

Stormbringer®

Excitement

STEALER OF SOULS is a scenario book for use with the STORMBRINGER® game. The scenarios depict a woman's quest for revenge against a deadly conspiracy of merchants in Bakshaan. The four merchants (rivals of the woman's father, a man named Haver Nikorn) hired Elric to storm his keep and kill him. That battle is chronicled in the Moorcock story entitled "Stealer of Souls".

Freyda Nikorn, the dead merchant's daughter gathers together a group of adventurers and friends to embark on her mission of vengeance. The adventures in this book tell the tale of Freyda's vengeance against the four merchants, and her success or failure is determined by the players.

The gamemaster is provided with extensive information on the government, culture, and environment of Bakshaan. A complete description of a Bakshaan-Karlaak trade caravan is also included. Extensive character descriptions aid the gamemaster in storytelling.

Four pages of player pullouts provide the players with all the information they need to start playing the scenarios. The pullouts include player-character knowledge of Bakshaan, a map of the city, and statistics for Freyda Nikorn.

The companion to this volume, called BLACK SWORD tells of Freyda's quest to find Elric himself, and of their ultimate battle.

A Quest for Vengeance in Ilmiora

Familiarity with the STORMBRINGER® rules is required to use this book fully.



2104

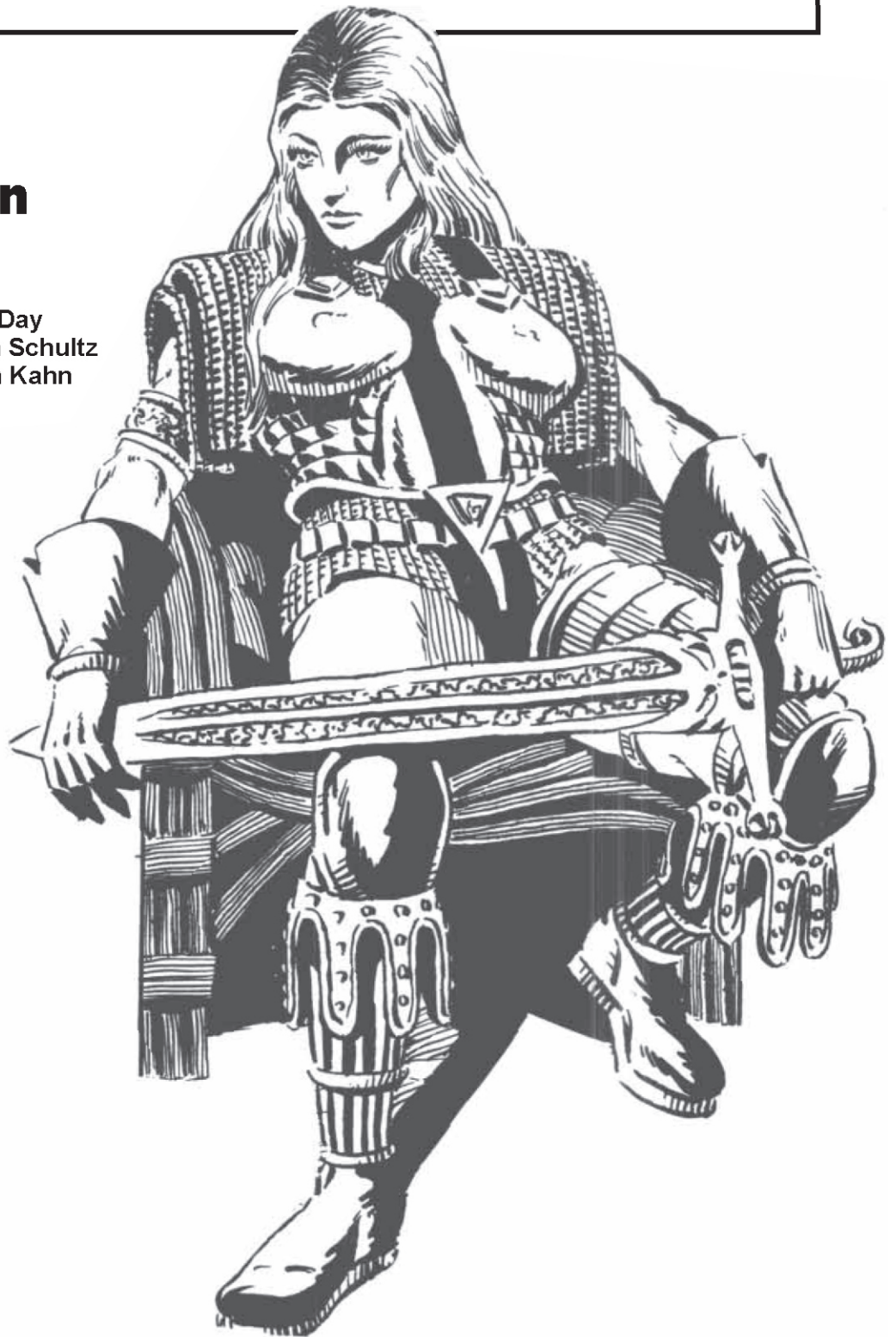
ISBN 0-933635-27-3

for **STORMBRINGER**[®]

STEALER of SOULS

by **Ken Rolston**

Illustrations by Dan and David Day
Maps and diagrams by Caloryn Schultz
Layout and design by Sherman Kahn



This book is authorized by Michael Moorcock.

STEALER OF SOULS is copyright© 1985 by Chaosium Inc.; all rights reserved.

ISBN 0-933635-27-3

