

THE MERCHANT

This is a role-playing scenario set in Elric's world, the Young Kingdoms. It is a simple, linear scenario intended as an introduction to Elric's world. Download PDF at <http://tiny.cc/rpgmerchant>

World guide

Elric's world is *Dark Fantasy*: it's cruel, deadly and brutal. As such, it's more prone to “adult” **themes** like betrayal, demons, torture, slavery, moral ambiguity, greed...

Practically everyone in the [*Young Kingdoms*](#) is **human**, although there are many different countries with different cultures and customs. There *is* a common language.

The **central theme** is “Law vs. Chaos”. It can be seen as a religion: different countries have a major one, there are priests, churches and gods, ... Note that Law is not “good” and Chaos is not “evil”, but often the most evil people worship Chaos gods.

Magic exists, but almost exclusively in the form of **invocation** of elementals (air, water, earth, fire) and demons. It takes hours to invoke, but elementals and demons can be bound to objects. Sorcerers are extremely intelligent and powerful people.

Vilmir

Where the PCs come from. A bit like medieval Spain: brutal ruling class, taxes and religion (extreme Law), with the wealth concentrated at the top of society. Due to this, civil wars, and extreme poverty, many leave the country looking for a better life.

Ilmiora

Where the merchant comes from. Like Renaissance Italy. Ilmiorans are more pleasant, mannerly, artistic and sophisticated than Vilmirians. For Vilmir's standards, Ilmiorans don't reject Chaos enough.

Purple Towns

Where the scenario happens. Menii, the capital, is the most prosperous human city in the Young Kingdoms. A masterpiece of design and form: paved streets, underground sewers, supplied water, parks and gardens. Cosmopolitan.

Backstory

Four merchants from Ilmiora knew each other and made business together:

- Kuldano Nikorn (now dead)
- Larelia Farrat
- Narre Faenzan
- Opluk Voashoon

Opluk Voashoon (the merchant the PCs meet) is a relatively new sorcerer who killed Kuldano and stole a lot of money, escaping then to the Purple Towns.

Larelia and Narre hire four swordsmen (Inago, Karlo, Tertzia and Chiara) to protect them, hunt down Opluk and get back all the money. These swordsmen have pendants with elementals that will neutralise Opluk's two bound elementals so *he can't confront them*. Instead, he will try to get someone (the PCs) to go after the swordsmen, but pretending they're assassins that want to kill and rob him, and not mentioning the other merchants at all. He will offer some money, of which he'll pay the first half. He will insist on the PCs to bring the pendants back as a proof that all the assassins are really dead.

Opluk's plan, ultimately, is to get the PCs to kill the swordsmen and bring the pendants, and kill the PCs with his water elemental. Then, he'll try to re-bind the elementals in the swordsmen pendants and offer the PCs as a sacrifice to a demon he will summon.

Scenario summary

In parenthesis, time until the end.

Intro (T – 4½h; p. 4): The PCs start in Menii, where they meet Opluk Voashoon, the merchant. He will ask them to help him and they will presumably agree to look for and kill the “assassins” that chase him.

The hunting starts (T – 4h; p. 4): The next morning they'll leave the city to find the “assassins”. They will meet two of them and possibly kill them.

The others (T – 3h; p. 6): One day later they will meet the other two, plus two merchants they know nothing about. Here they learn some things about Opluk. This is **the first twist** in the story: the realisation that Opluk lied and, in wanting to help, they killed innocent people.

Off to Utkel (T – 1½h; p. 6): The PCs simply chase Opluk. If the players get lost or whatever, the innkeeper will point them in the right direction (maybe offering them a job in Utkel, so they go where Opluk is).

The church (T – 1h; p. 7): The PCs finally find Opluk in an abandoned, defaced Law Church. Here Opluk explains his intentions and they possibly fight to the death. This is **the second twist** in the story: the realisation that Opluk is a Chaos sorcerer that manipulated the PCs and now wants to kill them to offer them as a sacrifice to a Chaos demon.

Important NPCs

Opluk Voashoon: The merchant the PCs meet. Chaos sorcerer, wants to trick the PCs into bringing the pendants and then sacrifice them.

Larelia Farrat and Narre Faenzan: Initially partners of Opluk (and the late Kuldano Nikorn), now they hired four swordsmen to hunt him down and bring their stolen money back.

Inago, Tertzia, Karlo and Chiara: The four swordsmen (**use only two if there are less than four players!**). They have pendants with a total of two *earth* (men) and two *fire* (women) elementals. They split in two man-woman groups so that each group will carry both elemental types.



Opluk Voashoon

Player Characters

Note: Each player should only read the **back story of her own character!** They will have to choose them from profession and such. The following is just a summary, see full stories near the end.

Atania Ettor: Warrior, Ongar's younger sister. Hotheaded, protective, sense of justice. Hates thieves.

Ongar Ettor: Hunter, Atania's older brother. Quiet, patient, responsible, and a bit unsociable. Feels responsible for Atania's well-being.

Nalda Corruna: Warrior, Atania's friend. Calmer, tries to get her out of trouble.

Alsen Fornova: Sailor, mostly knows the siblings and Enna. Purple Towns sounded like a good destination. Not too much attachment with the rest of the group, won't put any of them before him.

Enna Satigo: Law Priest and lawyer. Knows all characters except for Pieto. Wants to preach Law in the Purple Towns. Doesn't mind violence if against people breaking the law, or Chaos followers.

Pieto Condotta: Craftsman from Ilmiora. He is *actually an assassin but nobody knows this*. Doesn't care about the rest of the group (thinks they are fundamentalist idiots) but stayed for a couple of days to see if they would find a well-paid job.

Main story

Intro

They PCs start in Menii, in a tavern called “The Strong Arms”, looking for something to do to earn money.

In the evening **a person arrives**, nervous, and asks for a room. His manners and clothes look Ilmioran. He comes back down and orders something to eat. Still nervous, he studies the people in the tavern for a while and then approaches the PCs.

Good evening fellow travellers. I am sorry for interrupting your dinner, but I am somewhat desperate. My name is Opluk Voashoon and I am a merchant from Ilmiora, grateful to our Lord of Justice Donblas to be alive now, as there is a group of assassins coming after me. I have been running away from them and I know no one in this city. You surely look like you could help me, and I would be forever grateful if you did. I would of course also reward you handsomely for it. If you agree I would also need protection tonight, as they might arrive soon in Menii, or might already be here!

