



STÖRBRINGER TALES



Why should their pain produce such marvelous beauty? he wonders. Or is all beauty created through pain? Is that the secret of great art, both human and Melnibonon?

Blood and souls for my Lord Arioch! Those words will not have yet been written when the sun shines down on your journey's start. Standing in tall grass as the sun comes up over the mountains of fierce Tarkesh. Oh fine Tarkesh, most northern of the Young Kingdoms, your fate will soon be written by other hands, but not for ten years. Ten teasing years where Fate will play you false.

*Then as it was, then again it will be
And though the course may change sometimes
Rivers always reach the sea
Blind stars of fortune, each have several rays
On the wings of maybe, down in birds of prey
Kind of makes me feel sometimes, didn't have to grow
But as the eagle leaves the nest, it's got so far to go*

*Changes fill my time, baby, that's alright with me
In the midst I think of you, and how it used to be*

The world has only ten years left before a horn will blow and an evil will taste its last victim. At best you will live to see your end at the hand of chaos; it has been written and you will die. But how? When? Will your blood find the soil in Tarkesh or will you meet death on a much distant shore? Your choices will make a difference where you die and how.

Stormbringer Tales is a campaign put together with the idea that your character will experience the world of the Young Kingdoms in its last and arguably most famous decade. This is the time of Elric of Melniboné' and his wanderings that lead him to his own ultimate fate. Will you be there at the end or die quietly in some corner of the world? Dead by your own sword or food for Stormbringer's insatiable thirst? All the possibilities are there.

Each adventure will be a spotlight on one part of a year of the life your characters. This may take 1 or 2 sessions to complete. And when it is complete, the characters will move on, doing other things, hearing rumors and the game master will prepare a new adventure based on the characters' choices and wants. Should they last through ten years, the end of the world awaits them.

Perhaps somewhere along the way you will find fabled Tanelorn and have an adventure there as well.

SYSTEM

We will use **Stormbringer 1st edition** from Chaosium. It is out of print but there are copies around. The GM has a copy of the game that can be used to help folks make characters and learn the rules.

Character creation has a degree of randomness to it that can produce characters of wildly different abilities and power levels. This is fine as Stormbringer is not a game about easy victories and balanced fights. It is a game about adventure, fate, cosmic forces, and getting through the day alive. It is not about dungeon delving though going into weird, tight spaces does happen.

Action resolution relies on % rolls using 2d10. Other dice used are the familiar set of polyhedrals for things like damage and armor rolls. Rolling low is the rule of the day.

SITUATION

You begin your adventures in a field of tall, wet grass near a crossroads in the nation of Tarkesh. Tarkesh resides on the western continent and is a land divided between fierce northerners and civilized southerners. Having found mercenary work in their skirmishes, your employer turned on you and declared you outlaw. You have been on the run for three days and are near the coast, but which way to go? Towards Jharkor or Dharijor? Possible but risky. Find a boat out into the Pale Sea? Again, possible but will the towns of the coast help armed strangers? Have they heard of your “crimes” yet?

This is the first situation you find yourself in and not totally of your own choice. How you get out of it may well determine where your next adventure takes you.

