

FORGOTTEN.

TWENTY-THOUSAND YEARS AGO
GROME AND STRAASHA WAGED A MIGHTY WAR.
CONTINENTS, OCEANS, ISLANDS & SEAS WERE CREATED.

TWELVE-THOUSAND YEARS AGO A STRANGE
PEOPLE SETTLED AN ISLAND, CHANGED THE WORLD,
AND IN THE PROCESS CHANGED THEMSELVES.

MELNIBONÉ AND HER CHAOS PATRONS WARRED
AGAINST THE MENASTRAI, SUPPORTERS OF THE
BALANCE, AND A BLOODY FIGHT ENSUED.

ANCIENT SORCERIES ALLOWED THE MENESTRAI
TO FLEE THEIR MELNIBONÉAN PURSUERS,
AND ESCAPE TO UNMAPPED EASTERN LANDS.

THERE THEY BUILT BEAUTIFUL KINGDOMS,
EACH BASED UPON THE PRINCIPLES OF BALANCE.
FOR A THOUSAND YEARS THEY PROSPERED
UNTIL FOUND BY MELNIBONÉ
ONCE AGAIN.

MICHAEL MOORCOCK'S

ELRIC!

DARK FANTASY ROLEPLAYING

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ELRIC! is a roleplaying game based on the novels of Michael Moorcock whose numerous tales about Elric and other incarnations of the Eternal Champion inspired thousands of fantasy readers.

In this game, certain heroes discover secrets about the world of the Young Kingdoms, the nature of the universe, the gods of Law and Chaos, and their plans for the future. You and your friends will portray ordinary people from the Young Kingdoms who seek adventure and the secrets to the mysteries of life. You will face the same situations and dangers that Elric, Moonglum, Dorian Hawkmoon and Corum encountered, but this time you are in control and the results depend on what you decide your character should do.

ELRIC! roleplaying game: #2900



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THE UNKNOWN EAST





“VERILY IT WAS IN THE EASTLANDS, BEYOND THOSE SAVAGE MOUNTAINS CALLED THE RAGGED PILLARS, THAT I WOULD FIND MANY STRANGE ADVENTURES. AYE, ENOUGH TO FILL SEVERAL VOLUMES - OR A LIFETIME.”

- FROM THE JOURNALS OF DUKE
AVAN ASTRAN OF VILMIR

THE
UNKNOWN EAST

BY
LAWRENCE WHITAKER

BASED UPON THE JOURNALS OF
DUKE AVAN ASTRAN OF VILMIR

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WHEN IS THE UNKNOWN EAST SET?

LIKE PREVIOUS publications in the *Elric!* series, this book is set about one year before the events in *Elric of Melnibone*. Teram Gashtek has not begun in his plan to conquer the Unknown East and Moonglum has not yet ventured into the Young Kingdoms.

REFERENCE SOURCES

MICHAEL MOORCOCK mentions the Unknown East in passing rather than in detail. Only two of its characters are fully described: Moonglum, the cocky Eshmirian, and Rackhir, the renegade Warrior Priest of Phum. The Unknown East is mentioned in almost every Elric story, but we get the best information from the following stories or novels: "The Flamebringers" (*The Singing Citadel*), "To Rescue Tanelorn" (*The Singing Citadel*), *The Fortress of the Pearl*, *The Revenge of the Rose*, "Sailing into the Present" (*Sailor on the Seas of Fate*), *Stormbringer*.

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PLAYTESTERS

Stuart Lake, Marcia Lake, Julian Holtom, Colin Driver, Carl Pates, David hres, Angelos Angeli, SteveT., Matthew Senior.

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Please do not phone in game questions; the quickest answer is often not the best answer.

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INTRODUCTION

INTRODUCTION

THE PEOPLE OF the Young Kingdoms and Melnibone refer to the lands beyond the Sighing Desert as the Unknown East, the Unmapped Kingdoms or simply the Eastern Lands. The Eastlanders call their continent Menastree; throughout this book the terms Menastree and the Unknown East are used and refer to the same place. The Unknown East is unexplored by the Young Kingdoms and to them is a mystery; Melnibone was once its conqueror, but since the war with the Dharzi it has largely forgotten whatever it knew about the East. Thus, the people of the Young Kingdoms view the Unknown East as a myth: some saying that the world ends at the edge of the Sighing Desert, others believing it to be a place of demons and monsters, their tales stirring the imagination and adding to the romance of these unknown, uncharted lands.

This book describes the Unknown East: its people, their countries, habits, desires and conflicts. In doing so, the author has needed to rationalize some of the inconsistencies prevalent in Michael Moorcock's references to the Unknown East in the Elric saga. The Elric stories were not written in a chronological series and such inconsistencies have grown with the saga. This book takes the disparate references to the Unknown East, places them in a logical framework, and develops them into a detailed study for use with the *Elric!* game. If any inconsistencies remain between the Elric stories and this book, it is hoped that your enjoyment will not be diminished.

The book is organized into four sections. The first chapter discusses the history of the Unknown East, its economy and society. Information on how to get from the Young Kingdoms into the Unknown East is provided, as are game statistics for selected examples of eastern flora and fauna.

The second chapter examines the individual countries, describing their geography and looking at the people who live there. Each country also has a short essay focusing on an element which has contributed to the eastern mythos: Phum's Warrior Priests, for example, or S'aleem's Blue Assassins. The section rounds off with an overview of eastern religions.

Rules for creating an eastern adventurer are provided in the next chapter, including variant occupations, names, equipment lists and prices, and weapons and armor unique to the Unknown East. A section on magic describes the radically different application of sorcery, and provides guidance on playing a sorcerous adventurer. A modified adventurer sheet is presented for those who wish to design an eastern character.

The final section concerns adventuring in the Unknown East, and includes a digest of characteristics for a variety of eastlanders, scenario hooks that can be developed into fully fledged adventures, and finally a scenario, "The Eastward Urge", designed to introduce Young Kingdoms adventurers to the Unknown East. To complete this section an overview of the future of the Unknown East is given, looking at the continent's fate through its sacking at the hands of The Hamebringer and up to the end of the world.



TRIBESMAN OF NISHVALNI-OSS
PREPARE FOR WAR