifier: +1D2
Strike Rank: +15 Magic Points: 12
Movement: 8m

WEAPONS

Combat Styles: *Dharijorian Duellist 87% (Rapier & Dirk or Main Gauche), Rapier 85%, Dirk 80%*

Type	Size	Reach	Damage	AP/HP
<i>Rapier</i>	<i>M</i>	<i>L</i>	<i>1D8</i>	<i>3/8</i>
<i>Dirk</i>	<i>S</i>	<i>S</i>	<i>1D3+2</i>	<i>6/6</i>

ARMOUR & HIT POINTS

Typical Armour: *Leather Hauberk*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/5</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/5</i>
<i>7-9</i>	<i>Abdomen</i>	<i>2/6</i>
<i>10-12</i>	<i>Chest</i>	<i>2/7</i>
<i>13-15</i>	<i>Right Arm</i>	<i>0/4</i>
<i>16-18</i>	<i>Left Arm</i>	<i>0/4</i>
<i>19-20</i>	<i>Head</i>	<i>0/5</i>

SKILLS

Athletics 75%, Boating 25 % Drive 30%, Evade 64%, Evaluate 60%, First Aid 30%, Influence 45%, Insight 65%, Lore (Regional) 48%, Lore (Young Kingdom Seas) 55%, Lore (Dharijor) 65%, Perception 70%, Persistence 60%, Resilience 60% Riding 60%, Sing 10%, Sleight 55%, Stealth 85% , Swim 70%, Unarmed 56%

CAPTAIN VARRAN VOS

Vos is heavy set with a shaven head. He has a round belly and thick arms. A slaver and occasional 'privateer', he's no stranger to violence. If the battle turns against him or he witnesses Calek Dhav fall, he's not averse to bargaining his hard earned profits from the flesh trade in exchange for sparing his life. He's a rogue though, and first chance he gets, he'll set the Player Characters up for an ambush, inform their enemies of their intentions (true or not) and otherwise be a constant annoyance or dangerous foil until he gets his money back with interest.

STR 15, CON 15, SIZ 11, INT 13, POW 12,
DEX 13, CHA 9

Combat Actions: 3 Damage Modifier: +1D2
Strike Rank: +13 Magic Points: 12
Movement: 8m

WEAPONS

Combat Styles: *Two Weapon Fighting 85%, War Sword 75%, Hatchet 78%, Dagger 70%*

Type	Size	Reach	Damage	AP/HP
<i>War Sword</i>	<i>M</i>	<i>M</i>	<i>1D8</i>	<i>3/10</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>1D4+1</i>	<i>4/6</i>
<i>Hatchet</i>	<i>S</i>	<i>S</i>	<i>1D6</i>	<i>3/6</i>

ARMOUR & HIT POINTS

Typical Armour: *Leather Hauberk*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/5</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/5</i>
<i>7-9</i>	<i>Abdomen</i>	<i>2/6</i>
<i>10-12</i>	<i>Chest</i>	<i>2/7</i>
<i>13-15</i>	<i>Right Arm</i>	<i>0/4</i>
<i>16-18</i>	<i>Left Arm</i>	<i>0/4</i>
<i>19-20</i>	<i>Head</i>	<i>0/5</i>

SKILLS

Athletics 40%, Boating 75%, Drive 20%, Evade 40%, Evaluate 68%, First Aid 30%, Influence 40%, Insight 40%, Lore (Regional) 20%, Lore (Slave Markets) 55%, Perception 50%, Persistence 50%, Resilience 55%, Riding 40%, Shiphandling 79%, Sing 10%, Sleight 25%, Stealth 45% Unarmed 50%

ROYAL DHARIJORIAN GUARDSMEN

The guardsmen are uncomfortable in the terrible humidity of Dhoz-Kam with their heavy mail and cloaks. They are however, stern, haughty and determined men. The guardsmen are unlikely to offer or ask for quarter.

STR 13, CON 13, SIZ 13, INT 10, POW 12,
DEX 13, CHA 12

Combat Actions: 2 Damage Modifier: +1D2
Strike Rank: +12 (+7) Magic Points: 12
Movement: 8m

WEAPONS

Combat Styles: *Weapon and Shield 70%, Dagger 55%*

Type	Size	Reach	Damage	AP/HP
<i>War Sword</i>	<i>M</i>	<i>M</i>	<i>1D8</i>	<i>6/10</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>1D4+1</i>	<i>6/8</i>
<i>Kite Shield</i>	<i>H</i>	<i>S</i>	<i>1D6</i>	<i>4/18</i>

ARMOUR & HIT POINTS

Typical Armour: *Helmet, Chainmail shirt, Chainmail treads*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>5/6</i>
<i>4-6</i>	<i>Left Leg</i>	<i>5/6</i>
<i>7-9</i>	<i>Abdomen</i>	<i>5/7</i>
<i>10-12</i>	<i>Chest</i>	<i>5/8</i>
<i>13-15</i>	<i>Right Arm</i>	<i>5/5</i>
<i>16-18</i>	<i>Left Arm</i>	<i>5/5</i>
<i>19-20</i>	<i>Head</i>	<i>5/6</i>

SKILLS

Athletics 40%, Boating 25%, Evade 30%, Drive 20%, First Aid 30%, Perception 50%, Persistence 45%, Resilience 45% Ride 40%, Unarmed 30%

DECISIONS

Characters have several options to choose from after they complete their dealings in the Sable Seahorse. Characters can rent a room or a spot on the tavern floor to rest for the night. Some characters might opt to return to their ship reasoning that's safer. Other characters might choose to pursue the leads provided by the NPCs.

If the characters liberally discussed their interest in the Dream Trader or Dream Thief, Sarshan informs Azarn about their inquiries and Azarn sends men to apprehend the players while they sleep. If need be, they'll board the character's vessel and capture it to bring the characters to Lord Azarn. If the characters thwart this attempt, Austos Hue will learn of their success from his spies (all sorts of riffraff, including serving wenches and fishermen make information their cottage industry) and quickly seeks to rendezvous with the characters to form a secret alliance.

It is possible that the characters remain discreet and elect to gather information and avoid direct contact. Nonetheless, one of the Dharijorians who crew *The Mabelrode's Grin* may recognise the paramour of Lady Arazadi and alerts Dhav and Captain Vos. It's also possible that Si'ule may take a direct role in matters, since her demon oracle informed her of the arrival of the Player Characters. Game Masters should decide how Si'ule manipulates the circumstances to suit their story. Most likely, she sends Vashi to infiltrate.

OMINOUS WEATHER

Through the course of the story, the characters should note subtle changes in the weather as the dream of Dharnizaan spills into reality. The winds begin to pick up, clouds can be seen on the distant horizon, maybe a few drops of rain are felt. The effects of the weather are first, dismissed as nothing more than another storm caused by the Boiling Sea. However, characters with Witch Sight might sense something is amiss. Game Masters should note the weather changes in each scene, using it to reflect the rising action of their story.

SCENE TWO: STAND AND DELIVER

Characters who are not natives of Dhoz-Kam that venture alone stand a good chance of

getting lost or confused by the narrow alleys, cul-de-sacs and winding roads of the city. Rogues of all sorts ply the streets, and most of the locals are wise enough to stay indoors when the sun sets. A lone foreigner wandering the streets is a tempting target.

Games Masters might decide that a character who follows Vashi encounters the ruffians or, if Vashi is aware that she's being followed, purposively leads the Player Character into trouble so she can slip her pursuer.

The rogues in this case, by chance, fate or Vashi's design are in the service of Austos Hue. Their leader is a one-handed Dharijorian name Tharkan, one of Hue's more loyal sea dogs. The men demand money and other valuables from the characters. If the character complies, Tharkan gives him a slash along his face, warning the victim not to follow or seek revenge, and leads his fellows back to the compound of Austos Hue. The rogues attack if the character refuses to comply.

THARKAN OF DHARIJOR

He's an ugly, short brute of a man, with multiple scars on his face, a pug nose, and missing teeth. He shaves his balding pate and has tattooed his head with assorted images of Pyaray. He has one hand, the other was chopped off in a bar fight by a Yurite barbarian who decided to bring his hatchet into the affair. He straps a buckler to that arm and stump. Tharkan is surly, cruel and lewd. He is extremely loyal to his master, Austos Hue. If he suffers a minor wound in battle, he'll attempt to flee. If he cannot escape, he'll sputter and beg for his life, promising that he'll put in a good word with Hue and the character will gain the pirate lord's favour. Of course, he'll do nothing of the sort- just the opposite in fact.

