

Ken St. Andre & Steve Perrin

STORMBRINGER



Errata and What-Not For Stormbringer

Page 67: The example does not make it clear that the needed percentages for the two sorcerers are higher than they would be for beginning sorcerers. Note that they are described as *practiced at doing elemental summonings*. Naturally their skill has increased from the basics shown on page 65.

Page 27: A priest gains one point of INT per year after age 25, not POW. However, he must roll higher than his current INT on 3D10 (a range of 3-30) to gain the increase. Some years a priest gets stuck in routine and doesn't learn anything.

CHAPTER 5

Vulnerability of elementals:

Any elemental can be harmed by a Demon of Combat or Protection. All elementals have 30 hit points.

Undines can be harmed by normal weapons. Salamanders and Sylphs are invulnerable to normal weapons, and Gnomes (as well as being invulnerable) can break normal weapons 50% of the time.

Vulnerability of Demons:

Any demon, unless it has a ward pact is vulnerable to normal weapons unless it is in weapon or armor form. Special demon abilities can modify this situation, but not negate it. Of course, with demons such as Gateway Openers, one must find the demon before one can hit it.

Rebinding Elementals:

A character may may bind an elemental originally summoned and bound by another if the original binder is dead or gives permission. He need only make the same POWx3 roll that the original binder needed. If the roll is failed the elemental is freed.

Page 73: Under demons of Protection, read (3) *those that take spirit form and guard against* trespassers (new word in bold)

Page 76: Under spirit wards change *and multiply the difference by 5 to multiply the difference by 2*.

Add: *When created, a spirit ward is given u definite area of no more than 100 square meters to guard. Its influence will not extend past that area.*

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Fantasy Role-Playing in the Young Kingdoms

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cover and illustrations by

FRANK BRUNNER



I wish to express my fervent gratitude to all those people who playtested this game while it was still in the design phase. Their suggestions and criticisms were valuable indeed, and I wouldn't have cared to tackle the project without the assistance of the following: James "Bear" Peters, Michael Stackpole, Paul (the crazy albino) O'Connor, Chuck Paquet, Reed Andrus, Chuck Perrier, and Jim Cooper. Yurek Chodak, Morgan Conrad, Keith DeBisschop, T. O. Green, Steve Henderson, William Hodghead, Tony Hughes, Ken Kaufer, Charlie Krank, Fred Malmberg, Steve Maurer, Hal Moe, Doug Pharr, Rory Root, Greg Stafford, Ray Turney, and Shawn Wachtel were San Francisco Bay area testers. Especial thanks for the critical looks and comments of Chester Hendrix, Ken Kaufer, Steve Marsh, Sandy Petersen, John T. Sapienza, and Mark Swanson.

DEDICATION

This rulesbook for creating and living in the world of the Young Kingdoms is dedicated to Michael Moorcock who changed the face of modern fantasy with his first Elric story in the early sixties, to Steve Perrin who worked as hard on it as I did, to you the reader for daring to try something different, and to Arioch, Lord of Chaos for allowing us to finish it.

- Ken St. Andre

TABLE OF CONTENTS

CHAPTER ONE: Welcome to the Young Kingdoms

1.1	What Is Fantasy Role-Playing	6
1.2	Overview of the Young Kingdoms	8
1.3	Money in the Young Kingdoms	15
1.4	Some Conventions of FRP Gaming	18
1.5	Conclusions	19

CHAPTER TWO: Character Creation

2.1	Attributes	21
2.2	Character Nationalities	23
2.3	Character Classes and Skills	25
2.4	Other Skills	29
2.5	Ability Bonuses	30
2.6	Putting It All Together	31
2.7	Improving the Attributes	32
2.8	Summary	32

CHAPTER THREE: Movement, Combat, and Damage

3.1	Character Movement	34
3.2	Combat Procedure	36
3.3	Weapons Skills	36
3.4	Tactical Notes	40
3.5	Weapons	42
3.6	Equipping Characters with Weapons	44
3.7	Armor	45
3.8	Magical Weapons and Armor	46
3.9	Combat Wounds and Other Damage	46
3.10	Mass Conflicts	48
3.11	Naval Conflicts	49

CHAPTER FOUR: Skills

4.1	The Concept of Skills	50
4.2	Different Kinds of Skills	50
4.3	Weapon Skills	50
4.4	Stealth Skills	50
4.5	Agility Skills	52
4.6	Manipulation Skills	53
4.7	Perception Skills	54
4.8	Knowledge Skills	55
4.9	Communication Skills	60
4.10	Other Skills	61
4.11	Skills List Table	61

CHAPTER FIVE: Sorcery

5.1	Struggle Between Law and Chaos	62
5.2	The Nature of Magic	64
5.3	Sorcerers and Wizards	64
5.4	Summoning Lesser Elementals	66

5.5	Elemental Effects	67
5.6	Summoning Lesser Demons	69
5.7	Demon Abilities and Powers	72
5.8	Frequency of Demon Encounters	80
5.9	Summoning the Elemental Rulers	80
5.10	The Beast Lords	81
5.11	The Lords of Law and Chaos	82
5.12	Bargaining with the Gods	85
5.13	Non-Magical Sorcerous Skills	85

CHAPTER SIX: The Cults of the Young Kingdoms

6.1	Organized Religion	86
6.2	Purpose of the Cults	86
6.3	Membership of the Cults	86
6.4	Elan and Divine Intervention	86
6.5	Becoming an Agent	88
6.6	The Church of the Four Elements	88
6.7	The Church of Law	92
6.8	The Church of Chaos	95
6.9	Other Gods and Religions	96
6.10	Sacrificing Attribute Points	97

CHAPTER SEVEN: Creatures, Beasts, and Monsters

7.1	Combat with Beasts and Monsters	99
7.2	Earthly Animals	99
7.3	Creatures of Chaos	106
7.4	Creating Chaos Creatures	109
7.5	Summary	11

CHAPTER EIGHT: Hints for the Game Master

8.1	Establishing the Setting	112
8.2	Preparing to Play	113
8.3	Conclusion	115
8.4	Sample Scenario	115

APPENDICES

Characters Alive During the Time of Elric	124
Statistics for Elrician Characters	125
Sample Summonings from Moorcock	129
Nomenclature	130
Bibliography	130
Compendium of Game Tables and Procedures	131
Stormbringer Major Character Sheet	138
Stormbringer Demon Description Sheet	139
Stormbringer Minor Character Sheet	140

INDEX