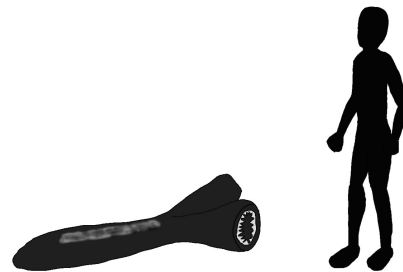
Opluk wants the PCs to look for the assassins and kill them. As a proof, he wants some pendants they carry back, both as a proof that they have found and killed all four swordsmen, and because those pendants were stolen from Opluk and are worth some money. The reward he offers is

not bad, but only half of it will be paid now.

That night nothing happens, but keep the PCs on their toes with meaningless dice rolls.

The hunting starts (T-4h)

If the PCs leave the next morning, they will find that Menii is surrounded by **swamps**. There could be **split-leeches**, but don't waste time with actual combat!



Split leeches compared to a human

By early afternoon they will meet **two Ilmioran swordsmen** (not four!). The PCs could guess this is the vanguard half. Fortunately for the PCs, this is a **very good area for an ambush**.

If the PCs come openly the swordsmen will draw their swords and attack straight away, without acting surprised or saying anything. The idea is to reinforce the (wrong) idea that they are indeed assassins. In reality, they just expect that someone might come for them (bandits, or assassins hired by Opluk) and they're just doing their

jobs.

The man in the group of swordsmen has an **earth elemental bound to an square-shaped pendant** (a simple thin plate of iron with a square on it, hanging from a silver chain) and the woman has a **fire elemental bound to a triangular, gold pendant** hanging from a gold chain. They will summon them if they feel on the losing side, but will die if their summoner dies.

Swordsmen (all the same)

STR 75 / DEX 70 / CON 70 / SIZ 55 / INT 65 /

POW 55 / CHA 50

Hit Points: 14 / Armour: Half plate (1D8-1)

Sword 66% (1D10+1) / Self bow 46% (1D8+1)

Ride 65%

Fire elemental

Hit Points: 30 (but *invulnerable to weapons!*)

Made of fire, can have any shape (flames, human, beast, demon, ...). Can ignite flammable objects on contact, can produce bursts of flame (100% - 10% for each meter away from target; 2D10 damage; only twice per hour), can control flames, ...

Earth elemental

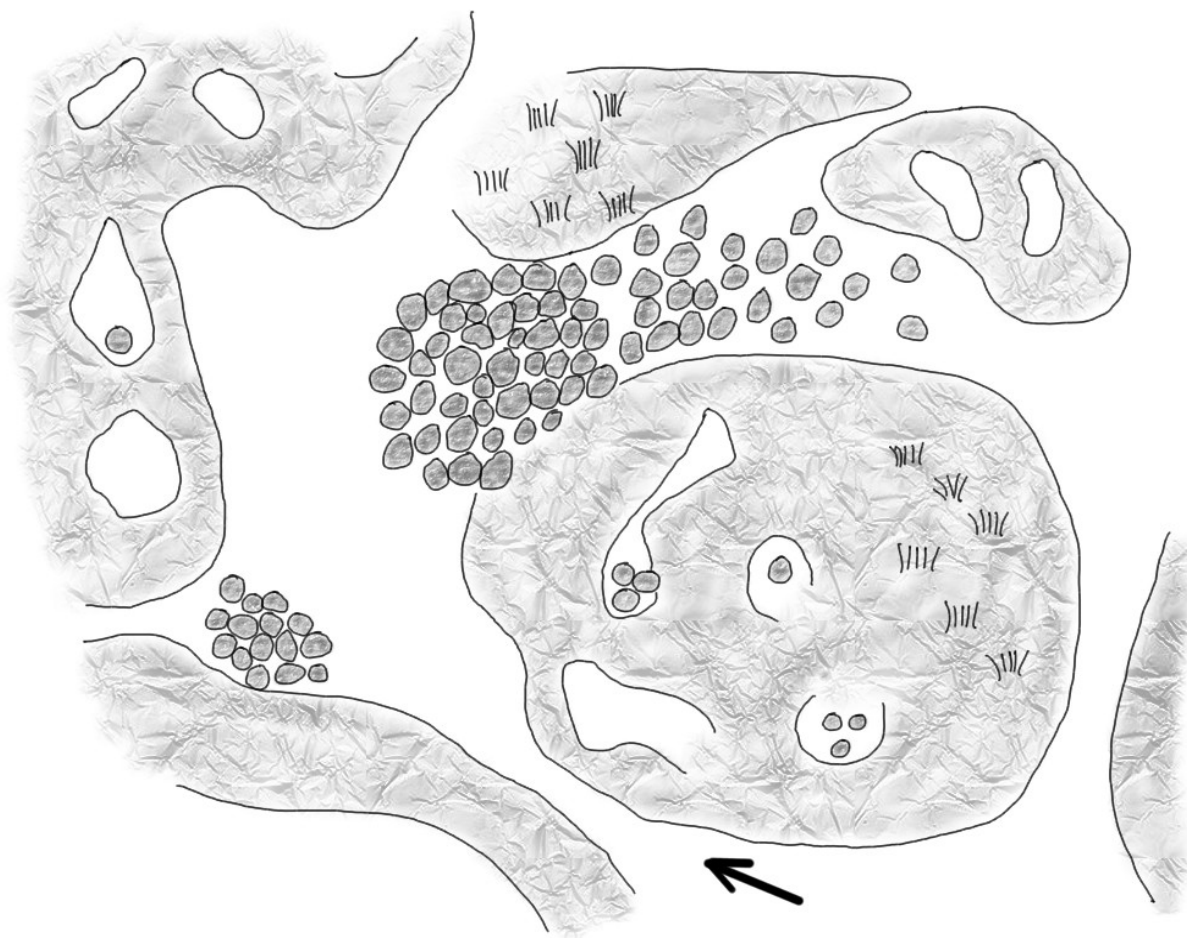
Hit Points: 30 (but *invulnerable to weapons!*)

Punch: 25% (3D6 damage), always hits last!