STR 17, CON 15, SIZ 9, INT 9, POW 11 DEX
12, CHA 8

Combat Actions: 2 Damage Modifier: +1D2

Strike Rank: +10 (+9) Magic Points: 11

Movement: 8m

WEAPONS

Combat Styles: *Sword and Shield 65%, Sword 60%, Dagger 55%*

Type	Size	Reach	Damage	AP/HP
<i>War Sword</i>	<i>M</i>	<i>M</i>	<i>1D8</i>	<i>6/10</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>1D4+1</i>	<i>6/8</i>
<i>Buckler</i>	<i>M</i>	<i>S</i>	<i>1D3</i>	<i>6/8</i>

ARMOUR & HIT POINTS

Typical Armour: *Leather Hauberk and Leather Shirt*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/5</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/5</i>
<i>7-9</i>	<i>Abdomen</i>	<i>2/6</i>
<i>10-12</i>	<i>Chest</i>	<i>2/7</i>
<i>13-15</i>	<i>Right Arm</i>	<i>1/4</i>
<i>16-18</i>	<i>Left Arm</i>	<i>1/4</i>
<i>19-20</i>	<i>Head</i>	<i>0/5</i>

SKILLS

Athletics 60%, Boating 67%, Drive 30%, Evade 45%, Evaluate 50%, First Aid 40%, Influence 18%, Lore (Animal) 30%, Lore (Regional) 44%, Perception 50%, Persistence 45%, Resilience 56%, Ride 30%, Sing 18%, Sleight 22%, Stealth 60%, Unarmed 45%

ROGUES OF THE YOUNG KINGDOMS

A motley band of assorted Young Kingdoms scum that ply the seas for plunder and the streets to mug the unwary. The Games Master should adjust their numbers based on the strength of the opponent, there should, however be at least two rogues with Tharkan. Their morale will break if Tharkan flees or is seriously wounded.

STR 12, CON 12, SIZ 11, INT 10, POW 10,
DEX 12, CHA 9

Combat Actions: 2 Damage Modifier: Nil
Strike Rank: +11 Magic Points: 10
Movement: 8m

WEAPONS

Combat Styles: *Two-Weapon Fighting 65%, Scimitar 60%, Dirk 60%*

Type	Size	Reach	Damage	AP/HP
<i>Scimitar</i>	<i>M</i>	<i>M</i>	<i>1D8</i>	<i>6/10</i>
<i>Dirk</i>	<i>S</i>	<i>S</i>	<i>1D3+2</i>	<i>6/6</i>

ARMOUR & HIT POINTS

Typical Armour: *Leather Shirt*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/5</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/5</i>
<i>7-9</i>	<i>Abdomen</i>	<i>1/6</i>
<i>10-12</i>	<i>Chest</i>	<i>1/7</i>
<i>13-15</i>	<i>Right Arm</i>	<i>1/4</i>
<i>16-18</i>	<i>Left Arm</i>	<i>1/4</i>
<i>19-20</i>	<i>Head</i>	<i>0/5</i>

SKILLS

Acrobatics 25%, Athletics 66%, Boating 56%, Dodge 38%, Driving 25%, Evaluate 36%, First Aid 30%, Influence 25%, Lore (World) 27%, Perception 35%, Persistence 42%, Resilience 52%, Sleight 30%, Stealth 38%, Throwing 40%, Unarmed 35%

If a character falls in battle but still lives, Tharkan and his rogues are content to rob him and leave him in the mud and filth to bleed to death. If the character drives them off or kills Tharkan, the tale reaches Austos Hue and he'll pay a visit to the characters, unless of course, the characters are already on their way to see him. In any event, Vashi or another courtesan spy witnesses the struggle and can report what she witnessed to Si'ule. If the characters in any way demonstrated knowledge of sorcery, Austos Hue wastes little time in arranging a parley in the hope of employing the sorcerer.

SCENE THREE:
THE BAZAAR

Travelling upriver from the waterfront along the muddy roads of Dhoz-Kam, pass the poorly constructed dwellings and shops, leads the characters to the market square. It's the largest market in the two barbarian lands, and every day, nomads, city dwellers and foreigners gather in the market place to exchange raw materials from Oin and Yu for the finished goods of the civilised Young Kingdoms, most of which were acquired

through piracy. The city has a bustling slave market, and the Oinish and Yurite peoples are not averse to selling their own kind to pay their debts.

At night, the market place remains open. Strange merchants who sell unusual wares appear after sunset. Characters might find the rare grimoire that contains actual knowledge of Melnibonéan sorcery, an odd or peculiar trinket from some lost civilization or a rare map drawn by an ancient cartographer of some distant location long forgotten by most civilised lands. Most of what is sold, however, is rubbish and useless trinkets. If the characters examine the merchant wares, the Games Master should decide beforehand if there are any items of possible value. Some possible merchants are Meshtari of Shazaar who claims the scrolls and papers, many of which have suffered from the humidity of the climate, all possess magical properties. In truth, most are frauds, or mundane documents- such as trade agreements written in Low Melnibonéan. Karsa-Teg of distant Okara sells oil lamps, goblets and other objects that he claims contain spirits, elementals or possess rare magical properties. Of course, the items are bereft of enchantments unless the Games Master decides otherwise.

In all likelihood, the characters visit the market place while pursuing Vashi, as part of their jaunt to the old Lormyrians governor's palace or to learn what they can from the slavers of the market about the fate of Arazadi. It's also possible at least one character is searching for the Dream Trader.

THALOROS, SLAVER OF PAN TANG

The slave market is not difficult to find. The slaver, a business associate of Captain Varran Varos of the Mabelrode's Grin, is Thaloros of Hwarmgaarl. Thaloros is an obese Pan Tangian. His full beard is oiled and scented. His dark hair trimmed and held back by a human bone clasp etched with a Merman. A scimitar hangs from his waist and his silk

clothes are shades of green and aquamarine. He wears a large, gold medallion around his neck in the likeness a mermaid curled about a seashell. Rings studded with gems adorn his fingers.

A small bribe is enough to convince Thaloros into discussing Arazadi. ' I sold Arazadi to Aramanes only a few months ago. I thought about keeping the beautiful girl but she was a bit too old for my tastes. Say, are you interested in a fine, blonde haired Shazaarian?'

If Thaloros is asked about the Dream Trader, he refuses to discuss it. If pressed or convinced to divulge what he knows, he will state that Azarn Aramanes severely punishes those who discuss the matter. With enough gold or other profitable exchange, Thaloros will explain that in fact, it was a Dream Thief that was taken prisoner and he's being held in the palace. The sorceress Si'ule helped capture him for Azarn. If asked about a 'Dream Trader' he explains that in all his years visiting Dhoz -Kam, he's never encountered a merchant who claimed to be a Dream Trader.

Thaloros is a loathsome lout but he hasn't caused them harm, at least not yet. In the chance that the characters try to kill him, the slave's overseers and his guards will come to his aid. The overseers and guards are all men of Oin and Yu, their numbers should double the number of Player Characters. Clearly, trying to openly hurt Thaloros might be more trouble than it's worth. If the Player Characters succeed, they risk angering Lord Aramanes who doesn't take kindly to visitors disrupting the market place and costing him extensive tax revenue. Of course, nothing prevents the characters from being discreet, perhaps murdering him in the night or poisoning him when he indulges in a meal.

If the characters have not dealt with the Dharijorians or Calek Dhav and Captain Varran Varos are still alive, Thaloros sends a messenger to inform them of the character's inquiries. The Dharijorians arrive about 30

minutes later seeking out the characters after speaking with Thaloros. Thaloros will delay the characters only if he thinks they will not suspect him. If they seem at all suspicious, he'll let the PCs go on their way, and informs Calek Dhav and Captain Varos when they arrive in the market.

