

STORMBRINGER

Fantasy Role-Playing in the World of ELRIC
Created by MICHAEL MOORCOCK in his Novels

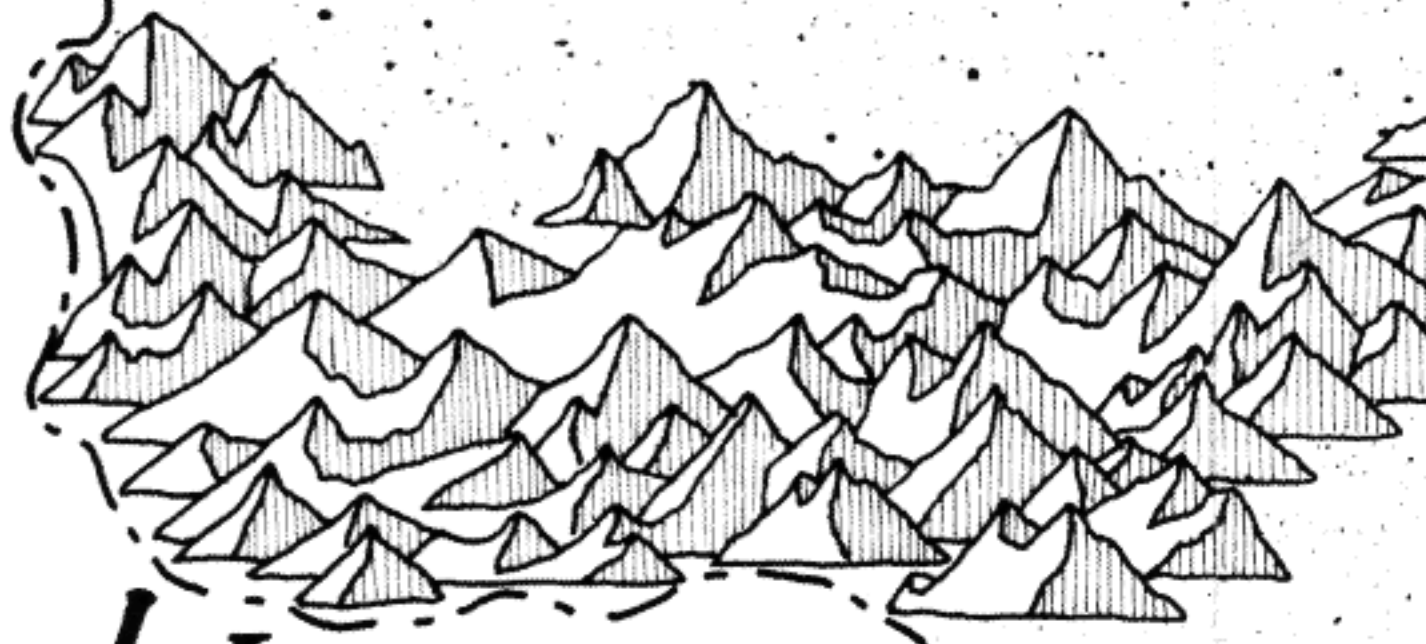


By KEN ST. ANDRE & STEVE PERRIN



Sighing De

• Tanelorn



Ilmar  ★



FOREST
OF
TROOS

Karlaak •

Bakshaan 

• Org

Gorjhan •

Nadsokor •

• Rignariom

★ Jadmar 

V i l m i r

Uhaio 

Old  Hrolmar

Vilmiro 

STRAITS OF
VILMIR



• Myrrhn

VALE
OF
XANYAW

Tarke

★ Lashma
Dhar

• Sequaloris

• Nibrain

Jharkor

• Narges

• Thokora

Dhakos ★

Shazaar

MARSHES

