

For any **ETERNAL CHAMPION** Series Game



Explore Three Deadly Temples!

Enter the Accursed Realm of Zhorth, Lord of Chaos

WHITE WOLF, a supplement for the *Eternal Champion* series of roleplaying games, presents many items of interest to gamemasters, particularly those wishing to run high-level campaigns. The book contains:

- Complete information, stats, and maps for three powerful temples of the Young Kingdoms. **DARKSPIRE: Temple of Chaos** is a mysterious and sinister place, with many dooms for the unwary adventurer. From this dark abode the twisted worshippers of Mabelrode, the Faceless God, bring fear to all who fail to bow down to the power of Chaos! **The Temple of the Eternal Flame** lurks in the fiery heart of an ancient volcano. This remarkable temple is dedicated to the worship of Kakatal, Lord of the Fire Elementals. The mighty fortress of **HAVEN: Temple of Law** stands defiant against the minions of Chaos, and offers refuge to all who flee their wrath. Its courageous guardians worship four great Lawful dieties: Donblas, Goldar, Arkyn, and Callandus. They stand ready to battle Chaos whenever called upon by the faithful.
- **Escape From Yellow Hell**, a high-level, ultra-magical scenario that will challenge even the most powerful adventurers. The adventurers must rescue a priest trapped in the Yellow Hell, a x5 Chaotic plane of the damned ruled by Zhortha, Lord of Chaos.
- **WHITE WOLF** also contains naval rules for the *Eternal Champion* series, suitable for any campaign, and new data on Elric of Melniboné (the "White Wolf").

*Any adventurer created for an **Eternal Champion** game will function without flaw in any scenario in the series. The strength of Law or Chaos on a plane may affect a character's magical ability.*



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The
**ETERNAL
CHAMPION**
series of
roleplaying games



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WHITE WOLF

WHITE WOLF

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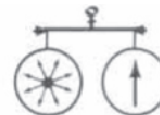
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Temples, Demons, & Ships of War



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How to Use This Book

WHITE WOLF contains a number of different items for you, the gamemaster, to integrate into your Eternal Champion system campaign. These items can be used individually or as a group.

The Temples

These three powerful temples are situated in the Young Kingdoms, the world of Elric. Each one shows different aspects of the *STORMBRINGER* system. Of particular interest are the many and varied non-player characters and exotic entities inhabiting these temples (58 in all).

It might be interesting to set the temples of Chaos and Law only a week's travel or so from one another. A minor war could be run with this competition as the basis (and perhaps with the Temple of the Eternal Flame as a neutral third party conducting negotiations with both sides).

Elric, the White Wolf

This book contains revised statistics for Elric of Melniboné. It is suggested that interaction with supremely powerful and unpredictable characters such as Elric not be an everyday occurrence in your campaign. However, the occasional appearance of the White Wolf on the peripheries of the campaign (terrorizing a city, tracking down his enemies, etc.) can be an exciting experience for your players. These revised stats are offered for such purpose. If you have already taken the trouble to generate your own set of stats for Elric, feel free to ignore these.

The Eternal Champion Ship Rules

These rules will assist you in adding some authentic details to the periods of sea travel or combat in your adventures. In the pullout section of this book you will find several pages of filled-out Ship Sheets, primarily warships. You may wish to photocopy these sheets to produce small fleets.

Major sea battles and other grandiose naval events will still need special work on your part to run in full, but these rules allow you to deal with that part of the battle that the player characters are personally involved in.

Escape From Yellow Hell

Yellow Hell is a chaotic plane of damned souls, which the player characters must enter to perform a rescue. This adventure is designed to challenge powerful player characters. *Escape From Yellow Hell* also serves as a showcase of what can be done with the magic system of the Eternal Champion series. The Yellow

Hell is a full-fledged chaotic plane, and its weather, monsters, and general ambiance are highly inimical to frail humanity.

INTERDIMENSIONAL TRAVEL

In **WHITE WOLF**, *HAWKMOON* characters may travel from Tragic Millennium Earth to the Young Kingdoms, where they will find the temples of Chaos, Fire, and Law, or they may be sent to the Yellow Hell, perhaps as part of a mixed group of adventurers from various planes.

Although the games *STORMBRINGER* and *HAWKMOON* are constructed to allow easy travel between them, there are certain effects which interdimensional travel forces upon a character. The strongest effects concern demons.