STEALER OF SOULS is intended for use with the STORMBRINGER roleplaying game, which is copyrighted by Chaosium Inc. To fully enjoy this book, readers need familiarity with the rules of STORMBRINGER. STORMBRINGER is the registered trademark of Chaosium Inc. Reproduction of the materials within this book for purposes of personal or corporate profit by photographic, electronic, or other methods of duplication or retrieval is strictly prohibited. Except in this publication and in all related advertising, all original artwork for STEALER OF SOULS remains the property of the artists; all rights reserved. All material originally submitted by Ken Rolston remains under his copyright; material added by Chaosium Inc. remains the property of Chaosium Inc. To direct questions or comments regarding this book, or for a free catalog of Chaosium games and supplements, write to Chaosium Inc., PO Box 6302-SOS Albany CA 94706.

Printed in the United States of America.

Contents

Introduction	Page 4
MURDER IN BAKSHAAN	Page 5
About Bakshaan	Page 6
Scenario Setup.....	Page 9
The Merchant Conspirators.....	Page 11
At the Tavern of the Purple Dove.....	Page 13
The Tavern of the Purple Dove (map).....	Page 14
Purple Dove Characters	Page 15
Ambush in the Caravanasai	Page 18
Ambush in the Caravansarai (map)	Page 18
The Assassins	Page 19
Kelos's House	Page 21
Kelos's House (map).....	Page 22
PLAYER. HANDOUTS*	Player Handouts; page 1
The City of Bakshaan (map)	Player Handouts; page 3
The Situation	Player Handouts; page 4
Freyda Nikorn	Player Handouts; page 4
Tormiel's House	Page 24
Tormiel's House (map).....	Page 25
Pilarmo's House	Page 28
Deinstaf's Challenge	Page 28
THE CARAVAN	Page 29
The Caravansarai (map)	Page 30
Bakshaan-Karlaak Caravan Route (map)	Page 33
The Bandits.....	Page 37
Caravan Ambush Site (map)	Page 40
Young Kingdoms (map).....	Page 43

* the player handouts are numbered separately from 1 to 4 at the center of the book, and should be carefully removed from the book and given to the players.

Introduction

The adventures contained in this book are drawn from a series of stories published in a volume entitled *The Bane of the Blacksword* (Michael Moorcock, DAW Books, 1977; part of the volume also appeared as *Stealer of Souls*, Lancer Books, 1967). The stories in these books recount Elric's travels across Ilmiora from Bakshaan to Karlaak.