PROPHET OF THE FLAME

While speaking with Thaloros, the characters may overhear the ravings of Krosh Lune, a barbarian cultist of Kakatal. Lune rants against the foreigners who bring Chaos and ruin to the world. Krosh Lune preaches from a low, wide building made of mud bricks and primitively decorated with symbols of the Sun and the sacred flame of Kakatal. A small throng of people listen intently to his sermon, which includes ranting against the pirate lords who abuse the people of Oin and Yu. He points out the pirates follow Chaos or Straasha and in either case, corruption follows. Thaloros will be dismissive of Krosh Lune and suggests that the characters ignore Krosh Lune.

If the characters attempt to speak with Krosh Lune, he's antagonistic towards the characters unless they can influence him otherwise. He will threaten them with fiery destruction, a reckoning that he claims is coming to the city, purging the city of all its demons and heralding the doom of the world. If they really hope to engender his trust, they must demonstrate that they seek to do the pirates harm.

If they convince him (a critical Influence test will do it) and ask for his help, he informs them that he knows the palace has a secret tunnel. The tunnel fell into disrepair and flooded long ago, but it does provide a means of entrance into the palace. He's unwilling to provide any other aid or risk his followers at this time.

IF KROSH LUNE HEARS OF A BATTLE WITHIN THE PALACE

He gathers his score of followers, torches in hand and tries to burn the pirate ships, strong holds or even the palace. He and his followers fail and most are slain, they do, however, succeed in burning at least two ships, sending the vessels to the bottom of the harbour. The Games Master should decide whether Krosh is killed as well. He and his followers are a wild card, and the Games Master can use them to swing the tide of an encounter or simply add an element of the unexpected. They should not succeed, however, in burning down the palace unless the Games Master wishes to completely diverge from the events in the Elric of Melniboné saga.

SCENE FOUR: CONSPIRACIES

It is likely that Vashi reaches the palace to inform Si'ule of the arrival of the Player Characters. Si'ule communed with her demon oracle and prophesied the characters' arrival. Once Vashi delivers the message, Si'ule sends Vashi to inform Austos Hue. Hue believes Vashi spies for him and is unaware of Si'ule's influence over a number of courtesans that secretly joined Si'ule's cult of Arnara. It's possible that Hue is already aware of the PCs if the characters encountered Tharkan.

Once the characters depart from the market, they are met by Austos Hue and a band of his men, if Tharkan survived his first encounter with the characters, he is with Hue as well. Austos is polite, well-mannered and a gentleman, showing courtesy to the Player Characters. He asks if they are willing to accompany him to his home and discuss business. If the characters refuse, he will try to convince them that he can be of assistance. He explains that he can help them gain entrance to the palace and is willing to help with force of arms, if they can come to an arrangement.

If the characters agree, he leads them back to the waterfront to a single storied building with heavy shutters over the windows. The roof has makeshift battlements. A few men armed with bows are seen on the rooftop. The Player Characters are invited to join Hue in the main hall. Yurite serving girls set the table with a feast of seafood, roasted pork and wine. Tharkan is ill-mannered and Hue corrects him and apologises to the Player Characters for Tharkan's rude behaviour past and present. The servants provide desserts of puddings, fresh exotic fruits and wine. While the Characters dine, musicians enter and begin to play; they're accompanied by several girls who dance to entertain the characters. Among the dancers is Vashi. Unless a character managed to determine that Vashi works for Si'ule, they will likely assume that she was heading to confer with Austos Hue. Austos explains that the girls are all courtesans and the characters are welcomed to their services. After fêting the characters, Austos discusses business.

Austos is primarily interested in the sorcerer and his inquiries will attempt to confirm which character is a sorcerer. He needs the sorcerer's ability to counter Si'ule. Ideally, if the characters are willing to actually kill Si'ule themselves, he will pledge the swords of his men and several of his allies against Azarn Aramanes. He offers payment of 50 Gold Guilders each. If the characters bargain for the Dream Thief or certain slaves, he readily agrees. He will also agree to betray the other pirate lords. He will provide information regarding the location each of their strongholds within the city. The individual assassinations of these pirate lords are beyond the scope of this scenario but the player characters will have an opportunity to dispatch them as a group later in this scenario.

If a merchant is looking for a profitable relationship, Austos Hue is willing to move certain goods through the merchant. In any event, the characters should profit from this relationship if they agree to eliminate Si'ule.

If the characters ask how he can help them gain access, he explains they could accompany him to the monthly meeting of the Eight or if they prefer, to the palace as part of his guard at Azarn's next banquet occurring the following evening. He explains that Azarn enjoys parties and plans them regularly, bestowing the Oinish and Yurite chiefs with lavish gifts acquired on the high seas. Azarn's parties are debauched affairs and he usually provides sordid entertainments. Hue has noticed that when Azarn is drunk and lewd, Si'ule tends to retire to her own chamber. The characters could slip away at that time and kill her. He warns though, they'll not be allowed entrance in full metal armour or with bows but otherwise, they could carry their weapons and don leather armour which would not raise any suspicion.

If the player characters reached agreement with Krosh Lune, they might be aware of another means of entrance into the palace – one that is unguarded. If they share this information with Austos, he'll be pleased but caution that the characters have not tested the path, what if it is sealed? Whatever decision is made, Vashi spies on the meeting, whether listening behind a curtain, a door or while she's in the room. Once a deal and plan is reached, Vashi will wait for an opportune time to return to Si'ule. Suspicious characters may expect such a manoeuvre, good for them! Games Masters should allow the characters an opportunity to catch or follow Vashi.

If Vashi is unimpeded, she returns to the palace, through the secret tunnel. She will inform Si'ule of the plans of Austos Hue and the characters. If she's apprehended, intimidation is unlikely to work but actual torture, if the characters stoop to it, will work. She'll tell them about the secret tunnel but claim she serves Azarn. If the character suspects she's lying, and resort to cruelty, it is up to the Games Master to decide how much information she reveals about her true loyalties and Si'ule's plan.

If the Games Master wishes for an additional complication or would like to spice up the scene with more action, Si'ule decides to test the party's strength, sending a Demon of Combat to attack them. The demon bursts through the window of Hue's stronghold, seeking to kill all in attendance.

AUSTOS HUE, PIRATE-LORD

Hue is a finely dressed, portly gentleman of Argimiliar. He is of medium height, full beard that he keeps trimmed and sparkling grey-blue eyes. He is in his mid-40s and carries a war sword but disdains armour. When outside, he wears an ostentatious hat and dabs his face with a red silk handkerchief. He adorns himself with gold rings, necklaces and medallions. Several earrings decorate his ears. Hue thinks his accessories add to his prestige- it does in Oin and Yu. In other Young Kingdoms, he is seen as garish and boorish.

STR 13, CON 15, SIZ 12, INT 14, POW 13,
DEX 12, CHA 13

Combat Actions: 3 Damage Modifier: +1D2
Strike Rank: +13 Magic Points: 13
Movement: 8m

WEAPONS

Combat Styles: *Two-Weapon Fighting* 79%, *War Sword* 75%, *Hatchet* 65%, *Dagger* 65%

Type	Size	Reach	Damage	AP/HP
<i>War Sword</i>	<i>M</i>	<i>M</i>	<i>1D8</i>	<i>6/10</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>1D4+1</i>	<i>6/8</i>
<i>Hatchet</i>	<i>S</i>	<i>S</i>	<i>1D6</i>	<i>3/6</i>

ARMOUR & HIT POINTS

Typical Armour: *None*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/6</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/6</i>
<i>7-9</i>	<i>Abdomen</i>	<i>0/7</i>
<i>10-12</i>	<i>Chest</i>	<i>0/8</i>
<i>13-15</i>	<i>Right Arm</i>	<i>0/5</i>
<i>16-18</i>	<i>Left Arm</i>	<i>0/5</i>
<i>19-20</i>	<i>Head</i>	<i>0/6</i>

SKILLS

Athletics 45%, *Art* 30%, *Boating* 50%, *Courtesy* 60%,
Culture (Own) 77%, *Driving* 25%, *Evade* 56%,
Evaluate 78%, *First Aid* 45% *Influence* 66%, *Lore*
(Regional) 50%, *Lore (Geography)* 56%, *Lore*
(Argimiliar) 56%, *Navigate* 79%, *Perception* 60%,
Persistence 55%, *Resilience* 66% *Ride* 45%,
Shiphandling 85%, *Sing* 20%, *Sleight* 20%, *Stealth*
35%, *Streetwise* 60%, *Unarmed* 50%

SCENE FIVE: THE PALACE OF DHOZ-KAM

Palace is a misnomer; the building only stands three stories tall. It has a small courtyard, and from the rooftop, which is accessible from a stair case on the roof, one has an excellent view of the city and the harbour. Long ago, during the days of the Lormyrian Empire, this building served as the home of the Lormyrian governor. Typically, the two backwater nations were given oversight to a noble in disfavour with the Lormyrian royalty. The garrisons of Oin and Yu were the first recalled when the Lormyrian Empire faced rebellion and resistance from its provinces. The barbarians occupied the building after the Lormyrian departure.