Entering Yellow Hell or the Young Kingdoms

Sorcerers entering Yellow Hell discover that their demons suddenly are increased in power to five times their original value, due to the highly chaotic nature of the plane. Each bound demon may make an immediate attempt to break its binding.

Fire elementals find the hot environment of the Yellow Hell highly favorable to their nature, and are doubled in power.

No change occurs to a native of Tragic Millennium Earth upon entering the Young Kingdoms or Yellow Hell. Flamelances still function, mutants retain their special power, ornithopters fly perfectly well. Science, the tool of Law, works just fine in Elric's world or in Yellow Hell. However, the tools and sophisticated infrastructure necessary to science are generally unavailable anywhere in the Young Kingdoms, and are certainly not accessible in Yellow Hell.

Unless a traveler brought his equipment with him, no *HAWKMOON* Lore skill can operate at higher than 20% in the Young Kingdoms or Yellow Hell.

Technological Weaponry in the Young Kingdoms and Yellow Hell

Flamelances and similar technological weapons are generally not considered magic, and do not damage demon armor, though damage points in excess of the demon armor's protection will still damage the wearer.

Certain special weapons, such as the Sword of the Dawn, can harm demon armor. And other weapons, such as acid or sonic cannons, produce effects too devastating or too subtle to be blocked effectively by demon armor.

DARKSPIRE: Temple of Chaos

I. Worship

This is a temple devoted to Mabelrode, called the Faceless. This temple and its plots are all the work of one very perceptive mortal mind, that of the 92-year-old Agent of Chaos, Mekmakabis. Mekmakabis is the high priest of this temple, though he serves invisibly, for he rarely leaves his ebony tower. Instead, he uses demons as his representatives.

Mekmakabis constantly seeks ancient lore, carrying on his research in his tower while the other priests carry on the traditional bloodthirsty worship of Mabelrode in the surrounding temple.

This temple has become famous to worshipers of Mabelrode, who make pilgrimages across great distances to experience the indefinable energy coursing through the building. None of these pilgrims ever meet, or even hear about, Mekmakabis.

The temple can be placed wherever the gamemaster deems best. Some plausible spots would be in Pikarayd, the Silent Lands, or the Jungle Lands.

This is a powerful bastion of Chaos. Characters who plan to assault this temple had best prepare to die for their cause!

II. Temple Description

From outside, the temple is a black building surrounded by a wasteland of bare dirt and dead grass. The temple's form is basically octagonal, but distorted, as if the walls themselves had been tortured. A slender ebony spire rises out of the center. Despite many irregularities, the tower is clearly eight-sided and stands quite straight, an amazing feat considering its 175' height and narrow width. A morbid note is added by the huge flock of vultures circling the tower, apparently aware of the death taking place within the walls.

Note that the numbers for each area below correspond to those found on the map.

1) THE FRONT DOOR: the defenses start (where else?) at the front doors which are, logically enough, demon doors. Though the entrance is a double door, with an eyeless, noseless face on each, a single demon operates them both. Each door has a door knocker, each a demon. The knockers have identical statistics.

Demon Double Door

CON 90 SIZ 30 INT 14 POW 40 CHA 20

Demon Knockers (demons of protection)

STR 0 CON 51 SIZ 21 POW 30 CHA 3

Special Ability: paralysis

When approached, the two faces of the doors speak in unison, "Who is our lord and the lord of all kingdoms?" Answering simply "Mabelrode" is insufficient - the correct reply is, "He who has no visage."

The demon door tells anyone failing to give the password to knock and wait for an attendant. In fact, it will actively try to convince any such person to knock. If anyone touches one of the door knockers, it instantly attempts to paralyze him by matching its POW versus his in a Resistance table roll. If the demon's POW overcomes the target's POW, then the target is paralyzed for the next 1d6 hours. In the meanwhile, the demon doors will scream loudly, giving the alarm and signaling to the priests the presence of another paralytic prisoner.

2) THE MAIN WORSHIP CHAMBER: the Wednesday night ceremonies are held here. Most worshipers never come further than this chamber, which is octagonally-shaped and has seven doors. On either side of the front double doors are wooden stands. A close examination reveals that the wood is veined, and throbs gently. Each stand holds six or seven iron bands, made to fit around the forehead. Each band has the symbol of Chaos engraved upon it. Identical demons of possession reside within the iron bands.