OF

MIST

★ Aflitain

Teeth

serpents

THE



**Boiling
Sea**



SILENT
LANDS

SORCERERS
ISLE

The Dr

R'in K'ren A'a

THE YOUNG KINGDOMS

As drawn from the Elric novels and as authorized
by

MICHAEL MOORCOCK

cartography by

WILLIAM CHURCH

★ CAPITALS ● CITIES ⚓ PORTS † SPECIAL PLACES

† Ashane

g Desert

† Mordaga's
Castle

Elwher★

Eshmir



Weeping
Waste

rlaak•

Gorjhan•

Rignariom

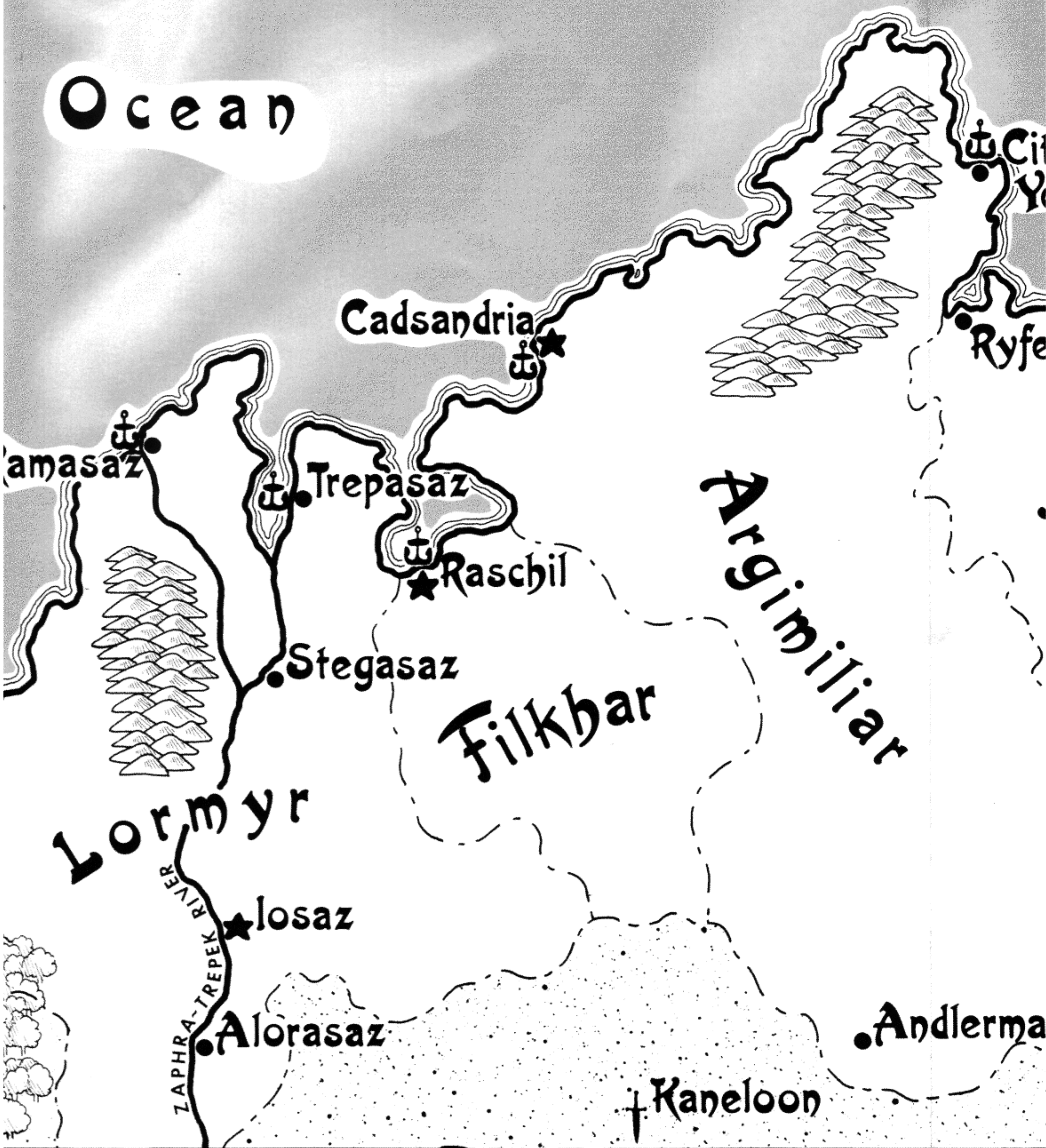
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RAITS OF
VILMIR