The building's main entrance is well guarded; the double doors are made of hard wood, reinforced by iron bands. Two guards, either Yurite or Oinish, flank the main doors. The windows have thick, heavy shutters. The first floor consists of the servant's quarters, the main dining hall and the kitchen. The second floor includes several bedrooms and the third floor holds a large study, a quaint library and a room converted into a summoning chamber (see scene six for information about the summoning chamber). The basement contains a small wine cellar, a large chamber for storage and several cells for prisoners. Long ago, a Lormyrian governor who was particularly fearful of a barbarian uprising had an escape passage built in the

basement, near the wine cellar of the building. Time and the climate eroded the construction, flooding the part of the tunnel that opens along the west river bank. Later governors ordered the tunnel sealed with a large metal grate.

Si'ule discovered the secret passage in the basement and followed the tunnel to the corroded grate. With the aid of an elemental, she sent the rusty grate to the bottom of the river and uses the passage way to sneak from the palace and communicate with her spies. If the characters learn of the tunnel either through Krosh Lune or Vashi, the characters can easily sneak into the palace and gain an element of surprise against Azarn. If they're only interested in saving the imprisoned Dream Thief, the tunnel is the best option to rescue him since he's imprisoned in a basement cell.

If the characters hope to rescue the concubine Arazadi, they will have to continue through the palace, risking discovery along the way. If the Player Characters make their move during the banquet, Arazadi is kept in the main hall, chained to Azarn's chair. If they wait until the wee hours of the morning, she is either still chained in a hall filled with men in a stupor from their drinking or she is in the bedchamber (along with a few other slaves) of Azarn depending on the Games Master's decision and how difficult he wishes to make her rescue, if the Player Characters elect not bargain for her freedom.

If they intend to kill Azarn or Si'ule, slipping in through the tunnel provides the element of surprise against Azarn but if Vashi has not returned to Si'ule, Si'ule will be alert and suspicious. She's smart enough to know that Vashi, if pressed, could reveal the existence of the tunnel. Si'ule will not alert Azarn of a possible intrusion. She hopes to punish him for his transgressions and keep the tunnel's existence secret. Depending on when the characters strike, the palace's inhabitants might be drunk or otherwise impaired in their response. In any event, if

Si'ule suspects treachery or a ploy by the characters, she discreetly but quickly heads to her sea cliff sanctuary to exact her final vengeance.

The characters might choose to accompany Austos Hue to the palace. If they do, they will be restricted in the armour they wear and the weapons they carry. Nobody in armour heavier than leather or armed with bows will be allowed entrance and any character that attempts to enter so armoured and armed will immediately raise Azarn's suspicion. Other pirate lords and local Oinish and Yurite chieftains always attend the banquets. Musicians, dancing girls and acrobats are frequently employed to entertain the guests. The events are loud and debauched; providing ample opportunity for the Player Characters to slip away and act before their absence is noted immediately. Once noted, Azarn assumes the worse and orders his men to find the characters and apprehend them. The pirates and barbarians will not hesitate to try and kill the characters if they resist.

They should be wise about venturing into the palace and should ensure that they leave the main dining hall at different intervals; otherwise, they'll be noticed by Azarn, his guards or his allies. The only member of his court who will not raise an alarm is Si'ule. If the characters strike during the banquet, in addition to the pirate lords, and the six chieftains of Oin and Yu who attend, each pirate lord will have three or four trusted retainers. Azarn will also have his Pikaraydian mercenaries led by their Captain- Dard of Pikarayd guarding the palace. A dozen mercenaries guard the main hall, while the rest are paired into patrols. Two on the roof top, two through the palace, two making the rounds outside and another pair stationed on the second floor. The third floor does not have any guards nor does the basement. Ambitious characters who somehow learn of the location of the guards (through a Demon of Knowledge or other means at the Games Master's discretion) might elect to scale the

wall at night, quietly eliminate the two rooftop guards and sneak down into the building, taking advantage of the lack of guards on the third floor, especially if they're unaware of the secret tunnel.

Lord Azarn is a magnanimous host; hospitable to all who visit his hall and lavishing good food, wine and entertainment upon his visitors without asking anything in return. He is cautious though, if he suspects a visitor is a sorcerer, especially after Si'ule prophesied that a sorcerer would be his undoing, he will quietly instruct Captain Dard to watch the suspected sorcerer's every move. Dard will signal his guards to watch this individual. Characters that detect the signal, might over-react, ending negotiations and instead, crossing swords. Characters who note this extreme suspicion may learn of Si'ule's prophecy that 'A sorcerer will be your ruin.' She of course, refers to her own plans.

Azarn is amiable and willing to negotiate. In fact, it is possible that they characters could negotiate a price for Arazadi. He's willing to sell the concubine for five times the amount he paid for her. A rich character might have the means to save her from the fate of slavery by paying Azarn's price. Azarn is a man of his word, he keeps the deals he makes. He is a likeable rogue, who willingly enters into business relationships with the Player Characters if it's profitable. He will contract with merchants to deliver raw materials to other lands (especially Imrryr), and will offer a fair percentage. If a Games Master is interested in complicating such an arrangement, one of the pirates could be an agent of the Sea Kings. Eventually word of this arrangement reaches the Lords of the Purple Towns and the character finds he's declared an outlaw on the Island. The only thing Azarn will not do is betray other pirate lords to bounty hunters and assassins. He has his own sense of honour.

Once the characters enter the palace, whether through stealth or invitation, if Si'ule is aware of their intrusion, she heads to her

summoning chamber at the first opportunity. She calls upon her Pact with Arnara and summons a demon horde of the Elenoin (page 158 of the Elric of Melniboné Core Book); ordering the horde to slay everybody and immediately leaves for her sea cave sanctuary. The Elenoin appear in the courtyard and burst through the main door singing their dreadful dirge. Chaos erupts as demons attack any in their reach, as pirate lord turns on pirate lord, and the Player Characters fulfil their own ambitions while fighting through demons and pirates. The Games Master is encouraged to play up the betrayals, confusion and chaos with servants running about screaming, drunken men hacked down by the demon women, pirates slaughtering one another and the additional mayhem caused by the interests of the Player Characters.

A COMMON CAUSE

It's possible the various factions join common cause against the demons hacking them to pieces and eating their remains. Azarn is not adverse to such an alliance and proves an honourable ally. If he's convinced of Si'ule's treachery, he may accompany the Player Characters to the sea caves. This may lead to a final confrontation between Si'ule and Azarn. Games Masters might wish to test the passions of Si'ule, which is stronger, her hate or love? If her love prevails, after her final words, she throws herself from the cliffs into the sea, ending her spell and her life.

THE PRISONER

Sarda the Dream Thief is within a cell in the basement. He is in poor condition; his body and mind wracked by his last theft. While he succeeded in stealing the dream, his success cost him dearly- his death is inevitable.

He knows the dream is destined for one individual in particular, the Player Character sorcerer. Sarda walked the Moonbeam roads as a servant of the Balance. Through another agent of the Balance, he was charged with acquiring the dream of the Dead God

Dharnizaan. The Dream is beyond the ken of most mortal minds, stretching sanity to the limit. Most souls cannot fathom the knowledge bestowed by a god's dream. Indeed, most wondered if gods dreamed and if such a theft was possible? Sarda proved it possible but the cost is inevitably fatal.

The minds of sorcerers are hardier but by no means immune to the dangers posed by the dream. Sarda will inform the characters of the cause of his ailment. He does not have much time. He must acquire his Dreamstaff in order to bestow the dream to the chosen character. Sarda tells the characters that Si'ule has the Dreamstaff; they must find her and acquire the staff before it's too late. She was careless around him and spoke with Vashi of a rite using his Dreamstaff in the sea caves. He suspects this is Si'ule's sanctuary. He also warns that he overestimated his own skills and fears something terrible is happening with his Dreamstaff. It cannot contain the power of a god's dream. If they do not hurry, the dream may spill into this reality and the line between the two realities will cease to exist. Sarda accompanies the characters but is useless in a fight, death is too close and its by sheer will that he's able to continue.