Iron Band Demons

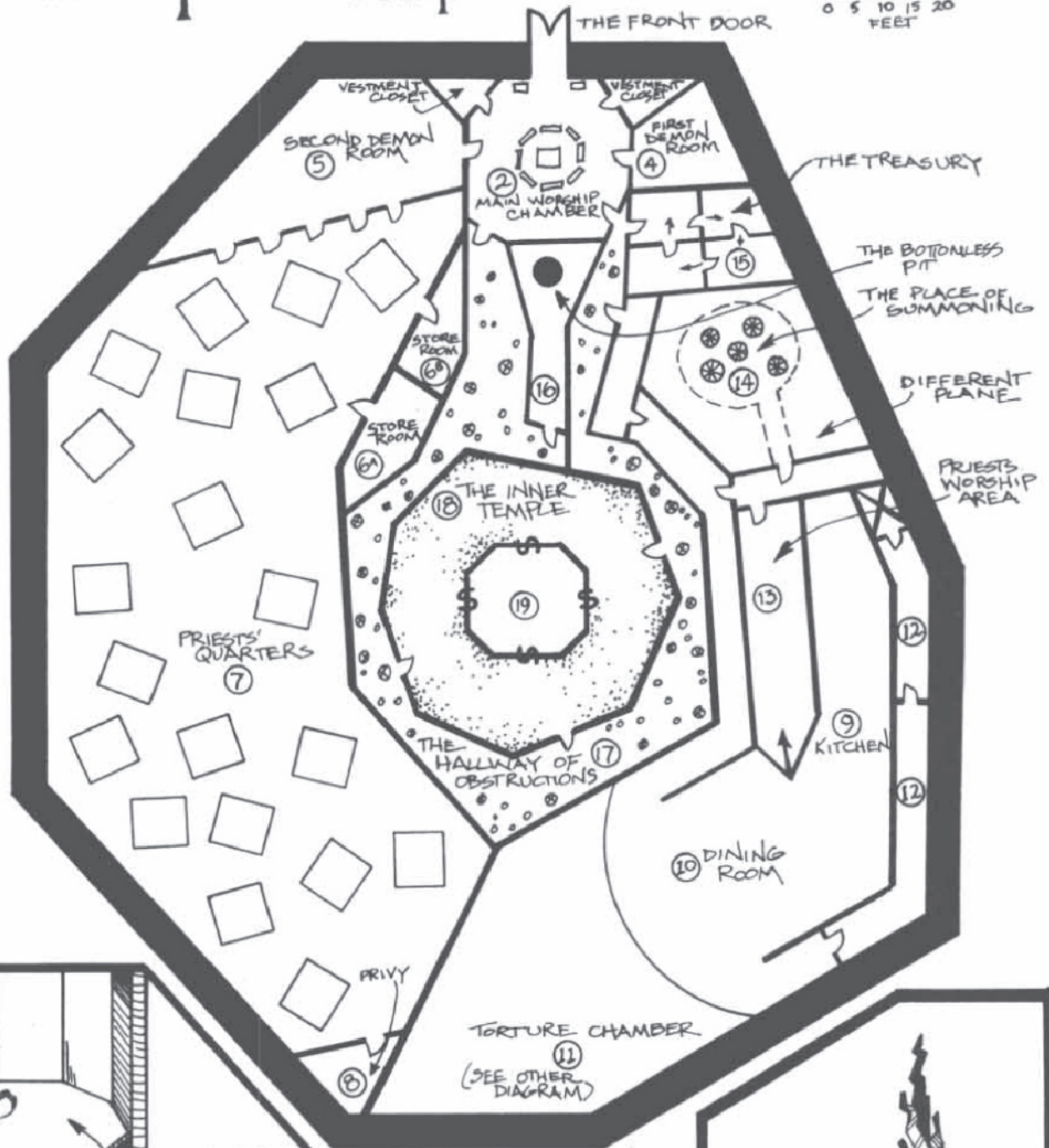
INT 20 POW 20

Special Abilities: telepathy and power drain

Every priest of the temple wears one of these bands. The bands allow the priests to pass through all but one demon door in the temple without interference. The demons' telepathic ability renders Mekmakabis capable of instantly sensing whether an intruder is wearing a band. In such a case, he commands the demon to attempt possession.

The demons' Power Drain ability is used as a second mode of attack versus intruders, a punishment for erring priests, and a method of sacrifice. It works exactly as the normal demon powers of Strength Drain and Life Drain, but sucks off POW instead of CON or STR. POW lost in this manner is not added to the demon's own POW, but is automatically transferred to the Demon Egg (see Mekmakabis' description for details).

Darkspire: Temple of Chaos



Floor Plan

Tower

Perspective