50% chance of breaking attacker's weapons when hit.

Pressed for time?

Skip the elementals. If you're *really* pressed for time, don't split the group and have all *six* people appear at the same time. The other four can also appear a minute later, eg. after hearing battle cries.



Ambush area in the marshes (arrow indicates travelling direction of PCs)

The others (T-3h)

At some point it gets dark and they should camp (they should keep watch!). Again, don't waste time on random encounters but keep the players on their toes with meaningless rolls.

Early the next morning they'll find the other **two swordsmen**, but they travel with **two merchants** (Larelia and Narre). Unless the PCs do something strange or time-consuming, they'll find them **still at camp** with the two merchants (which are really slow and could explain why they were so far behind). They are carrying a **small cart** (carried by an extra horse) with the possessions of the two merchants and at that point **they will all be arguing** and trying to get the last bits inside the cart so they can get going. Perfect for a surprise attack!

If the PCs don't attack and instead ask, they will get information (see below) and an offer to help track and kill Opluk. *But do remind the players about the money for the pendants if you have time and want to see some conflict!*

This second group has **another pair of elementals**. Again they will summon them if they feel on the losing side (and, again, skip if pressed for time).

Possibly at the end of the fight, and certainly **before the merchants die** or escape, they will shout the following (skip the first sentence if appropriate):



Narre begging for his life

Please don't kill us, don't kill us! You don't look like bandits, are you sent by Opluk? That son of a bitch! Whatever he said, he lied! We were four Ilmioran merchants that made business together. One week ago he killed one of us, chopped his fingers and disappeared with a lot of stolen money. We are trying to get back what is ours so we hired four swordsmen to help us. Please don't kill us. We will pay you whatever Opluk pays you and more. You seem like good people. Don't do more wrong than necessary.

If the PCs ask about the pendants, they will say that the swordsmen have elementals bound to them for protection, and will deny that they belong to Opluk. **They will maybe ask for the other pendants**, if you have time for it and want a bit more conflict.

Off to Utkel (T-1½h)

Back in Menii, they won't find any trace of Opluk in the tavern. He left the day before, just hours after the PCs, and paid

the inn keeper (Brolle Fabria) so that he doesn't say anything to the PCs. However, as Brolle saw the opportunity to earn even more money when the PCs come back, he sent his son after Opluk, who saw him take the boat to Utkel. **Brolle will try to get money off the PCs** for this information, but if they threaten him he'll just say what he knows.

The PCs can take the same boat to Utkel. They don't know where Opluk has gone, though, but **if they ask anyone** that works there they'll learn that a couple of days ago there was a strange man with fancy Ilmioran clothes. He insisted on bringing his horse with him, but it wasn't possible.

At Utkel they'll quickly find some place that sells horses. In there the person will tell the PCs in what direction he left (a path going south). It's a relatively poor and empty area, that's why he remembers.

After a while the PCs will find green valleys with a fair amount of sheep and cattle. **If the PCs are unsure**, someone will appear and, if asked, claim having seen a man in fancy clothes several hours ago.

After a while night will come and they will have to camp. **That night an (invisible) air elemental will try to steal the pendants** (if the PCs have them). Play it out if you will, but the elemental should succeed unless the PCs do something really

smart. If the pendants are successfully stolen, Opluk will have tried to take control of the elementals in them by the time the PCs arrive at the church.

Pressed for time?

Skip the air elemental scene, but in the end it *will* steal the pendants. If you're *really* pressed for time, make them arrive at the church without stopping for the night.

The church (T-1h)

The next day they'll find a half-destroyed, wooden, creepy church of Law in the middle of nowhere. It's shockingly defaced with symbols of Chaos.

If the pendants were not already stolen, Opluk will order the air elemental to try again as they find the church.

Inside the church someone has drawn more symbols of Chaos and written these things in blood:

"Don't you know, my son, with how little wisdom the world is governed?"

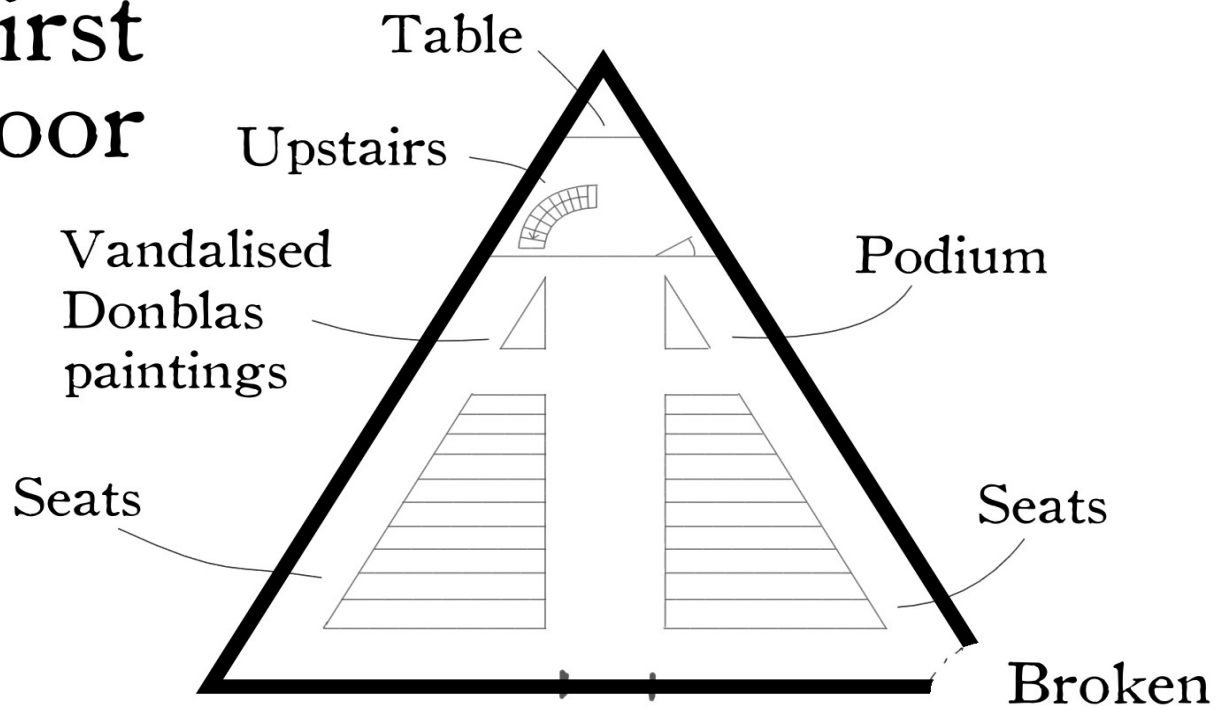
"In these days friends are won through flattery, the truth gives birth to hate"

