

SORCERS OF PAN TANG

"At intervals along the walls they saw the screaming statues - once men and women whom Jagreen Lern and his forefathers had turned to rock but allowed to retain their life and ability to speak. They spoke little, but screamed much, their ghostly shouts rolling over the disgusting city like the tormenter voices of the damned - and damned they were."

- Michael Moorcock, *STORMBRINGER*

Pan Tang is a grim island of lurking evil. Wild jungles to the north resound to the roar of a thousand tigers - the animal sacred to Chardhros the Reaper. The Plain of Glass divides the island, a shining wasteland of ancient volcanic catastrophe. The farmland to the south is a living hell to the slaves who work the great plantations.

The capital of Pan Tang is Hwamgaarl, the City of Screaming Statues. Tigers walk among men and feed when they please. Sorcerers study dark knowledge and summon awesome horrors from other planes to do their bidding. The citizens of Hwamgaarl take their pleasure in the Gardens of Pain, gather their knowledge at the University of Lucid Perversity, and propitiate the Lords of Chaos at the Palace-Temple of the Theocrat.

Jagreen Lern is the Theocrat of Pan Tang, presiding over this nightmare land. A new age is coming, and his armies are ready. Other nations of the Young Kingdoms already plot against Mehibone, and soon those plots bring war. Pan Tang hovers, vulture-like, awaiting the results of the first violent clash of Young Kingdom armies against the remaining might of Melnibone. Though Melnibone has ruled the world for 10,000 years, in only a small fraction of that time will it be destroyed.

WHAT IS STORMBRINGER?

STORMBRINGER is a roleplaying game in which the players join together to tell a heroic adventure. Under the supervision of one player, who takes the role of gamemaster, you and your friends verbally act out the roles of characters in a story. You will face the same kinds of situations and dangers that Elric, Moonglum, and Dorian Hawkmoon encountered, but this time you are in control and the results depend on what you decide your characters should do!

SORCERS OF PAN TANG provides adventures and background for the *STORMBRINGER* roleplaying game. It features five scenarios, a magic system, information on the island of Pan Tang and its inhabitants, instructions for creating Pan Tangian characters, dozens of demons, and intriguing illustrations and maps.

Jagreen Lern, Theocrat of Pan Tang

2112



9 780933 635791

0891-21 12CH18.95
ISBN 0-933635-79-6



STORMBRINGER #2110

STORMBRINGER is Chaosium Inc.'s trademarked fantasy roleplaying game based on the works of Michael Moorcock.

This game is only one of many fine books, boardgames, roleplaying games, and game supplements published by Chaosium Inc. For a free catalog of Chaosium books and games, write to:

Chaosium Inc.
950-A 56th St.
Oakland CA 94608-3129

SORCERS OF PAN TANG

by

Richard Watts

Mark Morrison

Nick Hagger

Geoff Gillan

Charlie Krank

cover painting ALAIN GASSNER

interior illustrations GUSTAF BJORKSTEN, ALAIN GASSNER and CHRIS JOHNSTON

maps PHIL ANDERSON and KON HERISTANIDIS

with a cameo map-pearance by GUS diZERECA

editorial MARK MORRISON

additional editing, layout, production, and cover design CHARLIE KRANK

copyreading ANNE X. MEIUUIT, JOHN B. MONROE, KEITH HERBER

CHAOSIUM INC.

1991

“...In the years before the coming of Elric, the foul Pan Tangiam were to prove their perfidy agaimt other Heroes. In these days the black island was set upon the roadto the Doom of the world...”

- The Chronicle of the Black Sword

Playtesters: Marion Anderson, Phil Anderson, Lloyd Brady, Ben Conyers, Dave Conyers, Brad Ellis, Graham Hook, and twenty four doom-laden teams at Con-Quest 91 .

Thanks to Charlie Krank and Keith Herber for starting it, Penelope Love for bearing with it, and Ian Harrison and Mark Honeyman for discussing it at one o'clock in the morning.

Based upon the characters and novels created by Michael Moorcock. This book is authorized by Michael Moorcock. **SORCERERS OF PAN TANG** is based on the characters and situations of the Elric Saga, and is used with permission. **SORCERERS OF PAN TANG** is published by Chaosium Inc.

SORCERERS OF PAN TANG is copyright © 1991 by Chaosium Inc., all rights reserved.

STORMBRINGER® is the registered trademark of Chaosium Inc.

The cover painting is by Alain Gassner, copyright © 1991; all rights reserved. Mr. Gassner's work depicts a sorcerer of Pan Tang gloating over the results of another successful summoning. All illustrations and maps are copyright © 1991 by Phil Anderson, Gustaf Bjorksten, Alain Gassner and Chris Johnston respectively; all rights resewed.

The reproduction of material from within this book as the purposes of personal or corporate profit, by photographic, electronic, or other methods of retrieval, is prohibited.

Address questions and comments concerning this book as well as requests for free catalogs of Chaosium books, games, and supplements to: **Chaosium Inc., 950-A 56th Street, Oakland, CA 94608, U.S.A.**

Chaosium publication 21 12, Published in September 1991.

ISBN 0-933635-79-6

Printed in the United States of America.