The first story "The Stealer of Souls" tells of the assault of the stronghold of a powerful merchant, Nikorn, who had earned the enmity of a conspiracy of other Bakshaan merchant princes because he was bold and clever enough that his success threatened to drive the others out of business. Elric was approached to undertake the assault of the stronghold and a promise of an unspecified but generous reward was made by the four merchants. Elric would normally scorn such a mission at the behest of such cowardly men as the merchants of Bakshaan, but Elric heard that Nikorn had hired Theleb K'aarna, a sorcerer of Pan Tang and Elric's archenemy of old, to assist in the defense of the stronghold. Elric had sworn vengeance many times on Theleb K'aarna for past abuses, and Elric accepted the suggested venture just for the chance to engage his enemy. By a fortunate coincidence, a group of Elric's countrymen, Imrryan freebooters left homeless by the fall of Imrryr and led by Dyvim Tvar, were camped in the forest to the south of Bakshaan. Elric went to them and engaged their assistance in the siege of the castle, promising them ample plunder from and glory in the undertaking.

Theleb Kaarna, however, had a number of powerful tricks up his sleeve; he sent the demon Quaolnargn to attack Elric and, while Elric was still weak from defeating this creature, K'aarna snatched Elric away and parted hm from Stormbringer, his demonswordandsourceofstrength. Thereafter Nikorn, as lord of the keep, nobly permitted Elric to leave with his life, on Elric's oath that he would not plague Nikorn again. Nikorn also kept Stormbringer as insurance against possible treachery.

However, Moonglum, master thief and Elric's friend, sneaked back into the castle and persuaded Yishana, a former lover of Elric's and now K'aarna's occasional bedfellow, to betray K'aarna and to deliver the blade Stormbringer to Moonglum, who immediately returned it to Elric.

Elric then led a successful assault of the stronghold, slaying many of the barbarian guards and slashing his way to the chambers of Theleb K'aarna, whom Elric slew instantly. It is worth noting that Stormbringer refused to drink Theleb K'aarna's soul, presumably because it was so foul.

As Elric tried to leave the castle, he encountered Nikorn. Though Elric did not want to kill this brave man who had spared him when he had been entirely at the other's mercy, Nikorn was so enraged by Elric's breaking his oath that he forced Elric to defend himself. Stormbringer, as always, thirsty for souls, forced Elric against his will to slay Nikorn. The merchant shrieked and begged in hell-wrought agony for Elric to stop the gluttonous blade as it sucked greedily at his soul, but Elric was helpless against the demon sword's undeniable will. Once again Elric's tragic curse was to slay those he loved or respected.

Murder in Bakshaan

Nikorn's daughter, Freyda, was sent away to stay with Nikorn's brother Remen when Nikorn heard that Elric had agreed to help the merchants of Bakshaan in their scheme to eliminate Nikorn as a competitor. Nikorn tried to set Freyda's mind at ease with the assurances that the powerful sorcerer Theleb K'aarna, the loyal and fierce barbarian guards, and the mighty stronghold would be more than equal to the task of protecting her father from any mortal. Freyda saw no doubt in her father's hearty reassurances, so she agreed to a short visit to her uncle's estate until the threat had been erased.

Freyda receives the news and circumstances of her father's death impassively; her relatives stand helplessly as she swears vengeance on the men responsible for her father's death. She gathers around her a group of companions (the player-characters) and embarks on her mission of revenge. She first sets after the four merchants who conspired to have Elric kill her father, and later sets after Elric himself.

This book concerns itself with Freyda's vengeance against the four merchants, Tormiel, Dienstaff, Pilarmo, and Kelos. After the merchants are dead, Freyda sets out after Elric, the subject of a second scenario book called *Black Sword*.

Scenario Summary

Freyda's party organizes and ponders how to obtain justice and revenge for the slaying of Freyda's father and how to insure Freyda's security. The playercharacters are invited for a parlay with the suspected conspirators; after the talk, they are ambushed by assassins. The party must either flee Bakshaan, leaving Nikorn's death unavenged, or they must deal with their attackers themselves, through assassination, duels, or detective work sufficient to insure that the conspirators face justice for their crimes.