The sorcerer may choose to refuse the dream and another character might volunteer in his place despite the risks. It's also possible that one of the Player Characters is a Dream Thief. In which case, the storyteller may let Sarda die after telling his tale, and the fate of the Young Kingdoms rests in the hands of the PC Dream Thief.

AZARN ARAMANES, LORD OF DHOZ-KAM

The dashing lord Aramanes has curly dark hair, deep brown eyes and a broad smile. He wears a black leather shirt, red sash, high boot and silk pantaloons. He covers his fingers with gold rings set with precious stones. He has several necklaces of silver and gold adorned with ornaments. His ears are pierced and decorated with hoops and studs of gold and gems.

STR 13, CON 14, SIZ 13, INT 14, POW 14,
DEX 16, CHA 17

Combat Actions: 3, Damage Modifier: +1D2
Strike Rank: +15 (+14), Magic Points: 14,
Movement: 8m

WEAPONS

Combat Styles: *Two-Weapon Fighting 90%, Rapier 90%, Hatchet 75%, Main Gauche 75%*

Type	Size	Reach	Damage	AP/HP
<i>Rapier</i>	<i>M</i>	<i>L</i>	<i>1D8</i>	<i>5/8</i>
<i>Hatchet</i>	<i>S</i>	<i>S</i>	<i>1D6</i>	<i>3/6</i>
<i>Main Gauche</i>	<i>S</i>	<i>S</i>	<i>1D4</i>	<i>6/7</i>

ARMOUR & HIT POINTS

Typical Armour: *Leather Hauberk & Leather Shirt*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/6</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/6</i>
<i>7-9</i>	<i>Abdomen</i>	<i>2/7</i>
<i>10-12</i>	<i>Chest</i>	<i>2/8</i>
<i>13-15</i>	<i>Right Arm</i>	<i>1/5</i>
<i>16-18</i>	<i>Left Arm</i>	<i>1/5</i>
<i>19-20</i>	<i>Head</i>	<i>0/6</i>

PASSIONS & SKILLS

Passions: *Rule a Kingdom 90%, Love Si'ule 75%*

Hate: *The Sea Kings 65%*

Skills: *Athletics 85%, Boating 78%, Courtesy 45%, Drive 28%, Evade 85%, Evaluate 70%, First Aid 45%, Influence 77%, Lore (Regional) 60%, Lore (Seas of the Young Kingdoms) 80%, Lore (Ports of the Young Kingdoms) 90%, Oratory 85%, Navigate 87%, Perception 78%, Persistence 55%, Resilience 65%, Ride 55%, Shiphandling 88%, Sing 45%, Sleight 55%, Stealth 55%, Streetwise 90%, Unarmed 78%*

DARD OF PIKARAYD

Dard is dark haired with thick hair and a beard. He is broad shouldered and barrel-chested as wide as two men. He is tall, nearly seven feet. His arms are powerful and his skin glistens with sweat and oil from wearing so much armour in the southern climate.

STR 16, CON 16, SIZ 18, INT 10, POW 10,
DEX 14, CHA 12

Combat Actions: 2 Damage Modifier: +1D4

Strike Rank: +14 (+9) Magic Points: 10
 Movement: 8m

WEAPONS

Combat Styles: *Longspear: 85%, Longsword 85%,
 Dagger 75%*

Type	Size	Reach	Damage	AP/HP
<i>Long Spear (2 Handed)</i>				
	<i>L</i>	<i>VL</i>	<i>ID10+1</i>	<i>4/10</i>
<i>Long Sword (2 Handed)</i>				
	<i>L</i>	<i>L</i>	<i>ID10</i>	<i>6/12</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>ID4+1</i>	<i>6/8</i>

ARMOUR & HIT POINTS

Typical Armour: *Helmet, Chainmail Shirt & Leather
 Trews*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>1/7</i>
<i>4-6</i>	<i>Left Leg</i>	<i>1/7</i>
<i>7-9</i>	<i>Abdomen</i>	<i>5/8</i>
<i>10-12</i>	<i>Chest</i>	<i>5/9</i>
<i>13-15</i>	<i>Right Arm</i>	<i>5/6</i>
<i>16-18</i>	<i>Left Arm</i>	<i>5/6</i>
<i>19-20</i>	<i>Head</i>	<i>5/7</i>

SKILLS

*Athletics 65%, Boating 35%, Dodge 48%, Driving 47%,
 Evaluate 30%, First Aid 40%, Influence 30%, Lore
 (Regional) 40%, Lore (Southern Kingdoms) 40%, Lore
 (Pikarayd) 58%, Perception 70%, Persistence 45%,
 Resilience 60%, Riding 55%, Sing 22%, Sleight 15%,
 Stealth 30%, Unarmed 60%*

DARD'S MERCENARIES

These bands of hardened Pikaraydian warriors are
 dark of hair, tall and broad. They wear helmets with
 nose-guards, chainmail hauberks and carry longswords
 and short blades for close quarter combat.

STR 14, CON 14, SIZ 14, INT 10, POW 10,
 DEX 12, CHA 10

Combat Actions: 2 Damage Modifier: +1D2
 Strike Rank: +12 (+7) Magic Points: 10
 Movement: 8m

WEAPONS

Combat Styles: *Longspear 75%, Two Weapon Fighting
 75%, Shortsword 75%, Dagger 70%*

Type	Size	Reach	Damage	AP/HP
<i>Long Spear</i>	<i>L</i>	<i>VL</i>	<i>ID10</i>	<i>4/10</i>
<i>Shortsword</i>	<i>M</i>	<i>S</i>	<i>ID6</i>	<i>6/8</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>ID4+1</i>	<i>4/6</i>

ARMOUR & HIT POINTS

Typical Armour: *Helmet & Chainmail Hauberk*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/6</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/6</i>
<i>7-9</i>	<i>Abdomen</i>	<i>5/7</i>
<i>10-12</i>	<i>Chest</i>	<i>5/8</i>
<i>13-15</i>	<i>Right Arm</i>	<i>5/5</i>
<i>16-18</i>	<i>Left Arm</i>	<i>5/5</i>
<i>19-20</i>	<i>Head</i>	<i>5/6</i>

SKILLS

*Athletics 50%, Brawn 70%, Boating 26%, Drive 30%,
 Evade 42%, Evaluate 30%, First Aid 45%, Influence
 15%, Lore (Regional) 25%, Lore (Pikarayd) 55%,
 Perception 45%, Persistence 40%, Resilience 44%,
 Ride 25%, Sing 10%, Sleight 12%, Stealth 20%,
 Unarmed 45%*

BARBARIAN CHIEFTAINS

These Oinish and Yurite men are the strongest, most
 vicious and wealthiest of their people. They sport
 tattoos, stolen jewellery and ostentatious clothing.
 When ready for combat they don their helms but
 while getting drunk and stuffed on fine food, they do
 not wear their helmets and are more vulnerable-
 especially in their typically inebriated state.

STR 15, CON 16, SIZ 11, INT 11, POW 12,
 DEX 13, CHA 13

Combat Actions: 2 Damage Modifier: +1D2
 Strike Rank: +12 (+10) Magic Points: 12
 Movement: 8m

WEAPONS

Combat Styles: *IH Axe 65%, Two Weapon Fighting
 65%*

Type	Size	Reach	Damage	AP/HP
<i>Battle-Ax (1-H)</i>	<i>M</i>	<i>M</i>	<i>ID6+1</i>	<i>4/8</i>
<i>Scimitar</i>	<i>M</i>	<i>M</i>	<i>ID6+1</i>	<i>6/10</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>ID4+1</i>	<i>6/8</i>

ARMOUR & HIT POINTS

Typical Armour: *Helmets & Leather Hauberks*

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	2/7
10-12	Chest	2/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	5/6

SKILLS

Acrobatics 30%, Athletics 55%, Brawn 65%, Boating 60%, Culture (Own) 78%, Drive 40%, Evade 65%, Evaluate 55%, First Aid 50%, Gambling 55%, Influence 45%, Insight 40%, Language (Own) 86%, Language (Common) 80%, Lore (Regional) 76%, Perception 46%, Persistence 50%, Resilience 50%, Ride 45%, Stealth 38%, Streetwise 35%, Survival 79%, Swim 67%, Track 45%, Unarmed 50%

PIRATE LORDS OF DHOZ-KAM

Yish Vossian of Cadsandria, Alzarea the Queen of the Yellow Coast, Barhat of Shazaar, Zordek Pran, Gwyll of Tarkesh and Sinquo the Sea Dog; their notoriety spreads far beyond Oin and Yu. These are the pirate lords of Dhoz-Kam. Games Masters may choose to individualise their statistics or use the statistic block below. Individual weapons skills are noted with the pirate lord's name in parenthesis.