TABLE OF CONTENTS

BACKGROUND

Introduction	5
<i>by Mark Morrison and Richard Watts</i>	
Map of Pan Tang	4
Complete Index of Statistics	6
Pan Tang	7
<i>by Richard Watts</i>	
Diagram of Hwamgaarl	9
Illustration: The Twisted Streets of Hwamgaarl	11
Illustration: Jagreen Lern, Current Throcrat of Pan Tang	12
Illustration: On of the Mer-People	16
Pan Tangians	17
<i>by Richard Watts</i>	
Illustration: Pan Tangian Warriors	19
The Church of Chaos	25
<i>by Richard Watts</i>	
Illustration: Priests of Slortar, Mabelrode, Pyaray, and Chardros	26
Illustration: Priests of Hionhurn, Maluk, Balo, and Balan	27
Pan Tang Magic	30
<i>by Charlie Krank and John B. Monroe</i>	
Illustration: The Envisioned Breed Appears	31
Encounters on Pan Tang	48
<i>by Mark Morrison</i>	
Pan Tang Digest	51
<i>by Mark Morrison</i>	

ADVENTURES

See Hwamgaarl and Die	65
<i>by Nick Hagger</i>	
Illustration: Captain D'vil	68
Slaves of the Demon Isle	73
<i>by Mark Morrison and Richard Watts</i>	
Illustration: A Pan Tangian Galley at Ramming Speed	74
Diagram of the Coliseum	77
Diagram of the Gladiator Pits	78
Illustration: Awash in the Arena	79
Diagram of House Fai'shaan	82
Illustration: The Family Fai'shaan Relaxing at Home	85
Chaos Exultant	88
<i>by Geoff Gillan</i>	
Diagram of the Plane of Hrath	91
Illustration: The Bridge Over the Chasm of Bones	93
Diagram of Mount Carnage	97
Illustration: The Faith Testers of Chardros	99
Diagram of the Night Spire	100
Illustration: In the Filth Master's Nave	103
Illustration: Abyssma Unmakes	105
One Who Laughs	106
<i>by Richard Watts</i>	
Diagram of Krill's Tower	109
Illustration: At Home With Krill the Inept	111
Illustration: The Field of Pan Tang	113
Diagram of House VI'al	114
Illustration: The Family VI'al at Dinner	115
Illustration: The Son of the Theocrat	120
Under the Volcano	121
<i>by Mark Morrison</i>	
Diagram of the Bone Orchards	127
Illustration: The Plain of Glass	129
Illustration: The Skull of Skulls	133
Diagram of the Volcano Tunnels	132
Illustration: Inside the Palace-Temple of Chaos	137

PAN TANG

The Demon Isle

Isles of
Pyrazzy *

The Straits
of Chaos

The
Pale Sea

Plain of
Glass

Hearth of Chaos *

Mount
Grief *

Hwanggaari *

Bay of
Teeth

Execution
Stone *

KEY:

- Woods
- Jungle
- Mountains
- Hills
- Cliffs
- Lava Lake
- Chaos Shrine *



INTRODUCTION

PAN TANG IS a storm-lashed island of black obsidian, rumored throughout the Young Kingdoms to be a place of dark Chaos and sorcerous evil. Few have dared to set foot upon its shores, and fewer still have returned to report on what they have seen. When Pan Tang is mentioned in conversation, the wise blanch and fall silent.

This book presents an atmospheric depiction of the demon isle for the *Stormbringer* roleplaying game. It does not claim to be an exact documentation of life and culture on the island. Here you will find evocations of the dreadful sound of the screaming statues; hints of the diabolical practices of the Church of Chaos; and implications of the awesome power wielded by the Theocrat. You will not find information such as how many ships can dock in Hwamgaarl's harbor, or when the watches change on the black city walls, or an exhaustive list of the contents of every building. Michael Moorcock does not provide such detail, nor does he need to. Concentrate on the mood of Pan Tang, and create the minutiae as it suits your campaign.

Background

The background material is found in the first six chapters. *PAN TANG* acquaints you with the island's history, geography and fauna. *PAN TANGIANS* reveals the people, their culture and outlook. The chapter concludes with extensive notes on generating Pan Tangian characters. *THE CHURCH OF CHAOS* discusses the most powerful institution on the island, and the eight Lords of Chaos worshiped on Pan Tang are exposed. *PAN TANG MAGIC* presents complete rules governing the ritual of demon summoning as practiced on Pan Tang. Though similar to the rules given in the *STORMBRINGER* rulesbook, various corrections have been made, and the new Summoning Results Table makes such exercises less predictable. *ENCOUNTERS ON*

PAN TANG provides ideas for people and creatures for the adventurers to meet both in the city and the countryside. The *PAN TANG DIGEST*, provides statistics for all manner of Pan Tangians. These are for use with the scenarios and Encounter Tables, but also provide a useful ongoing source of opponents for other adventures. Included in this section are forty examples of demon breeds.

Demons are the cornerstone of Pan Tangian power, and are frequently encountered in this book. Most demons are presented with a breakdown of their powers and skills, and their Chaos Value is noted. Some of this information is not strictly necessary to run the demon, but provides a useful pool of examples for the gamemaster to develop his or her own breeds. It should be stressed that the ones presented here are an infinitesimal fraction of the full range of demons at large through the worlds of the multiverse; there are thousands more breeds known and present in Pan Tang alone. So go ahead and flex your creativity.

Adventures

Five scenarios are provided. *SEE HWAMGAARLAND DIE* is ideal as the adventurers' first experience of Pan Tang. They arrive as guards for a diplomatic envoy from Vilmir, only to find that Pan Tangian hospitality is a little unusual. *SLAVES OF THE DEMON ISLE* casts the adven-

When Is This Set?

The events of this scenario book are nominally placed prior to the fall of Imrryr. Elric may or may not yet be on the Ruby Throne, at the gamemaster's preference. For the time being, all *Stormbringer* releases will share this setting; many of the lands of the Young Kingdoms are much more interesting before Elric visits them, as death and destruction traditionally travel in his wake.