"He grieves truly who grieves without a witness"

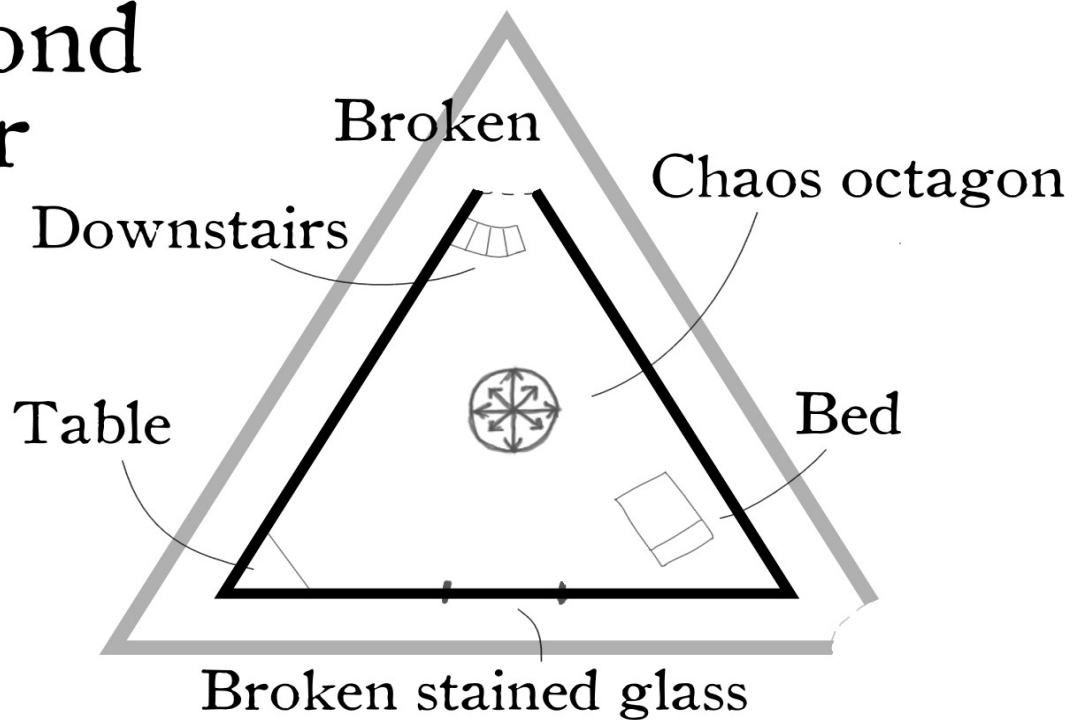
There's actually Opluk's horse on **the other side of the building**. If the PCs have a look around the whole building before entering, they'll see it.

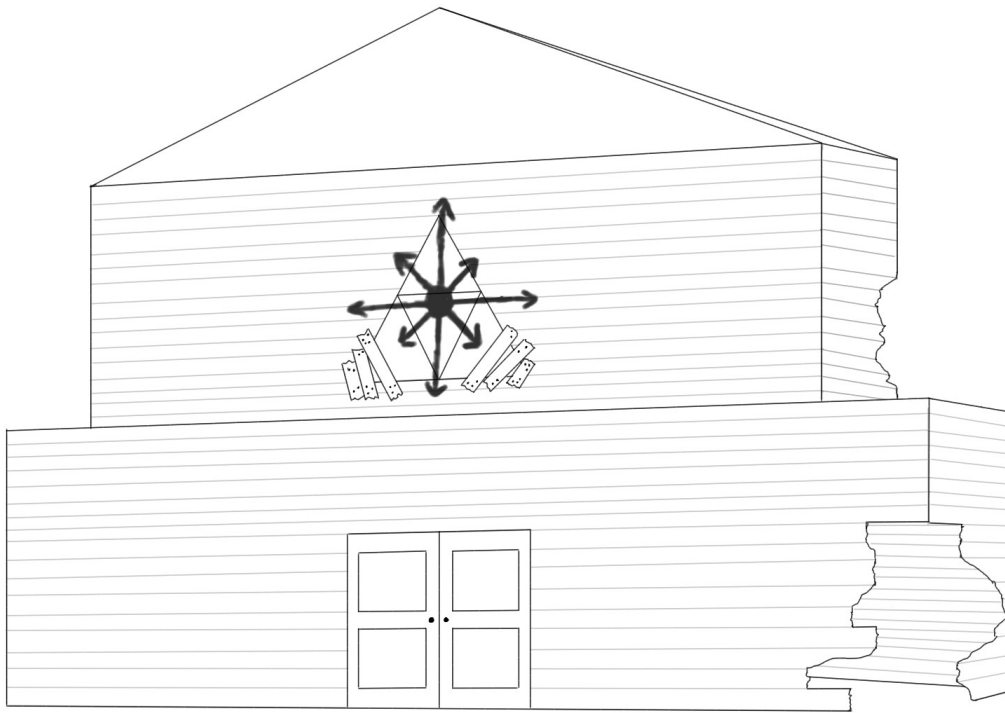
In the **second floor** there will be Opluk, preparing some invocation, inside an 8-

First floor



Second floor





The church front

point star and with something covered in blood on the ground (Kuldano's fingers).

If the swordsmen are present, the water elemental will attack and possibly kill at least one of the swordsmen before they even make it inside the church (1D8 damage per round for up to 1D6 rounds, see next page for full stats).