Unholy
Fortress†

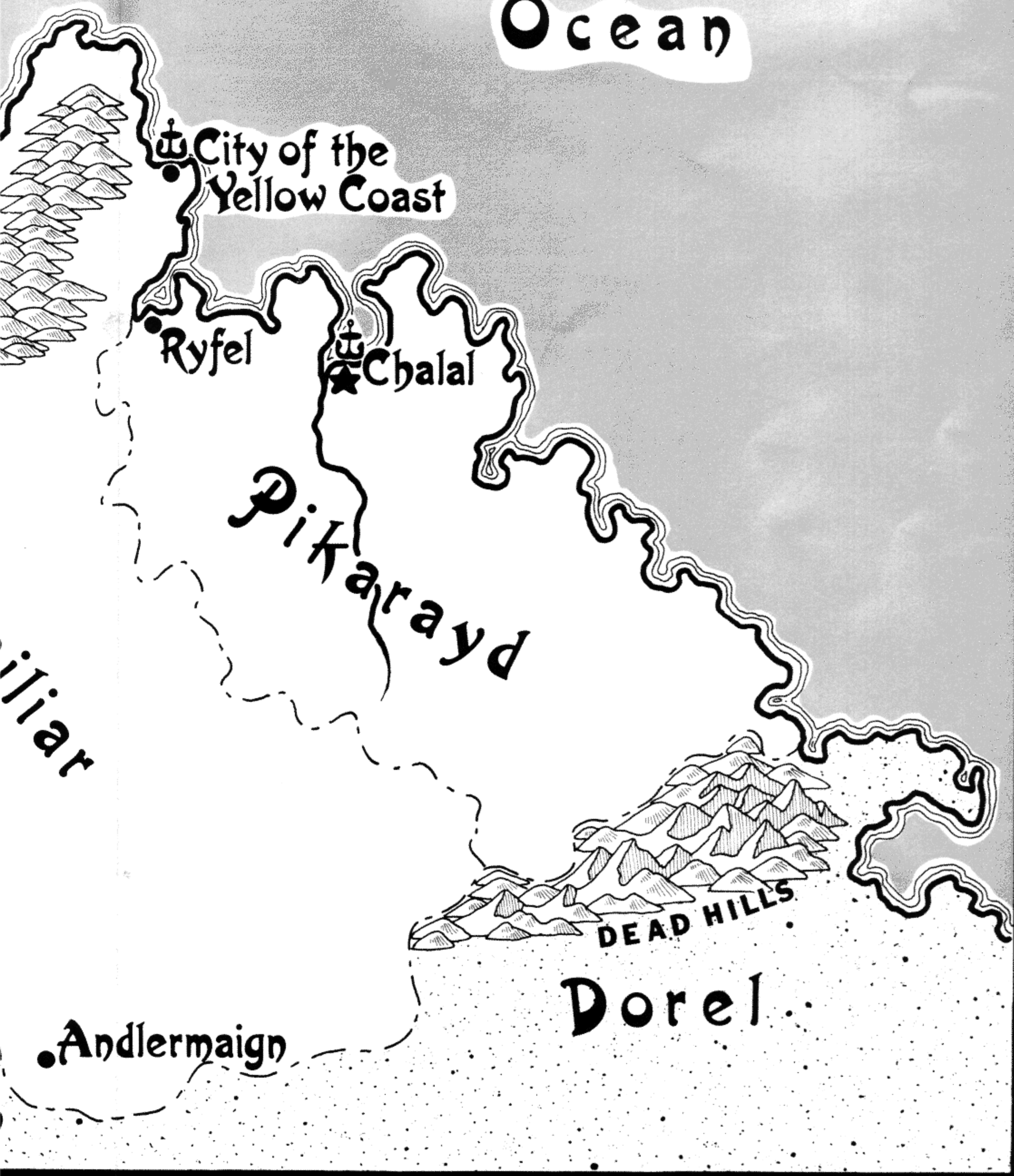
The Oldest

Ocean



Menii ★ ISLE OF PURPLE TOWNS

The Eastern Ocean



STORMBRINGER



Stormbringer is an easy-to-play game of Fantasy Role-Playing. Participants create imaginary characters to go adventuring through a world of fantasy where magic is real, heroes exist, and there are many places for adventure!

Stormbringer is set in the world of the Young Kingdoms — Michael Moorcock's fantasy world for his *Elric* stories. Visit Imrryr, the capital of Melniboné, home of Elric. Visit the island of Pan Tang, where many sorcerers live. Explore exciting Tarkesh, the home of the greatest sailors of the Young Kingdoms. Meet Moonglum, Elric's side-kick and rouge from eastern Elwher. Meet Rackhir, the Red Archer, a warrior-priest of Chaos, who is the greatest champion of Tanelorn. Meet Myshella, the Sleeping Sorceress and Mistress of Kaneloon, who commands powers that can create worlds. Try not to meet Stormbringer, the powerful runesword holding the key to the fate of the Young Kingdoms.

Characters begin as warriors, priests, nobles, hunters, sailors, merchants, or even beggars, working and fighting their way through adversity to reach greatness, wealth, magic, and fame.

In this game Game Masters are responsible for running scenarios, though players can go on solo adventures as well. A scenario is a single adventure which might be a raid against monsters, a quest for a magical item, guarding a caravan, or ambushing a dragon. This box contains everything needed to set up such adventures.

Stormbringer reveals more about my own fantasy books and characters than I could have guessed! It does not merely derive from the books — it complements them perfectly.

The game is delightful.

Michael Moorcock

STORMBRINGER RULESBOOK — This extensive guide to fantasy role-playing is complete in itself. Rules for playing the game include a guide to the Young Kingdoms, how to create characters, weapons and combat, character skills, magic, religions, monsters, and an introductory scenario.

MAP TO THE YOUNG KINGDOMS — A beautiful wall map of the world of Elric as created by Michael Moorcock in his novels.

CHARACTER SHEETS — Pre-printed forms for players and referees to conveniently profile a character's attributes are included, ready to fill out.

SIX SPECIAL POLYHEDRAL DICE — Also included are one 4-sided die, one 8-sided die, one 20-sided die, and three 6-sided dice used in the game.

AND MORE!

2006-X

This game is compatible with
RuneQuest and *Basic Role-Playing*.

UNION MANUFACTURED IN
THE UNITED STATES OF AMERICA



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Created by **MICHAEL MOORCOCK** in his Novels

Yellow Coast