STR 14, CON 14, SIZ 12, INT 13, POW 12,
DEX 14, CHA 14

Combat Actions: 3 Damage Modifier: +1D2
Strike Rank: +13 (+11) Magic Points: 12
Movement: 8m

WEAPONS

Combat Styles: *War Sword (Yish) 81%, Rapier (Alzarea) 83%, Battle-Axe (Gwyll) 79%, Scimitar (Zordek) 84%, Falchion (Sinquo) 85%, Dagger (all) 55%, Shortsword (all)*

Type	Size	Reach	Damage	AP/HP
<i>War Sword</i>	<i>M</i>	<i>M</i>	<i>1D8</i>	<i>4/10</i>
<i>Rapier</i>	<i>M</i>	<i>L</i>	<i>1D8</i>	<i>3/8</i>
<i>Battle-Axe</i>	<i>M</i>	<i>M</i>	<i>1D6+2</i>	<i>3/8</i>
<i>Scimitar</i>	<i>M</i>	<i>M</i>	<i>1D6+1</i>	<i>4/10</i>

<i>Falchion</i>	<i>M</i>	<i>M</i>	<i>1D6+1</i>	<i>6/8</i>
<i>Dagger</i>	<i>S</i>	<i>S</i>	<i>1D4+1</i>	<i>4/6</i>
<i>Shortsword</i>	<i>M</i>	<i>S</i>	<i>1D6</i>	<i>3/8</i>

ARMOUR & HIT POINTS

Typical Armour: *Heavy Leather Hauberks*

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	2/7
10-12	Chest	2/8
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	0/6

SKILLS

Acrobatics 50%, Athletics 60%, Boating 76%, Drive 30%, Evade 60%, Evaluate 65%, First Aid 45%, Influence 60%, Lore (Regional) 35%, Lore (Oin and Yu) 20%, Lore (Seas of the Young Kingdoms) 60%, Navigate 79%, Perception 55%, Persistence 55%, Resilience 60%, Ride 20%, Sing 15%, Shiphandling 79%, Sleight 45%, Stealth 50%, Unarmed 50%

PIRATES OF DHOZ-KAM

The rough and tumble buccaneers, cutthroats, sea dogs, corsairs and villains who ply the seas plundering merchantmen and coastal communities.

STR 13, CON 13, SIZ 11, INT 9, POW 9,
DEX 12, CHA 8

Combat Actions: 2 Damage Modifier: Nil
Strike Rank: +11 Magic Points: 8
Movement: 8m

WEAPONS

Combat Styles: *Two-Weapon Fighting 75%, Scimitar 75%, Dagger 70%, Hatchet 70%*

Type	Size	Reach	Damage	AP/HP
Scimitar	M	M	1D8	6/10
Dagger	S	S	1D4+1	6/8
Hatchet	S	S	1D6	3/6

ARMOUR & HIT POINTS

Typical Armour: *Leather Shirts*

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5

7-9	Abdomen	1/6
10-12	Chest	1/7
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	0/5

SKILLS

Acrobatics 40%, Athletics 60%, Boating 50%, Drive 30%, Evade 40% Evaluate 38%, First Aid 45%, Gambling 54%, Influence 30%, Lore (Regional) 30%, Lore (Dhoz-Kam) 33%, Navigate 50%, Perception 40%, Persistence 39%, Resilience 43%, Ride 25%, Shiphandling 55%, Sing 21%, Sleight 30%, Stealth 55%, Unarmed 45%

SCENE SIX: THE SUMMONING CHAMBER OF SI'ULE

The symbol of Chao is painted along the floor; its outer edge and each point occupied by a half-melted purple candle. The walls are covered in glyphs and runes in High Speech; entreaties to Arnara and the Lords of Chaos. A dead cat, its innards arranged carefully, lies on the floor; flies have found the corpse and lay their eggs upon it.

Across the room, is a basin, filled with blood carved into a marble pedestal. The liquid swirls and bubbles forming a wizened, ape-like face out of coagulated blood. This is Si'ule's Demon of Knowledge. It speaks when a character approaches, mistaken the character for Si'ule. 'More questions about the dream of unfettered Chaos mistress? Desire this dream, yes?'

Once it realises its mistake, it frowns and curses the characters, promising to deliver eternal doom when they shed this mortal form. It mocks their speech, cackles at its own wickedness and otherwise acts as churlish as possible. Irritated characters might choose to topple the pedestal, at which point the demon pleads and then harangues the character with the temerity to do so. A successful Brawn test opposed by the demon's

Resilience is enough to topple it and the demon cries out before it's banished to its own plane.

A sorcerer may force the demon to answer a question with a successful Command roll. Of course, if the character Fails or Fumbles the roll, the demon may decide to play along and provide incorrect information. The Games Master decides whether a sorcerer can Command the demon summoned by Si'ule.

Z'XVAOO'OOM SI'ULE'S DEMON ORACLE

STR 3, CON 10, SIZ 6, INT18, POW 18,
DEX 3, CHA 13

SPECIAL ABILITIES

Prophecy: *May look up to three days into the future or three years into the past.*

SKILLS

Evaluate: 54%, Influence 39%, Language (High Speech) 54%, Lore (Dreams) 54%, Lore (Dream Magic), Lore (Million Spheres) 54%, Persistence 54%, Resilience 30%, Teaching 54%

SCENE SEVEN: THE SIGN OF THE GOLDEN MAIDEN

The brothel overlooks the east bank of the River Ar. It is a two story ram-shackle building. Its windows are protected by heavy shutters. The sign over the main entrance depicts a female form, arms stretched above her head; it was once painted gold but has faded and accumulated some mould, giving the image a sea-green tint flecked with gold.

The courtesans of the brothel fan out across the city, a fair number finding willing customers at the Sable Seahorse, while others work the waterfront, alley ways and market place. The courtesans are not only providing sensual pleasures for money, they also form a spy ring for Si'ule the Sorceress. A few of the

courtesans: Tegahe, Alpi and Aiyari are initiates into the cult of Arnara.

Lone foreigners who arrive in the city and venture to the brothel never leave. These poor fools are drugged, fleeced, trussed and sacrificed on the new moon to Arnara. These abductions are infrequent and the victims carefully selected- usually scum and villains from other lands seeking shelter from their enemies- and are therefore, not missed by anyone. Locals and the pirates are never taken in such a fashion, less suspicion land at the feet of the brothel. The bodies are disposed in the river for the crocodiles and even a few sharks are known to swim up the river and feast on the corpses.

The brothel has six guards- all are Yurite barbarians who refuse to discuss their employer. The second floor has one room that its customers do not enter. This room is a small temple to Arnara, replete with an altar and statue of the goddess. The altar is blood stained.

The initiates are aware of who the Player Characters are if they arrive at the brothel undisguised. The sisters feign ignorance and try to seduce their opponents for only modest fees. They will provide wine and food and provide distraction, drugging the wine (Potency 60%) using their Sleight skill after the characters see the courtesans eat and drink. If the characters fail to notice or fail to resist the drugging, the characters will awake hours later, fleeced, bound and guarded by two Yurite barbarian mercenaries. If the characters fail to escape, that evening Si'ule arrives and expresses her disappointment with her chosen rival. The Player Characters are duly sacrificed to Arnara on the next new moon.

INITIATES OF ARNARA

These ladies resemble other native courtesans. They are deeply tanned, dark haired women and often bare-bodied from the waist up, in sandals or barefoot with tattoos and an assortment of jewellery.