As long as the PCs don't immediately attack, he'll greet them as follows:

Welcome, I was waiting for you. Because, you see, I knew all along what would happen. Everything was part of my plan. Did you think you were doing a helpless merchant a favour? Did you think you were making a good deed? Hahaha! Fools... I just needed someone to steal those pendants for me. They have powerful demons bound to them [maybe whoever has the pendants lets

them fall? This would make it easier to steal] and I intend to use them. But I thought to myself: if you are going to use someone to bring you the pendants, why not use them to invoke another demon? That's why you will be used as a sacrifice once I'm done with you. Undine, get them!

At that moment, or **when the PCs attack**, a strange feminine humanoid with damp, blue-greenish skin will start running towards a PC and Opluk will start concentrating and muttering (he's trying to take control of the elementals in the pendants, unless he already had them). The woman is a water elemental that will try to drown a character (1D8 damage per round for up to 1D6 rounds). PCs **trying to shoot arrows** will see them fly away from Opluk (due to the air elemental). See full

stats below.

Opluk will fight with his elementals and his falchion, trying to kill the PCs.

If at any moment the situation becomes really bad for Opluk, he will simply try to escape, leaving whatever elementals fighting. Jumping off the second floor requires a DEX roll (success is 1D3 damage, failure is 2D4). He will have his horse relatively ready so if he falls well, he'll get the horse and ride as fast as he can (the PCs can chase him by rolling Ride and getting at least three better rolls; if he gets three better rolls than the PCs, he escapes).

The end

If the PCs kill Opluk, they will be able to get their money and the money he had stolen from the other merchants.

If Opluk runs away and escapes, the PCs will still get the money.

If the other merchants came along, they'll try to get the stolen money back. In

fact, they'll pretend all the money is theirs, and will even tell the other swordsmen to attack the PCs if they resist.

If only two swordsmen come along, they'll want to keep the pendants of the other two.

Other stats

Water elemental

Hit Points: 30 (can be hurt normally)

Can materialise 4l of water, can rust metal weapons (half damage) **but dies** in the process, can get inside a person and drown them (1D8 damage for 1D6 rounds), ...

Air elemental

Hit Points: 30 (but *invulnerable to weapons!*)

Invisible! Can fly, move light objects for 1D6 minutes, blow arrows off course, bring spoken words 1km away, ...

Opluk Voashoon

STR 40 / DEX 35 / CON 50 / SIZ 65 / INT 80 /
POW 80 / CHA 80

Hit Points: 11 / Armour: Leather (1D6-1)

Falchion 45% (1D6+2) / Punch 35% (1D3)

Ride 40%

Atania Ettor

Vilmirian warrior, 25yo. Younger sister of Ongar Ettor.

Grew up in Vilmir with her father, a hunter, and her older brother, also a hunter. As she grew older, there were more and more problems with poverty in the country, and more people tried to trick or steal from her father. Due to this, and her natural impulsiveness, she has developed a strong sense of justice.

As things got even worse in her country they had no option but to emigrate to the Isle of Purple Towns and try to make a living there.

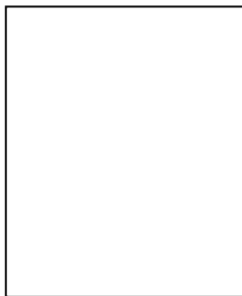
This is her first time outside of the country. She is a bit scared about what she might find, especially considering the Purple Towns are less pious and seem to give the same importance to Law Gods than to elementals.

MICHAEL MOORCOCK'S
Stormbringer
Fantasy Roleplaying in the World of Elric



NAME Atania Ettor SEX F AGE 25 PLAYER _____
NATIONALITY Vilmirian CLASS Warrior CULT Law

STR 50
CON 70
SIZ 60
INT 40
POW 60
DEX 80
CHA 40



DESCRIPTION

ARMOR Half plate
Armor rating 1D8-1
Dodge (half DEX) 40%

HIT POINTS

01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30

POSSESSIONS

WEAPONS

Attack

Damage

Bonuses:

Bastard sword	80/40/16	<input type="checkbox"/>	2D6
Hatchet/throw	60/30/12	<input type="checkbox"/>	1D6+1/1D4+1
Targe shield	+10%	<input type="checkbox"/>	
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____

AGILITY

bonus _____

Climb (20%) _____ ☐
Jump (20%) 46 ☐
Ride (20%) 66 ☐
Swim (20%) 46 ☐

..... ☐
..... ☐
..... ☐
..... ☐

COMMUNICATION

bonus _____

Persuade (10%) _____ ☐
Sing (5%) _____ ☐
..... ☐
..... ☐
..... ☐
..... ☐

KNOWLEDGE

bonus _____

Appraise (5%) _____ ☐
First Aid (30%) 48 ☐
Music Lore _____ ☐
Navigate _____ ☐
Plant Lore (10%) _____ ☐

..... ☐
..... ☐
..... ☐
..... ☐

LANGUAGES

Common _____ ☐
..... ☐
..... ☐
..... ☐
..... ☐
..... ☐

PERCEPTION

bonus _____

Perception (25%) 42 ☐
Search (20%) 52 ☐
Track (10%) _____ ☐
..... ☐
..... ☐
..... ☐

STEALTH

bonus _____

Ambush (10%) 70 ☐
Conceal (20%) _____ ☐
Hide (20%) 50 ☐
Steal (10%) _____ ☐
..... ☐
..... ☐

MANIPULATION

bonus _____

Juggle _____ ☐
Pick Lock _____ ☐
Slight. hand (10%) 40 ☐
Set Trap _____ ☐
Tie Knot _____ ☐
..... ☐
..... ☐
..... ☐

SUMMONING

Free INT _____ ☐
Summon _____ ☐
.....
.....
.....
.....

Ongar Ettor

Vilmirian hunter, 28yo. Older brother of Atania Ettor.

Since he was a little boy he followed the steps of his father and soon started learning the art of hunting. Many days of endless hours staring at the fields made him more a friend of nature and the circle of life than a friend of other people. Atania is one of the only persons he actually cares about. He would do anything to protect her.

The last decade has been worse and worse for Vilmir. As more people got crushed by poverty in became harder and harder to stay in the country. The priests of the Church of Law did what they could, but it seemed that the will of the Gods was to send some adventurous Vilmirians out of the country to care for their families, and the Isle of Purple Towns seemed appropriate enough. But this is surely only temporary. The Gods of Law will bring Vilmir back to its old greatness.

