

INCLUDES 2 SOLO ADVENTURES

Stormbringer is a roleplaying game of action and adventure in the Young Kingdoms, the world created by noted author Michael Moorcock in his ELRIC novels. This is the first supplement produced specifically for *Stormbringer*.

Within this book you will find two main sections: *Additions* and *Scenarios*. The *Additions* section contains creatures, heroes (or antagonists), and exotic treasures for use by the Game Master in *Stormbringer* adventures.

The *Scenarios* section contains six far-ranging adventures ready for immediate play. The adventurers will travel the world over: starting from daunting Forest of Troos, through the Dragon Sea, into the Marshes of Mist, over the northern hills of Shazaar, and onto the Plane of Shadows. They must meet and master every foe imaginable, but the rewards are well-worthwhile for the few lucky survivors.

New Adventures, Creatures & Heroes

You must have a copy of the *Stormbringer* rules to fully utilize this supplement.



New Adventures. Creatures & Heroes

STORMBRINGER

Companion

John E. Boyle	Alan Okamoto
John Scott Clegg	Sandy Petersen
Gene Day	Steve Perrin
Mark L. Gambler	Glenn Rahman
Ed Gore	Ken St. Andre
Charlie Krank	Lynn Willis

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Publication**



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This product is best used with the roleplaying game STORMBRINGER, available separately.

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*Titles in the ELRIC series
written by Michael Moorcock:*

**Elric of Melnibone
Sailor on the Seas of Fate
The Vanishing Tower
The Bane of the Black Sword
The Weird of the White Wolf
Stormbringer**

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Introduction

Welcome to the Stormbringer Companion

This book is composed of submissions to *Different Worlds* magazine and several items submitted for independent publication. The *Stormbringer* game has inspired a fanatic loyalty among its players, which is particularly gratifying to both of its authors since, until now, there has been no support material for it. Both Ken St. Andre and I thank you all for your enthusiasm, and we hope that this book goes some way toward filling the support gap.

There is a diverse series of articles and adventures herein. Ken St. Andre created twelve new exotic creatures, taken from the Elric stories by Michael Moorcock, with which Game Masters can populate the nether reaches of the Young Kingdoms. Readers of *Different Worlds* will probably recognize his retelling of Elric's first adventure in *Sea Battle at Melnibone*, a solitaire adventure. Glenn Rahman provided both an article on major Melnibonean characters that were not included in the *Stormbringer* rulesbook, and a fascinating solitaire that investigates just what Moonglum, soon to become Elric's chum, was doing in the Marshes of Mist before he met Elric.

For players who enjoy group games, John Scott Clegg provides an excursion into the unknown and deadly Forest of Troos; John E. Boyle takes us into an intrusion of Chaos onto the Young Kingdoms Plane; Mark Gambler leads us to an island near Sorcerer's Isle in search of a peculiar magical artifact; and Ed Gore orders us out of the Young Kingdoms Plane altogether and onto the Plane of Shadows, to the city of Ameeron, at the request of a chancy employer at best - the Theocrat of Pan Tang.

All in all this book should provide many hours of entertainment for you and your fellow players. Have fun!

Steve Perrin

ADDITIONS