STR 12, CON 13, SIZ 13, INT 13, POW 11 (1 Dedicated), DEX 16, CHA 16

Combat Actions: 3 Damage Modifier: Nil
Strike Rank: +14 Magic Points: 13
Movement: 8m

WEAPONS

Combat Styles: *Dagger 65%*

Type	Size	Reach	Damage	AP/HP
Dagger	S	S	1D4+1	6/8

ARMOUR & HIT POINTS

Typical Armour: *None*

D20	Hit Location	AP/HP
1-3	<i>Right Leg</i>	0/6
4-6	<i>Left Leg</i>	0/6
7-9	<i>Abdomen</i>	0/7
10-12	<i>Chest</i>	0/8
13-15	<i>Right Arm</i>	0/5
16-18	<i>Left Arm</i>	0/5
19-20	<i>Head</i>	0/6

FACTS & SKILLS

Pacts: *Pact (Arnara) 11%*

Skills: *Acrobatics 25%, Athletics 48%, Boating 22%, Culture (Own) 40%, Drive 25%, Evade 45%, Evaluate 45%, First Aid 55%, Influence 36%, Language (Common Tongue) 70%, Lore (Animal) 25%, Lore (Arnara) 30%, Lore (Plant) 20%, Perception 75%, Persistence 45%, Resilience 45%, Ride 25%, Seduction 70%, Sing 65%, Sleight 66%, Stealth 70%, Streetwise 60%, Unarmed 30%*

SCENE EIGHT: THE SEA CLIFF SANCTUARY

A short distance from the squat city of Dhoz-Kham, the land rises and a steep bluff overlooks the harbour. Jagged rocks and a tempest of crashing, crushing waves pound against the rocks and reefs. Si'ule discovered the caves within the cliffs when she first came to Dhoz-Kham. Some parts of the caves flood during high tide and the echoes of the ebb and flow of the tides strike an eerie tune throughout the caves. There are two

entrances to the cave. The first is a short rocky path that leads to the mouth of a cave which opens to the sea and fills with water during high tide, making passage more difficult. It becomes accessible only by a narrow ledge of slick rock. The second is commonly used by Si'ule. Si'ule traverses up a rocky slope to an entrance that is difficult to see from any distance. It is a crevice that opens up into the caves and is only a little more than a metre wide. These caverns are a shadowy, strange place where Si'ule conducts her rites and strengthens her pact to her goddess.

The dreams of gods are powerful, unpredictable things and it's a risky proposition to apply logic to an inherently illogical thing. The caverns are no longer solely of the natural world. The properties of the caves are altered by the miasma of Chaos as the Dead God's Dream spills into this reality, re-shaping it into a nightmare reality. The walls within the cave are transformed into an un-natural substance, and scintillate in blues, greens and purple hues- providing a soft, unnatural illumination. The walls seem to flow beneath the surface depicting strange, swimming shapes. In some cases, the walls begin to ooze Chaos matter that mingles with the sea. Life forms are created and dissolve in an instant. Some of the shapes are eerily beautiful and resemble Si'ule. Other shapes depict horrid, grotesque chaos things from the depths of the sea and the dark places of Dharnizaan's mind. The reality of the Young Kingdoms is dissolving as the dream leeches into the plane.

When the characters near the cliffs, the approaching storm reaches its crescendo. The wind grows cold and gains the strength of a gale. Thick roiling purple-black clouds gather on the horizon, flashing with lightning and booming with thunder. The tormented waters rise, toss and swirl; crashing against the stone, forming towers of spray and foam that crash back into the angry sea.

High above on the ledge of a cliff, Si'ule sings in High Speech, tapping into the seething effluence of Chaos that spills over the cliff's edge into the sea like an unholy waterfall. She unleashes a powerful summoning, something only the ancient Melnibonéan sorcerers dared try and only with the greatest reluctance. Accessing the dream, Si'ule beckons a greater demon, a Kyrenee, to the Young Kingdoms.

Arrows and thrown weapons are useless in this storm and well out of range. The characters have no choice but to enter the caves to stop Si'ule and obtain the Dream Staff.

Ascending the rocky slope to the crevice side entrance is the safer of the two ways to enter the caverns. The character must ascend 20 metres up the cliff. As the characters ascend, they are battered by the elements. This requires a Difficult Athletics roll. If the characters proceed to enter via the sea cave, they must traverse 30 metres and risk being battered and swept out to sea. This pathway requires a Hard Athletics roll.

Regardless of the path chosen, Failure means the character does not make progress towards the entrance. A Fumble means the character is bashed against the rocks and tumbles into the sea. Characters who are ascending the cliff side risk falling damage from the plunge and the rocks below, followed by a danger of drowning and being swept out to sea. Characters who proceeded along the ledge to the sea cave risk being swept out to sea and drowning. Swimming in these waters requires a Hard Swim roll.

THE DEAD GOD'S DREAM

Within the substance of the chaos dream, sorcerers gain access to extraordinary magical potential. Sorcerers impose their will on reality and reshape it. The cost is usually taxing since any given reality or plane has its own established laws, which the sorcerer in most cases seek to violate. In game terms, sorcerers expend Magic Points. Within Dharnizaan's dream, the

laws of the physical reality of the Young Kingdoms breakdown becoming easily malleable, anything becomes possible. In game terms, the sorcerer has unlimited access to Magic Points each round.

There of course, is a terrible cost. If the Game Master is using optional rules for Insanity, then each point tapped in this manner risks one point of insanity. This can be resisted with an opposed Persistence Roll against the Potency of the Chaos energy. Each Magic Point is multiplied by 5% to determine the strength of the Chaos energies. Thus, if the character channels 10 MP in one round, his Persistence is opposed by a Chaos Potency of 50%. If he fails the roll, he gains 10 points of insanity. Harsh, indeed, but such is the price of playing with the unfettered Chaos of a god's dream.

If the Games Master does not use insanity rules, tapping the dream stuff takes a physical toll on the character, reducing a random hit location by one Hit Point per Magic Point. The character may resist this loss by making an Opposed Resilience roll in the same manner as noted above. Should the character suffer the equivalent of a Serious Wound in any location, the location is mutated by Chaos. The Game Master should roll on the Chaotic Features Table of the Core Rulebook and apply the results.

If the character should Fumble the Persistence or Resilience Roll, he suffers double the insanity points or physical damage and should roll twice on the Chaotic Features Table. Some Game Masters may wish to apply both the mental and physical costs to the character. Sorcerers instinctively know they can draw upon the power of the dream. The Games Master may allow an appropriate Lore roll or Insight roll for the character to guess at the risks. There is no limit to how many MP the character can tap in a round but going mad with power is sure to reduce the character to a mindless, maddened chaos thing.

THE SWIRLING POOL

If the characters succeed in entering the caverns via the sea cave, they must ascend a mystical hewn stair case that spirals along the edge of the cavern to end at a ledge that opens into a large chamber. Characters who enter from the cliff side crevice begin on the ledge.

Once the characters are on the ledge, the swirling pool's chaos tainted water erupts into a towering- half-formed thing that lashes out with crustaceous claws and piscine maws. Moments later, it collapses back into the pool dissolving and reforming into the myriad shapes of life that inhabit the multiverse. The thing does not last but its sudden attacks are enough to knock the characters from the ledge to crash into the rocks or pool below. Hard Athletics Skill rolls are necessary to keep from falling. If a character fumbles, he crashes into the rocks 35 metres below. If he fails the test, he falls into the churning chaos waters, which seek to warp and twist the character. The character must make an opposed Resilience check against the Chaos Waters' Potency of 65%. If the character Fails this test, he suffers a chaotic change before he can climb from the pool. If he Fumbles the roll, the unfortunate character is grabbed by the many strange limbs of half created things which warp, stretch, tear asunder and finally assimilated the poor wretch into the dream stuff of chaos.

After the characters deal with the dangers of the swirling pool and ascend back up, they enter into a cave that opens and forms the ledge where Si'ule summons the Kyrenee. In the centre of the chamber floating half way between the floor and ceiling is the Dreamstaff. The staff warps the air around it and an alien plasma seeps from it, forming into the raw Chaos stuff flowing from the staff. Sarda warns the characters back and he plunges into Chaos to retrieve the staff. He tells them to stop Si'ule before the demon fully forms on this plane.