MICHAEL MOORCOCK'S

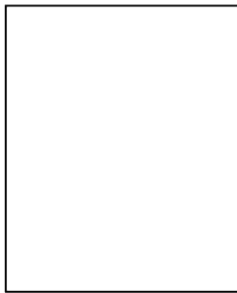
Stormbringer

Fantasy Roleplaying in the World of Elric



NAME Ongar Ettor SEX M AGE 28 PLAYER _____
 NATIONALITY Vilmirian CLASS Hunter CULT Law

STR 50
 CON 70
 SIZ 60
 INT 50
 POW 60
 DEX 80
 CHA 40



DESCRIPTION

ARMOR Leather
 Armor rating 1D6-1
 Dodge (half DEX) 40%

HIT POINTS

01 02 03 04 05 06 07 08 09 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30

POSSESSIONS

WEAPONS

Attack

Damage

Bonuses:

<u>Falchion</u>	<u>48/24/10</u> <input type="checkbox"/>	<u>1D6+2</u>
<u>Self bow</u>	<u>48/24/10</u> <input type="checkbox"/>	<u>1D8+1</u>
_____	_____ <input type="checkbox"/>	_____
_____	_____ <input type="checkbox"/>	_____
_____	_____ <input type="checkbox"/>	_____
_____	_____ <input type="checkbox"/>	_____
_____	_____ <input type="checkbox"/>	_____

AGILITY

bonus _____

Climb (20%) 46 ☐
 Jump (20%) _____ ☐
 Ride (20%) 56 ☐
 Swim (20%) 46 ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

COMMUNICATION

bonus _____

Persuade (10%) _____ ☐
 Sing (5%) _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

KNOWLEDGE

bonus _____

Appraise (5%) _____ ☐
 First Aid (30%) 56 ☐
 Music Lore _____ ☐
 Navigate _____ ☐
 Plant Lore (10%) 66 ☐
 _____ ☐
 _____ ☐
 _____ ☐

LANGUAGES

Common _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

PERCEPTION

bonus _____

Perception (25%) 62 ☐
 Search (20%) 42 ☐
 Track (10%) 72 ☐
 _____ ☐
 _____ ☐
 _____ ☐

STEALTH

bonus _____

Ambush (10%) 24 ☐
 Conceal (20%) _____ ☐
 Hide (20%) _____ ☐
 Steal (10%) _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

MANIPULATION

bonus _____

Juggle _____ ☐
 Pick Lock _____ ☐
 Slight. hand (10%) _____ ☐
 Set Trap 58 ☐
 Tie Knot _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

SUMMONING

Free INT _____ ☐
 Summon _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

Nalda Corruna

Vilmirian warrior, 27yo. Friend of the Ettore siblings, especially Atania.

Nalda has known the Ettore family for many years. She used to go to fairs with her father, a craftsman, and there she met Ongar and Atania. She developed a strong fondness for Atania as, after Nalda's little sister died, meeting her was like having a little sister again.

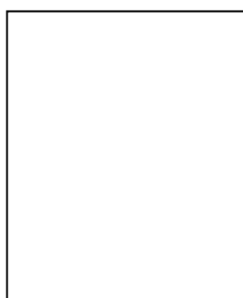
In the last years things have gotten worse and worse in Vilmir, which made many families send their young to other countries so that they could earn a living and have a more prosperous life.

MICHAEL MOORCOCK'S
Stormbringer
Fantasy Roleplaying in the World of Elric



NAME Nalda Corruna SEX F AGE 27 PLAYER _____
NATIONALITY Vilmirian CLASS Warrior CULT Law

STR 60
CON 80
SIZ 50
INT 40
POW 50
DEX 60
CHA 70



DESCRIPTION

ARMOR Half plate
Armor rating 1D8-1
Dodge (half DEX) 30%

HIT POINTS

01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30

POSSESSIONS

WEAPONS

Attack

Damage

Bonuses:

<u>Greatsword (2H)</u>	<u>72/36/14</u>	<input type="checkbox"/>	<u>2D8</u>
<u>Self bow</u>	<u>62/31/12</u>	<input type="checkbox"/>	<u>1D8+1</u>
<u>Battle axe</u>	<u>42/21/8</u>	<input type="checkbox"/>	<u>1D8+2</u>
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____

AGILITY

bonus _____

Climb (20%) _____ ☐
Jump (20%) _____ ☐
Ride (20%) 54 ☐
Swim (20%) _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐

COMMUNICATION

bonus _____

Persuade (10%) 62 ☐
Sing (5%) _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐

KNOWLEDGE

bonus _____

Appraise (5%) _____ ☐
First Aid (30%) 54 ☐
Music Lore 24 ☐
Navigate _____ ☐
Plant Lore (10%) _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐

LANGUAGES

Common _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐

PERCEPTION

bonus _____

Perception (25%) 43 ☐
Search (20%) 38 ☐
Track (10%) _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐

STEALTH

bonus _____

Ambush (10%) 40 ☐
Conceal (20%) _____ ☐
Hide (20%) _____ ☐
Steal (10%) _____ ☐
..... _____ ☐
..... _____ ☐

MANIPULATION

bonus _____

Juggle _____ ☐
Pick Lock 22 ☐
Slight. hand (10%) _____ ☐
Set Trap _____ ☐
Tie Knot _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐

SUMMONING

Free INT _____ ☐
Summon _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐
..... _____ ☐

Alsen Fornova

Vilmirian sailor, 26yo. Knows the Ettor siblings and Enna.

He grew up in Vilmir but has travelled for much of his life: he has seen Ilmiora, the Isle of the Purple Towns, Lormyr, Filkhar and even Pan Tang's port, briefly.

As Vilmirians have become poorer with time, Alsen's family has used their sea knowledge to make a living in other countries. Alsen was the last one of his siblings to finally try his luck. That has made him want to prove himself, to show that he too can achieve good, important things. He sometimes feels that Vilmirians are preoccupied with religion and become too conservative and judgemental. That, and the fact that most of them have never seen the world outside of their own country, makes Alsen think that most Vilmirians don't understand the world.

