

THE STORMRIDER



WHITE WOLF
A Renaissance in Games


©1990

by Mark Rein • Hagen

JUMP START KIT

WW0802

Credits

1st edition design: Mark Rein•Hagen
1st edition development: Jonathan Tweet and Lisa Stevens
Character design: Jonathan Tweet
2nd edition design: Mark Rein•Hagen
2nd Edition coordination: Lisa Stevens
Editing: Stewart Wieck and Lisa Stevens
Lay-Out: Nicole Lindroos
Cover Art: Jeff Menges
Cover Logo: Richard Thomas
Interior Art: Eric Hotz and Cheryl Mandus
Cartography: Chris McDonough
Art Coordination: Mark Rein•Hagen and Lisa Stevens
Ars Magica rules originally by Jonathan Tweet and Mark Rein•Hagen

Special, special thanks to:

Mark "Rambo, Jr." Rein•Hagen for giving us the Lion Rampant/White Wolf Publishing merger.

Stewart "ausgezeichnet" Wieck for being the other participant in the Lion Rampant/White Wolf merger.

Lisa "Is the logo done? When does the art get here? Have you started the layout yet?" **Stevens** for the future ulcer she'll get for worrying this product into existence.

The Legendary **Nicole** "I'm a grogaholic" **Lindroos** for not complaining too loudly when we cut her production time in half, or fourths, or eighths...

John "It's tax time, again!" **Brandt** for dealing with small town banks and doing taxes more times in one year than any sane person should have to.

Richard "Did I really draw a Japanimation Marge Simpson on Nicole's thigh?" **Thomas** for listening to the hysterics of an overworked staff member.

Chris "Hey, what's up?" **McDonough** for giving us a helping hand in the art and graphics department.

Ann "Let's go shopping, gals!" **Nappo** for just being a friend and letting us borrow Chris from time to time.

Jeff "So what does Mistridge look like anyway?" **Menges** for another superb cover piece.

Jonathan "B.Y.O.D." **Tweet** for helping with the original Stormrider Jump Start Kit and putting up with late royalty payments for the last year and a half.

DIGITAL VERSION 1.0

A Note About Our Merger

White Wolf Publishing and Lion Rampant are proud to announce their merger into a new company called White Wolf. White Wolf Publishing and Lion Rampant have worked together closely in the past, making their union both natural and inevitable. Stewart Wieck, owner of White Wolf Publishing, and Mark Rein•Hagen, owner of Lion Rampant, will be full partners in the new enterprise. Nothing will really change — the companies are now simply one entity, allowing us to bring you more highly innovative games and gaming products.

All present Lion Rampant and White Wolf products will continue to be available through White Wolf. The entire design, editorial, production and sales staffs of both companies will become part of the new White Wolf staff, working on *WHITE WOLF* magazine, *Ars Magica* products, and other creative endeavors (that we will announce very soon). All future products will be released under the White Wolf banner.

With this move, we can continue to bring you the finest in roleplaying game products. Our respective companies will be strengthened by this merger and we assure you that the quality you have come to expect from us will become even more evident in the future. Thank you for your support and we look forward to dealing with you as White Wolf in the future.

From the Editor's Pen

Unlike *The Broken Covenant of Calebais*, 2nd edition, the reworking of this product was relatively painless. We had decided that all the little loose handouts just didn't work too well — they had a tendency to get lost, were a pain in the %^& to collate, and necessitated the use of that ugly plastic bag. No, we decided to make this product look as slick as our newer ones. Of course, the mandatory Jeff Menges cover was first priority. Mark wanted to make some minor changes, so the text would mesh better with the *Ars Magica* comic book we are releasing in February of 1991 (it tells the tale of Grimgroth's first meeting with the legendary Stormrider). We also had to reformat the book so that it could be perfect bound. Some new interior artwork was commissioned and the maps were redrawn. The story of Pol's death at the hands of the Stormrider was inserted from 2nd edition *Ars Magica*. The elemental rules from 1st edition *Ars Magica* are given, including the examples of the different elementals which didn't make it into *Calebais*, so that Storyguides could handle the water trolls. All in all, this product hasn't changed too drastically. We've just gone through the effort to make it slicker and more user friendly than ever before. I hope you enjoy it.

Table of Contents

The Story of Pol	4
Read This First	5
What This Kit Is	5
To the Players	5
Advice to the Storyguide	5
The Stormrider	6
Introduction	6
Plot Synopsis	6
Theme	6
Briefing the Players	7
Moving Things Right Along	8
The Two Cliques	8
At the Covenant	8
The Lookouts	8
Finding the Two Apprentices	10
Petitioning Felix	10
On The Fiery Trail	12
Getting Underway	12
Information About the Stormrider	12
Tomas' Visions	13
Setting Off	13
Crossing the River	13
Other Side of the River	14
The Ford	14
The Burning Tree	14
Javielle	16
Map of Javielle	17
The Old Hag	19
The Stormrider Attacks	20
The Baron's Castle	21
Fighting the Stormrider	22
Map of Val Du Bosque	23
The River, Once Again	24
Baron d'Uverre	24
The River Trolls	25
The Last Push	26
Stormrider's Last Stand	27
Denouement	28
The Never-Ending Story	29
Appendix: Elementals	30