Si'ule is using the energies of the dream to summon the demon to this world. It has not fully manifested. It will take Sarda ten combat rounds to obtain the staff and to temporarily cut off the flow of the dream that's allowing Si'ule to power her summoning. If the characters hope to hold back until Sarda obtains the staff, Si'ule Commands the demon to kill Sarda, which it does easily. If Sarda is slain, the characters'

situation is desperate. If a Dream Thief is available, he can take Sarda's place. The Storyteller may wish to use the Dream Thief sorcery rules as the Player Character employs dream magic to acquire the staff and temporarily seal the dream back in the staff. The dream is only safe once its bestowed to a sapient being's mind. In the meanwhile, his companions must survive against the Kyrenee.

If the characters slay Si'ule or stop her summoning, such as knocking her off the ledge into the sea below, the characters successfully disrupt the summoning. The Kyrenee continues to pose a threat for one combat round before returning to its hell. Once the dream is sealed in the staff, Si'ule defeated and the Kyrenee banished to its own plane, the storm breaks, the seas calm and the stuff of chaos dissipates and becomes sea water once more.

The caves, however, forever remained tainted by Chaos and strange creatures are said to ply these seas, ranging far and wide, creating new dangers in the oceans of the Young Kingdoms.

SI'ULE THE SORCERESS

Si'ule hides her face behind a gossamer veil like the ladies of her homeland. She is scantily clad in purple silks beneath her hooded cloak. Si'ule's hair is usually hidden beneath her conical cap. Her hair is long, straight and black, decorated with clasps of gold. She is a beautiful woman, but her mind is tortured, and she can be provoked into revealing the true depths of her madness.

STR 13, CON 15, SIZ 13, INT 17, POW 21 (11 Dedicated), DEX 15, CHA 18

Combat Actions: 3, Damage Modifier: +ID2

Strike Rank: +15, Magic Points: 10,

Movement: 8m Hero Points: 4

WEAPONS

Combat Styles: *Two-Weapon Fighting 85%, Scimitar 85%, Dagger 85%*

Type	Size	Reach	Damage	AP/HP
<i>Scimitar</i>	<i>M</i>	<i>M</i>	<i>ID6+1</i>	<i>6/10</i>

Dagger S S ID4+1 6/8

ARMOUR & HIT POINTS

Typical Armour: *None*

D20	Hit Location	AP/HP
<i>1-3</i>	<i>Right Leg</i>	<i>0/6</i>
<i>4-6</i>	<i>Left Leg</i>	<i>0/6</i>
<i>7-9</i>	<i>Abdomen</i>	<i>0/7</i>
<i>10-12</i>	<i>Chest</i>	<i>0/8</i>
<i>13-15</i>	<i>Right Arm</i>	<i>0/5</i>
<i>16-18</i>	<i>Left Arm</i>	<i>0/5</i>
<i>19-20</i>	<i>Head</i>	<i>0/6</i>

PASSIONS & SKILLS

Passions: *Love Azarn 80%*

Hate: *Azarn 95%*

Skills: *Acrobatics 25%, Athletics 48%, Boating 25%, Courtesy 65%, Command 90%, Dodge 45%, Driving 25%, Evaluate 65%, First Aid 55%, Influence 77%, Language (Common Tongue) 90%, Language (High Melnibonéan) 90%, Language (Low Melnibonéan) 90%, Language (Mabden) 55%, Lore (Animal) 65%, Lore (Arnara) 90%, Lore (Plant) 90%, Lore (Million Spheres) 40%, Lore (Quarhasaat) 90%, Perception 80%, Persistence 72%, Resilience 75%, Riding 65%, Seduction 80%, Sing 65%, Sleight 35%, Stealth 80%, Unarmed 60%, Witch Sight 90%*

Pacts & Summonings: *Pact (Arnara) 80%*

Summoning Rituals: *Demon of Desire 90%, Summon Elenoin 90%, Demon of Knowledge 77%, Demon of Protection 75% Demon of Combat 75% Water Elementals 70%, Earth Elementals 60%*

Runes: *Alarm 80%, Chaos 75%, Earth 75%, Man 75%, Protection 75%, Water 80%, Woman 75%*

GIFTS & COMPULSIONS

Sanctuary: *1 POW*

Horde: *Elenoin (10 POW)*

Jealousy (Compulsion): *A desire to doom her lover-destroying all he values*

THE KYRENEE

The description and abilities of the Kyrenee are on pages 165-166 of the Elric of Melniboné Core Rulebook.

EPILOGUE: DARK DREAMS OF THE FUTURE

Once the characters defeat Si'ule and obtain the Dream Staff, the Dream Thief wastes little time in bestowing the dream of the dead god Dharnizaan, if the character is willing. If the character refuses and no other character is willing, the dream thief dies from his injuries. The characters retain the Dream Staff and the dream it contains but given sufficient time, risk the dream escaping and further endangering the Young Kingdoms. Hardly a good plan.

Mortals, even sorcerers, are not meant to experience the dreams of a god. Most of what is experienced is alien, mind destroying paradoxes, visions of hells and chaos ridden worlds that are soul rending to humanity. Even Melnibonéans are pushed to the edge by the dream of a god.

Games Masters should require an opposed skill test of the character's Persistence versus the Dreams' Persistence. The Dream's Intensity is equal to 24 and its Persistence is 120%. If the character fails this roll, he suffers backlash as if he were a Dream Thief. He loses MP equal to the Dream's Intensity. If he Fumbles, he loses MP equal to twice the Intensity of the dream. Points exceeding the characters Magic Points are taken as physical damage, evenly spread over each hit location. The character remains unconscious until he recovers at least one Magic Point.

If the character resists or survives the damaging effects, He gains a new Lore (Million Spheres) at twice his INT rating. If the character already possesses this lore at twice his INT or higher, he gains ID4+1 points in the skill. The character also gains a permanent gain of ID3 INT and ID3 POW. He also has the option of entering into a Pact with Dharnizaan. He understands that the Dead Gods are not destroyed; they chose to abandon their material shapes to avoid destruction by the rune swords. He is now

aware of Dharnizaan and the Dead Gods' desire to return to this world and bring the entire world to Chaos. He also knows that Dharnizaan seeks to obtain the runeswords Stormbringer and Mournblade. He obtains an intuitive understanding of the Cosmic Balance. He is free to choose his side, fully aware of the impact his choice has in the greater struggle. In game terms, the character is free to form a new pact with Chaos, Law or the Balance.

If Arazadi is rescued, she will likely choose to remain with her lover. Where the two go from here, is up to them but eventually, King Sarosto learns that she escaped her fate and how she managed that feat. The Character will have a life-long enemy that will last until the world's end.

If Aramanes or other of the pirate lords are slain, and proof of their deaths are delivered to the Sea Kings, the character or characters are rewarded with a small fortune in gold (CHA x10 in Gold for each pirate lord, double for Azarn Aramanes). If all the pirate lords are slain or at least, none are able to assert their dominance over Dhoz-Kam, the strength of the pirates fragment and shipping improves for a time. A truly inspired character might actually bring Aramanes back alive and bear witness to his execution. Aramanes does not beg for mercy and goes to his death with aplomb and a gallows' humour.

If Aramanes or another pirate lord survives and made an arrangement with a character to deliver goods such as rare herbs to Imrryr, the successful venture yields an incredible profit from the Dragon Princes. The GM should decide on the reward but it should be equivalent in gold to the pirate bounty.

While in all likelihood, Si'ule meets her fate from either trafficking with the power of Chaos or at the end of a character's sword, it is possible that Si'ule escaped her doom. She may become a long-term nemesis, working

with the characters enemies and sending demons to plague them.

Skilled, ambitious or lucky adventures might manoeuvre into a position of power and become the lords of Dhoz-Kam. This is a perfectly acceptable possibility if the Games Master wishes to take his campaign in this direction. Of course, when Prince Yyrkoon arrives with Captain Valharik, his Imrryian warriors and demons at his command, the characters will have quite the challenge on their hands. If they're not careful, they're among the many victims of Oin and Yu who resist Yyrkoon's conquest and lose their souls to the demons who erect the Mirror of Memory or have their memories stolen by the mirror. If the characters survive, they might seek vengeance against Yyrkoon. The tales of their harrowing escape and perhaps their adventure to find and inform Emperor Elric of Yyrkoon's whereabouts is a storyline the Games Master might wish to explore. In aiding Elric and driving Yyrkoon from the city, the characters might become lords of Dhoz-Kam once more.