MICHAEL MOORCOCK'S

Stormbringer

Fantasy Roleplaying in the World of Elric



NAME Alsen Fornova SEX M AGE 26 PLAYER _____
 NATIONALITY Vilmirian CLASS Sailor CULT Law

STR 50
 CON 70
 SIZ 40
 INT 50
 POW 60
 DEX 80
 CHA 50



DESCRIPTION

ARMOR Leather
 Armor rating 1D6-1
 Dodge (half DEX) 40%

HIT POINTS

01 02 03 04 05 06 07 08 09 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30

POSSESSIONS

WEAPONS

Attack

Damage

Bonuses:

<u>Hatchet</u>	<u>68/34/14</u>	<input type="checkbox"/>	<u>1D6+1</u>
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____

AGILITY

bonus _____

Climb (20%) 50 ☐
 Jump (20%) _____ ☐
 Ride (20%) _____ ☐
 Swim (20%) 70 ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

KNOWLEDGE

bonus _____

Appraise (5%) 27 ☐
 First Aid (30%) _____ ☐
 Music Lore _____ ☐
 Navigate 72 ☐
 Plant Lore (10%) _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

PERCEPTION

bonus _____

Perception (25%) 52 ☐
 Search (20%) _____ ☐
 Track (10%) _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

MANIPULATION

bonus _____

Juggle 28 ☐
 Pick Lock 48 ☐
 Slight. hand (10%) _____ ☐
 Set Trap _____ ☐
 Tie Knot 58 ☐
 _____ ☐
 _____ ☐
 _____ ☐

COMMUNICATION

bonus _____

Persuade (10%) 32 ☐
 Sing (5%) 27 ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

LANGUAGES

Common _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

STEALTH

bonus _____

Ambush (10%) _____ ☐
 Conceal (20%) _____ ☐
 Hide (20%) _____ ☐
 Steal (10%) _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

SUMMONING

Free INT _____ ☐
 Summon _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

Enna Satigo

Vilimirian Law priest, 35yo. Well known with all characters except Pieto.

She has been a priest and lawyer for many years now. Her strong faith and good communications skills have served her well, but in the last years the situation in the country has worsened, with heretics and corrupt noblemen taking advantage of poor people. Some god-fearing believers, including her, have been forced to emigrate to other countries. Donblas has surely planned this, and intends that the purest at heart will spread his Holy Message throughout the Young Kingdoms.

Although it is her first time outside of Vilmir, Enna is excited to spread the Message of Donblas' Purity, and is happy to share the journey with the two descendants of the Etor family: Atania and Ongar.

Before leaving Vilmir, Enna wrote a powerful proclamation that now hangs in the main church of Vilmir's capital. She is proud of having such an honour. Below, the full text of the proclamation is shown:

Let it be known that minions of Entropy, under the guise of Itinerant priests of Our most Holy Church, have infiltrated the borders of Vilmir, and spread Heresy and Dissent throughout the land, encouraging Free Thought, and calling Shame upon the Church of Law, which they claim, in their malefic lies, to be Sullied and Corrupt. That the Pollution of the Pure and the spread of the Disease of Sin might be stopped, and the plots of these Worshipers of Demons be Thwarted, it is the Just and the Holy Duty of Cardinal Garrick, High Priest of Donblas, Light of the White Lords, to command that no Sermon shall be preached unless it be from the Pulpit, and that Our soldiery are hereby possessed of the Duty of arresting those Diabolists who flaunt this decree. Thus may these infidels and most Chaotic enemies of the Church and State of Vilmir be Revealed in their Infamy, and their blandishments against the Purity of the Church cease.

MICHAEL MOORCOCK'S

Stormbringer

 Fantasy Roleplaying in the World of Elric



NAME Enna Satigo SEX F AGE 35 PLAYER _____
 NATIONALITY Vilmirian CLASS Priest CULT Law

STR 50
 CON 60
 SIZ 50
 INT 60
 POW 80
 DEX 40
 CHA 70



DESCRIPTION

ARMOR None
 Armor rating _____
 Dodge (half DEX) 20%

HIT POINTS

01 02 03 04 05 06 07 08 09 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30

POSSESSIONS

WEAPONS

Attack

Damage

Bonuses:

<u>Dagger</u>	<u>26/13/5</u>	<input type="checkbox"/>	<u>1D4+2</u>
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____

AGILITY

bonus _____

Climb (20%) _____ ☐
 Jump (20%) _____ ☐
 Ride (20%) 44 ☐
 Swim (20%) _____ ☐

KNOWLEDGE

bonus _____

Appraise (5%) 54 ☐
 First Aid (30%) 48 ☐
 Music Lore _____ ☐
 Navigate _____ ☐
 Plant Lore (10%) 54 ☐
 Religion (Law) 84 ☐
 Legal Lore 74 ☐
 History 64 ☐

PERCEPTION

bonus _____

Perception (25%) 53 ☐
 Search (20%) _____ ☐
 Track (10%) _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

MANIPULATION

bonus _____

Juggle _____ ☐
 Pick Lock _____ ☐
 Slight. hand (10%) _____ ☐
 Set Trap _____ ☐
 Tie Knot _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

COMMUNICATION

bonus _____

Persuade (10%) 72 ☐
 Sing (5%) 37 ☐
 Write 62 ☐
 _____ ☐
 _____ ☐
 _____ ☐

LANGUAGES

Common _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

STEALTH

bonus _____

Ambush (10%) _____ ☐
 Conceal (20%) _____ ☐
 Hide (20%) _____ ☐
 Steal (10%) _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

SUMMONING

Free INT _____ ☐
 Summon _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

Pieto Condotta

Ilmioran *assassin*, 26yo. Met all the characters on the boat to the Isle of the Purple Towns.

He grew up mostly alone. His father left his mother for gambling and alcohol, and his mother died when he was 11 years old. He got into trouble often and soon had to learn, the hard way, how to fight. To support himself he ended up accepting money to hurt or kill and that became a way of life, making him the cynical human being he is.

Things were not going that great in Ilmiora, and in his last job he got into trouble when he killed one of his clients after he didn't pay him. Both things made him decide to leave the country and try to start fresh, so he left to Vilmir to take a boat to the Isle of the Purple Towns. In the boat he met the rest of the party, which he doesn't particularly like. He thinks they are a bunch of typical Vilmirians: unsophisticated, ignorant Law fundamentalists.

At least for now *he wants to keep his past a secret*, so he pretends to be an artisan. He learned to carve simple figures in wood with his knife so that's what he pretends to do for a living. Initially he wanted to leave them behind as soon as he arrived in the Purple Towns, but he will wait for a couple of days and see if they can help find a well-paid job before leaving...

MICHAEL MOORCOCK'S

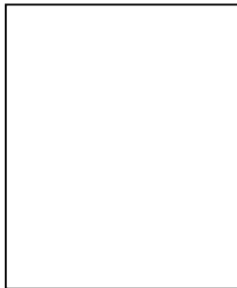
Stormbringer

Fantasy Roleplaying in the World of Elric



NAME Pieto Condotta SEX M AGE 26 PLAYER _____
 NATIONALITY Ilmioran CLASS Craftsman CULT Elementals

STR 60
 CON 70
 SIZ 40
 INT 60
 POW 50
 DEX 80
 CHA 50



DESCRIPTION

ARMOR Leather
 Armor rating 1D6-1
 Dodge (half DEX) 40%

HIT POINTS

01 02 03 04 05 06 07 08 09 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30

POSSESSIONS

WEAPONS

Attack

Damage

Bonuses:

<u>Falchion</u>	<u>80/40/16</u>	<input type="checkbox"/>	<u>1D6+2</u>
<u>Dagger (incl. throw)</u>	<u>70/35/14</u>	<input type="checkbox"/>	<u>1D4+2</u>
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	_____

AGILITY

bonus _____

Climb (20%) ☐
 Jump (20%) 50 ☐
 Ride (20%) 60 ☐
 Swim (20%) _____ ☐
 ☐
 ☐
 ☐
 ☐

COMMUNICATION

bonus _____

Persuade (10%) _____ ☐
 Sing (5%) _____ ☐
Bargain 42 ☐
 ☐
 ☐
 ☐

KNOWLEDGE

bonus _____

Appraise (5%) _____ ☐
 First Aid (30%) 56 ☐
 Music Lore _____ ☐
 Navigate 66 ☐
 Plant Lore (10%) _____ ☐
Craft: carving 46 ☐
 ☐
 ☐

LANGUAGES

Common _____ ☐
 ☐
 ☐
 ☐
 ☐
 ☐

PERCEPTION

bonus _____

Perception (25%) 51 ☐
 Search (20%) _____ ☐
 Track (10%) _____ ☐
 ☐
 ☐
 ☐

STEALTH

bonus _____

Ambush (10%) 60 ☐
 Conceal (20%) _____ ☐
 Hide (20%) _____ ☐
 Steal (10%) _____ ☐
 ☐
 ☐
 ☐

MANIPULATION

bonus _____

Juggle _____ ☐
 Pick Lock 30 ☐
 Slight. hand (10%) _____ ☐
 Set Trap _____ ☐
 Tie Knot _____ ☐
 ☐
 ☐
 ☐

SUMMONING

Free INT _____ ☐
 Summon _____ ☐

Reference

Unless you have a group that clearly only cares about rules, **feel free to make up the result of any rolls** if they help telling a more compelling story (eg. you might want to ignore the Earth elementals' 50% weapon breakage until the church).

Use whatever rule variant you like. Everything is percentage-based.

Combat suggestion

Combat is supposed to be **brutal**. It should be hard to not get major wounds after two blows. I like this variant of Cthulhu 7th:

Initiative is always highest to lowest DEX.

Combat skills have three numbers: skill value, half and a fifth of that value. This splits successes between *regular*, *hard* (pass with half the skill), *extreme* (pass with one fifth), and *critical* (5%).

Attacking means rolling the combat skill and calculating the kind of success. The defender then chooses between dodging (highest between half DEX and combat skill) or attacking back.

When **dodging**, achieving the same kind of success is enough to avoid being hit. When **attacking back**, the defender has to get a *higher* success or be hit. Getting a higher success, though, means not only that the defender avoids being hit, but that the attacker gets hit *in his own turn*!

Extreme successes and criticals produce max. weapon damage (no need to roll).

Armour involves a die roll!

Stats

Swordsmen (all the same)

STR 75 / DEX 70 / CON 70 / SIZ 55 / INT 65 /
POW 55 / CHA 50

Hit Points: 14 / Armour: Half plate (1D8-1)

Sword 66% (1D10+1) / Self bow 46% (1D8+1)

Ride 65%

Fire elemental

Hit Points: 30 (but *invulnerable to weapons!*)

Made of fire. Can have any shape (flames, animal, demon, ...), ignite flammable objects on contact, produce bursts of flame (100% - 10% for each meter away from target; 2D10 damage; only twice per hour), control flames, ...

Earth elemental

Hit Points: 30 (but *invulnerable to weapons!*)

Punch: 25% (3D6 damage), always hits last!

50% chance of breaking attacker's weapons when hit.

Water elemental

Hit Points: 30 (can be hurt normally)

Can rust metal weapons (half damage) **dying** in the process, and get inside a person and drown them (1D8 damage for 1D6 rounds), ...

Air elemental

Hit Points: 30 (but *invulnerable to weapons!*)

Invisible! Can fly, move light objects for 1D6 minutes, blow arrows off course, bring spoken words 1km away, ...

Opluk Voashoon

STR 40 / DEX 35 / CON 50 / SIZ 65 / INT 80 /
POW 80 / CHA 80

Hit Points: 11 / Armour: Leather (1D6-1)

Falchion 45% (1D6+2) / Punch 35% (1D3)

Ride 40%

Credits

This scenario was written and illustrated by Esteban Manchado Velázquez using the following resources:

- The “Proclamation” for the priest comes from “Atlas of the Young Kingdoms, Vol. 1”.
- Font “Old Style” by the H.P. Lovecraft's Historical Society:
<http://www.cthulhulives.org/toybox/PROPDOCS/FreeFonts.html>
- Font “RiseStarHand” by Tharique Azeez: <http://openfontlibrary.org/en/font/risestarhand>
- Font “Avería” by Dan Sayers: <http://iotic.com/averia/>